REPENTIA SQUAD

SISTER REPENTIA

M	T	SV	W	LD	OC	
7"	3	7+	1	8+	1	6+

REPENTIA SUPERIOR

M	T	SV	W	LD	OC	
7"	3	3+	1	7+	1	6+

AUFSTELLUNG

4-9x Sister Repentia - Equipped with: Penitent Eviscerator
1x Repentia Superior - Equipped with: Bolt pistol, Neural Whips

Basegrößen: Repentia Superior 32mm, Sister Repentia 28.5mm

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Neural Whips ANTI-INFANTRY 4+	Melee	4	3+	3	-1	1
Penitent Eviscerator SUSTAINED HITS 1	Melee	2	4+	6	-2	2

ABILITIES

RULES - Acts of Faith, Feel No Pain 5+

Overseer of Redemption
While this unit contains a Repentia Superior model, each time a Sisters Repentia model in this unit makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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).*