

EVOCATORS

ON CELESTIAL DRACOLINES



The Sacrosanct Chamber includes Evocators that ride to war on mighty Dracolines, celestial beasts whose roars can shake an enemy to his core. By channelling aetheric energy, the Evocators can deflect incoming projectiles and empower their weapons.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tempest Blade and Stormstave	1"	4	3+	3+	-1	1
Grandstave	2"	3	3+	3+	-	2
Monstrous Claws	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Evocators on Celestial Dracolines has any number of models, each armed with a Tempest Blade and Stormstave. 2 in every 3 models can replace their Tempest Blade and Stormstave with a Grandstave.

MOUNT: This unit's Celestial Dracolines attack with their Monstrous Claws.

EVOCATOR-PRIME: The leader of this unit is an Evocator-Prime. Add 1 to the Attacks characteristic of an Evocator-Prime's melee weapons.

ABILITIES

Celestial Lightning Arc: *Evocators summon bands of celestial lightning that arc around their weapons.*

You can re-roll save rolls of 1 for attacks made with missile weapons that target this unit. In addition, each time this unit attacks, after all of its attacks have been resolved, you can pick 1 enemy unit within 3" of this unit. If you do so, roll 2 dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

Supernatural Roar: *The roar of a Dracoline is a terrifying, unearthly sound that will shake any opponent to their very core.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of one or more friendly **DRACOLINES**.

KEYWORDS

ORDER, CELESTIAL, HUMAN, DRACOLINE, STORMCAST ETERNAL, SACROSANCT, CORPUSCANT, WIZARD, EVOCATORS

Thunderous Pounce: *A Dracoline builds energy as it charges towards the foe, before pouncing and discharging that force through its claws in a blast of Azyrite power.*

You can re-roll charge rolls for this unit. In addition, the Damage characteristic for this unit's Monstrous Claws is D3 instead of 1 if this unit made a charge move in the same turn.

MAGIC

This unit is a **WIZARD** while it has 2 or more models. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Empower spell. It cannot attempt to cast any spells other than Empower, but any number of units of **EVOCATORS** can attempt to cast Empower in the same hero phase.

Empower: *When gathered in enough numbers, Evocators can empower themselves or their comrades.*

Empower has a casting value of 6. If successfully cast, pick a friendly **REDEEMER** or **SACROSANCT** unit wholly within 12" of the caster. Until your next hero phase, you can re-roll failed wound rolls for attacks made by that unit.