



PROTECTORS

Inexorable and relentless, the Protectors advance. Their stormstrike glaives weave in intricate patterns around them, creating a shield of celestial energy which casts incoming missiles aside. When they reach the enemy's lines, their masterful bladework is turned to a deadlier purpose, dismembering lesser foes and executing leviathans alike.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	3"	3	3+	3+	-1	1
Starsoul Mace	1"	1	—	See below	—	—

DESCRIPTION

A unit of Protectors has 5 or more models. They are armed with Stormstrike Glaives. 2 in every 5 models may instead be armed with a Starsoul Mace.

PROTECTOR-PRIME

The leader of this unit is the Protector-Prime. A Protector-Prime attacking with a Stormstrike Glaive makes 4 attacks rather than 3.

ABILITIES

Deathstrike: A Stormstrike Glaive can slay monstrous foes with a single blow. If the wound roll for a Stormstrike Glaive is 6 or more and the target is a MONSTER, it does D6 Damage instead of 1.

Storm-shield: Arrows are deflected by the Protectors' weaving Glaives. Subtract 1 from the hit rolls of enemy shooting attacks that target a unit of Protectors, or which must cross a unit of Protectors to hit a model that lies beyond them.

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.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, PROTECTORS