RELIQUANT KNIGHT [CRUCIBLE]

100 PTS

M	T	Sv	W	LD	OC
8"	7	2+	4	7+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	2+	4	0	2
Autogun RAPID FIRE 1	24"	1	2+	3	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun RAPID FIRE 1	24"	1	2+	4	0	1
Brazier of holy fire IGNORES COVER ONE SHOT TORRENT	12"	D6	N/A	6	-1	2
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	2+	4	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Inferno pistol MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	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 MELTA 2	24"	2	3+	9	-4	D6
Paragon grenade launchers TWIN-LINKED	24"	1	2+	9	-2	D3
Paragon storm bolters RAPID FIRE 2 TWIN-LINKED	24"	2	2+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

AUFSTELLUNG

1x Reliquant Knight [Crucible]

Equipped with: Artificer-crafted storm bolter, Autogun, Autopistol, Bolt pistol, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Heavy bolter, Inferno pistol, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Paragon grenade launchers, Paragon storm bolters, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Blessed blade, Blessed polearm, Close combat weapon, Hallowed chainsword, Hallowed mace, Holy eviscerator, Neural whips, Paragon war blade, Paragon war mace, Power weapon

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KEYWORDS: Character, Grenades, Imperium, Crucible, Vehicle, Walker, Reliquant Knight, Paragon Warsuits, Sororitas Character, Leader
FACTION KEYWORDS: Adepta Sororitas

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MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blessed blade LETHAL HITS	Melee	4	2+	6	-2	2
Blessed polearm	Melee	5	2+	5	-2	2
Close combat weapon	Melee	5	2+	3	0	1
Hallowed chainsword	Melee	5	2+	3	-1	1
Hallowed mace LETHAL HITS	Melee	5	2+	4	-1	2
Holy eviscerator SUSTAINED HITS 1	Melee	3	2+	6	-2	2
Neural whips ANTI-INFANTRY 4+	Melee	6	2+	3	-1	1
Paragon war blade	Melee	5	2+	8	-2	2
Paragon war mace	Melee	4	2+	12	-1	3
Power weapon	Melee	4	2+	4	-2	2

ABILITIES

CORE - Leader, Leader, Leader, Leader

Adamant Wrath
You can re-roll Advance and Charge rolls made for this unit.

Cherub
Once per battle, after this model's unit has performed a Act of Faith, you gain 1 Miracle dice.

Divine Authority
Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

Fury of the Righteous
While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.

Laud Hailer
Once per battle, at the start of any phase, you can select one friendly Adepta Sororitas unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Shield of the Righteous
Models in this unit have a 4+ invulnerable save.

Unflinching Determination
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following units: Seraphim Squad, Zephyrim Squad

WEAPON ABILITIES

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+.

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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.

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).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

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.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

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.

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Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Acts of Faith
If your Army Faction is Adepta Sororitas, each unit from your army with this ability can perform one Act of Faith per phase. This is done using Miracle dice.

GAINING MIRACLE DICE

If your Army Faction is Adepta Sororitas, you gain 1 Miracle dice:

- At the start of each turn.

- Each time an Adepta Sororitas unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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