



• WARSCROLL •

GALEN VEN DENST



As an agent of Azyr, Galen ven Denst has executed hundreds of Chaos cultists and living dead over the course of his career. His stoicism and agility is impressive, his skill with spell-banishing pistol and runic broadsword all the more so.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pistol	9"	3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Broadsword	1"	6	3+	3+	-1	1

DESCRIPTION

Galen ven Denst is a named character that is a single model. He is armed with a Pistol and Broadsword.

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.

Agile Opponent: *Galen is always on the move, fighting with the utmost balance and surety.*

This model can retreat and still shoot and/or charge in the same turn.

Weapons of Banishment: *Inlaid with nullstone and silver, Galen's pistol shot and broadsword 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.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, HERO, WITCH HUNTER, GALEN VEN DENST