

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Fidelis

SUSTAINED HITS 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 36" | 3 | 2+ | 6 | -1 | 2 |

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

► Paragon missile launcher - priors

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 36" | 2 | 2+ | 9 | -2 | D6 |

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

► Paragon missile launcher - sanctorum

BLAST

|     |     |    |   |    |   |
|-----|-----|----|---|----|---|
| R   | A   | BS | S | AP | D |
| 36" | 2D6 | 2+ | 4 | 0  | 1 |

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Righteous Repugnance

Each time this model's unit is selected to shoot or fight, you can discard 1 Miracle dice. If you do, until the end of the phase, add 3 to the Attacks characteristic of Fidelis and the Lance of Illumination. Each time an enemy unit is destroyed by this model, you gain 1 Miracle dice.

4ANGRIFF

—

5NAHKAMPF

► Lance of Illumination - strike

DEVASTATING WOUNDS

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 5 | 2+ | 8 | -2 | 3 |

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

► Lance of Illumination - sweep

DEVASTATING WOUNDS

|       |    |    |   |    |   |
|-------|----|----|---|----|---|
| R     | A  | WS | S | AP | D |
| Melee | 10 | 2+ | 5 | -1 | 1 |

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

VERTEIDIGUNG

—

IMMER / EINMALIG

Abbeß Sanctorum

While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

| GEGEN DIESE EINHEIT               |       |       |       |       |  |
|-----------------------------------|-------|-------|-------|-------|--|
| W7 · RW 2+ · 4++ · 8 LP je Modell |       |       |       |       |  |
| WIRD VERWUNDET MIT                |       |       |       |       |  |
| 2+                                | 3+    | 4+    | 5+    | 6+    |  |
| S14+                              | S8-13 | S7    | S4-6  | S1-3  |  |
| RETTUNGSSWURF JE DS               |       |       |       |       |  |
| DS 0                              | DS -1 | DS -2 | DS -3 | DS -4 |  |
| 2+                                | 3+    | 4+    | 4++   | 4++   |  |

REGELN & KEYWORDS KURZ

Acts of Faith If your Army Faction is Adepta Sororitas, each unit from your army with this ability can perform one Act of Faith per phase.

Deadly Demise 1 This ability always takes the form Deadly Demise X.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

**BLAST** Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (round...)

**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...

**SUSTAINED HITS** This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Morvenn Vahl

**Ausrüstung:** Fidelis, ► Paragon missile launcher - priors, ► Paragon missile launcher - sanctorum, ► Lance of Illumination - strike, ► Lance of Illumination - sweep

**Anführer**

This model can be attached to the following unit:

- Paragon Warsuits