

PENITENT ENGINES

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

AUFSTELLUNG

1-2x Penitent Engine (50mm)

Equipped with: Penitent Flamers, Penitent Buzz-Blade, Penitent Flail, Twin Penitent Buzz-Blades, Twin Penitent Flails

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Penitent Flamers ASSAULT, IGNORES COVER, TORRENT, TWIN-LINKED	12"	2D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Penitent Buzz-Blade SUSTAINED HITS 1	Melee	4	4+	10	-3	2
Penitent Flail SUSTAINED HITS 1	Melee	8	4+	5	-1	1
Twin Penitent Buzz-Blades SUSTAINED HITS 1, TWIN-LINKED	Melee	4	4+	10	-3	2
Twin Penitent Flails SUSTAINED HITS 1, TWIN-LINKED	Melee	8	4+	5	-1	1

ABILITIES

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

Endless Suffering

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



WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

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).*

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.