

IMAGIFIER

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

AUFSTELLUNG

1x Imagifier

Equipped with: Bolt pistol, Boltgun, Close combat weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

ABILITIES

CORE - Support

RULES - Acts of Faith, Support

Litany of Deeds

Each time you gain a Miracle dice as the result of a friendly ADEPTA SORORITAS unit or model being destroyed, if that unit or model was destroyed within 12" of this model, you can re-roll the result of that Miracle dice before adding it to your Miracle dice pool.

Stanchion of Holy Martyrs

While this model is leading a unit, models in that unit have a Save characteristic of 2+ and a 4+ invulnerable save.



Leader

This model can be attached to the following units:

- Battle Sisters Squad
- Celestian Sacresants
- Dominion Squad
- Retributor Squad

This model can be attached to a Battle Sisters Squad, even if one Canoness, Palatine, Junith Eruita, or Aestred Thurga unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

