

REPENTIA SQUAD

70-140 PTS



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+

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

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

ABILITIES

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).*



CORE RULES

◆ 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. This is done using Miracle dice.

GAINING MIRACLE DICE

If your Army Faction is Adepta Sororitas, you gain 1 Miracle dice:

- At the start of each turn.
- Each time an Adepta Sororitas unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll

◆ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.