| IMPERIUM Adepta Sororitas - Order of Our Martyred Lady | | | | | SAINTE CELESTINE | | | | | | | | | 210 Pts | | | |
|---|----|--|---|----|------------------|--|----|-----------|-----|--|---|---|-----|---------|---|----|--------|
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| | 6" | | | 2+ | 2+ | 6 | 3 | | | | 5 | 5 | 7 | 6+ | 1 | 2+ | 4++/4- |
| | 6" | | | 3+ | 2+ | 4 | 3 | | | | 2 | 3 | 4 | 7+ | 1 | 2+ | 4++/4 |
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| Healing ' | Tears | While this unit contains a Celestine model, in your Command phase, set up a single slain Geminae Superia anywhere within 2" of Celestine (or as close to her as possible). |
| Divine G | Guardians | Whilst at least one Geminae Superia is still alive, resolve any wounds suffered by Celestine against the Geminae Superia closest to her instead. Saint Celestine is permitted to join other units, in which case both Celestine and her Geminae Superia join the unit. If Celestine then leaves the unit, her Geminae Superia also leave the unit, forming a separate unit with her. |
| Miraculo | ous Intervention | The first time Saint Celestine is removed as a casualty, she must take a Leadership test. If this test is failed, she is slain as normal; if successful, leave a suitable counter on the spot where Saint Celestine lost her last wound. At the start of your next turn, place Saint Celestine back on the battlefield, with all her Wounds restored, within 1" of the counter (or as close to it as possible). Saint Celestine can act normally in a turn in which she resurrects. |
| Martyrdo | om | 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. |
| Saintly B | Blessings | Imperium which are within 12" of Saint Celestine when it is activated. Each Saintly Blessing can only be activated once during the course of each battle. Independent Characters that have joined units that are affected by a Saintly Blessing are also affected so long as they remain in the unit. Heroic Zeal: The unit gains the Zealot special rule until your next Compand Phase. |
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Unit Special Rules

Independent Character / Frag & Krak Grenades / Eternal Warrior / Bulky / Fearless / Hit & Run / Adamantium Will / Deep Strike

Psychic Domains

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|--|----------|-------------|----|----|---|--|-----------------|
| Weapons | * | \Phi | | O | | ₫ | Pts |
| The Ardent Blade - Shoot | Template | 1 | 6 | -2 | 1 | Assault - Ignores Cover - Master-crafted | 0 |
| Bolt pistol | 12" | 1 | 4 | 0 | 1 | Pistol | 0 |
| Power sword | Melee | User | +1 | -3 | 1 | Melee | 20 |
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| | Faction | Aptitudes | | | | | Unit type |
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| Acts of Faith | | | | | | | Jump / Infantry |