IMPERIUM - ADEPTA SORORITAS

# PENITENT HOST

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

## ENHANCEMENTS (4)

**Catechism of Divine Penitence** — 15 pts

CANONESS, PALATINE, or MINISTORUM PRIEST model only. The bearer gains the PENITENT keyword.

**Psalm of Righteous Judgement** — 20 pts

ADEPTA SORORITAS model only. While the bearer is on the battlefield, each time an enemy unit is destroyed by a PENITENT unit from your army, you can discard 1 Miracle dice to gain 1 Miracle dice showing a value of 6.

**Refrain of Enduring Faith** — 15 pts

PENITENT model only. While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

**Verse of Holy Piety** — 15 pts

PENITENT model only. Once per battle, at the start of the battle round, select one Vow of Atonement. Until the start of the next battle round, that Vow of Atonement is active for the bearer's unit in addition to any that is active for your army, even if you have already selected that Vow of Atonement this battle.

## DETACHMENT RULE

At the start of your Command phase, you can select one of the following Vows of Atonement to be active for your army until the start of your next Command phase. You can only select each Vow of Atonement once per battle. <table max-width="480px" border="0" cellpadding="3" style="border-width:0px"><tbody><tbody><tr><td class="td_w"> The Path of the Penitent With psalms on their lips, the faithful hurl themselves forward. Add 3" to the Move characteristic of PENITENT models from your army. </td></tr></tbody></tbody></table> <table max-width="480px" border="0" cellpadding="3" style="border-width:0px"><tbody><tbody><tr><td class="td_w"> Absolution in Battle The penitents smite the Emperor's foes with unmatched zeal. Each time a unit from your army is selected to fight, if that unit made a <a href="/wh40k11ed/the-rules/core-rules/#2.-Charge-Step">Charge move</a> this turn, until the end of the phase, add 1 to the Attacks and Strength characteristics of melee weapons equipped by PENITENT models in that unit. </td></tr></tbody></tbody></table> <table max-width="480px" border="0" cellpadding="3" style="border-width:0px"><tbody><tbody><tr><td class="td_w"> Death Before Disgrace Even the most grievous wound cannot stop a penitent warrior in their quest to earn redemption in the eyes of the Emperor. Each time a PENITENT model from your army is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play. </td></tr></tbody></tbody></table>

## STRATAGEMS (6/6)

**1 CP** PENITENT HOST – STRATEGIC PLOY STRATAGEM **MOVEMENT**

### BOUNDLESS ZEAL

**When:** Your Movement phase, just after an ADEPTA SORORITAS unit from your army Falls Back.

**Target:** That ADEPTA SORORITAS unit.

**Effect:** Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Fell Back. If your unit has the PENITENT keyword, it is eligible to shoot and declare a charge in a turn in which it Fell Back instead.

**1 CP** PENITENT HOST – BATTLE TACTIC STRATAGEM **MOVEMENT**

### LASH OF GUILT

**When:** Your Movement phase, just before a PENITENT unit from your army Advances.

**Target:** That PENITENT unit.

**Effect:** Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced. If your unit has the PENITENT ENGINES keyword, do not make an Advance roll for it; instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP PENITENT HOST – STRATEGIC PLOY STRATAGEM SHOOTING

## DEVOUT FANATICISM

**When:** Your opponent's Shooting phase, just after an enemy unit has shot.
**Target:** One PENITENT unit from your army that was selected as the target as one or more of the attacking unit's attacks.
**Effect:** Your unit can make a surge move of up to D6"".

1 CP PENITENT HOST – BATTLE TACTIC STRATAGEM SHOOTING

## PURITY OF SUFFERING

**When:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
**Target:** One PENITENT unit from your army that was selected as the target of one or more of the attacking unit's attacks.
**Effect:** Until the end of the phase, PENITENT models in your unit have the Feel No Pain 4+ ability.

1 CP PENITENT HOST – BATTLE TACTIC STRATAGEM FIGHT

## PASSION OF THE PENITENT

**When:** Fight phase.
**Target:** One PENITENT unit from your army that has not been selected to fight this phase.
**Effect:** Until the end of the phase, each time a PENITENT model in your unit makes a melee attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

1 CP PENITENT HOST – EPIC DEED STRATAGEM ANY

## FINAL REDEMPTION

**When:** Any phase.
**Target:** One PENITENT unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.
**Effect:** That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.