

IMPERIUM - ADEPTA SORORITAS

PENITENT ENGINES

Acts of Faith

Deadly Demise 1

Feel No Pain 5+

M

8"

T

6

SV

4+

W

5

LD

7+

OC

2

RW

6+

70–140 PTS

Base 50mm



1

KOMMANDO

—

2

BEWEGUNG

Endless Suffering

This unit is eligible to declare a charge in a turn in which it Advanced

3

BESCHUSS

Penitent Flamers

ASSAULT

IGNORES COVER

TORRENT

TWIN-LINKED

R	A	BS	S	AP	D
12"	2D6	N/A	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4

ANGRIFF

—

5

NAHKAMPF

Penitent Buzz-Blade

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	4+	10	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Penitent Flail

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	8	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin Penitent Buzz-Blades

SUSTAINED HITS 1

TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	4+	10	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Twin Penitent Flails

SUSTAINED HITS 1

TWIN-LINKED

R	A	WS	S	AP	D
Melee	8	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

6

VERTEIDIGUNG

—

7

IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 4+ · 6++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	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.

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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 mod...

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

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-2x Penitent Engine

Ausrüstung: Penitent Flamers, Penitent Buzz-Blade, Penitent Flail, Twin Penitent Buzz-Blades, Twin Penitent Flails

Each Penitent Engine can replace its Twin Penitent Buzz-Blades with Twin Penitent Flails or Penitent Buzz-Blade and Penitent Flail.