



MORTIFIERS

70–130 PTS

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



RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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.

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.



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AUFSTELLUNG

1-2x Mortifier

Equipped with: Heavy Bolter, 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.



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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 battle round.
- 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



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Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.