

# MORVENN VAHL

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 8" | 7 | 2+ | 8 | 6+ | 3  | 4+ |

## AUFSTELLUNG

1x Morvenn Vahl

**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<br>SUSTAINED HITS 1                     | 36"   | 3   | 2+ | 6 | -1 | 2  |
| ► Paragon missile launcher - prioris            | 36"   | 2   | 2+ | 9 | -2 | D6 |
| ► Paragon missile launcher - sanctorum<br>BLAST | 36"   | 2D6 | 2+ | 4 | 0  | 1  |

## ✂ MELEE WEAPONS

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

## ABILITIES

**CORE** - Leader

**RULES** - Acts of Faith, Deadly Demise 1, Leader

### Abbeys Sanctuaries

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).*

