

ZEPHYRIM SQUAD

Acts of Faith Deep Strike

ZEPHYRIM SUPERIOR

M	T	SV	W	LD	OC	RW
12"	3	3+	1	7+	1	5+
M	T	SV	W	LD	OC	RW
12"	3	3+	1	7+	1	5+

ZEPHYRIM

75–150 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

Sacred Banner

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

3BESCHUSS

Bolt pistolPISTOL

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+

►Plasma pistol - standardPISTOL

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 - superchargeHAZARDOUSPISTOL

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+

Condemnatory Psalms

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is condemned:

- While a unit is condemned, that unit has +3" detection range.

4ANGRIFF

Embodied Prophecy

Each time this unit is selected to fight, select one of the following abilities to apply to melee weapons equipped by models in this unit until the end of the phase:

- Sustained Hits 1

- Lethal Hits

If this unit made a Charge move this turn, until the end of the phase, select both abilities above to apply to melee weapons equipped by models in this unit instead.

5NAHKAMPF

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

Zephyrim Superior

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.

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...

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...

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

AUFSTELLUNG

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

4-9x Zephyrim - Equipped with: Bolt pistol, Power weapon

▪ Each Zephyrim Superior can replace its Bolt pistol with Plasma pistol.

KEYWORDS Infantry, Fly, Grenades, Imperium, Zephyrim Squad, Jump Pack · FRAKTION Adepta Sororitas