# MORTIFIERS

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 8" | 6 | 4+ | 5 | 7+ | 2 | 6+ |

**AUFSTELLUNG**

1-2x Mortifier (50mm)

**Equipped with:** 2x Heavy Bolter, Heavy Bolter, 2x Mortifier flamer, Mortifier flamer, Penitent Buzz-Blade, Penitent Flail, Twin Penitent Buzz-Blades, Twin Penitent Flails

**Wargear Options:**

- Each Mortifier can replace its Twin Penitent Buzz-Blades with Twin Penitent Flails or Penitent Buzz-Blade and Penitent Flail.
- Each Mortifier can replace its 2 Heavy Bolters with 2 Mortifier Flamers or Heavy Bolter and Mortifier Flamer.

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| 2x Heavy Bolter<br>SUSTAINED HITS 1 | 36" | 3 | 3+ | 5 | -1 | 2 |
| Heavy Bolter<br>SUSTAINED HITS 1 | 36" | 3 | 3+ | 5 | -1 | 2 |
| 2x Mortifier flamer<br>IGNORES COVER, TORRENT, TWIN-LINKED | 12" | D6 | n/a | 5 | 0 | 1 |
| Mortifier flamer<br>IGNORES COVER, TORRENT, TWIN-LINKED | 12" | D6 | n/a | 5 | 0 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|

## ABILITIES

**RULES** - Acts of Faith, Deadly Demise 1, Feel No Pain 5+

**Anchorite Sarcophagus**
The bearer has a Move characteristic of 7" and a Save Characteristic of 3+.

**Anguish of the Unredeemed**
Each time a model in this unit 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; that destroyed model can fight after attacking unit has finished making its attacks, and is then removed from play.

| | | | | | | |
|---|---|---|---|---|---|---|
| Penitent Buzz-Blade<br>SUSTAINED HITS 1 | Melee | 4 | 3+ | 10 | -3 | 2 |
| Penitent Flail<br>SUSTAINED HITS 1 | Melee | 8 | 3+ | 5 | -1 | 1 |
| Twin Penitent Buzz-Blades<br>SUSTAINED HITS 1,TWIN-LINKED | Melee | 4 | 3+ | 10 | -3 | 2 |
| Twin Penitent Flails<br>SUSTAINED HITS 1, TWIN-LINKED | Melee | 8 | 3+ | 5 | -1 | 1 |

## WEAPON RULES

### 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).*

### Twin-linked

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