

MORVENN VAHL

M	T	SV	W	LD	OC	
8"	7	2+	8	6+	3	

AUFSTELLUNG

1x Morvenn Vahl (60mm)

Equipped with: Fidelis, ► Paragon missile launcher - prioris, ► Paragon missile launcher - sanctorum, ► Lance of Illumination - strike, ► Lance of Illumination - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fidelis SUSTAINED HITS 1	36"	3	2+	6	-1	2
► Paragon missile launcher - prioris	36"	2	2+	9	-2	D6
► Paragon missile launcher - sanctorum BLAST	36"	2D6	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Lance of Illumination - strike DEVASTATING WOUNDS	Melee	5	2+	8	-2	3
► Lance of Illumination - sweep DEVASTATING WOUNDS	Melee	10	2+	5	-1	1

ABILITIES

CORE - Leader

RULES - Acts of Faith, Deadly Demise 1, Leader

Abbeys 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.

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.

Leader

This model can be attached to the following unit:

- Paragon Warsuits



WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

