

BRINGERS OF FLAME

6 Stratagems · 4 Enhancements



2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Fire and Fury

30 pts

Adepta Sororitas model only. While the bearer is leading a unit, add 1 to the Attacks characteristic of Torrent weapons equipped by models in that unit, and all other ranged weapons equipped by models that unit have the [SUSTAINED HITS 1] ability.

Manual of Saint Griselda

20 pts

ADEPTA SORORITAS model only. At the start of your Command phase, you can discard up to 2 Miracle dice. Then, add 1 Miracle dice to your Miracle Dice pool showing a value equal to the sum of the two Miracle dice you discarded (to a maximum of 6).

Iron Surplice of Saint Istalela

10 pts

CANONESS or PALATINE model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

Righteous Rage

15 pts

Adepta Sororitas model only. Each time the bearer is selected to fight, you can first discard up to 3 Miracle dice. For each Miracle dice just discarded, until the end of the phase, add 1 to the Attacks and Strength characteristics of the bearer's melee weapons.

DETACHMENT RULE

Ranged weapons equipped by ADEPTA SORORITAS models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 6", add 1 to the Strength characteristic of that attack.

STRATAGEMS (6/6)

1 CP BRINGERS OF FLAME – STRATEGIC PLOY STRATAGEM

MOVEMENT

CARRY FORTH THE FAITHFUL

When: Your Movement phase, just before an ADEPTA SORORITAS TRANSPORT model from your army Advances.

Target: That ADEPTA SORORITAS TRANSPORT model.

Effect: Until the end of the turn, you can re-roll Advance rolls made for your TRANSPORT, and units can disembark from your TRANSPORT even though it Advanced. Units that do so make a shock disembark move (Core Rules, 18.07) for that disembarkation.

2 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

SHOOTING

BLAZING IRE

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One ADEPTA SORORITAS TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: One unit embarked within your TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

2 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

SHOOTING

CLEANSING FLAMES

When: Your Shooting phase.

Target: One ADEPTA SORORITAS unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, Torrent weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability

1 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

SHOOTING

rites of fire

When: Your Shooting phase.

Target: One ADEPTA SORORITAS unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within 6" that is also within range of an objective marker, add 1 to the Wound roll. If one or more enemy models are destroyed as the result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

SHOOTING

SHIELD OF AVERSION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTA SORORITAS unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

FIGHT

RIGHTEOUS BLOWS

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 [LETHAL HITS] ability. If one or more enemy models are destroyed as the result of attacks made by those weapons this phase, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.