

SANCTIFIERS

Acts of FaithAssigned AgentsScouts 6"

M6"36+17+15+

110 PTS
Base 25mm

1KOMMANDO

Salvationist Medikit
In your Command phase, if the bearer is on the battlefield, you can return up to D3 destroyed models (excluding Character models) to this 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.

2BEWEGUNG

Attached Unit
If a Ministorum Priest model from your army with the Leader ability can be attached to a Battle Sisters Squad, it can be attached to this unit instead. If a Ministorum Priest model from your army is attached to this unit during the Declare Battle Formations step, that model gains the Scouts 6" ability.

3BESCHUSS

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

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

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

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

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ANGRIFF

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5NAHKAMPF

Burning hands
DEVASTATING WOUNDS
Melee 1 2+ 6 -2 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

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

Death Cult blades
PRECISION
Melee 4 2+ 4 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

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

VERTEIDIGUNG

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IMMER / EINMALIG

Cherub

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

Ministorum Sermon

While this unit contains a Ministorum Priest, melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+

3+ S4-5

4+ S3

5+ S2

6+ S1

RETTUNGSWURF JE DS

DS 0 5++

DS -1 5++

DS -2 5++

DS -3 5++

DS -4 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.

Assigned Agents If your army Faction is not AGENTS OF THE IMPERIUM, but every model in your army has the IMPERIUM keyword, you can include AGENTS OF THE IMPERIUM units in your army even...

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

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].

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].

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

AUFSTELLUNG

1x Sanctifier w/ simulacrum imperialis oder Sanctifier w/ two hand flamers oder Missionary w/ plasma gun oder Sanctifier w/ hand flamer oder Miraculist oder Death Cult Assassin oder Missionary w/ flamer oder Salvationist

Ausrüstung: Holy fire, Meltagun, Ministorum flamer, Ministorum hand flamer, ► Plasma gun - standard, ► Plasma gun - supercharge, Burning hands, Close combat weapon, Death Cult blades, Sanctifier melee weapon

Each Missionary w/ plasma gun can replace its Plasma gun with Meltagun.

KEYWORDS Infantry, Grenades, Imperium, Sanctifiers · FRAKTION Adepta Sororitas