

ARCO-FLAGELLANTS

M

7"

T

3

SV

7+

W

2

LD

8+

OC

1

RW

6+

50-140 PTS

Base 25mm



Acts of Faith

Feel No Pain 5+

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

—

4

ANGRIFF

—

5

NAHKAMPF

Arco-flails

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

—

IMMER / EINMALIG

Extremis Trigger Word

Each time this unit is selected to fight, you can choose to invoke its extremis trigger word. If you do, then until the end of the phase, arco-flails equipped by models in this unit have an Attacks characteristic of 6 and the HAZARDOUS ability.

GEGEN DIESE EINHEIT

W3 · RW 7+ · 6++ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
6++	6++	6++	6++	6++

Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

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.

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

3-10x Arco-Flagellant - Equipped with: Arco-flails