

SEQUITORS



Sequitors are stern warriors who channel the tempest through the magical weaponry bequeathed to them by Sigmar. To be struck by such a warrior is to feel the energy of the storm discharging with thunderclap force.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormsmite Maul	1"	2	3+	3+	-	1
Tempest Blade	1"	3	3+	4+	-	1
Stormsmite Greatmace	1"	2	3+	3+	-1	2

DESCRIPTION

A unit of Sequitors has any number of models. The unit is armed with one of the following weapon options: Stormsmite Maul and Soulshield; or Tempest Blade and Soulshield. 2 in every 5 models can replace the unit's weapon option with a Stormsmite Greatmace.

SEQUITOR-PRIME: The leader of this unit is a Sequitor-Prime. A Sequitor-Prime can replace the unit's weapon option with a Stormsmite Greatmace, in addition to any other models in the unit that can do so. Add 1 to the Attacks characteristic of a Sequitor-Prime's melee weapon. If a Sequitor-Prime is armed with a Stormsmite Maul and Soulshield or Tempest Blade and Soulshield, they may also carry a Redemption Cache.

ABILITIES

Greatmace Blast: *A stormsmite greatmace emits bursts of celestial energy that are deadly to daemons and spirit creatures.*

If the unmodified hit roll for an attack made with a Stormsmite Greatmace that targets a **DAEMON** or **NIGHTHAUNT** unit is 6, that attack inflicts D3 hits on the target instead of 1. Make a wound and save roll for each hit.

Redemption Cache: *A Redemption Cache can drag the souls of the damned from their bodies.*

At the start of your shooting phase, you can pick a **CHAOS** or **DEATH** unit within 6" of a Sequitor-Prime with a Redemption Cache and roll a dice. On a 4+, that unit suffers 1 mortal wound.

Sequitor Aetheric Channelling: *Sequitors can use their knowledge of the arcane arts to channel aetheric energy into their weapons or shields.*

At the start of the combat phase, you must say if this unit will channel aetheric power into its weapons or its shields. If you choose its weapons, you can re-roll failed hit rolls for attacks made by this unit in that combat phase. If you choose its shields, you can re-roll failed save rolls for attacks that target this unit in that combat phase (instead of only re-rolling save rolls of 1).

Soulshields: *Soulshields are harder than steel and thrice blessed during their forging, so they can withstand any blow.*

You can re-roll save rolls of 1 for attacks that target this unit if any models from this unit are carrying a Soulshield.