

CANONESS WITH JUMP PACK

M	T	SV	W	LD	OC	
12"	3	3+	3	7+	1	4+

AUFSTELLUNG

1x Canoness with Jump Pack

Equipped with: Ministorum hand flamer, Blessed Halberd, Holy Eviscerator, Power weapon

Wargear Options:

- This model can replace its Blessed Halberd with Ministorum Hand Flamer and Power Weapon or Holy Eviscerator.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ministorum hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blessed Halberd	Melee	5	2+	5	-2	2
Holy Eviscerator SUSTAINED HITS 1	Melee	3	2+	6	-2	2
Power weapon	Melee	4	2+	4	-2	2

ABILITIES

CORE - Leader

RULES - Acts of Faith, Deep Strike, Leader

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.

Divine Deliverance

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by the model and those weapons have the [DEVASTATING WOUNDS] ability



Sacred Command

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader

This unit can be attached to the following units:

- Seraphim Squad
- Zephyrim Squad

WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

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.

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent

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

