SISTERS OF BATTLE SQUAD

SISTER SUPERIOR

M	T	SV	W	LD	OC	
6"	3	3+	1	7+	2	6+

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 (32mm)
9x Battle Sister oder Battle Sister w/ Simulacrum Imperialis oder Battle Sister w/ Special or Heavy Weapon oder Battle Sister w/ Special Weapon (32mm)

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	3+	4	0	2

KEYWORDS: Infantry, Grenades, Imperium, Ordo Hereticus, Sisters of Battle Squad, Requisitioned

FACTION: Agents of the Imperium **100 PTS**

Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
Condemnor boltgun ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1	24"	1	3+	4	0	1
Heavy bolter HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Inferno pistol MELTA 2, PISTOL	6"	1	3+	8	-4	D3
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Ministorum flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	4	0	1
Ministorum heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Multi-melta HEAVY, MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

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.

Incensor Cherub
Once per battle, you can target this unit with the Command Re-roll Stratagem for 0CP and can do so if you have already targeted a different unit with that Stratagem this phase.

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

Chainsword	Melee	3	4+	3	-1	1
Close combat weapon	Melee	1	4+	3	-1	1
Power weapon	Melee	2	4+	4	-2	1

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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