JUNITH ERUITA - IMPERIUM - ADEPTA SORORITAS

105 PTS

M	T	Sv	W	LD	OC
8"	5	2+	8	6+	2

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Junith Eruita (50mm)

Equipped with: Twin Ministorum Heavy Flamer, Mace of Castigation

KEYWORDS: Epic Hero, Character, Fly, Imperium, Junith Eruita, Mounted, Sororitas Character, Leader

FACTION KEYWORDS: Adepta Sororitas

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Ministorum Heavy Flamer IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mace of Castigation	Melee	4	2+	6	-2	2

ABILITIES

CORE - Leader

Fiery Conviction
If this model is on the battlefield at the start

of your Command phase, you can choose one of the following:

- Discard 1 Miracle dice and gain 1CP.
- Take a Leadership test for this model, if that test is passed, gain 1CP.

The Pulpit of Saint Holline's Basilica
- This unit has Stealth.

- Melee attacks that target this unit have -1 to hit rolls.

Leader
This model can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD, SISTERS NOVITIATE SQUAD

WEAPON ABILITIES

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).

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

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

JUNITH ERUITA - IMPERIUM - ADEPTA SORORITAS

105 PTS

M	T	Sv	W	LD	OC
8"	5	2+	8	6+	2

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Junith Eruita (50mm)

Equipped with: Twin Ministorum Heavy Flamer, Mace of Castigation

KEYWORDS: Epic Hero, Character, Fly, Imperium, Junith Eruita, Mounted, Sororitas Character, Leader

FACTION KEYWORDS: Adepta Sororitas

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

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).