

FULGURITE ELECTRO-PRIESTS

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M	T	SV	W	LD	OC	
6"	3	7+	1	7+	1	

AUFSTELLUNG

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

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroleech stave DEVASTATING WOUNDS	Melee	2	3+	6	-1	2

ABILITIES

RULES - Doctrina Imperatives, Feel No Pain 5+

Electro-Infusion

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



WEAPON RULES

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.

