

SISTERS NOVITIATE SQUAD - IMPERIUM -
ADEPTA SORORITAS

90 PTS

NOVITIATE SUPERIOR

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Novitiate Superior - Equipped with: Bolt pistol, Boltgun, Power weapon, ► Plasma pistol - supercharge, ► Plasma pistol - standard

9x Novitiate with Sacred Banner oder Novitiate with Simulacrum Imperialis oder Novitiate with Ministorum Flamer

Basegrößen: Novitiate Superior 32mm, Sister Novitiate 28.5mm

Wargear Options:

- Each Novitiate Superior can replace its Bolt Pistol and Boltgun with Bolt Pistol and Power Weapon or Plasma Pistol and Power Weapon.
- This unit must be equipped with 9 of: Sister Novitiate (Autogun), Sister Novitiate (Melee Weapon).

KEYWORDS: Infantry, Grenades, Imperium, Sisters Novitiate Squad

FACTION KEYWORDS: Adepta Sororitas

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Ministorum flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	0	1
Novitiate autogun RAPID FIRE 1	24"	1	3+	3	0	1
Novitiate autopistol PISTOL	12"	1	3+	3	0	1
► 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
Close combat weapon	Melee	1	4+	3	0	1
Novitiate melee weapon	Melee	2	4+	4	0	1
Power weapon	Melee	2	4+	4	-2	1

ABILITIES

Impetuous Fervour

Impetuous Fervour: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

Sacred Banner

You can re-roll Advance and Charge rolls made for the bearer's unit.

Simulacrum Imperialis

At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

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WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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).

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.

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).

Torrent

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

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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

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.