TRIUMPH OF SAINT KATHERINE

245 PTS

M	T	Sv	W	LD	OC
6"	3	3+	18	6+	6

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistols PISTOL	12"	6	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Weapons	Melee	18	2+	5	-2	1

ABILITIES

CORE - Leader

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, the Attacks characteristics of all of its weapons are halved, and you can only select one ability when using its Relics of the Matriarchs ability, instead of up to two.

Relic of the Matriarch - Censer of the Sacred Rose (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, you can re-roll all Battle-shock tests taken for that unit.

Relic of the Matriarch - Icon of the Valorous Heart (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, models in that unit have the Feel No Pain 6+ ability.

Relic of the Matriarch - Petals of the Bloody Rose (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, improve the Armour Penetration characteristic of melee weapons equipped by model in that unit by 1.

Relic of the Matriarch - Simulacrum of the Argent Shroud (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, each time a model in that unit makes a ranged attack, re-roll a Wound roll of 1.

Relic of the Matriarch - Simulacrum of the Ebon Chalice (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, that unit can perform up to two Acts of Faith per phase, instead of only one.

Relic of the Matriarch - The Fiery Heart (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, add 2" to that unit's Move characteristic and add 1 to the Advance and Charge rolls made for that unit.

Relics of the Matriarchs
At the start of the battle round, select up to two of the abilities in the Relics of the Matriarchs section. Until the start of the next battle round, this model has those abilities.

Solemn Procession
Each time you gain 1 Miracle dice at the start of your turn, if this model is on the battlefield, do not roll one D6 to determine the value of that Miracle dice; it has a value of 6.

Leader
This model can be attached to the following unit: BATTLE SISTERS SQUAD, CRUSADERS

WEAPON ABILITIES

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.

AUFSTELLUNG

1x Triumph of Saint Katherine (120x92mm Oval Base)

Equipped with: Bolt Pistols, Relic Weapons

KEYWORDS: Infantry, Grenades, Character, Epic Hero, Imperium, Triumph of Saint Katherine, Sororitas Character, Leader
FACTION KEYWORDS: Adepta Sororitas

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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

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.

KEYWORDS: Infantry, Grenades, Character, Epic Hero, Imperium, Triumph of Saint Katherine, Sororitas Character, Leader
FACTION KEYWORDS: Adepta Sororitas