CODEX

IMPERIUM - ADEPTA SORORITAS

newvision

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FRAKTIONSREGELN

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

ASSIGNED AGENTS

If your army Faction is not AGENTS OF THE IMPERIUM, but every model in your army has the IMPERIUM keyword, you can include AGENTS OF THE IMPERIUM units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of AGENTS OF THE IMPERIUM units you can include in your army depends on the battle size, as shown below.

Incursion: 1 RETINUE, 1 CHARACTER, 1 REQUISITIONED

Strike Force: 2 RETINUE, 2 CHARACTER, 1 REQUISITIONED

Onslaught: 3 RETINUE, 3 CHARACTER, 2 REQUISITIONED

Note that you can include AGENTS OF THE IMPERIUM DEDICATED TRANSPORT units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

FRAKTIONSKRAM

THE BLOOD OF MARTYRS

RULE

Each time an ADEPTA SORORITAS model from your army makes an attack, add 1 to the Hit roll if that model's unit is below its Starting Strength, and add 1 to the Wound roll, as well, if that model's unit is Below Half-strength.

DESPERATE FOR REDEMPTION

RULE

At the start of your Command phase, you can select one of the following Vows of Atonement to be active for your army until the start of the your next Command phase. You can only select each Vow of Atonement once per battle.

The Path of the Penitent: Add 3" to the Move characteristic of PENITENT model from your army.

Absolution in Battle: Each time a unit from your army is selected to fight, if that units made a Charge move this turn, until the end of the phase, add 1 to the Attacks and Strength characteristics of melee weapons equipped by PENITENT models in that unit.

Death Before Disgrace: Each time a PENITENT model from your army 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; the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

FERVENT PURGATION

RULE

Ranged weapons equipped by ADEPTA SORORITAS models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 6", add 1 to the Strength characteristic of that attack.

SACRED RITES

RULE

Each Adepta Sororitas unit from your army can perform up to two Acts of Faith per phase, instead of just one.

RIGHTEOUS PURPOSE

RULE

In your Command phase, you can select up to 3 Adepta Sororitas units from your army (including units that are embarked within Transports), until the start of your next Command phase, those units are Righteous. While a unit is Righteous:

- Add 1" to the Move characteristic of models in that unit.
- Improve the Leadership characteristic of models in that unit by 1.
- Improve the Weapon Skill and Ballistic Skill characteristics of weapons equipped by Battle Sisters Squad, Celestian Insidiants, Celestian Sacresants and Paragon Warsuits models in that unit by 1.

KEYWORDS

RULE

While a Celestian Sacresants unit from your army is not Battle-shocked, add 1 to the Objective Control characteristic of Celestian Sacresants models in that unit.

POWER WEAPON

MELEE WEAPONS

name: Range

$text: Melee

typeId: 914c-b413-91e3-a132

DETACHMENT OVERVIEW

8 Detachments

Army of Faith
6 Stratagems · 4 Enhancements

Bringers of Flame
6 Stratagems · 4 Enhancements

Champions of Faith
6 Stratagems · 4 Enhancements

Chorus of Condemnation
3 Stratagems · 2 Enhancements

Hallowed Martyrs
6 Stratagems · 4 Enhancements

Penitent Host
6 Stratagems · 4 Enhancements

Sacred Champions
3 Stratagems · 2 Enhancements

Sanctified Orators
0 Stratagems · 1 Enhancement

IMPERIUM - ADEPTA SORORITAS

ARMY OF FAITH

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Blade of Saint Ellynor — 15 pts

ADEPTA SORORITAS model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1, and those weapons have the [Precision] ability. In addition, each time the bearer fights, if one or more enemy models is destroyed by those attacks, you gain 1 Miracle dice.

Divine Aspect — 5 pts

ADEPTA SORORITAS model only. In your Movement phase, you can select one enemy unit within 12" of that bearer; that unit must take a Battle-shock test. If that test is failed, you gain 1 Miracle dice.

Litanies of Faith — 10 pts

CANONESS or PALATINE model only. At the start of your Command phase, if the bearer is on the battlefield, take a Leadership test for the bearer. If that test is passed, you gain 1 Miracle dice.

Triptych of the Macharian Crusade — 20 pts

ADEPTA SORORITAS model only. Each time the bearer uses an Act of Faith to substitute a saving throw, that saving throw is successful, irrespective of the value of the Miracle dice used.

DETACHMENT RULE

Each ADEPTA SORORITAS unit from your army can perform up to two Acts of Faith per phase, instead of just one.

STRATAGEMS (6/6)

2 CP ARMY OF FAITH – BATTLE TACTIC STRATAGEM COMMAND

LIGHT OF THE EMPEROR

When: Command phase.
Target: One ADEPTA SORORITAS unit from your army.
Effect: Until the end of the turn, your unit is blessed. While a unit is blessed, it can ignore any or all modifiers to the following: the profile characteristics of its models; the Weapon Skill or Ballistic Skill characteristics of weapons equipped by its models; any roll or test made for it (excluding modifiers to saving throws). If your unit has the JUMP PACK keyword, until the end of the turn, while a friendly ADEPTA SORORITAS unit is within 3" of your unit, that friendly unit is also blessed.

1 CP ARMY OF FAITH – STRATEGIC PLOY STRATAGEM SHOOTING

BLINDING RADIANCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTA SORORITAS INFANTRY unit from your army that was selected as the target of one or more of the attacking unit's attacks, or one friendly ADEPTA SORORITAS JUMP PACK unit within 3" of such a unit.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll. If you targeted an ADEPTA SORORITAS JUMP PACK unit from your army with this Stratagem, then until the end of the phase, while a friendly ADEPTA SORORITAS INFANTRY unit is unit is within 3" of your unit, each time an attack targets that unit, subtract 1 from the Hit roll.

1 CP ARMY OF FAITH – BATTLE TACTIC STRATAGEM SHOOTING

DIVINE GUIDANCE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1. If one or more enemy models are destroyed as the result of any of those attacks, you gain 1 Miracle dice.

1 CP ARMY OF FAITH – STRATEGIC PLOY STRATAGEM FIGHT

ANGELIC DESCENT

When: End of your opponent's Fight phase.
Target: One ADEPTA SORORITAS JUMP PACK unit from your army.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP ARMY OF FAITH – BATTLE TACTIC STRATAGEM FIGHT

FAITH AND FURY

When: Fight phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If one or more enemy models are destroyed as the result of your unit's attacks this phase, you gain 1 Miracle dice.

1 CP ARMY OF FAITH – BATTLE TACTIC STRATAGEM ANY

SHIELD OF FAITH

When: Any phase, just after an ADEPTA SORORITAS unit from your army suffers a mortal wound.
Target: That ADEPTA SORORITAS unit, or one friendly ADEPTA SORORITAS JUMP PACK unit within 3" of it.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds. If you targeted an ADEPTA SORORITAS JUMP PACK unit from your army with this Stratagem, then until the end of the phase, while a friendly ADEPTA SORORITAS unit is unit is within 3" of your unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

IMPERIUM - ADEPTA SORORITAS

BRINGERS OF FLAME

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Fire and Fury — 30 pts

Adepta Sororitas model only. While the bearer is leading a unit, add 1 to the Attacks characteristic of Torrent weapons equipped by models in that unit, and all other ranged weapons equipped by models that unit have the [SUSTAINED HITS 1] ability.

Iron Surplice of Saint Istalela — 10 pts

CANONESS or PALATINE model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

Manual of Saint Griselda — 20 pts

ADEPTA SORORITAS model only. At the start of your Command phase, you can discard up to 2 Miracle dice. Then, add 1 Miracle dice to your Miracle Dice pool showing a value equal to the sum of the two Miracle dice you discarded (to a maximum of 6).

Righteous Rage — 15 pts

Adepta Sororitas model only. Each time the bearer is selected to fight, you can first discard up to 3 Miracle dice. For each Miracle dice just discarded, until the end of the phase, add 1 to the Attacks and Strength characteristics of the bearer's melee weapons.

DETACHMENT RULE

Ranged weapons equipped by ADEPTA SORORITAS models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 6", add 1 to the Strength characteristic of that attack.

STRATAGEMS (6/6)

1 CP BRINGERS OF FLAME – STRATEGIC PLOY STRATAGEM — MOVEMENT

CARRY FORTH THE FAITHFUL

When: Your Movement phase, just before an ADEPTA SORORITAS TRANSPORT model from your army Advances.
Target: That ADEPTA SORORITAS TRANSPORT model.
Effect: Until the end of the turn, you can re-roll Advance rolls made for your TRANSPORT, and units can disembark from your TRANSPORT even though it Advanced. Units that do so make a shock disembark move (Core Rules, 18.07) for that disembarkation.

2 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM — SHOOTING

BLAZING IRE

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One ADEPTA SORORITAS TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: One unit embarked within your TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

2 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM — SHOOTING

CLEANSING FLAMES

When: Your Shooting phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, Torrent weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability

1 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM — SHOOTING

RITES OF FIRE

When: Your Shooting phase.
Target: One ADEPTA SORORITAS unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within 6" that is also within range of an objective marker, add 1 to the Wound roll. If one or more enemy models are destroyed as the result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM — SHOOTING

SHIELD OF AVERSION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTA SORORITAS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM — FIGHT

RIGHTEOUS BLOWS

When: Fight phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LETHAL HITS] ability. If one or more enemy models are destroyed as the result of attacks made by those weapons this phase, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

IMPERIUM - ADEPTA SORORITAS

CHAMPIONS OF FAITH

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

ENHANCEMENTS (4)

Eyes of the Oracle — 10 pts

ADEPTA SORORITAS model only. The bearer's weapons have the [PRECISION] ability. Each time the bearer's unit destroys an enemy Character model, you gain 1CP.

Mark of Devotion — 30 pts

Adepta Sororitas model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. While the bearer's unit is Righteous, add 2 to the Attacks characteristic and add 1 to the Damage characteristic of the bearer's melee weapons instead.

Sanctified Amulet — 25 pts

ADEPTA SORORITAS model only. Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of the bearer

Triptych of Judgement — 15 pts

ADEPTA SORORITAS model only. Each time a model in the bearer's unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

DETACHMENT RULE

In your Command phase, you can select up to 3 Adepta Sororitas units from your army (including units that are embarked within Transports), until the start of your next Command phase, those units are Righteous. While a unit is Righteous:

• Add 1" to the Move characteristic of models in that unit. • Improve the Leadership characteristic of models in that unit by 1. • Improve the Weapon Skill and Ballistic Skill characteristics of weapons equipped by Battle Sisters Squad, CELESTIAN INSIDIANTS, Celestian Sacresants and Paragon Warsuits models in that unit by 1.

Keywords

While a CELESTIAN SACRESANTS unit from your army is not Battle-shocked, add 1 to the Objective Control characteristic of Celestian Sacresants models in that unit.

STRATAGEMS (6/6)

1 CP CHAMPIONS OF FAITH – STRATEGIC PLOY STRATAGEM — MOVEMENT

INDEFATIGABLE DEDICATION

When: Your Movement phase, just after an ADEPTA SORORITAS unit from your army Falls Back.
Target: That ADEPTA SORORITAS unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back. If your unit is Righteous, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back instead.

1 CP CHAMPIONS OF FAITH – STRATEGIC PLOY STRATAGEM — SHOOTING

SUFFER NOT THE UNFAITHFUL

When: Your Shooting phase or the Fight phase.
Target: One ADEPTA SORORITAS unit from your army that is Righteous and that has not been selected to shoot or fight this phase.
Effect: Select either the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have the selected ability.

1 CP CHAMPIONS OF FAITH – BATTLE TACTIC STRATAGEM — FIGHT

BASTION OF FAITH

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Celestian Sacresants unit that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll. In addition, if your unit is Righteous, you can select one other CELESTIAN SACRESANTS unit from your army that is not Battle-shocked and is within 6" of your unit. Until the end of the phase, each time an attack targets that CELESTIAN SACRESANTS unit, subtract 1 from the Hit roll as well.

1 CP CHAMPIONS OF FAITH – BATTLE TACTIC STRATAGEM — FIGHT

PATH OF THE RIGHTEOUS

When: Fight phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the turn, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". When doing so, if your unit is Righteous, it does not need to end that move closer to the closest enemy model, provided it ends that move as close as possible to the closest enemy unit.

1 CP CHAMPIONS OF FAITH – BATTLE TACTIC STRATAGEM — FIGHT

TO THE HEART OF HERESY

When: Fight phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the turn, improve the Strength characteristic of melee weapons equipped by models in your unit by 1. If your unit is Righteous, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1 as well.

1 CP CHAMPIONS OF FAITH – BATTLE TACTIC STRATAGEM — ANY

SHIELD OF DENIAL

When: Any phase, just after a mortal wound is allocated to an ADEPTA SORORITAS unit from your army.
Target: That ADEPTA SORORITAS unit.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 6+ ability against mortal wounds. If your unit is Righteous, until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds instead.

IMPERIUM - ADEPTA SORORITAS

CHORUS OF CONDEMNATION

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Clarion of Urgency — 15 pts

At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

Symphonic Payload — 10 pts

This unit can re-roll rolls to determine the A of a weapon.

DETACHMENT RULE

Friendly ADEPTA SORORITAS INFANTRY FLY units have the following ability: Condemnatory Psalms: In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is condemned:

- While a unit is condemned, that unit has +3" detection range.

STRATAGEMS (3/3)

1 CP · CHORUS OF CONDEMNATION STRATAGEM · COMMAND

INSPIRATIONAL BATTLE CANTICLES

When: Start of the Command phase.
Target: One friendly ADEPTA SORORITAS INFANTRY FLY unit or one friendly EXORCIST unit.
Effect: Select one friendly battle-shocked ADEPTA SORORITAS unit within 6" of your unit. That unit is no longer battle-shocked.

1 CP · CHORUS OF CONDEMNATION STRATAGEM · SHOOTING

DEVASTATING REPRISE

When: Your Shooting phase, when a friendly EXORCIST unit has shot.
Target: One friendly ADEPTA SORORITAS INFANTRY FLY unit.
Effect: Select one enemy unit (excluding MONSTER/VEHICLE units) hit by those ranged attacks. Your unit's ranged attacks that target that unit have [DEVASTATING WOUNDS].

1 CP CHORUS OF CONDEMNATION STRATAGEM SHOOTING

HARMONISED EXORCISM

When: Your Shooting phase, when a friendly EXORCIST unit is selected to shoot.

Target: That EXORCIST unit.

Effect: Select one unit visible to and within 9" of a friendly ADEPTA SORORITAS INFANTRY FLY unit. Your unit's ranged attacks that target that unit have +1 to hit rolls.

IMPERIUM - ADEPTA SORORITAS

HALLOWED MARTYRS

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Chaplet of Sacrifice — 25 pts

ADEPTA SORORITAS model only. At the end of your Command phase, if the bearer is on the battlefield, you can re-roll one Miracle dice from your Miracle dice pool and return it to your Miracle dice pool with the new result you rolled. When doing so, if the bearer's unit is below its Starting Strength, you can re-roll up to 3 Miracle dice in this way instead.

Mantle of Ophelia — 20 pts

Canoness or Palatine model only. Each time an attack is allocated to the bearer, change the Damage characteristic of that attack to 1.

Saintly Example — 10 pts

ADEPTA SORORITAS model only. When the bearer is destroyed, you gain an additional D3 Miracle dice.

Through Suffering, Strength — 25 pts

Adepta Sororitas model only. Add 1 to the Attacks, Strength and Damage characteristics of the bearer’s melee weapons. If the bearer has lost one or more wounds, add 2 to the Attacks, Strength and Damage characteristics of the bearer’s melee weapons instead.

DETACHMENT RULE

Each time an ADEPTA SORORITAS model from your army makes an attack, add 1 to the Hit roll if that model’s unit is below its Starting Strength, and add 1 to the Wound roll as well if that model’s unit is Below Half-strength.

STRATAGEMS (6/6)

1 CP HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM SHOOTING

PRAISE THE FALLEN

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One ADEPTA SORORITAS unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP HALLOWED MARTYRS – BATTLE TACTIC STRATAGEM FIGHT

RIGHTEOUS VENGEANCE

When: Fight phase.
Target: One ADEPTA SORORITAS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes a melee attack, you can re-roll the Hit roll and, if your unit is Below Half-strength, you can re-roll the Wound roll as well.

2 CP HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM FIGHT

SPIRIT OF THE MARTYR

When: Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTA SORORITAS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM FIGHT

SUFFERING AND SACRIFICE

When: Start of the Fight phase.
Target: One Adepta Sororitas Infantry or Adepta Sororitas Walker unit from your army.
Effect: Until the end of the phase, each time an enemy model within Engagement Range of your unit selects its targets, it must select your unit as the target of its attacks.

1 CP HALLOWED MARTYRS – EPIC DEED STRATAGEM ANY

DIVINE INTERVENTION

When: Any phase.
Target: One ADEPTA SORORITAS CHARACTER model from your army that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.
Effect: You can discard 1-3 Miracle dice. At the end of the phase, set up that model on the battlefield, unengaged and as close as possible to where it was destroyed. That model is not part of an attached unit and its unit has a starting strength of 1. Roll one D3, adding 1 to the result for each Miracle dice you discarded. That model has that number of wounds remaining (up to its starting number of wounds).
Restriction: You cannot select SAINT CELESTINE as the target of this Stratagem. You cannot select the same CHARACTER as the target of this Stratagem more than once per battle.

1 CP HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM ANY

SANCTIFIED IMMOLATION

When: Any phase.
Target: One ADEPTA SORORITAS VEHICLE model from your army with the Deadly Demise ability that was just destroyed. You can use this Stratagem on that model even though It was just destroyed.
Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

IMPERIUM - ADEPTA SORORITAS

PENITENT HOST

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Catechism of Divine Penitence — 15 pts

CANONESS, PALATINE, or MINISTORUM PRIEST model only. The bearer gains the PENITENT keyword.

Psalm of Righteous Judgement — 20 pts

ADEPTA SORORITAS model only. While the bearer is on the battlefield, each time an enemy unit is destroyed by a PENITENT unit from your army, you can discard 1 Miracle dice to gain 1 Miracle dice showing a value of 6.

Refrain of Enduring Faith — 15 pts

PENITENT model only. While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Verse of Holy Piety — 15 pts

PENITENT model only. Once per battle, at the start of the battle round, select one Vow of Atonement. Until the start of the next battle round, that Vow of Atonement is active for the bearer's unit in addition to any that is active for your army, even if you have already selected that Vow of Atonement this battle.

DETACHMENT RULE

At the start of your Command phase, you can select one of the following Vows of Atonement to be active for your army until the start of your next Command phase. You can only select each Vow of Atonement once per battle. <table max-width="480px" border="0" cellpadding="3" style="border-width:0px"><tbody><tbody><tr><td class="td_w"> The Path of the Penitent With psalms on their lips, the faithful hurl themselves forward. Add 3" to the Move characteristic of PENITENT models from your army. </td></tr></tbody></tbody></table> <table max-width="480px" border="0" cellpadding="3" style="border-width:0px"><tbody><tbody><tr><td class="td_w"> Absolution in Battle The penitents smite the Emperor's foes with unmatched zeal. Each time a unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Attacks and Strength characteristics of melee weapons equipped by PENITENT models in that unit. </td></tr></tbody></tbody></table> <table max-width="480px" border="0" cellpadding="3" style="border-width:0px"><tbody><tbody><tr><td class="td_w"> Death Before Disgrace Even the most grievous wound cannot stop a penitent warrior in their quest to earn redemption in the eyes of the Emperor. Each time a PENITENT model from your army 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; the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play. </td></tr></tbody></tbody></table>

STRATAGEMS (6/6)

1 CP PENITENT HOST – STRATEGIC PLOY STRATAGEM MOVEMENT

BOUNDLESS ZEAL

When: Your Movement phase, just after an ADEPTA SORORITAS unit from your army Falls Back.

Target: That ADEPTA SORORITAS unit.

Effect: Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Fell Back. If your unit has the PENITENT keyword, it is eligible to shoot and declare a charge in a turn in which it Fell Back instead.

1 CP PENITENT HOST – BATTLE TACTIC STRATAGEM MOVEMENT

LASH OF GUILT

When: Your Movement phase, just before a PENITENT unit from your army Advances.

Target: That PENITENT unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced. If your unit has the PENITENT ENGINES keyword, do not make an Advance roll for it; instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP PENITENT HOST – STRATEGIC PLOY STRATAGEM SHOOTING

DEVOUT FANATICISM

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One PENITENT unit from your army that was selected as the target as one or more of the attacking unit's attacks.
Effect: Your unit can make a surge move of up to D6"".

1 CP PENITENT HOST – BATTLE TACTIC STRATAGEM SHOOTING

PURITY OF SUFFERING

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One PENITENT unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, PENITENT models in your unit have the Feel No Pain 4+ ability.

1 CP PENITENT HOST – BATTLE TACTIC STRATAGEM FIGHT

PASSION OF THE PENITENT

When: Fight phase.
Target: One PENITENT unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a PENITENT model in your unit makes a melee attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

1 CP PENITENT HOST – EPIC DEED STRATAGEM ANY

FINAL REDEMPTION

When: Any phase.
Target: One PENITENT unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.
Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

IMPERIUM - ADEPTA SORORITAS

SACRED CHAMPIONS

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Perfervid Haste — 10 pts

This unit has +1" M.

Writ of Compunction — 20 pts

This unit has +1 OC.

DETACHMENT RULE

Friendly CELESTIAN units' attacks have +1 BS and WS.

This detachment has the REVEREND tag and cannot be taken with another REVEREND detachment.

STRATAGEMS (3/3)

1 CP SACRED CHAMPIONS STRATAGEM MOVEMENT

UNFLINCHING DETERMINATION

When: Your Movement phase, when a friendly CELESTIAN SACRESANTS unit is selected to make an advance/fall-back move.
Target: That CELESTIAN SACRESANTS unit.
Effect: Your unit's ranged attacks have [ASSAULT] until the end of the turn. That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP SACRED CHAMPIONS STRATAGEM FIGHT

SANCTIFIED BLOWS

When: Fight phase, when a friendly CELESTIAN SACRESANTS unit is selected to fight.
Target: That CELESTIAN SACRESANTS unit.
Effect: Your unit's melee attacks have +1 A and S.

1 CP SACRED CHAMPIONS STRATAGEM ANY

FAITHFUL FORTITUDE

When: Any phase, when a friendly CELESTIAN SACRESANTS unit suffers a mortal wound.
Target: That CELESTIAN SACRESANTS unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds until the end of the phase.

IMPERIUM - ADEPTA SORORITAS

SANCTIFIED ORATORS

0 Stratagems · 1 Enhancement

1 DP · DISRUPTION

ENHANCEMENTS (1)

Hagiomnifex **25 pts**

(Once per turn, per unit) At the start of a phase, you can use this ability. If you do, select one of the abilities below:

- Rite of Revelation: While this unit is shooting, enemy units have +6" detection range.

- Sermon of Intolerance: This unit's battle-shock rolls automatically succeed.

- Catechism of Raging Fervour: This unit has +1" M.

- Psalm of Righteous Smiting: This unit's attacks have +1 S.

- Chorus of Repudiation: Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

DETACHMENT RULE

- Enhancements selected from this detachment do not count towards the total number of enhancements in your army.

- Friendly ADEPTA SORORITAS CHARACTER units have +1 Ld.

AESTRED THURGA AND AGATHAE DOLAN

80 PTS

AESTRED THURGA

M	T	SV	W	LD	OC	
6"	3	2+	4	6+	1	4+

AGATHAE DOLAN

M	T	SV	W	LD	OC	
6"	3	6+	3	7+	1	4+

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
Blade of Vigil	Melee	4	2+	5	-2	2
Scribe's staff	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Aestred Thurga - Equipped with: Blade of Vigil, Bolt pistol
1x Agathae Dolan - Equipped with: Bolt pistol, Scribe's staff
Basegrößen: Aestred Thurga 32mm, Agathae Dolan 25mm

ABILITIES

CORE - Leader

Auto-Tapestry of the Emperor's Judgement
While this unit is leading a unit and contains an Aestred Thurga model, weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Recount the Deeds of the Saints
While this unit is leading a unit and contains an Agathae Dolan model, each time that unit destroys an enemy unit, you gain 1 Miracle dice. When that Agathae Dolan model is destroyed, you gain D3 Miracle dice.

Leader
This unit can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD, SISTERS NOVITIATE SQUAD

WEAPON RULES

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.

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

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ARCO-FLAGELLANTS

50–140 PTS

ARCO-FLAGELLANT

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

6+

MELEE WEAPONS

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

AUFSTELLUNG

3-10x Arco-Flagellant - Equipped with: Arco-flails (25mm)

ABILITIES

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).*

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.

BATTLE SANCTUM [LEGENDS]

170 PTS

M	T	SV	W	LD	OC
-	11	3+	20	7+	0

AUFSTELLUNG

1x Battle Sanctum [Legends]

ABILITIES

Consecrated Ground

When this FORTIFICATION is set up, all parts of it must be set up within 1" of another part. Friendly ADEPTA SORORITAS INFANTRY models can be set up or end any type of move on top of the floor sections of this FORTIFICATION. While an ADEPTA SORORITAS unit from your army is within 1" of this FORTIFICATION, that unit can perform one additional Act of Faith per phase.

Holy Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

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

◈ Deadly Demise D6

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").

IMPERIUM - ADEPTA SORORITAS

BATTLE SISTERS SQUAD

100 PTS

SISTER SUPERIOR

M	T	SV	W	LD	OC
6"	3	3+	1	7+	2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	3+	4	0	2
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	3+	4	0	1
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Ministorum heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

KEYWORDS: Infantry, Battleline, Grenades, Battle Sisters Squad, Imperium

AUFSTELLUNG

1x Sister Superior - Equipped with: Boltgun, Bolt pistol, Inferno pistol, Ministorum hand flamer, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Condemnor boltgun, Combi-weapon, Power weapon, Chainsword, Close combat weapon (32mm)

9x Battle Sister oder Battle Sister w/ Simulacrum Imperialis oder Battle Sister w/ Special or Heavy Weapon oder Battle Sister w/ Special Weapon (32mm)

Wargear Options:

- Each Sister Superior can be equipped with 1x Sister Superior Melee Weapons.
- Each Sister Superior can be equipped with 1x Boltgun.
- Each Sister Superior can be equipped with 1x Bolt pistol.
- Each Sister Superior can be equipped with 1x Inferno pistol.
- Each Sister Superior can be equipped with 1x Ministorum hand flamer.
- Each Sister Superior can be equipped with 1x Plasma pistol.
- Each Sister Superior can be equipped with 1x Power weapon.
- This model's Boltgun can be replaced with 1x Special Weapons.
- Each Battle Sister w/ Special or Heavy Weapon can replace its Special Weapons with Heavy Weapons.
- Each Battle Sister w/ Special or Heavy Weapon can be equipped with 1x Ministorum flamer.
- Each Battle Sister w/ Special or Heavy Weapon can be equipped with 1x Heavy bolter.
- Each Battle Sister w/ Special or Heavy Weapon can be equipped with 1x Ministorum heavy flamer.
- Each Battle Sister w/ Special or Heavy Weapon can be equipped with 1x Multi-melta.
- Each Battle Sister w/ Special Weapon can be equipped with 1x Ministorum flamer.

ABILITIES

Cherub
Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

Defenders of the Faith
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Simulacrum Imperialis
At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

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+.*

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

IMPERIUM - ADEPTA SORORITAS

CANONESS

60 PTS

M	T	SV	W	LD	OC
6"	3	3+	4	7+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol PISTOL	12"	1	2+	4	0	1
Brazier of Holy Fire IGNORES COVER ONE SHOT TORRENT	12"	D6	N/A	6	-1	2
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	2+	4	0	1
Inferno Pistol MELTA 2 PISTOL	6"	1	2+	8	-4	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blessed blade LETHAL HITS	Melee	4	2+	6	-2	2
Hallowed Chainsword	Melee	5	2+	3	-1	1
Power weapon	Melee	4	2+	4	-2	2

AUFSTELLUNG

1x Canoness (32mm)

Equipped with: Bolt Pistol, Brazier of Holy Fire, Condemnor boltgun, Inferno Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Blessed blade, Hallowed Chainsword, Power weapon

Wargear Options:

- This model can be equipped with one of: Null Rod, Brazier of Holy Fire, Rod of Office.
- This model can replace its Hallowed Chainsword with Blessed blade or Power weapon.
- This model can replace its Bolt Pistol with Condemnor boltgun, Inferno pistol or Plasma pistol.

ABILITIES

CORE - Leader

Null Rod
Models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

Rod of Office
Each time a model in the bearer's unit makes an attack, re-roll a Hit roll of 1.

Sacred Command
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

The Emperor's Grace
Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.

KEYWORDS: Character, Infantry, Grenades, Canoness, Sororitas Character, Leader

Leader
This unit can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD, SISTERS NOVITIATE SQUAD

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+.*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

LETHAL HITS
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

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

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

CANONESS WITH JUMP PACK

75 PTS

M	T	SV	W	LD	OC
12"	3	3+	3	7+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blessed Halberd	Melee	5	2+	5	-2	2
Holy Eviscerator SUSTAINED HITS 1	Melee	3	2+	6	-2	2
Power weapon	Melee	4	2+	4	-2	2

AUFSTELLUNG

1x Canoness with Jump Pack (32mm)

Equipped with: Ministorum hand flamer, Blessed Halberd, Holy Eviscerator, Power weapon

Wargear Options:

- This model can replace its Blessed Halberd with Ministorum Hand Flamer and Power Weapon or Holy Eviscerator.

ABILITIES

CORE - Leader

Condemnatory Psalms
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is condemned:
- While a unit is condemned, that unit has +3" detection range.

Divine Deliverance
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by the model and those weapons have the [DEVASTATING WOUNDS] ability

Sacred Command
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader
This unit can be attached to the following units: SERAPHIM SQUAD, ZEPHYRIM SQUAD

KEYWORDS: Character, Infantry, Grenades, Canoness, Jump Pack, Fly, Imperium, Sororitas Character, Leader

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).

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).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

CASTIGATOR

165 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	7+	3

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigator autocannons TWIN-LINKED RAPID FIRE 4	48"	4	3+	9	-1	3
Castigator battle cannon BLAST IGNORES COVER	48"	D6+3	3+	10	-1	3
3x Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Castigator (Hull)

Equipped with: Castigator autocannons, Castigator battle cannon, 3x Heavy bolter, Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:

- This model can replace its Castigator autocannons with Castigator battle cannon.
- This model can be equipped with 1x Storm bolter.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Rites of Castigation
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly Adepta Sororitas unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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).*

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.

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

◈ Deadly Demise D3

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").

IMPERIUM - ADEPTA SORORITAS

CELESTIAN INSIDIANTS

115 PTS

CELESTIAN INSIDIANT SUPERIOR

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Condemnor bolt pistol [ANTI-PSYKER 4+] [DEVASTATING WOUNDS] [PISTOL]	12"	1	3+	4	0	1
Inferno pistol [MELTA 2] [PISTOL]	6"	1	3+	8	-4	D3
Ministorum hand flamer [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blessed sword [LETHAL HITS]	Melee	3	3+	4	-2	2
Null mace [ANTI-PSYKER 4+] [DEVASTATING WOUNDS]	Melee	3	3+	4	-1	1
Virge of Admonition [ANTI-PSYKER 4+] [DEVASTATING WOUNDS]	Melee	3	4+	6	-2	3

AUFSTELLUNG

1x Celestian Insidiant Superior - Equipped with: Null mace, Inferno pistol, Condemnor bolt pistol (32mm)
9x Insidiant oder Insidiant w/ hand flamer oder Insidiant w/ blessed sword oder Insidiant w/ virge of admonition oder Insidiant w/ denuncia oder Insidiant w/ simulacrum (32mm)

Wargear Options:

- Each Celestian Insidiant Superior can replace its Condemnor bolt pistol with Inferno pistol.
- This model's Condemnor bolt pistol can be replaced with 1x Ministorum hand flamer.

ABILITIES

Attached Unit
If a Character unit from your army can be attached to a Dominion Squad unit, it can be attached to this unit instead.

Denuncia Oratory
Each time the bearer's unit's quarry is destroyed, you can select a new unit from your opponent's army to be its quarry.

Rituale Nullificatus
Models in this unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

Simulacrum Imperialis
At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

Virtue of Intolerance
At the start of the battle, select one unit from your opponent's army to be this unit's quarry. Each time a model in this unit makes an attack that targets its quarry, that attack has the [Precision] ability and you can re-roll the Hit roll. This ability can be used even if this unit is embarked within a Transport.

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+.*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).

LETHAL HITS
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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.

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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

IMPERIUM - ADEPTA SORORITAS

CELESTIAN SACRESANT AVELINE [LEGENDS]

45 PTS

M	T	SV	W	LD	OC
6"	3	3+	4	7+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ministorum hand flamer [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Thorn of the White Rose	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Celestian Sacresant Aveline [Legends]

Equipped with: Ministorum hand flamer, The Thorn of the White Rose

ABILITIES

Daemonbreaker
Each time this model makes an attack that targets a DAEMON unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Instrument of the Emperor's Wrath
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

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).

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.

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

KEYWORDS: Epic Hero, Infantry, Character, Imperium, Grenades, Celestian Sacresant Aveline, Sororitas Character

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 6+

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.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

IMPERIUM - ADEPTA SORORITAS

CELESTIAN SACRESANTS

75–150 PTS

SACRESANT SUPERIOR

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Anointed Halberd SUSTAINED HITS 1	Melee	3	3+	5	-2	1
Hallowed Mace LETHAL HITS	Melee	3	3+	4	-1	2
Spear of the Faithful	Melee	3	3+	5	-2	2

AUFSTELLUNG

1x Sacresant Superior - Equipped with: Bolt pistol, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Inferno pistol, Ministorum hand flamer, Anointed Halberd, Hallowed Mace, Spear of the Faithful (32mm)

Wargear Options:

- This model can be equipped with 1x Bolt pistol.
- This model can be equipped with 1x Plasma pistol.
- This model can be equipped with 1x Inferno pistol.
- This model can replace its Hallowed Mace with Spear of the Faithful or Anointed Halberd.

ABILITIES

Sworn Protectors
While an Adepta Sororitas Character is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

LETHAL HITS
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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

CRUSADERS [LEGENDS]

40–80 PTS

CRUSADER

M	T	SV	W	LD	OC
6"	3	3+	2	7+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Weapon	Melee	3	3+	4	-2	2

AUFSTELLUNG

2-4x Crusader - Equipped with: Power Weapon

ABILITIES

Attached Unit

If a model from your army with the Leader ability can be attached to a BATTLE SISTERS SQUAD, it can be attached to this unit instead.

Spiritual Fortitude

Models in this unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

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

IMPERIUM - ADEPTA SORORITAS

DAEMONIFUGE

85 PTS

EPHRAEL STERN

M	T	SV	W	LD	OC	
8"	3	3+	5	7+	1	4+

KYGANIL OF THE BLOODY TEARS

M	T	SV	W	LD	OC	
8"	3	6+	3	7+	1	4+

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
Sanctity ANTI-CHAOS 2+ PRECISION	Melee	4	2+	6	-2	2
The Outcast's Blades PRECISION	Melee	6	2+	4	-2	1

AUFSTELLUNG

1x Ephrael Stern - Equipped with: Bolt pistol, Sanctity (32mm)
1x Kyganil of the Bloody Tears - Equipped with: The Outcast's Blades (32mm)

ABILITIES

Holy Judgement
At the start of your Shooting phase, select one enemy unit within 12" of and visible to this unit's Ephrael Stern model. That unit must take a Battle-shock test, subtracting 2 from the result if it is a Chaos unit. If the test is failed, that enemy unit suffers 3 mortal wounds.

Mysterious Saviours
You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:
- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

WEAPON RULES

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.

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

DEATH CULT ASSASSINS [LEGENDS]

55–110 PTS

DEATH CULT ASSASSIN

M	T	SV	W	LD	OC
7"	3	5+	1	7+	1

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Death Cult power blades PRECISION	Melee	4	2+	4	-2	1

AUFSTELLUNG

2-4x Death Cult Assassin - Equipped with: Death Cult power blades

ABILITIES

Death Cult

Each time a model in this unit makes an attack that targets a CHARACTER unit, you can re-roll the Wound roll.

WEAPON RULES

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

IMPERIUM - ADEPTA SORORITAS

DIALOGUS

40 PTS

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

4+

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
Dialogus staff	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Dialogus (40mm)

Equipped with: Bolt pistol, Dialogus staff

ABILITIES

CORE - Support

Laud Hailer
Once per battle, at the start of any phase, you can select one friendly Adepta Sororitas unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Stirring Rhetoric
While this model is leading a unit, each time that unit performs an Act of Faith, the value of one of the Miracle dice used in that Act of Faith is first changed to a 6.

Leader
This model can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD, SISTERS NOVITIATE SQUAD

WEAPON RULES

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.

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

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

DOGMATA

45 PTS

M	T	SV	W	LD	OC
6"	3	3+	3	6+	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
Mace of the Righteous	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Dogmata (32mm)

Equipped with: Bolt pistol, Mace of the Righteous

ABILITIES

CORE - Support

Executioner of Heretics (Aura)
While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.

Unflinching Determination
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD

WEAPON RULES

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.

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

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

DOMINION SQUAD

90 PTS

DOMINION SUPERIOR

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

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter [RAPID FIRE 2] [ASSAULT]	24"	2	3+	4	0	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [RAPID FIRE 1]	24"	1	4+	4	0	1
Condemnor boltgun [ANTI-PSYKER 2+] [DEVASTATING WOUNDS] [PRECISION] [RAPID FIRE 1]	24"	1	3+	4	0	1
Inferno pistol [MELTA 2] [PISTOL]	6"	1	3+	8	-4	D3
Meltagun [MELTA 2] [ASSAULT]	12"	1	3+	9	-4	D6
Ministorum flamer [ASSAULT] [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	0	1
Ministorum hand flamer [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	4	0	1
➤ Plasma pistol - standard [PISTOL]	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge [HAZARDOUS] [PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Dominion Superior - Equipped with: Boltgun, Bolt pistol, Inferno pistol, Ministorum hand flamer, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Condemnor boltgun, Combi-weapon, Power weapon, Chainsword, Close combat weapon (32mm)
9x Dominion oder Dominion w/ Simulacrum Imperialis oder Dominion w/ Special Weapon (32mm)

Wargear Options:

- Each Dominion Superior can be equipped with 1x Sister Superior Melee Weapons.
- Each Dominion Superior can be equipped with 1x Boltgun.
- Each Dominion Superior can be equipped with 1x Bolt pistol.
- Each Dominion Superior can be equipped with 1x Inferno pistol.
- Each Dominion Superior can be equipped with 1x Ministorum hand flamer.
- Each Dominion Superior can be equipped with 1x Plasma pistol.
- Each Dominion Superior can be equipped with 1x Power weapon.
- Each Dominion w/ Special Weapon can replace its Artificer-crafted storm bolter with Meltagun or Ministorum Flamer.

ABILITIES

Cherub
Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

Holy Vanguard
If this unit has a Leader unit attached to it during the Declare Battle Formations step and this unit starts the battle embarked within a Transport, that Leader unit gains the Scouts 6" ability.

Righteous Awareness
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units it can make a Normal move of up to D6".

Simulacrum Imperialis
At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

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+.*

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

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

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ADEPTA SORORITAS

EXORCIST

175 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	7+	3

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Exorcist Conflagration Rockets BLAST IGNORES COVER INDIRECT FIRE	36"	3D6	3+	6	-1	1
Exorcist Missile Launcher INDIRECT FIRE	36"	D6+2	3+	10	-3	D6
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Exorcist (Hull)

Equipped with: Exorcist Conflagration Rockets, Exorcist Missile Launcher, Heavy Bolter, Hunter-killer missile, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-Killer Missile.
- This model can replace its Exorcist Missile Launcher with Exorcist Conflagration Rockets.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Devastating Refrain
In your Shooting phase, after this model has shot, if one or more of those attacks made with an **Indirect Fire** weapon scored a hit against an enemy unit, that unit must take a Battle-shock test. Each time such an attack destroys an enemy model that has the Deadly Demise ability, the model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 5+ instead of a 6.

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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).

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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.

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

Deadly Demise D3

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").

IMPERIUM - ADEPTA SORORITAS

HOSPITALLER

65 PTS

M	T	SV	W	LD	OC
6"	3	3+	3	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
Chirugeon's tools	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Hospitaller (50mm)

Equipped with: Bolt pistol, Chirugeon's tools

ABILITIES

CORE - Support

Medicus Ministorum
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Sacred Healing
While this model is leading a unit, in your Command phase, you can return up to 1 destroyed model (excluding Character models) to that unit. If you wish, you first discard 1 Miracle dice; if you do, you can return up to D3+1 destroyed models (excluding Character models) to that unit instead.

Leader
This model can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD, SISTERS NOVITIATE SQUAD

WEAPON RULES

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.

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

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

IMAGIFIER

55 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Imagifier (32mm)

Equipped with: Bolt pistol, Boltgun, Close combat weapon

ABILITIES

CORE - Support

Litany of Deeds
Each time you gain a Miracle dice as the result of a friendly ADEPTA SORORITAS unit or model being destroyed, if that unit or model was destroyed within 12" of this model, you can re-roll the result of that Miracle dice before adding it to your Miracle dice pool.

Stanchion of Holy Martyrs
While this model is leading a unit, models in that unit have a Save characteristic of 2+ and a 4+ invulnerable save.

Leader
This model can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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.

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).*

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

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

IMMOLATOR

100 PTS

M	T	SV	W	LD	OC
12"	10	3+	11	7+	2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Immolation Flamers IGNORES COVER TORRENT	18"	2D6	N/A	6	-1	1
Twin Heavy Bolter SUSTAINED HITS 2 TWIN-LINKED	36"	3	3+	5	-1	2
Twin Multi-melta MELTA 2 TWIN-LINKED	18"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Immolator (Use model)

Equipped with: Heavy Bolter, Hunter-killer missile, Immolation Flamers, Twin Heavy Bolter, Twin Multi-melta, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-Killer Missile.
- This model can replace its Immolation Flamers with Twin Heavy Bolter or Twin Multi-melta.

ABILITIES

Purge and Cleanse
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Transport
This model has a transport capacity of 6 ADEPTA SORORITAS INFANTRY models. It cannot transport JUMP PACK models or the Triumph of Saint Katherine.

At the start of the Declare Battle Formations step, you can select one BATTLE SISTERS SQUAD, DOMINION SQUAD or SISTERS NOVITIATE SQUAD from your army. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units. If you are splitting a unit that has the Cherub ability, only one of the new units can use that ability during the battle – make a note of which of the new units this will be). One of these units must start the battle embarked within this TRANSPORT; the other can start the battle embarked within another TRANSPORT, or it can be deployed as a separate unit.

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).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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).*

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.

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

Deadly Demise D3
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").

IMPERIUM - ADEPTA SORORITAS

INSPIRING DEVOTEE [CRUCIBLE]

50 PTS

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

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	2+	4	0	2
Autogun RAPID FIRE 1	24"	1	2+	3	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun RAPID FIRE 1	24"	1	2+	4	0	1
Brazier of holy fire IGNORES COVER ONE SHOT TORRENT	12"	D6	N/A	6	-1	2
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	2+	4	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Inferno pistol MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Ministorum heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Multi-melta MELTA 2	24"	2	3+	9	-4	D6
Paragon grenade launchers TWIN-LINKED	24"	1	2+	9	-2	D3
Paragon storm bolters RAPID FIRE 2 TWIN-LINKED	24"	2	2+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blessed blade LETHAL HITS	Melee	4	2+	6	-2	2
Blessed polearm	Melee	5	2+	5	-2	2
Close combat weapon	Melee	5	2+	3	0	1
Hallowed chainsword	Melee	5	2+	3	-1	1
Hallowed mace LETHAL HITS	Melee	5	2+	4	-1	2
Holy eviscerator SUSTAINED HITS 1	Melee	3	2+	6	-2	2
Neural whips ANTI-INFANTRY 4+	Melee	6	2+	3	-1	1
Paragon war blade	Melee	5	2+	8	-2	2
Paragon war mace	Melee	4	2+	12	-1	3
Power weapon	Melee	4	2+	4	-2	2

KEYWORDS: Character, Infantry, Grenades, Imperium, Crucible, Inspiring Devotee, Sororitas Character, Leader

FACTION: Adepta Sororitas 50 PTS

AUFSTELLUNG

1x Inspiring Devotee [Crucible]

Equipped with: Artificer-crafted storm bolter, Autogun, Autopistol, Bolt pistol, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Heavy bolter, Inferno pistol, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Paragon grenade launchers, Paragon storm bolters, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Blessed blade, Blessed polearm, Close combat weapon, Hallowed chainsword, Hallowed mace, Holy eviscerator, Neural whips, Paragon war blade, Paragon war mace, Power weapon

Wargear Options:

- This model can be equipped with up to 2 of: Autopistol, Bolt pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol.
- This model can be equipped with one of: Artificer-crafted storm bolter, Autogun, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Meltagun, Ministorum flamer.
- This model can be equipped with up to 2 of: Ministorum heavy flamer, Paragon grenade launchers, Paragon storm bolters, Multi-melta, Heavy bolter.

ABILITIES

CORE - Leader, Leader, Leader, Leader

Cherub
Once per battle, after this model's unit has performed a Act of Faith, you gain 1 Miracle dice.

Divine Authority
Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

Fury of the Righteous
While this model is leading a unit, weapons equipped by models in that unit have the [**Lethal Hits**] ability.

Laud Hailer
Once per battle, at the start of any phase, you can select one friendly Adepta Sororitas unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Sacred Devotions
Each time this unit performs an Act of Faith, the value of one of the Miracle dice used in that Act of Faith is first changed to a 4.

Shield of the Righteous
Models in this unit have a 4+ invulnerable save.

Unflinching Determination
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following units: Seraphim Squad, Zephyrim Squad

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+.*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

LETHAL HITS
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).*

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).*

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.

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

INTRANZIA FRAYE

135 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Heavy bolter SUSTAINED HITS 1	36"	3	2+	5	-1	2
Melta missile array MELTA 2	24"	2	2+	9	-2	D3
Ministorum heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mace of Saint Praxedes SUSTAINED HITS 1	Melee	4	2+	6	-2	2
Throne of Blame EXTRA ATTACKS	Melee	4	4+	6	0	1

AUFSTELLUNG

1x Intranzia Fraye (60mm)

Equipped with: 2x Heavy bolter, Melta missile array, Ministorum heavy flamer, Mace of Saint Praxedes, Throne of Blame

ABILITIES

Judged for Execution
At the end of your Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, each time a friendly Adepta Sororitas model makes an attack that targets that enemy unit, that attack has the [LETHAL HITS] ability.

Righteous Denunciation
At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test.

KEYWORDS: Vehicle, Walker, Imperium, Character, Penitent, Epic Hero, Intranzia Fraye, Sororitas Character

WEAPON RULES

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

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).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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

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.

IMPERIUM - ADEPTA SORORITAS

JUNITH ERUITA

105 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Ministorum Heavy Flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mace of Castigation	Melee	4	2+	6	-2	2

AUFSTELLUNG

1x Junith Eruita (50mm)

Equipped with: Twin Ministorum Heavy Flamer, Mace of Castigation

ABILITIES

CORE - Leader

Fiery Conviction

If this model is on the battlefield at the start of your Command phase, you can choose one of the following:

- Discard 1 Miracle dice and gain 1CP.
- Take a Leadership test for this model, if that test is passed, gain 1CP.

The Pulpit of Saint Holline's Basilica

- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

Leader

This model can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD, SISTERS NOVITIATE SQUAD

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).

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.

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

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").

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

IMPERIUM - ADEPTA SORORITAS

MILITANT COMMANDER [CRUCIBLE]

75 PTS

M	T	SV	W	LD	OC
6"	3	3+	4	7+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter RAPID FIRE 2	24"	2	2+	4	0	2
Autogun RAPID FIRE 1	24"	1	2+	3	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Bolt pistol PISTOL	12"	1	2+	4	0	1
Boltgun RAPID FIRE 1	24"	1	2+	4	0	1
Brazier of holy fire IGNORES COVER ONE SHOT TORRENT	12"	D6	N/A	6	-1	2
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Condemnor boltgun ANTI-PSYKER 2+ DEVASTATING WOUNDS PRECISION RAPID FIRE 1	24"	1	2+	4	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Inferno pistol MELTA 2 PISTOL	6"	1	2+	8	-4	D3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Ministorum heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Multi-melta MELTA 2	24"	2	3+	9	-4	D6
Paragon grenade launchers TWIN-LINKED	24"	1	2+	9	-2	D3
Paragon storm bolters RAPID FIRE 2 TWIN-LINKED	24"	2	2+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blessed blade LETHAL HITS	Melee	4	2+	6	-2	2
Blessed polearm	Melee	5	2+	5	-2	2
Close combat weapon	Melee	5	2+	3	0	1
Hallowed chainsword	Melee	5	2+	3	-1	1
Hallowed mace LETHAL HITS	Melee	5	2+	4	-1	2
Holy eviscerator SUSTAINED HITS 1	Melee	3	2+	6	-2	2
Neural whips ANTI-INFANTRY 4+	Melee	6	2+	3	-1	1
Paragon war blade	Melee	5	2+	8	-2	2
Paragon war mace	Melee	4	2+	12	-1	3
Power weapon	Melee	4	2+	4	-2	2

KEYWORDS: Character, Infantry, Grenades, Imperium, Canoness, Militant Commander, Crucible, Sororitas Character, Leader

FACTION: Adepta Sororitas 75 PTS

AUFSTELLUNG

1x Militant Commander [Crucible]

Equipped with: Artificer-crafted storm bolter, Autogun, Autopistol, Bolt pistol, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Heavy bolter, Inferno pistol, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Paragon grenade launchers, Paragon storm bolters, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Blessed blade, Blessed polearm, Close combat weapon, Hallowed chainsword, Hallowed mace, Holy eviscerator, Neural whips, Paragon war blade, Paragon war mace, Power weapon

Wargear Options:

- This model can be equipped with up to 2 of: Autopistol, Bolt pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol.
- This model can be equipped with one of: Artificer-crafted storm bolter, Autogun, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Meltagun, Ministorum flamer.
- This model can be equipped with up to 2 of: Ministorum heavy flamer, Paragon grenade launchers, Paragon storm bolters, Multi-melta, Heavy bolter.

ABILITIES

CORE - Leader, Leader, Leader, Leader

Cherub
Once per battle, after this model's unit has performed a Act of Faith, you gain 1 Miracle dice.

Divine Authority
Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

Fury of the Righteous
While this model is leading a unit, weapons equipped by models in that unit have the [**Lethal Hits**] ability.

Laud Hailer
Once per battle, at the start of any phase, you can select one friendly Adepta Sororitas unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Sacred Command
Once per battle round, one unit from your army with the ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

Shield of the Righteous
Models in this unit have a 4+ invulnerable save.

Unflinching Determination
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following units: Seraphim Squad, Zephyrim Squad

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+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

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.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

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).

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.

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

MINISTORUM PRIEST

50 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy Pistol PISTOL	12"	3	4+	4	0	1
Zealot's vindictor IGNORES COVER TORRENT	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	4	-2	1
Zealot's vindictor	Melee	3	4+	5	-1	2

AUFSTELLUNG

1x Ministorum Priest (32mm)

Equipped with: Holy Pistol, Zealot's vindictor, Power weapon

Wargear Options:

■ This model can replace its Zealot's vindictor with Holy Pistol and Power Weapon.

ABILITIES

CORE - Leader

Holy Mission
If this model is attached to a Dominion Squad during the Declare Battle Formations step, it gains the Scouts 6" ability. If this model is attached to a Sisters Novitiate Squad during the Declare Battle Formations step, it gains the Infiltrators ability.

Righteous Smiting
While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Zealot
Once per battle, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of melee weapons equipped by this model by 3.

Leader
This model can be attached to the following units: ARCO-FLAGELLANTS, BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CRUSADERS, DOMINION SQUAD, SANCTIFIERS, SISTERS NOVITIATE SQUAD

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).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

MORTIFIERS

70–130 PTS

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

6+

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

AUFSTELLUNG

1-2x Mortifier (50mm)

Equipped with: 2x Heavy Bolter, Heavy Bolter, 2x Mortifier flamer, 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.

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.

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

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.

IMPERIUM - ADEPTA SORORITAS

MORVENN VAHL

215 PTS

M	T	SV	W	LD	OC
8"	7	2+	8	6+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fidelis SUSTAINED HITS 1	36"	3	2+	6	-1	2
➤ Paragon missile launcher - prioris	36"	2	2+	9	-2	D6
➤ Paragon missile launcher - sanctorum BLAST	36"	2D6	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Lance of Illumination - strike DEVASTATING WOUNDS	Melee	5	2+	8	-2	3
➤ Lance of Illumination - sweep DEVASTATING WOUNDS	Melee	10	2+	5	-1	1

AUFSTELLUNG

1x Morvenn Vahl (60mm)

Equipped with: Fidelis, ➤ Paragon missile launcher - prioris, ➤ Paragon missile launcher - sanctorum, ➤ Lance of Illumination - strike, ➤ Lance of Illumination - sweep

ABILITIES

CORE - Leader

Abbess Sanctorum
While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Righteous Repugnance
Each time this model's unit is selected to shoot or fight, you can discard 1 Miracle dice. If you do, until the end of the phase, add 3 to the Attacks characteristic of Fidelis and the Lance of Illumination. Each time an enemy unit is destroyed by this model, you gain 1 Miracle dice.

Leader
This model can be attached to the following unit:
- Paragon Warsuits

KEYWORDS: Vehicle, Walker, Character, Epic Hero, Imperium, Morvenn Vahl, Sororitas Character

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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

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").

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

PALATINE

50 PTS

M	T	SV	W	LD	OC
6"	3	3+	4	7+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Palatine blade	Melee	4	2+	4	-2	2

AUFSTELLUNG

1x Palatine (32mm)

Equipped with: Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Palatine blade

Wargear Options:

■ This model can replace its Bolt pistol with Plasma pistol.

ABILITIES

CORE - Leader

Fury of the Righteous
While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Rapturous Blows
Each time this model's unit is selected to fight, you can discard 1 Miracle dice. If you do, then until the end of the phase, each time a melee attack made by this model scores a wound, the target of that attack suffers 1 mortal wound in addition to any normal damage.

Leader
This model can be attached to the following units: BATTLE SISTERS SQUAD, CELESTIAN INSIDIANTS, CELESTIAN SACRESANTS, CRUSADERS, DOMINION SQUAD, RETRIBUTOR SQUAD, SISTERS NOVITIATE SQUAD

KEYWORDS: Infantry, Character, Grenades, Imperium, Palatine, Sororitas Character, Leader

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

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

PARAGON WARSUITS

165 PTS

PARAGON WARSUIT

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

PARAGON SUPERIOR

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy Bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Ministorum heavy flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	6	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Paragon Grenade Launchers [TWIN-LINKED]	24"	1	3+	9	-2	D3
Paragon Storm Bolters [RAPID FIRE 2] [TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paragon War Blade	Melee	4	3+	8	-2	2
Paragon War Mace	Melee	3	3+	12	-1	3

AUFSTELLUNG

2x Paragon Warsuit - Equipped with: Bolt pistol, Paragon Storm Bolters, Paragon Grenade Launchers, Paragon War Blade, Paragon War Mace, Ministorum heavy flamer, Heavy Bolter, Multi-melta (50mm)
1x Paragon Superior - Equipped with: Bolt pistol, Paragon Storm Bolters, Paragon Grenade Launchers, Paragon War Blade, Paragon War Mace, Ministorum heavy flamer, Heavy Bolter, Multi-melta (50mm)

Wargear Options:

- Each Paragon Warsuit can replace its Paragon Storm Bolters with Paragon Grenade Launchers.
- Each Paragon Warsuit can replace its Paragon War Blade with Paragon War Mace.
- Each Paragon Warsuit can replace its Heavy Bolter with Multi-melta or Ministorum heavy flamer.
- Each Paragon Superior can replace its Paragon Storm Bolters with Paragon Grenade Launchers.
- Each Paragon Superior can replace its Paragon War Blade with Paragon War Mace.
- Each Paragon Superior can replace its Heavy Bolter with Multi-melta or Ministorum heavy flamer.

ABILITIES

Righteous Paragons
Each time a model in this unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Hit roll and add 1 to the Wound roll.

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).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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.

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).*

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).*

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.

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

IMPERIUM - ADEPTA SORORITAS

PENITENT ENGINES

70–140 PTS

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

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Penitent Flamers [ASSAULT] [IGNORES COVER] [TORRENT] [TWIN-LINKED]	12"	2D6	N/A	5	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1-2x Penitent Engine (50mm)

Equipped with: Penitent Flamers, Penitent Buzz-Blade, Penitent Flail, Twin Penitent Buzz-Blades, Twin Penitent Flails

Wargear Options:

- Each Penitent Engine can replace its Twin Penitent Buzz-Blades with Twin Penitent Flails or Penitent Buzz-Blade and Penitent Flail.

ABILITIES

Endless Suffering
This unit is eligible to declare a charge in a turn in which it Advanced

WEAPON RULES

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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).

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).

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.

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

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.

IMPERIUM - ADEPTA SORORITAS

RELIQUANT KNIGHT [CRUCIBLE]

100 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	2
Autogun [RAPID FIRE 1]	24"	1	2+	3	0	1
Autopistol [PISTOL]	12"	1	2+	3	0	1
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	2+	4	0	1
Brazier of holy fire [IGNORES COVER] [ONE SHOT] [TORRENT]	12"	D6	N/A	6	-1	2
Combi-weapon [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [RAPID FIRE 1]	24"	1	2+	4	0	1
Condemnor boltgun [ANTI-PSYKER 2+] [DEVASTATING WOUNDS] [PRECISION] [RAPID FIRE 1]	24"	1	2+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Inferno pistol [MELTA 2] [PISTOL]	6"	1	2+	8	-4	D3
Meltagun [MELTA 2]	12"	1	2+	9	-4	D6
Ministorum flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	0	1
Ministorum hand flamer [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	4	0	1
Ministorum heavy flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	6	-1	1
Multi-melta [MELTA 2]	24"	2	3+	9	-4	D6
Paragon grenade launchers [TWIN-LINKED]	24"	1	2+	9	-2	D3
Paragon storm bolters [RAPID FIRE 2] [TWIN-LINKED]	24"	2	2+	4	0	1
➤ Plasma pistol - standard [PISTOL]	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge [HAZARDOUS] [PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blessed blade [LETHAL HITS]	Melee	4	2+	6	-2	2
Blessed polearm	Melee	5	2+	5	-2	2
Close combat weapon	Melee	5	2+	3	0	1
Hallowed chainsword	Melee	5	2+	3	-1	1
Hallowed mace [LETHAL HITS]	Melee	5	2+	4	-1	2
Holy eviscerator [SUSTAINED HITS 1]	Melee	3	2+	6	-2	2
Neural whips [ANTI-INFANTRY 4+]	Melee	6	2+	3	-1	1
Paragon war blade	Melee	5	2+	8	-2	2
Paragon war mace	Melee	4	2+	12	-1	3
Power weapon	Melee	4	2+	4	-2	2

KEYWORDS: Character, Grenades, Imperium, Crucible, Vehicle, Walker, Reliquant Knight, Paragon Warsuits, Sororitas Character, Leader

FACTION: Adepta Sororitas 100 PTS

AUFSTELLUNG

1x Reliquant Knight [Crucible]

Equipped with: Artificer-crafted storm bolter, Autogun, Autopistol, Bolt pistol, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Heavy bolter, Inferno pistol, Meltagun, Ministorum flamer, Ministorum hand flamer, Ministorum heavy flamer, Multi-melta, Paragon grenade launchers, Paragon storm bolters, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Blessed blade, Blessed polearm, Close combat weapon, Hallowed chainsword, Hallowed mace, Holy eviscerator, Neural whips, Paragon war blade, Paragon war mace, Power weapon

Wargear Options:

- This model can be equipped with up to 2 of: Autopistol, Bolt pistol, Inferno pistol, Ministorum hand flamer, Plasma pistol.
- This model can be equipped with one of: Artificer-crafted storm bolter, Autogun, Boltgun, Brazier of holy fire, Combi-weapon, Condemnor boltgun, Meltagun, Ministorum flamer.
- This model can be equipped with up to 2 of: Ministorum heavy flamer, Paragon grenade launchers, Paragon storm bolters, Multi-melta, Heavy bolter.

ABILITIES

CORE - Leader, Leader, Leader, Leader

Adamant Wrath
You can re-roll Advance and Charge rolls made for this unit.

Cherub
Once per battle, after this model's unit has performed a Act of Faith, you gain 1 Miracle dice.

Divine Authority
Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

Fury of the Righteous
While this model is leading a unit, weapons equipped by models in that unit have the [**Lethal Hits**] ability.

Laud Hailer
Once per battle, at the start of any phase, you can select one friendly Adepta Sororitas unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Shield of the Righteous
Models in this unit have a 4+ invulnerable save.

Unflinching Determination
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following units: Seraphim Squad, Zephyrim Squad

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+.*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

LETHAL HITS
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).*

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).*

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.

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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.

IMPERIUM - ADEPTA SORORITAS

REPRESSOR [LEGENDS]

130 PTS

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

6+

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

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.

ABILITIES

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.

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.

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

Deadly Demise D3
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").

◈ Firing Deck 6

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [**ONE SHOT**] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

IMPERIUM - ADEPTA SORORITAS

RETRIBUTOR SQUAD

105 PTS

RETRIBUTOR SUPERIOR

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

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+] [DEVASTATING WOUNDS] [RAPID FIRE 1]	24"	1	4+	4	0	1
Condemnor boltgun [ANTI-PSYKER 2+] [DEVASTATING WOUNDS] [PRECISION] [RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolter [HEAVY] [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Inferno pistol [MELTA 2] [PISTOL]	6"	1	3+	8	-4	D3
Ministorum hand flamer [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	4	0	1
Ministorum heavy flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	6	-1	1
Multi-melta [HEAVY] [MELTA 2]	18"	2	4+	9	-4	D6
➤ Plasma pistol - standard [PISTOL]	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge [HAZARDOUS] [PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Retributor Superior - Equipped with: Boltgun, Bolt pistol, Inferno pistol, Ministorum hand flamer, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Condemnor boltgun, Combi-weapon, Power weapon, Chainsword, Close combat weapon (32mm)
4x Retributor (32mm)

Wargear Options:

- Each Retributor Superior can be equipped with 1x Sister Superior Melee Weapons.
- Each Retributor Superior can be equipped with 1x Boltgun.
- Each Retributor Superior can be equipped with 1x Bolt pistol.
- Each Retributor Superior can be equipped with 1x Inferno pistol.
- Each Retributor Superior can be equipped with 1x Ministorum hand flamer.
- Each Retributor Superior can be equipped with 1x Plasma pistol.
- Each Retributor Superior can be equipped with 1x Power weapon.
- Each Retributor can replace its Heavy bolter with Ministorum heavy flamer or Multi-melta.

ABILITIES

Cherubs
Twice per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

Storm of Retribution
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If such an attack targets an enemy unit that has destroyed one or more Adepta Sororitas units from your army during the battle, add 1 to the Hit roll and add 1 to the Wound roll as well.

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+.

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

IMPERIUM - ADEPTA SORORITAS

SAINT CELESTINE

135 PTS

SAINT CELESTINE

M	T	SV	W	LD	OC
12"	3	2+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol PISTOL	12"	1	3+	4	0	1
The Ardent Blade IGNORES COVER TORRENT	12"	D6	N/A	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Weapon	Melee	4	3+	4	-2	1
The Ardent Blade DEVASTATING WOUNDS	Melee	5	2+	6	-3	2

AUFSTELLUNG

1x Saint Celestine - Equipped with: The Ardent Blade
Basegrößen: 40mm, Geminae Superia 32mm

ABILITIES

CORE - Leader

Healing Tears
While this unit contains a Celestine model, in your Command phase, you can return 1 destroyed Geminae Superia model to this unit.

Lifewards
While this unit contains one or more Geminae Superia models, Celestine has the Feel No Pain 4+ ability.

Miraculous Intervention
The first time this unit's Celestine model is destroyed, roll one D6 at the end of the phase. On a 2+, set that Celestine model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Leader
This unit can be attached to the following units: SERAPHIM SQUAD, ZEPHYRIM SQUAD

Saint Celestine KEYWORDS: Character, Saint Celestine, Sororitas Character, Epic Hero
KEYWORDS: Infantry, Fly, Grenades, Imperium, Epic Hero, Jump Pack, Leader

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).

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.

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

SANCTIFIERS

110 PTS

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

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy fire [IGNORES COVER] [ONE SHOT] [TORRENT]	12"	D6	N/A	6	-1	2
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
Ministorum flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	0	1
Ministorum hand flamer [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	4	0	1
➤ Plasma gun - standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge [HAZARDOUS] [RAPID FIRE 1]	24"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Burning hands [DEVASTATING WOUNDS]	Melee	1	2+	6	-2	3
Close combat weapon	Melee	2	3+	3	0	1
Death Cult blades [PRECISION]	Melee	4	2+	4	-2	1
Sanctifier melee weapon	Melee	3	3+	3	0	1

AUFSTELLUNG

1x Sanctifier w/ simulacrum imperialis oder Sanctifier w/ two hand flamers oder Missionary w/ plasma gun oder Sanctifier w/ hand flamer oder Miraculist oder Death Cult Assassin oder Missionary w/ flamer oder Salvationist (25mm)

Equipped with: Holy fire, Meltagun, Ministorum flamer, Ministorum hand flamer, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Burning hands, Close combat weapon, Death Cult blades, Sanctifier melee weapon

Wargear Options:

- Each Missionary w/ plasma gun can replace its Plasma gun with Meltagun.

ABILITIES

Attached Unit
If a Ministorum Priest model from your army with the Leader ability can be attached to a Battle Sisters Squad, it can be attached to this unit instead. If a Ministorum Priest model from your army is attached to this unit during the Declare Battle Formations step, that model gains the Scouts 6" ability.

Cherub
Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

Ministorum Sermon
While this unit contains a Ministorum Priest, melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Salvationist Medikit
In your Command phase, if the bearer is on the battlefield, you can return up to D3 destroyed models (excluding Character models) to this unit.

Simulacrum Imperialis
At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

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.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

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

Assigned Agents

If your army Faction is not AGENTS OF THE IMPERIUM, but every model in your army has the IMPERIUM keyword, you can include AGENTS OF THE IMPERIUM units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of AGENTS OF THE IMPERIUM units you can include in your army depends on the battle size, as shown below.

Incursion: 1 RETINUE, 1 CHARACTER, 1 REQUISITIONED

Strike Force: 2 RETINUE, 2 CHARACTER, 1 REQUISITIONED

Onslaught: 3 RETINUE, 3 CHARACTER, 2 REQUISITIONED

Note that you can include AGENTS OF THE IMPERIUM DEDICATED TRANSPORT units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ADEPTA SORORITAS

SERAPHIM SQUAD

75–150 PTS

SERAPHIM SUPERIOR

M	T	SV	W	LD	OC
12"	3	3+	1	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
2x Inferno Pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Power Weapon	Melee	3	3+	4	-2	1

AUFSTELLUNG

1x Seraphim Superior - Equipped with: Close combat weapon, Bolt pistol, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Power Weapon, Chainsword (32mm)
4-9x Seraphim oder Seraphim with Special Weapons (32mm)

Wargear Options:

- Each Seraphim Superior can replace its 2 Bolt Pistols with Bolt Pistol and Plasma Pistol, Plasma Pistol and Power Weapon, Bolt Pistol and Power Weapon, Bolt Pistol and Chainsword or Plasma Pistol and Chainsword.
- Each Seraphim with Special Weapons can replace its 2x Ministorum Hand Flamers with 2x Inferno Pistols.

ABILITIES

Angelic Ascent
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Condemnatory Psalms
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is condemned:
- While a unit is condemned, that unit has +3" detection range.

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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.

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - ADEPTA SORORITAS

SISTERS NOVITIATE SQUAD

90 PTS

NOVITIATE SUPERIOR

M	T	SV	W	LD	OC
6"	3	3+	1	7+	2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Novitiate autogun RAPID FIRE 1	24"	1	3+	3	0	1
Novitiate autopistol PISTOL	12"	1	3+	3	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Novitiate melee weapon	Melee	2	4+	4	0	1
Power weapon	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Novitiate Superior - Equipped with: Bolt pistol, Boltgun, Power weapon, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard
9x Novitiate with Sacred Banner oder Novitiate with Simulacrum Imperialis oder Novitiate with Ministorum Flamer
Basegrößen: Novitiate Superior 32mm, Sister Novitiate 28.5mm

Wargear Options:

- Each Novitiate Superior can replace its Bolt Pistol and Boltgun with Bolt Pistol and Power Weapon or Plasma Pistol and Power Weapon.
- This unit must be equipped with 9 of: Sister Novitiate (Autogun), Sister Novitiate (Melee Weapon).

ABILITIES

Impetuous Fervour
Impetuous Fervour: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

Sacred Banner
You can re-roll Advance and Charge rolls made for the bearer's unit.

Simulacrum Imperialis
At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

WEAPON RULES

ASSAULT

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).

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.

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.

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

◈ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

IMPERIUM - ADEPTA SORORITAS

SORORITAS RHINO

65 PTS

M	T	SV	W	LD	OC
12"	9	3+	10	7+	2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Sororitas Rhino (Hull)

Equipped with: Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:

■ This model can be equipped with 1x Hunter-Killer Missile.

ABILITIES

Self Repair
At the start of your Command phase, this model regains 1 lost wound.

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.

WEAPON RULES

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).

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

FACTION: Adepta Sororitas 65 PTS

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

Deadly Demise D3

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").

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [**ONE SHOT**] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

IMPERIUM - ADEPTA SORORITAS

TRIUMPH OF SAINT KATHERINE

245 PTS

M	T	SV	W	LD	OC
6"	3	3+	18	6+	6

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistols PISTOL	12"	6	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Weapons	Melee	18	2+	5	-2	1

AUFSTELLUNG

1x Triumph of Saint Katherine (120x92mm Oval Base)

Equipped with: Bolt Pistols, Relic Weapons

ABILITIES

CORE - Leader

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, the Attacks characteristics of all of its weapons are halved, and you can only select one ability when using its Relics of the Matriarchs ability, instead of up to two.

Relic of the Matriarch - Censer of the Sacred Rose (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, you can re-roll all Battle-shock tests taken for that unit.

Relic of the Matriarch - Icon of the Valorous Heart (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, models in that unit have the Feel No Pain 6+ ability.

Relic of the Matriarch - Petals of the Bloody Rose (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, improve the Armour Penetration characteristic of melee weapons equipped by model in that unit by 1.

Relic of the Matriarch - Simulacrum of the Argent Shroud (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, each time a model in that unit makes a ranged attack, re-roll a Wound roll of 1.

Relic of the Matriarch - Simulacrum of the Ebon Chalice (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, that unit can perform up to two Acts of Faith per phase, instead of only one.

Relic of the Matriarch - The Fiery Heart (Aura)
While a friendly Adepta Sororitas unit is within 6" of this model, add 2" to that unit's Move characteristic and add 1 to the Advance and Charge rolls made for that unit.

Relics of the Matriarchs
At the start of the battle round, select up to two of the abilities in the Relics of the Matriarchs section. Until the start of the next battle round, this model has those abilities.

Solemn Procession
Each time you gain 1 Miracle dice at the start of your turn, if this model is on the battlefield, do not roll one D6 to determine the value of that Miracle dice; it has a value of 6.

Leader
This model can be attached to the following unit: BATTLE SISTERS SQUAD, CRUSADERS

KEYWORDS: Infantry, Grenades, Character, Epic Hero, Imperium, Triumph of Saint Katherine, Sororitas Character, Leader

WEAPON RULES

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.

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

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ADEPTA SORORITAS

ZEPHYRIM SQUAD

75–150 PTS

ZEPHYRIM SUPERIOR

M	T	SV	W	LD	OC	
12"	3	3+	1	7+	1	5+

ZEPHYRIM

M	T	SV	W	LD	OC	
12"	3	3+	1	7+	1	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	4	-2	1

AUFSTELLUNG

1x Zephyrim Superior - Equipped with: Power weapon, Bolt pistol, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard (32mm)
4-9x Zephyrim - Equipped with: Bolt pistol, Power weapon (32mm)

Wargear Options:

■ Each Zephyrim Superior can replace its Bolt pistol with Plasma pistol.

ABILITIES

Condemnatory Psalms
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is condemned:
- While a unit is condemned, that unit has +3" detection range.

Embodied Prophecy
Each time this unit is selected to fight, select one of the following abilities to apply to melee weapons equipped by models in this unit until the end of the phase:
- Sustained Hits 1
- Lethal Hits

If this unit made a Charge move this turn, until the end of the phase, select both abilities above to apply to melee weapons equipped by models in this unit instead.

Sacred Banner
You can re-roll Advance and Charge rolls made for the bearer's unit.

WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

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

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PERFORMING AN ACT OF FAITH

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

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

PUNKTELISTE

EINHEIT	PUNKTE
Aestred Thurga and Agathae Dolan	80 pts
Arco-Flagellants	50 pts (bis 3 Modelle) · 140 pts (ab 4 Modellen)
Battle Sanctum [Legends]	170 pts
Battle Sisters Squad	100 pts
Canoness	60 pts
Canoness with Jump Pack	75 pts
Castigator	165 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Celestian Insidiants	115 pts
Celestian Sacresant Aveline [Legends]	45 pts
Celestian Sacresants	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Crusaders [Legends]	40 pts (bis 2 Modelle) · 80 pts (ab 3 Modellen)
Daemonifuge	85 pts
Death Cult Assassins [Legends]	55 pts (bis 2 Modelle) · 110 pts (ab 3 Modellen)

EINHEIT	PUNKTE
Dialogus	40 pts
Dogmata	45 pts
Dominion Squad	90 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Exorcist	175 pts · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Hospitaller	65 pts · ab der 2. gleichnamigen Einheit im Heer: +10 pts
Imagifier	55 pts
Immolator	100 pts · ab der 4. gleichnamigen Einheit im Heer: +15 pts
Inspiring Devotee [Crucible]	50 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Intranzia Fraye	135 pts
Junith Eruita	105 pts
Militant Commander [Crucible]	75 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Ministorum Priest	50 pts
Mortifiers	70 pts (bis 1 Modell) · 130 pts (ab 2 Modellen)
Morvenn Vahl	215 pts
Palatine	50 pts
Paragon Warsuits	165 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Penitent Engines	70 pts (bis 1 Modell) · 140 pts (ab 2 Modellen)
Reliquant Knight [Crucible]	100 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Repentia Squad	70 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Repressor [Legends]	130 pts
Retributor Squad	105 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Saint Celestine	135 pts
Sanctifiers	110 pts
Seraphim Squad	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Sisters Novitiate Squad	90 pts
Sororitas Rhino	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Triumph of Saint Katherine	245 pts
Zephyrim Squad	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts

ENHANCEMENTS — ARMY OF FAITH

ENHANCEMENT	PUNKTE
Blade of Saint Ellynor	15 pts
Divine Aspect	5 pts
Litanies of Faith	10 pts
Triptych of the Macharian Crusade	20 pts

ENHANCEMENTS — BRINGERS OF FLAME

ENHANCEMENT	PUNKTE
Fire and Fury	30 pts
Iron Surplice of Saint Istalela	10 pts
Manual of Saint Griselda	20 pts
Righteous Rage	15 pts

ENHANCEMENTS — CHAMPIONS OF FAITH

ENHANCEMENT	PUNKTE
Eyes of the Oracle	10 pts
Mark of Devotion	30 pts

ENHANCEMENT	PUNKTE
Sanctified Amulet	25 pts
Triptych of Judgement	15 pts

ENHANCEMENTS — CHORUS OF CONDEMNATION

ENHANCEMENT	PUNKTE
Clarion of Urgency	15 pts
Symphonic Payload	10 pts

ENHANCEMENTS — HALLOWED MARTYRS

ENHANCEMENT	PUNKTE
Chaplet of Sacrifice	25 pts
Mantle of Ophelia	20 pts
Saintly Example	10 pts
Through Suffering, Strength	25 pts

ENHANCEMENTS — PENITENT HOST

ENHANCEMENT	PUNKTE
Catechism of Divine Penitence	15 pts
Psalm of Righteous Judgement	20 pts
Refrain of Enduring Faith	15 pts
Verse of Holy Piety	15 pts

ENHANCEMENTS — SACRED CHAMPIONS

ENHANCEMENT	PUNKTE
Perfervid Haste	10 pts
Writ of Compunction	20 pts

ENHANCEMENTS — SANCTIFIED ORATORS

ENHANCEMENT	PUNKTE
Hagiomnifex	25 pts