

EVOCATORS



Evocators fight with sword and staff, their weapons linked together with chains of summoned power. The combination of heavens-blessed weapons and crackling storm energy makes the Evocator deadly indeed.



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

DESCRIPTION

A unit of Evocators has any number of models, each armed with a Tempest Blade and Stormstave. Any model can replace its Tempest Blade and Stormstave with a Grandstave.

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.

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.