

ARMY SPECIAL RULES

ACT OF FAITH

Some units are noted as having the Act of Faith special rule in their entry. Different units have different Acts of Faith, each of which is named in the unit's entry along with the specific rules it bestows when used, but all Acts of Faith use the rules listed here.

A unit with the Act of Faith special rule can attempt to use its Act of Faith immediately before it acts during a phase; i.e. immediately before the unit moves in the Movement phase, shoots (or runs) in the Shooting phase, or strikes blows in the Assault phase. To do so, the unit must take a Leadership test.

If the test is failed, nothing happens and that unit cannot attempt to use that Act of Faith again for the rest of the battle. If the test is passed, the Act of Faith is successful; unless stated otherwise, all models in the unit will immediately gain a special rule until the end of the current phase. The special rule gained will be listed in that unit's Act of Faith entry, along with which phase(s) the Act of Faith can be attempted in.

Unless stated otherwise, a unit can only attempt to use an Act of Faith once per game and a unit cannot attempt to use more than one Act of Faith in the same phase. A unit can only attempt to use an Act of Faith if it is entirely comprised of models with either the Act of Faith or War Hymns special rules

SHIELD OF FAITH

Models with the Shield of Faith special rule have a 6+ invulnerable save and the Adamantium Will special rule.

MARTYRDOM

If a model with the Martyrdom special rule is your Warlord, and that model is removed as a casualty during the battle, all friendly units wholly comprised of models with the Act of Faith special rule automatically pass all Leadership tests until the end of your next turn.

WARLORD TRAITS TABLE

D6 – Result

- 1 - Executioner of Heretics: The Warlord has the Fear special rule.
- 2 - Indomitable Belief: The Warlord, and all models in the Warlord's unit that have the Shield of Faith special rule, have a 5+ invulnerable save.
- 3 - Pure of Will: The Warlord's unit re-rolls unsuccessful Deny the Witch rolls.
- 4 - Righteous Rage: The Warlord has the Rage special rule.
- 5 – Beacon of Faith: All friendly models that are within 12" of the Warlord use the Warlord's Leadership value when taking Act of Faith or War Hymns Leadership tests, unless their own is higher.
- 6 - Inspiring Orator: All friendly models within 12" of the Warlord have the Stubborn special rule.

ALLIES

Blood Angels	Desperate Allies
Chaos Daemons	Comes the Apocalypse
Chaos Space Marines	Comes the Apocalypse
Dark Angels	Allies of Convenience
Dark Eldar	Desperate Allies
Eldar	Desperate Allies
Grey Knights	Allies of convenience
Imperial Guard	Battle Brothers
Necrons	Desperate Allies
Orks	Come the Apocalypse
Space Marines	Allies of convenience
Space Wolves	Allies of convenience
Tau Empire	Desperate Allies
Tyrannids	Come the Apocalypse

* Canoness and Ministorum Priest only.

** Ministorum Priest only.

*** Canoness only.

**** Canoness only. Replaces one weapon carried by the wielder

WAR GEAR

MELEE WEAPONS

- A model can replace one weapon with one of the following:
- Chainsword - free
 - Power weapon - 15 pts
 - Eviscerator* - 30 pts

RANGED WEAPONS

- A model can replace one weapon with one of the following:
- Shotgun** - 1 pt
 - Storm bolter - 5 pts
 - Combi-flamer, -melta or -plasma - 10 pts
 - Condemnor boltgun - 10 pts
 - Plasma pistol - 15 pts
 - Inferno pistol*** - 15 pts

SPECIAL WEAPONS

- A model can replace its boltgun with one of the following:
- Storm bolter - 5 pts
 - Flamer - 5 pts
 - Meltagun - 10 pts

HEAVY WEAPONS

- A model can replace its boltgun with one of the following:
- Heavy bolter - 10 pts
 - Heavy flamer - 10 pts
 - Multi-melta - 10 pts

ADEPTA SORORITAS VEHICLE EQUIPMENT

- A model can take up to one of each of the following:
- Storm bolter - 5 pts
 - Dozer blade - 5 pts
 - Extra armour - 10 pts
 - Hunter-killer missile - 10 pts
 - Laud hailer - 10 pts

ECCLESIArchy RELICS

- A model can take one of the following. Only one of each Ecclesiarchy Relic can be taken per army.
- The Book of St. Lucius - 5 pts - All friendly units within 12" of the bearer automatically pass any Fear or Regroup tests they are required to take.
 - The Litanies of Faith - 15 pts - The bearer, the bearer's unit and any Independent Character that has joined the bearer's unit automatically pass any Leadership test required when attempting to use either an Act of Faith or a War Hymn.
 - The Cloak of St. Aspira - 20 pts - The wearer of the Cloak of St. Aspira re-rolls all failed armour saving throws and Shield of Faith invulnerable saving throws.
 - The Mace of Valaan** - 25 pts

Range	S	AP	Type
-	+2	4	Melee, Concussive, Chaos Bane, Master-Crafted

Chaos Bane: The Mace of Valaan gains the Fleshbane and Armourbane special rules when the wielders within 6" of one or more models with the Daemon special rule

- The Mantle of Ophelia - 25 pts - The wearer of the Mantle of Ophelia has the Eternal Warrior special rule.

- The Blade of Admonition**** - 30 pts

Range	S	AP	Type
-	+2	3	Melee, Master-Crafted

HQ

Squad

Saint Celestine

Unit	Points	Models	Unit Type:	Unit Composition:	WS	BS	S	T	W	I	A	Ld	Sv
Saint Celestine	135	1	Jump Infantry, (Character)	1 (Unique)	7	7	3	3	3	7	5	10	2+
Wargear: Frag grenades Krak grenades Jump Pack Armour of Saint Katherine The Ardent Blade			Special Rules: Act of Faith Fearless Hit and Run Independent Character Martyrdom Shield of Faith		Warlord Trait: Beacon of Faith Armour of Saint Katherine: The Armour of Saint Katherine confers Saint Celestine a 2+ Armour Save and a 4+ invulnerable save. The Ardent Blade: Range: Template Strength: 5 AP: 4 Type: Assault 1 Range: - Strength: +2 AP: 3 Type: Melee, Master-Crafted								

Act of Faith

Miraculous Intervention: One use only. Unlike other Acts of Faith, Miraculous Intervention can only be used the first time Saint Celestine is removed as a casualty. This Act of Faith can even be used if her unit used another Act of Faith during the same phase. If successful, leave a suitable counter on the spot where Saint Celestine ‘died’. At the start of your next turn, place Saint Celestine back on the battlefield, all her Wounds restored, within 1" of the counter. If Saint Celestine would be placed within 1" of another model, move her by the minimum possible distance so that she is no longer within 1". Saint Celestine can act normally in a turn in which she ‘resurrects’. If Saint Celestine is your Warlord, her Martyrdom special rule will only take effect, and she will only award Victory Points for objectives such as ‘Slay the Warlord’, if she fails her Act of Faith test or if she has been removed as a casualty for the second time.



HQ

Squad

Uriah Jacobus

Unit	Points	Models	Unit Type:	Unit Composition:	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	100	1	Infantry, (Character)	1 (Unique)	4	4	3	3	3	4	3	9	5+
Wargear: Frag grenades Krak grenades Bolt pistol Chainsword Rosarius Flak armour The Redeemer The Banner of Sanctity			Special Rules: War Hymns Protector of Faith Zealot Independent Character Martyrdom Shield of Faith		Warlord Trait: Indomitable Belief The Banner of Sanctity: Friendly models within 12" of Uriah Jacobus have the Fearless and Counter- attack special rules whilst he is alive. The Redeemer: Range: 24" Strength: 4 AP: 4 Type: Assault 2								

Protector of Faith: Once per game, Uriah Jacobus’ unit can attempt to use a bonus Act of Faith, even if his unit has already used all its Acts of Faith. The Leadership test for this bonus Act of Faith is automatically passed and the unit’s Act of Faith resolves as per its bestiary entry. Only the unit’s Act of Faith can be used in this way, not that of any Independent Characters that have joined the unit. Uriah Jacobus can use this bonus Act of Faith even if his unit contained a model with a Simulacrum Imperialis that has been removed as a casualty. Using Uriah Jacobus’ bonus Act of Faith does not prevent his unit from attempting to use any remaining Acts of Faith it has in subsequent phases.



HQ
Squad
Cannoness

Unit	Points	Models	Unit Type:	Unit Composition:	WS	BS	S	T	W	I	A	Ld	Sv
Cannoness	65	1	Infantry, (Character)	1 Cannoness	5	5	3	3	3	4	3	10	3+

Wargear: Frag grenades Krak grenades Bolt pistol Chainsword Power armour	Special Rules: Act of Faith Stubborn Shield of Faith Independent Character Martyrdom	Options: - May replace bolt pistol with a boltgun - free - May take a rosarius - 15 pts - May take melta bombs - 5 pts - A Canoness may take items from the Melee Weapons, Ranged Weapons and Ecclesiarchy Relics list
--	--	---

Act of Faith

The Passion: One use only. This Act of Faith can be used in either player’s Assault phase. If successful, all models in the Canoness’ unit gain the Hatred special rule until the end of the current phase.



HQ
Squad
Ecclesiarchy Battle Conclave

Unit	Points	Models	Unit Type:	Unit Composition:	WS	BS	S	T	W	I	A	Ld	Sv
Ecclesiarchy Battle Conclave	30	3	Infantry	3 Arco-flagellants	5	1	5	3	1	3	3	8	-

Wargear: Arco-flagellant: - Two Arco-flails	Special Rules: Arco-flagellant: Feel No Pain	Death Cult Assassin: WS BS S T W I A Ld Sv 5 3 4 3 1 6 2 8 5+
Death Cult Assassin: - Flak Armour - Two power swords	Death Cult Assassin: Uncanny Reflexes	Crusader: WS BS S T W I A Ld Sv 4 3 3 3 1 3 1 8 5+
Crusader: - Flak armour - Power sword - Storm shield		Options: - May include up to seven additional Arco-flagellants – 10 pts/model - May replace any Arco-flagellant with a Death Cult Assassin – 5 pts/model - May replace any Arco-Flagellant with a Crusader – 5 pts/model - The unit may select a Rhino or Immolator as a Dedicated Transport.

Uncanny Reflexes: (Death Cult Assassins only): A Death Cult Assassin has a 5+ invulnerable save.

Arco-flails:	
Range: - Strength: User AP: - Type	
	Melee
	Specialist Weapon

**You may take one Ecclesiarchy Battle Conclave for each Ministorum Priest in your army (including Uriah Jacobus). This selection does not use up a Force Organization slot.*



HQ

Squad

Ministorum Priest

Unit	Points	Models	Unit Type:	Unit Composition:	WS	BS	S	T	W	I	A	Ld	Sv
Ministorum Priest	25	1	Infantry, (Character)	1 Ministorum Priest	3	3	3	3	1	3	2	7	5+

Wargear:

Frag grenades
Krak grenades
Laspistol
Close Combat Weapon
Flak armour
Rosarius

Special Rules:

Independent Character
War Hymns
Zealot

Options:

- May replace Laspistol with one of the following:
- Autogun - free
- Bolt pistol – 1 pt
- Boltgun – 1 pt
- Plasma gun – 15 pts
- May take Melta bombs – 5 pts
- A Ministorum Priest may take items from the **Melee Weapons, Ranged Weapons** and **Ecclesiarchy Relics** lists.

War Hymns: A model with this special rule can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war hymns to immediately take effect.

- **The Emperor Protects** - The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.
- **The Emperor's Strength** - The Ministorum Priest has the Smash special rule until the end of the phase.
- **The Righteousness of the Emperor** - The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase.

**An Adepta Sororitas army may include 0-5 Ministorum Priests in each detachment. They do not take up a Force Organization slot, and do not qualify as a mandatory HQ selection.*

HQ

Squad

Sororitas Command Squad

Unit	Points	Models	Unit Type:	Unit Composition:	WS	BS	S	T	W	I	A	Ld	Sv
Sororitas Command Squad	65	5	Infantry,	5 Celestians	4	4	3	3	1	3	2	9	3+
Hospitaller and Dialogus are Infantry (Character)													

Wargear:

Power armour
Bolt pistol
Boltgun
Frag grenades
Krak grenades

Special Rules:

Act of Faith
Shield of Faith
Stubborn

Celestians:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	9	3+

Hospitaller:

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	9	3+

Dialogus:

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	9	3+

Options:

- One Celestian may be upgraded to a Hospitaller, replacing their boltgun with surgeon's tools - 10 pts
- One Celestian may be upgraded to a Dialogus, replacing their boltgun with a laud hailer - 5 pts
- The Dialogus may take items from the **Ecclesiarchy Relics** list.
- The unit may take melta bombs - 5 pts/model
- One Celestian may take one of the following:
 - Blessed standard - 15 pts
 - Sacred Banner of the Order Militant (one per army) - 40 pts
 - One other Celestian may take a Simulacrum Imperialis - 10 pts
- Any other Celestian may take items from the **Melee Weapons, Ranged Weapons, Special Weapons** and/or **Heavy Weapons** lists.
- The unit may select a Rhino or Immolator as a Dedicated Transport.

Act of Faith

Endless Crusade: One use only. This Act of Faith can be used in your Assault phase. If successful, all models in the Sororitas Command Squad's unit gain the Fleet, Crusader and Move Through Cover special rules until the end of the current phase.

**You may take one Sororitas Command Squad for each Canoness in your army. This selection does not use up a Force Organization slot.*

Troops

Squad

Battle Sister Squad

Unit	Points	Models	Unit Type:	Unit Composition:
Battle Sister Squad	60	5	Infantry,	4 Battle Sisters
			Sister Superior and Veteran Sister Superior	1 Sister Superior
			are Infantry (Character)	

Wargear:	Special Rules:
Power armour	Act of Faith
Bolt pistol	Shield of Faith
Boltgun	
Frag grenades	
Krak grenades	

Battle Sister:									
WS	BS	S	T	W	I	A	Ld	Sv	
3	4	3	3	1	3	1	8	3+	

Sister Superior:									
WS	BS	S	T	W	I	A	Ld	Sv	
3	4	3	3	1	3	1	9	3+	

Veteran Sister Superior:									
WS	BS	S	T	W	I	A	Ld	Sv	
3	4	3	3	1	3	2	9	3+	

- Options:**
- May include up to fifteen additional Battle Sisters – 12 pts/model
 - One Battle Sister may take a Simulacrum Imperialis - 10 pts
 - One other Battle Sister may take one item from the **Special Weapons** list.
 - One other Battle Sister may take one item from the **Special Weapons** or **Heavy Weapons** list.
 - May upgrade the Sister Superior to a Veteran Sister Superior - 10 pts
 - The Sister Superior or Veteran Sister Superior may take melta bombs - 5 pts
 - The Sister Superior or Veteran Sister Superior may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
 - The unit may select a Rhino or Immolator as a Dedicated Transport.

Act of Faith

Light of the Emperor: One use only. This Act of Faith can be used either in your Shooting phase or in either player’s Assault phase. If successful, all models in the Battle Sisters’ unit gain the Preferred Enemy special rule until the end of the current phase.

Dedicated Transport

Squad

Sororitas Rhino

Unit	Points	Models	Unit Type:	Unit Composition:
Sororitas Rhino	40	1	Vehicle (Tank, Transport)	1 Rhino

Armour				
BS	F	S	R	HP
4	11	11	10	3

Wargear:	Special Rules:	Options:
Storm Bolter	Repair	- Rhinos may take items from the Adepta Sororitas Vehicle Equipment list.
Searchlight	Shield of Faith	
Smoke Launchers		

Transport Capacity: Ten models. It cannot transport models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: Two models may fire out of the Rhino’s top hatch.

Access Points: Rhinos have one Access point on each side of the hull and one at the rear.

Repair: If a Rhino is Immobilised, then in subsequent turns, it can attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

Dedicated Transport

Squad

Immolator

Unit	Points	Models	Unit Type:	Unit Composition:	[Armour]					HP
Immolator	60	1	Vehicle (Tank, Transport)	1 Immolator	BS	F	S	R		
					4	11	11	10		3

Wargear: Twin-linked heavy flamer Searchlight Smoke Launchers	Special Rules: Shield of Faith	Options: - May take items from the Adepta Sororitas Vehicle Equipment list. - May replace its twin-linked heavy flamer with one of the following: - Twin-linked heavy bolter - <i>free</i> - Twin-linked multi-melta - <i>free</i>
---	--	--

Transport Capacity: Six models. It cannot transport models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: None.

Access Points: Immolators have one Access point on each side of the hull and one at the rear.



Elites

Squad

Celestian Squad

Unit	Points	Models	Unit Type:	Unit Composition:	Celestian:								
Celestian Squad	70	5	Infantry, Celestian Superior is Infantry (Character)	4 Celestians 1 Celestian Superior	WS	BS	S	T	W	I	A	Ld	Sv
					4	4	3	3	1	3	2	9	3+

Wargear: Power armour Bolt pistol Boltgun Frag grenades Krak grenades	Special Rules: Act of Faith Shield of Faith	Celestian Superior: WS BS S T W I A Ld Sv 4 4 3 3 1 3 2 9 3+
---	--	---

- Options:**
- May include up to five additional Celestians - 14 pts/model
 - One Celestian may take a Simulacrum Imperialis - 10 pts
 - One other Celestian may take one item from the **Special Weapons** list.
 - One other Celestian may take one item from the **Special Weapons** or **Heavy Weapons** list.
 - The Celestian Superior may take melta bombs - 5 pts
 - The Celestian Superior may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
 - The unit may select a Rhino or Immolator as a Dedicated Transport.

Act of Faith

Hand of the Emperor: One use only. This Act of Faith is used in a friendly Assault phase. If successful, all models in the Celestians’ unit gain the Furious Charge special rule until the end of the current phase.



Elites

Squad

Repentia Squad

Unit	Points	Models	Unit Type:	Unit Composition:	WS	BS	S	T	W	I	A	Ld	Sv
Repentia Squad	85	5	Infantry, Mistress of Repentance is Infantry (Character)	4 Sisters Repentia 1 Mistress of Repentance	4	4	3	3	1	3	2	8	-

Wargear:	Special Rules:	Mistress of Repentance:	Neural Whip:
Sister Repentia:	Act of Faith		Range: - Strength: User AP: 3 Type: Melee
Eviscerator	Shield of Faith		Neural Shock*
	Fleet		Specialist Weapon
	Fearless		
Mistress of Repentance:	Rage		
Power armour			
Two neural whips			
Frag grenades			
Krak grenades			

- Options:**

 - May include up to five additional Sisters Repentia - 14 pts/model
 - The Mistress of Repentance may take melta bombs - 5 pts
 - The unit may select a Rhino or Immolator as a Dedicated Transport.
- * Neural Shock:** Against non-vehicle units with a Leadership of 8 or less, a Neural Whip has the Shred special rule. If there are different Leadership values in the target unit, use the majority value.

Act of Faith

Spirit of the Martyr: One use only. This Act of Faith can be used in either player’s Assault phase. If successful, all models in the Sisters Repentia unit gain the Feel No Pain (3+) special rule until the end of the current phase.



Fast Attack

Squad

Seraphim Squad

Unit	Points	Models	Unit Type:	Unit Composition:	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim Squad	75	5	Jump Infantry, Seraphim Superior is Jump Infantry (Character)	5 Seraphim	4	4	3	3	1	3	1	8	-

Wargear:	Special Rules:	Seraphim Superior:
Power armour	Act of Faith	WS
Two bolt pistols	Shield of Faith	BS
Frag grenades	Hit and Run	S
Krak grenades	Angelic Visage*	T
Jump pack		W
		I
		A
		Ld
		Sv

- Options:**

 - May include up to five additional Seraphim - 15 pts/model
 - Two Seraphim may replace their two bolt pistols with one of the following:
 - Two hand flamers - 10 pts
 - Two inferno pistols - 30 pts
 - May upgrade one Seraphim to a Seraphim Superior - 10 pts
 - The Seraphim Superior may replace one of her bolt pistols with one of the following:
 - Chainsword – free
 - Power sword - 15 pts
 - The Seraphim Superior may replace her other bolt pistol with:
 - Plasma pistol - 15 pts
 - The Seraphim Superior may take melta bombs - 5 pts
- * Angelic Visage:** Models with this special rule re-roll failed invulnerable saves granted by the Shield of Faith special rule.

Act of Faith

The Emperor’s Deliverance: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Seraphim unit gain the Shred special rule until the end of the current phase.

Fast Attack

Squad

Dominion Squad

Unit	Points	Models	Unit Type:	Unit Composition:
Dominion Squad	65	5	Infantry, Dominion Superior and Veteran Dominion Superior are Infantry (Character)	4 Dominions 1 Dominion Superior

Wargear:	Special Rules:
Power armour	Act of Faith
Bolt pistol	Shield of Faith
Boltgun	Scout
Frag grenades	
Krak grenades	

Dominion:									
WS	BS	S	T	W	I	A	Ld	Sv	
3	4	3	3	1	3	1	8	3+	

Dominion Superior:									
WS	BS	S	T	W	I	A	Ld	Sv	
3	4	3	3	1	3	1	9	3+	

Veteran Dominion Superior:									
WS	BS	S	T	W	I	A	Ld	Sv	
3	4	3	3	1	3	2	9	3+	

- Options:**
- May include up to five additional Dominions - 13 pts/model
 - One Dominion may take a Simulacrum Imperialis - 10 pts
 - Four other Dominions may take items from the **Special Weapons** list.
 - May upgrade the Dominion Superior to a Veteran Dominion Superior - 10 pts
 - The Dominion Superior and Veteran Dominion Superior may take melta bombs - 5 pts
 - The Dominion Superior and Veteran Dominion Superior may take items from **the Melee Weapons** and/or **Ranged Weapons** lists.
 - The unit may select a Rhino or Immolator as a Dedicated Transport.

Act of Faith

Holy Fusillade: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Dominions unit have the Ignores Cover special rule until the end of the current phase.



Heavy Support

Squad

Exorcist

Unit	Points	Models	Unit Type:	Unit Composition:	[Armour]				
Exorcist	125	1	Vehicle (Tank)	1 Exorcist	BS	F	S	R	HP
					4	13	11	10	3

Wargear:	Special Rules:	Options:
Exorcist missile launcher	Shield of Faith	- Exorcists may take items from the Adepta Sororitas Vehicle Equipment list.
Searchlight		
Smoke Launchers	Exorcist Missile Launcher: Range: 48"	Strength: 8 AP: 1 Type: Heavy D6



Heavy Support

Squad

Penitent Engine

Unit	Points	Models	Unit Type:	Unit Composition:	[Armour]							
Penitent Engine	80	1	Vehicle (Walker, Open-topped)	1 Penitent Engine	WS	BS	S	F	S	R	I	A HP
					4	2	5	11	11	10	3	3 3

Wargear:	Special Rules:	Options:
Two Dreadnought close combat weapons with built-in heavy flamers	Shield of Faith Rage Unstoppable*	- May include up to two additional Penitent Engines - 80 pts/model

Unstoppable: Penitent Engines ignore the effects of any Crew Shaken and Crew Stunned results on the Vehicle Damage table (but will still lose a Hull Point for each glancing or penetrating hit inflicted).

Heavy Support

Squad

Retributor Squad

Unit	Points	Models	Unit Type:	Unit Composition:
Retributor Squad	60	5	Infantry, Retributor Superior and Veteran Retributor Superior are Infantry (Character)	4 Retributors 1 Retributor Superior

Wargear:

- Power armour
- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

Special Rules:

- Act of Faith
- Shield of Faith

Retributor:

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	3+

Retributor Superior:

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	9	3+

Veteran Retributor Superior:

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	2	9	3+

Options:

- May include up to five additional Retributors - 12 pts/model
- One Retributor may take a Simulacrum Imperialis - 10 pts
- Four other Retributors may each take one item from the **Heavy Weapons** list.
- May upgrade the Retributor Superior to a Veteran Retributor Superior - 10 pts
- The Retributor Superior and Veteran Retributor Superior may take melta bombs - 5 pts
- The Retributor Superior and Veteran Retributor Superior may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The unit may select a Rhino or Immolator as a Dedicated Transport.

Act of Faith

Divine Guidance: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Retributors unit gain the Rending special rule until the end of the current phase.

