IMPERIUM - ADEPTA SORORITAS · DETACHMENT

ARMY OF FAITH

2 DP · TAKE AND HOLD

ENHANCEMENTS

Blade of Saint Ellynor — **15 pts**

ADEPTA SORORITAS model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1, and those weapons have the [Precision] ability. In addition, each time the bearer fights, if one or more enemy models is destroyed by those attacks, you gain 1 Miracle dice.

Divine Aspect — **5 pts**

ADEPTA SORORITAS model only. In your Movement phase, you can select one enemy unit within 12" of that bearer; that unit must take a Battle-shock test. If that test is failed, you gain 1 Miracle dice.

Litanies of Faith — **10 pts**

CANONESS or PALATINE model only. At the start of your Command phase, if the bearer is on the battlefield, take a Leadership test for the bearer. If that test is passed, you gain 1 Miracle dice.

Triptych of the Macharian Crusade — **20 pts**

ADEPTA SORORITAS model only. Each time the bearer uses an Act of Faith to substitute a saving throw, that saving throw is successful, irrespective of the value of the Miracle dice used.

DETACHMENT-REGEL

Each ADEPTA SORORITAS unit from your army can perform up to two Acts of Faith per phase, instead of just one.

STRATAGEMS

2 CP — ARMY OF FAITH – BATTLE TACTIC STRATAGEM · WAHAPEDIA — COMMAND

LIGHT OF THE EMPEROR

When: Command phase.
Target: One ADEPTA SORORITAS unit from your army.
Effect: Until the end of the turn, your unit is blessed. While a unit is blessed, it can ignore any or all modifiers to the following: the profile characteristics of its models; the Weapon Skill or Ballistic Skill characteristics of weapons equipped by its models; any roll or test made for it (excluding modifiers to saving throws). If your unit has the JUMP PACK keyword, until the end of the turn, while a friendly ADEPTA SORORITAS unit is within 3" of your unit, that friendly unit is also blessed.

1 CP — ARMY OF FAITH – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

BLINDING RADIANCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTA SORORITAS INFANTRY unit from your army that was selected as the target of one or more of the attacking unit's attacks, or one friendly ADEPTA SORORITAS JUMP PACK unit within 3" of such a unit.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll. If you targeted an ADEPTA SORORITAS JUMP PACK unit from your army with this Stratagem, then until the end of the phase, while a friendly ADEPTA SORORITAS INFANTRY unit is unit is within 3" of your unit, each time an attack targets that unit, subtract 1 from the Hit roll.

1 CP

ARMY OF FAITH – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

DIVINE GUIDANCE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1. If one or more enemy models are destroyed as the result of any of those attacks, you gain 1 Miracle dice.

1 CP

ARMY OF FAITH – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

ANGELIC DESCENT

When: End of your opponent's Fight phase.
Target: One ADEPTA SORORITAS JUMP PACK unit from your army.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP

ARMY OF FAITH – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

FAITH AND FURY

When: Fight phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If one or more enemy models are destroyed as the result of your unit's attacks this phase, you gain 1 Miracle dice.

1 CP

ARMY OF FAITH – BATTLE TACTIC STRATAGEM · WAHAPEDIA

ANY

SHIELD OF FAITH

When: Any phase, just after an ADEPTA SORORITAS unit from your army suffers a mortal wound.
Target: That ADEPTA SORORITAS unit, or one friendly ADEPTA SORORITAS JUMP PACK unit within 3" of it.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds. If you targeted an ADEPTA SORORITAS JUMP PACK unit from your army with this Stratagem, then until the end of the phase, while a friendly ADEPTA SORORITAS unit is unit is within 3" of your unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.