# INTRANZIA FRAYE

**135 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 7 | 3+ | 8 | 6+ | 3 |

**INVULNERABLE SAVE** 4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| 2x Heavy bolter<br>SUSTAINED HITS 1 | 36" | 3 | 2+ | 5 | -1 | 2 |
| Melta missile array<br>MELTA 2 | 24" | 2 | 2+ | 9 | -2 | D3 |
| Ministorum heavy flamer<br>IGNORES COVER<br>TORRENT | 12" | D6 | N/A | 6 | -1 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Mace of Saint Praxedes<br>SUSTAINED HITS 1 | Melee | 4 | 2+ | 6 | -2 | 2 |
| Throne of Blame<br>EXTRA ATTACKS | Melee | 4 | 4+ | 6 | 0 | 1 |

## ABILITIES

**Judged for Execution**
At the end of your Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, each time a friendly Adepta Sororitas model makes an attack that targets that enemy unit, that attack has the [LETHAL HITS] ability.

**Righteous Denunciation**
At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test.

## WEAPON ABILITIES

**Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

**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).

**Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

**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).*

### AUFSTELLUNG

1x Intranzia Fraye (60mm)

**Equipped with:** 2x Heavy bolter, Melta missile array, Ministorum heavy flamer, Mace of Saint Praxedes, Throne of Blame

**KEYWORDS:** Vehicle, Walker, Imperium, Character, Penitent, Epic Hero, Intranzia Fraye, Sororitas Character
**FACTION KEYWORDS:** Adepta Sororitas

# INTRANZIA FRAYE

**135 PTS**

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

## FACTION RULES

**Acts of Faith**
If your Army Faction is Adepta Sororitas, each unit from your army with this ability can perform one Act of Faith per phase. This is done using Miracle dice.

GAINING MIRACLE DICE

If your Army Faction is Adepta Sororitas, you gain 1 Miracle dice:

- At the start of each turn.

- Each time an Adepta Sororitas unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll

## CORE RULES

**Deadly Demise 1**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**Feel No Pain 5+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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