

SANCTIFIERS

Acts of Faith Assigned Agents Scouts 6"

M T SV W LD OC RW
6" 3 6+ 1 7+ 1 5+

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
R A BS S AP D
12" D6 N/A 6 -1 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

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

Ministorum flamer 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+

4

ANGRIFF

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5NAHKAMPF

Burning hands DEVASTATING WOUNDS
R A WS S AP D
Melee 1 2+ 6 -2 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

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

Death Cult blades PRECISION
R A WS S AP D
Melee 4 2+ 4 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

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

6

VERTEIDIGUNG

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7

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+ DS 0 5++

3+ S4-5 DS -1 5++

4+ S3 DS -2 5++

5+ S2 DS -3 5++

6+ S1 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.