

RELIQUANT KNIGHT [CRUCIBLE]

LeaderLeaderLeaderLeaderActs of FaithDeep Strike

M8" T7 SV2+ W4 LD7+ OC2 RW4+

100 PTS
Base —

1KOMMANDO

Laud Hailer
Once per battle, at the start of any phase, you can select one friendly Adepta Sororitas unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

2BEWEGUNG

Adamant Wrath
You can re-roll Advance and Charge rolls made for this unit.

3BESCHUSS

Artificer-crafted storm bolter
RAPID FIRE 2
24" 2 4 0 2
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Autogun
RAPID FIRE 1
24" 1 3 0 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Autopistol
PISTOL
12" 1 3 0 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Bolt pistol
PISTOL
12" 1 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Boltgun
RAPID FIRE 1
24" 1 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Brazier of holy fire
IGNORES COVER ONE SHOT
12" D6 N/A 6 -1 2
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

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

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

Heavy bolter
SUSTAINED HITS 1
36" 3 3+ 5 -1 2
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Inferno pistol
MELTA 2 PISTOL
6" 1 2+ 8 -4 D3
VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Meltagun
MELTA 2
12" 1 9 -4 D6
VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+

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

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

Ministorum heavy flamer
IGNORES COVER TORRENT
12" D6 N/A 6 -1 1
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Multi-melta
MELTA 2
24" 2 3+ 9 -4 D6
VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+

Paragon grenade launchers
TWIN-LINKED
24" 1 2+ 9 -2 D3
VERWUNDET 2+ T1-4 3+ T5-8 4+ T9 5+ T10-17 6+ T18+

Paragon storm bolters
RAPID FIRE 2 TWIN-LINKED
24" 2 2+ 4 0 1
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

> Plasma pistol - standard
PISTOL
12" 1 2+ 7 -2 1
VERWUNDET 2+ T1-3 3+ T4-6 4+ T7 5+ T8-13 6+ T14+

> Plasma pistol - supercharge
HAZARDOUS PISTOL
12" 1 2+ 8 -3 2
VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

4

ANGRIFF

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5NAHKAMPF

Blessed blade
LETHAL HITS
Melee 4 2+ 6 -2 2
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Holy eviscerator
SUSTAINED HITS 1
Melee 3 2+ 6 -2 2
VERWUNDET 2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

Blessed polearm
Melee 5 2+ 5 -2 2
VERWUNDET 2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

Close combat weapon
Melee 5 2+ 3 0 1
VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Hallowed chainsword
Melee 5 2+ 3 -1 1
VERWUNDET 2+ T1 T2 3+ T3 4+ T4-5 6+ T6+

Hallowed mace
LETHAL HITS
Melee 5 2+ 4 -1 2
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Paragon war blade
Melee 5 2+ 8 -2 2
VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Paragon war mace
Melee 4 2+ 12 -1 3
VERWUNDET 2+ T1-6 3+ T7-11 4+ T12 5+ T13-23 6+ T24+

Power weapon
Melee 4 2+ 4 -2 2
VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

6VERTEIDIGUNG

Shield of the Righteous
Models in this unit have a 4+ invulnerable save.

7IMMER / EINMALIG

Cherub
Once per battle, after this model's unit has performed a Act of Faith, you gain 1 Miracle dice.
Divine Authority
Each time a model in this unit makes an attack, re-roll a Hit roll of 1.
Fury of the Righteous
While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability.
Unflinching Determination
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

GEHEN DIESE EINHEIT					
W7 · RW 2+ · 4++ · 4 LP JE Modell					
WIRD VERWUNDET MIT					
2+ S14+	3+ S6-13	4+ S7	5+ S4-6	6+ S1-3	
RETTUNGSWURF JE DS					
DS 0	DS -1	DS -2	DS -3	DS -4	
2+	3+	4+	4++	4++	

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.

Deep Strike Each time this unit makes an Ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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.

[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...

[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] While resolving attacks 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].

[ONE SHOT] Each weapon with this ability can only be selected to make attacks with once per battle.

[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].

[SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].

[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.

AUFSTELLUNG

1x Reliquant Knight [Crucible]

Ausrüstung: Artificer-crafted storm bolter, Autogun, Autopistol, Bolt pistol, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Heavy bolter, Inferno pistol, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Paragon grenade launchers, Paragon storm bolters, > Plasma pistol - standard, > Plasma pistol - supercharge, Blessed blade, Blessed polearm, Close combat weapon, Hallowed chainsword, Hallowed mace, Holy eviscerator, Neural whips, Paragon war blade, Paragon war mace, Power weapon

- This model can be equipped with up to 2 of: Autopistol, Bolt pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol.
- This model can be equipped with one of: Artificer-crafted storm bolter, Autogun, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Meltagun, Ministorum flamer.
- This model can be equipped with up to 2 of: Ministorum heavy flamer, Paragon grenade launchers, Paragon storm bolters, Multi-melta, Heavy bolter.

Anführer

This model can be attached to the following units: Seraphim Squad, Zephyrim Squad