

DOMINION SQUAD

Acts of Faith Scouts 6"

M6"

T3

SV3+

W1

LD7+

OC1

RW6+

90 PTS

Base 32mm



1KOMMANDO

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.

2BEWEGUNG

Holy Vanguard
If this unit has a Leader unit attached to it during the Declare Battle Formations step and this unit starts the battle embarked within a Transport, that Leader unit gains the Scouts 6" ability.
Righteous Awareness
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units it can make a Normal move of up to D6".

3BESCHUSS

Artificer-crafted storm bolter
RAPID FIRE 2 ASSAULT
R A BS S AP D
24" 2 3+ 4 0 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Bolt pistol PISTOL
R A BS S AP D
12" 1 3+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Boltgun RAPID FIRE 1
R A BS S AP D
24" 1 3+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Combi-weapon ANTI-INFANTRY 4+
DEVASTATING WOUNDS RAPID FIRE 1
R A BS S AP D
24" 1 4+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Condemnor boltgun ANTI-PSYKER 2+
DEVASTATING WOUNDS PRECISION
RAPID FIRE 1
R A BS S AP D
24" 1 3+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

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

Meltagun MELTA 2 ASSAULT
R A BS S AP D
12" 1 3+ 9 -4 D6
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-8 T9 T10-17 T18+

Ministorum flamer ASSAULT
IGNORES COVER TORRENT
R A BS S AP D
12" D6 N/A 5 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

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

Plasma pistol - standard PISTOL
R A BS S AP D
12" 1 3+ 7 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-6 T7 T8-13 T14+

Plasma pistol - supercharge
HAZARDOUS PISTOL
R A BS S AP D
12" 1 3+ 8 -3 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+

4ANGRIFF

5NAHKAMPF

Chainsword
R A WS S AP D
Melee 3 4+ 3 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

Close combat weapon
R A WS S AP D
Melee 1 4+ 3 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1 T2 T3 T4-5 T6+

Power weapon
R A WS S AP D
Melee 2 4+ 4 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

VERTEIDIGUNG

IMMER / EINMALIG

Cherub
Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

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

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.

Scouts 6" This ability always takes the form Scouts X".

ANTI This ability always takes the form [ANTI-X Y+].

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

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...

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...

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...

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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 m...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Dominion Superior - Equipped with: Boltgun, Bolt pistol, Inferno pistol, Ministorum hand flamer, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Condemnor boltgun, Combi-weapon, Power weapon, Chainsword, Close combat weapon

9x Dominion oder Dominion w/ Simulacrum Imperialis oder Dominion w/ Special Weapon

Each Dominion Superior can be equipped with 1x Sister Superior Melee Weapons.

Each Dominion Superior can be equipped with 1x Boltgun.

Each Dominion Superior can be equipped with 1x Bolt pistol.

Each Dominion Superior can be equipped with 1x Inferno pistol.

Each Dominion Superior can be equipped with 1x Ministorum hand flamer.

Each Dominion Superior can be equipped with 1x Plasma pistol.

Each Dominion Superior can be equipped with 1x Power weapon.

Each Dominion w/ Special Weapon can replace its Artificer-crafted storm bolter with Meltagun or Ministorum Flamer.

KEYWORDS Infantry, Grenades, Imperium, Dominion Squad · FRAKTION Adepta Sororitas