

REPRESSOR [LEGENDS]

M	T	SV	W	LD	OC	
12"	10	3+	12	7+	2	6+

AUFSTELLUNG

1x Repressor [Legends]

Equipped with: Heavy flamer, Hunter-killer missile, Repressor twin heavy flamer, Storm bolter, Dozer Ram

Wargear Options:

- This model can be equipped with 1x Hunter-Killer Missile.
- This model can be equipped with one of: Heavy flamer, Storm bolter.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Repressor twin heavy flamer IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	6	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dozer Ram	Melee	3	4+	7	0	1

ABILITIES

RULES - Acts of Faith, Deadly Demise D3, Firing Deck 6

Emergency Combat Embarkation

Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one ADEPTA SORORITAS unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of any enemy units and every model in that unit is within 3" of this TRANSPORT, it can embark within this TRANSPORT.

Transport

This model has a transport capacity of 12 ADEPTA SORORITAS INFANTRY models. It cannot transport JUMP PACK models or the Triumph of Saint Katherine.

KEYWORDS: Dedicated Transport, Vehicle, Transport, Smoke, Imperium, Sororitas Rhino, Repressor



FACTION: Adepta Sororitas **130 PTS**

WEAPON RULES

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).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

