

# CELESTIAN SACRESANT (HALLOWED MACE)

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 3 | 3+ | 1 | 7+ | 1  |

INVULNERABLE  
SAVE



## RANGED WEAPONS

| WEAPON                | RANGE | A | BS | S | AP | D |
|-----------------------|-------|---|----|---|----|---|
| Bolt pistol<br>PISTOL | 12"   | 1 | 3+ | 4 | 0  | 1 |

## MELEE WEAPONS

| WEAPON                       | RANGE | A | WS | S | AP | D |
|------------------------------|-------|---|----|---|----|---|
| Hallowed Mace<br>LETHAL HITS | Melee | 3 | 3+ | 4 | -1 | 2 |

## WEAPON ABILITIES

### Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

### Pistol

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

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.



## AUFSTELLUNG

1x Celestian Sacresant  
(Hallowed Mace)

**Equipped with:** Bolt pistol,  
Hallowed Mace



KEYWORDS: -  
FACTION KEYWORDS: -