



RETRIBUTORS

Retributors are the wrath of the heavens made flesh. They bring swift and deadly justice to the lands of the Mortal Realms. Their lightning hammers are forged from ensorcelled sigmarite, and by channelling the energy of the storm they can release thunderous bursts of sky-magic that blast the foe to ash.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Hammer	1"	2	3+	3+	-1	2
Starsoul Mace	1"	1	—	See below	—	—

DESCRIPTION

A unit of Retributors has 3 or more models. They are armed with Lightning Hammers. 2 in every 5 models may instead be armed with a Starsoul Mace.

RETRIBUTOR-PRIME

The leader of this unit is the Retributor-Prime. A Retributor-Prime makes 3 attacks rather than 2 with a Lightning Hammer.

ABILITIES

Blast to Ashes: If the hit roll for a model attacking with a Lightning Hammer is 6 or more, that blow strikes with a thunderous blast that inflicts 2 mortal wounds instead of its normal damage. Do not make a wound or save roll for the attack.

Starsoul Mace: A model armed with a Starsoul Mace can make a starblast attack in each combat phase. Pick an enemy unit that is within 1" of the model with the Starsoul Mace. That unit suffers D3 mortal wounds.