IMPERIUM - ADEPTA SORORITAS

BATTLE SISTERS SQUAD

Acts of Faith

M	T	SV	W	LD	OC	RW
6"	3	3+	1	7+	2	6+

100 PTS
Base 32mm

3 BESCHUSS

Artificer-crafted storm bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	4	0	2

Bolt pistol — PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	0	1

Boltgun — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

Combi-weapon — ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

Condemnor boltgun — ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

Heavy bolter — HEAVY, SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

Inferno pistol — MELTA 2, PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-4	D3

Meltagun — MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

Ministorum flamer — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	0	1

Ministorum hand flamer — IGNORES COVER, PISTOL, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

Ministorum heavy flamer — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	6	-1	1

Multi-melta — HEAVY, MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

➤ Plasma pistol - standard — PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

➤ Plasma pistol - supercharge — HAZARDOUS, PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

5 NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	3	4+	3	0	1

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

Power weapon

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

GEGEN DIESE EINHEIT

W3 · RW 3+ · 6++ · 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+	6+	6++

KEYWORDS Infantry, Battleline, Grenades, Battle Sisters Squad, Imperium · **FRAKTION** Adepta Sororitas

1 KOMMANDO

Defenders of the Faith

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

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	4	◆
BEWEGUNG	ANGRIFF	VERTEIDIGUNG
—	—	—

∞ IMMER / EINMALIG

Cherub

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

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+].

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…

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

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].

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.

AUFSTELLUNG

1x Sister 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 Battle Sister oder Battle Sister w/ Simulacrum Imperialis oder Battle Sister w/ Special or Heavy Weapon oder Battle Sister w/ Special Weapon

- Each Sister Superior can be equipped with 1x Sister Superior Melee Weapons.
- Each Sister Superior can be equipped with 1x Boltgun.
- Each Sister Superior can be equipped with 1x Bolt pistol.
- Each Sister Superior can be equipped with 1x Inferno pistol.
- Each Sister Superior can be equipped with 1x Ministorum hand flamer.
- Each Sister Superior can be equipped with 1x Plasma pistol.
- Each Sister Superior can be equipped with 1x Power weapon.
- This model's Boltgun can be replaced with 1x Special Weapons.
- Each Battle Sister w/ Special or Heavy Weapon can replace its Special Weapons with Heavy Weapons.
- Each Battle Sister w/ Special or Heavy Weapon can be equipped with 1x Ministorum flamer.
- Each Battle Sister w/ Special or Heavy Weapon can be equipped with 1x Heavy bolter.
- Each Battle Sister w/ Special or Heavy Weapon can be equipped with 1x Ministorum heavy flamer.
- Each Battle Sister w/ Special or Heavy Weapon can be equipped with 1x Multi-melta.
- Each Battle Sister w/ Special Weapon can be equipped with 1x Ministorum flamer.