

CELESTIAN
INSIDIANTS

Acts of Faith

M

6"

T

3

SV

3+

W

1

LD

7+

OC

1

RW

5+

115 PTS
Base 32mm



1 KOMMANDO

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.

2 BEWEGUNG

Virtue of Intolerance
At the start of the battle, select one unit from your opponent's army to be this unit's quarry. Each time a model in this unit makes an attack that targets its quarry, that attack has the [Precision] ability and you can re-roll the Hit roll. This ability can be used even if this unit is embarked within a Transport.

3 BESCHUSS

Condemnor bolt pistol
ANTI-PSYKER 4+ DEVASTATING WOUNDS
PISTOL
R 12" A 1 BS 3+ S 4 AP 0 D 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Inferno pistol
MELTA 2 PISTOL
R 6" A 1 BS 3+ S 8 AP -4 D D3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+

Ministorum hand flamer
IGNORES COVER PISTOL TORRENT
R 12" A D6 BS N/A S 4 AP 0 D 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

4 ANGRIFF

5 NAHKAMPF

Blessed sword LETHAL HITS
R A WS S AP D
Melee 3 3+ 4 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Null mace ANTI-PSYKER 4+
DEVASTATING WOUNDS
R A WS S AP D
Melee 3 3+ 4 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Virge of Admonition ANTI-PSYKER 4+
DEVASTATING WOUNDS
R A WS S AP D
Melee 3 4+ 6 -2 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

VERTEIDIGUNG

Rituale Nullificatus
Models in this unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

IMMER / EINMALIG

Attached Unit
If a Character unit from your army can be attached to a Dominion Squad unit, it can be attached to this unit instead.
Denuncia Oratory
Each time the bearer's unit's quarry is destroyed, you can select a new unit from your opponent's army to be its quarry.

GEGEN DIESE EINHEIT
W3 · RW 3+ · 5++ · 1 LP je Modell
WIRD VERWUNDET MIT
2+ 3+ 4+ 5+ 6+
S6+ S4-5 S3 S2 S1
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 DS -3 DS -4
3+ 4+ 5+ 5++ 5++

REGELN & KEYWORDS KURZ
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.
ANTI This ability always takes the form [ANTI-X Y+].
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...
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 mod...
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.
MELTA This ability always takes the form [MELTA X].
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG
1x Celestian Insidiant Superior - Equipped with: Null mace, Inferno pistol, Condemnor bolt pistol
9x Insidiant oder Insidiant w/ hand flamer oder Insidiant w/ blessed sword oder Insidiant w/ virge of admonition oder Insidiant w/ denuncia oder Insidiant w/ simulacrum
• Each Celestian Insidiant Superior can replace its Condemnor bolt pistol with Inferno pistol.
• This model's Condemnor bolt pistol can be replaced with 1x Ministorum hand flamer.