

## **DORALIA VEN DENST**



Despite her youth, Doralia ven Denst is a renowned agent of the Order of Azyr. Not only a hunter of witches and warlocks, she is a specialist in dispelling the endless spells they unleash, banishing them with consecrated blade and crossbow bolt alike.

| MISSILE WEAPONS      | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------|-------|---------|--------|----------|------|--------|
| Crossbow             | 24"   | 1       | 3+     | 3+       | -2   | 2      |
| MELEE WEAPONS        | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Witch Hunter's Sword | 1"    | 3       | 3+     | 3+       | -1   | 1      |

## DESCRIPTION

Doralia ven Denst is a named character that is a single model. She is armed with a Crossbow and Witch Hunter's Sword

## **ABILITIES**

**Grim Resolve:** Witch hunters are tenacious opponents, ignoring the pain of wounds that would fell a lesser person.

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated. **Sureshot:** Doralia rarely misses when she takes up position with her crossbow, each shot putting a bolt between the eyes of another opponent.

Add 1 to the Attacks characteristic of this model's Crossbow and add 1 to hit rolls for attacks made with this model's Crossbow if this model has not made a move in the same turn.

Weapons of Banishment: Inscribed with the holy writ of Sigmar and inlaid with nullstone and silver, Doralia's anti-thaumic crossbow bolts and consecrated blade are anathema to spellcasters and their works, banishing all forms of arcane energy in a flash.

Double the Damage characteristic of an attack made with this model's weapons if the target of that attack is a **WIZARD** or **DAEMON**.

In addition, when this model fights or shoots, you can choose an endless spell to be the target of any of its attacks. If you do so, roll a dice to see if that attack scores a hit. If it does, do not make a wound or save roll. Instead, roll 2D6. If the roll is greater than the casting value of that endless spell, that endless spell is dispelled.