

ARCO-FLAGELLANTS

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M	T	SV	W	LD	OC	
7"	3	7+	2	8+	1	

AUFSTELLUNG

3-10x Arco-Flagellant - Equipped with: Arco-flails

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Arco-flails SUSTAINED HITS 1	Melee	4	4+	5	0	1

ABILITIES

RULES - Acts of Faith, Feel No Pain 5+

Extremis Trigger Word

Each time this unit is selected to fight, you can choose to invoke its extremis trigger word. If you do, then until the end of the phase, arco-flails equipped by models in this unit have an Attacks characteristic of 6 and the HAZARDOUS ability.

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).

