

FULGURITE ELECTRO-PRIESTS

M6"

T3

SV7+

W1

LD7+

OC1

RW5+

65–130 PTS

Base 32mm



Doctrina Imperatives

Feel No Pain 5+

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Electroleech stave

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	3+	6	-1	2

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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VERTEIDIGUNG

Electro-Infusion

While a Character model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 7+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4–5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 5++	DS –1 5++	DS –2 5++	DS –3 5++	DS –4 5++
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Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Doctrina Imperatives At the start of the battle round, you can select one of the Doctrina Imperatives below.

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

AUFSTELLUNG

5-10x Fulgurite Electro-Priests - Equipped with: Electroleech stave