



CELESTIAN SACRESANT (HALLOWED MACE)

M	T	SV	W	LD	OC
6"	3	3+	1	7+	1
4+					

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Hallowed Mace LETHAL HITS	Melee	3	3+	4	-1	2

AUFSTELLUNG
1x Celestian Sacresant (Hallowed Mace)
Equipped with: Bolt pistol, Hallowed Mace

ABILITIES

WEAPON RULES

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.