IMPERIUM - ADEPTA SORORITAS

SERAPHIM SQUAD

Acts of Faith | Deep Strike

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

75–150 PTS
Base 32mm

1 KOMMANDO —

2 BEWEGUNG —

3 BESCHUSS

Bolt pistol — PISTOL

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+

2× Inferno Pistol — MELTA 2 — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Ministorum hand flamer — IGNORES COVER — PISTOL — TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Plasma pistol - standard — PISTOL

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 - supercharge — HAZARDOUS — PISTOL

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+

Angelic Ascent

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

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.

4 ANGRIFF —

5 NAHKAMPF

Chainsword

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

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+

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

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…

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.

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

AUFSTELLUNG

1x Seraphim Superior - Equipped with: Close combat weapon, Bolt pistol, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Power Weapon, Chainsword
4-9x Seraphim oder Seraphim with Special Weapons
▪ Each Seraphim Superior can replace its 2 Bolt Pistols with Bolt Pistol and Plasma Pistol, Plasma Pistol and Power Weapon, Bolt Pistol and Power Weapon, Bolt Pistol and Chainsword or Plasma Pistol and Chainsword.
▪ Each Seraphim with Special Weapons can replace its 2x Ministorum Hand Flamers with 2x Inferno Pistols.

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