

SISTERS OF BATTLE SQUAD

M6"

T3

SV3+

W1

LD7+

OC2

RW6+

100 PTS

Base 32mm

1KOMMANDO

Defenders of the Faith

If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models in range of it, until your opponent controls it at the start or end of any turn.

2BEWEGUNG

3BESCHUSS

Artificer-crafted storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	2

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Boltgun

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Condemnor boltgun

ANTI-PSYKER 2+

DEVASTATING WOUNDS

PRECISION

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Heavy bolter

HEAVY

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Inferno pistol

MELTA 2

PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-4	D3

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Ministorum flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	0	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Ministorum hand flamer

IGNORES COVER

PISTOL

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Ministorum heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Multi-melta

HEAVY

MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma pistol - supercharge

HAZARDOUS

PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

4ANGRIFF

5NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	3	4+	3	-1	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	3	-1	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Power weapon

R	A	WS	S	AP	D
Melee	2	4+	4	-2	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

VERTEIDIGUNG

Incensor Cherub

Once per battle, you can target this unit with the Command Re-roll Stratagem for OCP and can do so if you have already targeted a different unit with that Stratagem this phase.

IMMER / EINMALIG

Simulacrum Imperialis

Improve the Leadership characteristic of models in the bearer's unit by 1.

GEGEN DIESE EINHEIT

W3 · RW 3+ · 6++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+

S6+

3+

S4-5

4+

S3

5+

S2

6+

S1

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

3+

4+

5+

6+

6++

REGELN & KEYWORDS KURZ

ANTI

This ability always takes the form [ANTI-X Y+].

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...

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

MELTA

This ability always takes the form [MELTA X].

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Sister Superior - Equipped with: Bolt pistol, Close combat weapon, Chainsword, Power weapon, Condemnor boltgun, Combi-weapon, Ministorum hand flamer, Inferno pistol, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Boltgun

9x Battle Sister oder Battle Sister w/ Simulacrum Imperialis oder Battle Sister w/ Special or Heavy Weapon oder Battle Sister w/ Special Weapon

Each Sister Superior can be equipped with one of: Chainsword, Power weapon.

Each Sister Superior can replace its Boltgun with Condemnor boltgun, Combi-weapon, Ministorum hand flamer, Inferno pistol, Plasma pistol or Bolt pistol.

Each Battle Sister w/ Special or Heavy Weapon can replace its Ministorum heavy flamer with Heavy bolter, Artificer-crafted storm bolter, Meltagun, Ministorum flamer or Multi-melta.

Each Battle Sister w/ Special Weapon can replace its Artificer-crafted storm bolter with Meltagun or Ministorum flamer.