

CODEx

IMPERIUM - ADEPTA SORORITAS

classic2

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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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

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 the battle round, you can select one of the following Vows of Atonement to be active for your army until the start of the next battle round. 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 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

\$text: Melee

name: Range

typeld: 914c-b413-91e3-a132

UEBERSICHT

Army of Faith

Blade of Saint Ellynor, Divine Aspect, Litanies of Faith, Triptych of the Macharian Crusade

Bringers of Flame

Fire and Fury, Iron Surplice of Saint Istalela, Manual of Saint Griselda, Righteous Rage

Champions of Faith

Eyes of the Oracle, Mark of Devotion, Sanctified Amulet, Triptych of Judgement

Hallowed Martyrs

Chaplet of Sacrifice, Mantle of Ophelia, Saintly Example, Through Suffering, Strength

Penitent Host

Catechism of Divine Penitence, Psalm of Righteous Judgement, Refrain of Enduring Faith, Verse of Holy Piety

Unique in Crusade Force

Word of the Emperor, In The Footsteps of Saints, Final Rites, Corrective Penance

ARMY OF FAITH

ENHANCEMENTS

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-REGEL

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

STRATAGEMS

1 CP

ARMY OF FAITH – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

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 · WAHAPEDIA

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 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 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 · WAHAPEDIA

SHOOTING

DIVINE GUIDANCE

When: Your Shooting phase or the Fight phase.

Target: That 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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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.

BRINGERS OF FLAME

ENHANCEMENTS

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-REGEL

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

1 CP

BRINGERS OF FLAME – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

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 count as having made a Normal move, and cannot declare a charge this turn

2 CP

BRINGERS OF FLAME – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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.

CHAMPIONS OF FAITH

ENHANCEMENTS

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-REGEL

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 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

1 CP

CHAMPIONS OF FAITH – STRATEGIC
PLOY STRATAGEM

MOVEMENT

Such champions of the God-Emperor never stop

When: Your Movement phase, just after an Adepta

Target: That Adepta Sororitas unit.

Effect: Your unit can make a surge move of up to D6".

1 CP

CHAMPIONS OF FAITH – STRATEGIC
PLOY STRATAGEM

MOVEMENT

Such champions of the God-Emperor never stop

When: Your Movement phase, just after an Adepta

Target: That Adepta Sororitas unit.

Effect: Your unit can make a surge move of up to D6".

1 CP

CHAMPIONS OF FAITH – STRATEGIC
PLOY STRATAGEM

SHOOTING

No unclean foe can be permitted to stand between

When: Your Shooting phase or the Fight phase.

Target: One Adepta Sororitas unit from your army

Effect: Select either the [LETHAL HITS] or

1 CP

CHAMPIONS OF FAITH – STRATEGIC
PLOY STRATAGEM

SHOOTING

No unclean foe can be permitted to stand between

When: Your Shooting phase or the Fight phase.

Target: One Adepta Sororitas unit from your army

Effect: Select either the [LETHAL HITS] or

1 CP

CHAMPIONS OF FAITH – BATTLE TACTIC
STRATAGEM

FIGHT

Seizing their moment to drive like a burning

When: Fight phase.

Target: One Adepta Sororitas unit from your army

Effect: Until the end of the turn, improve the

1 CP

CHAMPIONS OF FAITH – BATTLE TACTIC
STRATAGEM

FIGHT

Seizing their moment to drive like a burning

When: Fight phase.

Target: One Adepta Sororitas unit from your army

Effect: Until the end of the turn, improve the

1 CP

CHAMPIONS OF FAITH – BATTLE TACTIC
STRATAGEM

FIGHT

Unified in their inviolate dedication to fulfil their

When: Fight phase, just after an enemy unit has

Target: One Celestian Sacresants unit that was

Effect: Until the end of the phase, each time an

1 CP

CHAMPIONS OF FAITH – BATTLE TACTIC
STRATAGEM

FIGHT

Unified in their inviolate dedication to fulfil their

When: Fight phase, just after an enemy unit has

Target: One Celestian Sacresants unit that was

Effect: Until the end of the phase, each time an

1 CP

CHAMPIONS OF FAITH – BATTLE TACTIC
STRATAGEM

FIGHT

When exemplars of the Imperial Creed stride to

When: Fight phase.

Target: One Adepta Sororitas unit from your army

Effect: Until the end of the turn, each time a model

1 CP

CHAMPIONS OF FAITH – BATTLE TACTIC
STRATAGEM

FIGHT

When exemplars of the Imperial Creed stride to

When: Fight phase.

Target: One Adepta Sororitas unit from your army

Effect: Until the end of the turn, each time a model

1 CP

CHAMPIONS OF FAITH – BATTLE TACTIC
STRATAGEM

ANY

With so singular and fanatical a purpose, the Adepta

When: Any phase, just after a mortal wound

Target: That Adepta Sororitas unit.

Effect: Until the end of the phase, models in your

1 CP

CHAMPIONS OF FAITH – BATTLE TACTIC
STRATAGEM

ANY

With so singular and fanatical a purpose, the Adepta

When: Any phase, just after a mortal wound

Target: That Adepta Sororitas unit.

Effect: Until the end of the phase, models in your

HALLOWED MARTYRS

ENHANCEMENTS

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-REGEL

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

1 CP

HALLOWED MARTYRS – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

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 · WAHAPEDIA

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 CPHALLOWED MARTYRS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA**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 CPHALLOWED MARTYRS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA**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 CPHALLOWED MARTYRS – EPIC DEED
STRATAGEM · WAHAPEDIA**ANY**

DIVINE INTERVENTION

When: Any phase.

Target: One Adepta Sororitas Character unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

Effect: You can discard 1-3 Miracle dice. At the end of the phase, set the last destroyed model from your unit back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models. Roll one D3, adding 1 to the result for each Miracle dice you discarded. That model is set back up with 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 CPHALLOWED MARTYRS – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA**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.

PENITENT HOST

ENHANCEMENTS

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-REGEL

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

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.

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.

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.

STRATAGEMS

1 CPPENITENT HOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA**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 CPPENITENT HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA**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 CPPENITENT HOST – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA**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: Roll one D6: your unit can be moved a distance in inches up to the result, but it must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, models in your unit can be moved within Engagement Range of enemy units.

1 CPPENITENT HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA**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 CPPENITENT HOST – BATTLE TACTIC
STRATAGEM · WAHAPEDIA**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 CPPENITENT HOST – EPIC DEED STRATAGEM
· WAHAPEDIA**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, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNIQUE IN CRUSADE FORCE

ENHANCEMENTS

Word of the Emperor

0 pts

Dialogus only. Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use if that Stratagem by 1CP.

In The Footsteps of Saints

0 pts

Imagifier only. At the end of the battle, if this model is on the battlefield, you can select one additional Adepta Sororitas unit in your army to be Marked for Greatness.

Final Rites

0 pts

Hospitaller only. Once per battle, if this model is on the battlefield when an Adepta Sororitas unit from your army fails an Out of Action test, all Adepta Sororitas units from your army that are on the battlefield gain 1XP.

Corrective Penance

0 pts

Dogmata only. Once per battle, at the end of the battle, if this model is on the battlefield, you can select one other Adepta Sororitas unit from your Crusade army that has one or more Battle Traits and spend 1RP. If you do, select one Battle Trait that the unit has and replace it with a new Adepta Sororitas Battle Trait that the unit could have.

AESTRED THURGA AND AGATHAE DOLAN

80 PTS

AESTRED THURGA

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

INVULNERABLE
SAVE



AGATHAE DOLAN

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

INVULNERABLE
SAVE



AUFSTELLUNG

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

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

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 Sacresants
- Dominion Squad
- Retributor Squad
- Sisters Novitiate Squad

WEAPON ABILITIES

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.



KEYWORDS: Epic Hero, Aestred Thurga and Agathae Dolan, Character, Imperium, Grenades, Infantry, Sororitas Character, Leader
FACTION KEYWORDS: Adepta Sororitas

AESTRED THURGA AND AGATHAE DOLAN

80 PTS

AESTRED THURGA

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

INVULNERABLE
SAVE

4+

AGATHAE DOLAN

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

INVULNERABLE
SAVE

4+

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

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

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

CORE RULES

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.

KEYWORDS: Epic Hero, Aestred Thurga and Agathae Dolan, Character, Imperium, Grenades, Infantry, Sororitas Character, Leader

FACTION KEYWORDS: Adepta Sororitas

ARCO-FLAGELLANTS

50–140 PTS

ARCO-FLAGELLANT

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

INVULNERABLE
SAVE

6+

✂ MELEE WEAPONS

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

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 ABILITIES

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).

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

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

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



AUFSTELLUNG

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



KEYWORDS: Infantry, Imperium, Penitent, Arco-flagellants
FACTION KEYWORDS: Adepta Sororitas

ARCO-FLAGELLANTS

50–140 PTS

ARCO-FLAGELLANT

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

INVULNERABLE
SAVE



CORE RULES

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.

KEYWORDS: Infantry, Imperium,
Penitent, Arco-flagellants
FACTION KEYWORDS: Adepta
Sororitas

BATTLE SANCTUM
[LEGENDS]

170 PTS

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

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.

FACTION 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 battle round.
 - Each time an Adepta Sororitas unit from your army is destroyed.Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.
- PERFORMING AN ACT OF FAITH
Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:
 - Advance roll
 - Battle-shock test
 - Charge roll
 - Damage roll
 - Hit roll
 - Saving throw
 - Wound roll

CORE RULES

- 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").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



AUFSTELLUNG

1x Battle Sanctum [Legends]



KEYWORDS: Fortification, Imperium, Towering, Battle Sanctum
FACTION KEYWORDS: Adepta Sororitas

BATTLE SISTERS SQUAD

100 PTS

SISTER SUPERIOR

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

INVULNERABLE
SAVE

6+



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

9x Battle Sister oder Battle Sister w/ Simulacrum Imperialis oder Battle Sister w/ Special or Heavy Weapon oder Battle Sister w/ Special Weapon

Wargear Options:

- Each Sister Superior can be equipped with 1x Sister Superior Melee Weapons.
- Each Sister Superior can be equipped with 1x Boltgun.

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, Battline, Grenades, Battle Sisters Squad, Imperium

FACTION KEYWORDS: Adepta Sororitas

BATTLE SISTERS SQUAD100 PTS

SISTER SUPERIOR

M	T	Sv	W	LD	OC	INVULNERABLE SAVE	
6"	3	3+	1	7+	2		

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 ABILITIES

- 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.

KEYWORDS: Infantry, Battline, Grenades, Battle Sisters Squad, Imperium
FACTION KEYWORDS: Adepta Sororitas

SISTER SUPERIOR

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

INVULNERABLE
SAVE



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.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

KEYWORDS: Infantry, Battline,
Grenades, Battle Sisters Squad,
Imperium
FACTION KEYWORDS: Adepta
Sororitas

CANONESS

60 PTS

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

INVULNERABLE
SAVE



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

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.

Leader

This unit can be attached to the following units:

- Battle Sisters Squad
- Celestian Sacresants
- Dominion Squad
- Retributor Squad
- Sisters Novitiate Squad

WEAPON ABILITIES



AUFSTELLUNG

1x Canoness

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.



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

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

INVULNERABLE
SAVE

4+

- 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.

KEYWORDS: Character, Infantry, Grenades, CanoneSS, Sororitas
Character, Leader
FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

CANONESS WITH JUMP PACK

75 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Canoness with Jump Pack

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.

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

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

WEAPON ABILITIES

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.



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

CANONESS WITH JUMP PACK

75 PTS

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

INVULNERABLE
SAVE

4+

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

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

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

CORE RULES

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.

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

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

INVULNERABLE
SAVE

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
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

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 ABILITIES

- 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).
- Ignore 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).



- AUFSTELLUNG
- 1x Castigator
- Equipped with:** Castigator autocannons, Castigator battle cannon, 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.



KEYWORDS: Vehicle, Smoke, Imperium, Castigator, Frame

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



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.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

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

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Castigator, Frame
FACTION KEYWORDS: Adepta Sororitas

CELESTIAN INSIDIANTS120 PTS

CELESTIAN INSIDIANT SUPERIOR

M	T	Sv	W	LD	OC	
6"	3	3+	1	7+	1	INVULNERABLE SAVE5+

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

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 ABILITIES

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+.



AUFSTELLUNG

- 1x Celestian Insidiant Superior - Equipped with: Null mace, Inferno pistol, Condemnor bolt pistol
- 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
- 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.



KEYWORDS: Infantry, Grenades, Imperium, Celestian Insidiants
FACTION KEYWORDS: Adepta Sororitas

CELESTIAN INSIDIANT SUPERIOR

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

INVULNERABLE
SAVE

5+

- 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.

CELESTIAN INSIDIANT SUPERIOR

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CELESTIAN SACRESANT (ANOINTED HALBERD)

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

INVULNERABLE
SAVE



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
Anointed Halberd SUSTAINED HITS 1	Melee	3	3+	5	-2	1

WEAPON ABILITIES

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).



AUFSTELLUNG

1x Celestian Sacresant (Anointed Halberd)

Equipped with: Bolt pistol,
Anointed Halberd



KEYWORDS: -
FACTION KEYWORDS: -

CELESTIAN SACRESANT (HALLOWED MACE)

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

INVULNERABLE
SAVE



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
Hallowed Mace LETHAL HITS	Melee	3	3+	4	-1	2

WEAPON ABILITIES

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].

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.



AUFSTELLUNG

1x Celestian Sacresant (Hallowed Mace)

Equipped with: Bolt pistol, Hallowed Mace



KEYWORDS: -
FACTION KEYWORDS: -

CELESTIAN SACRESANT
AVELINE [LEGENDS]

45 PTS

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

INVULNERABLE
SAVE



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

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 ABILITIES

- 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.

AUFSTELLUNG

1x Celestian Sacresant Aveline [Legends]

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

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

CELESTIAN SACRESANT
AVELINE [LEGENDS]

45 PTS

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

INVULNERABLE
SAVE

4+

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

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

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

CORE RULES

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.

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

FACTION KEYWORDS: Adepta Sororitas

CELESTIAN SACRESANTS

75–150 PTS

SACRESANT SUPERIOR

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

INVULNERABLE
SAVE



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

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.

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

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 ABILITIES

- 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.



KEYWORDS: Infantry, Grenades, Imperium, Celestian Sacresants
FACTION KEYWORDS: Adepta Sororitas

CELESTIAN SACRESANTS

75–150 PTS

SACRESANT SUPERIOR

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

INVULNERABLE
SAVE



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.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

KEYWORDS: Infantry, Grenades, Imperium, Celestian Sacresants
FACTION KEYWORDS: Adepta Sororitas

CRUSADERS [LEGENDS]

40–80 PTS

CRUSADER

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

INVULNERABLE
SAVE



⌘ MELEE WEAPONS

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

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.

FACTION 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 battle round.
 - Each time an Adepta Sororitas unit from your army is destroyed.Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.
- PERFORMING AN ACT OF FAITH
Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:
 - Advance roll
 - Battle-shock test
 - Charge roll
 - Damage roll
 - Hit roll
 - Saving throw
 - Wound roll

AUFSTELLUNG

2-4x Crusader - Equipped with:
Power Weapon

KEYWORDS: Infantry, Imperium,
Crusaders
FACTION KEYWORDS: Adepta
Sororitas

EPHRAEL STERN

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

INVULNERABLE
SAVE

4+

KYGANIL OF THE BLOODY TEARS

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

INVULNERABLE
SAVE

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

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 ABILITIES

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.



AUFSTELLUNG

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



KEYWORDS: Epic Hero, Infantry,
Grenades, Character, Imperium,
Daemonifuge, Sororitas Character
FACTION KEYWORDS: Adepta
Sororitas

EPHRAEL STERN

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

INVULNERABLE
SAVE

4+

KYGANIL OF THE BLOODY TEARS

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

INVULNERABLE
SAVE

4+

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

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

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

CORE RULES

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.

KEYWORDS: Epic Hero, Infantry, Grenades, Character, Imperium, Daemonifuge, Sororitas Character
FACTION KEYWORDS: Adepta Sororitas

DEATH CULT ASSASSINS

[LEGENDS]

55–110 PTS

DEATH CULT ASSASSIN

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

INVULNERABLE
SAVE

5+



AUFSTELLUNG

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

✂ MELEE WEAPONS

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

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 ABILITIES

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.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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



KEYWORDS: Infantry, Imperium,
Death Cult Assassins

FACTION KEYWORDS: Adepta
Sororitas

DEATH CULT ASSASSINS

[LEGENDS]

55–110 PTS

DEATH CULT ASSASSIN

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

INVULNERABLE

SAVE



CORE RULES

- 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.

KEYWORDS: Infantry, Imperium,
Death Cult Assassins

FACTION KEYWORDS: Adepta
Sororitas

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

INVULNERABLE
SAVE

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

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 Sacresants
 - Dominion Squad
 - Retributor Squad
 - Sisters Novitiate Squad

This model can be attached to a Battle Sisters Squad, even if one Canoness, Palatine, Junith Eruit, or Aestred Thurga unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

- 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.



AUFSTELLUNG

1x Dialogus

Equipped with: Bolt pistol, Dialogus staff



KEYWORDS: Infantry, Character, Imperium, Dialogus, Sororitas
Character, Support
FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

KEYWORDS: Infantry, Character, Imperium, Dialogus, Sororitas
Character, Support
FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



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

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 Sacresants
 - Dominion Squad
 - Retributor Squad

This model can be attached to a Battle Sisters Squad, even if one Canoness, Palatine, Junith Eruita, or Aestred Thurga unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

- 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.



AUFSTELLUNG

1x Dogmata

Equipped with: Bolt pistol, Mace of the Righteous



KEYWORDS: Infantry, Character, Grenades, Imperium, Dogmata, Sororitas Character, Support

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



Faction 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

Core Rules

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.

DOMINION SQUAD

90 PTS

DOMINION SUPERIOR

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

INVULNERABLE
SAVE

6+



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

9x Dominion oder Dominion w/ Simulacrum Imperialis oder Dominion w/ Special Weapon

- 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 Boltgun.

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

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".



KEYWORDS: Infantry, Grenades, Imperium, Dominion Squad
FACTION KEYWORDS: Adepta Sororitas

DOMINION SUPERIOR

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

INVULNERABLE
SAVE

6+

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 ABILITIES

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.

KEYWORDS: Infantry, Grenades, Imperium, Dominion Squad
FACTION KEYWORDS: Adepta Sororitas

DOMINION SUPERIOR

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

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

INVULNERABLE
SAVE

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

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 ABILITIES

- 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).
- Ignore 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).



AUFSTELLUNG

- 1x Exorcist
- 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.



KEYWORDS: Vehicle, Smoke, Imperium, Exorcist, Frame

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Exorcist, Frame
FACTION KEYWORDS: Adepta Sororitas

GEMINAE SUPERIA

M	T	Sv	W	LD	OC
12"	3	2+	2	7+	1

INVULNERABLE
SAVE



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
Power Weapon	Melee	4	3+	4	-2	1

WEAPON ABILITIES

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.



AUFSTELLUNG

1x Geminae Superia

Equipped with: Bolt Pistol, Power Weapon



KEYWORDS: -
FACTION KEYWORDS: -

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

INVULNERABLE
SAVE



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
Chirurgeon's tools	Melee	3	4+	3	0	1

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 Sacresants
- Dominion Squad
- Retributor Squad
- Sisters Novitiate Squad

This model can be attached to a Battle Sisters Squad, even if one Canoness, Palatine, Junith Eruita, or Aestred Thurga unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

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.



AUFSTELLUNG

1x Hospitaller

Equipped with: Bolt pistol,
Chirurgeon's tools



KEYWORDS: Infantry, Character,
Imperium, Hospitaller, Sororitas
Character, Support
FACTION KEYWORDS: Adepta
Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

KEYWORDS: Infantry, Character, Imperium, Hospitaller, Sororitas
Character, Support
FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE

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

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 Sacresants
- Dominion Squad
- Retributor Squad

This model can be attached to a Battle Sisters Squad, even if one Canoness, Palatine, Junith Eruita, or Aestred Thurga unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

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).



AUFSTELLUNG

1x Imagifier

Equipped with: Bolt pistol, Boltgun, Close combat weapon



KEYWORDS: Infantry, Character, Grenades, Imperium, Imagifier, Sororitas Character

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

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

INVULNERABLE
SAVE

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

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 ABILITIES

- 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.



- AUFSTELLUNG
- 1x Immolator
- 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.



KEYWORDS: Dedicated Transport, Vehicle, Smoke, Transport, Imperium, Immolator, Frame

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



- 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.

FACTION 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 battle round.
 - Each time an Adepta Sororitas unit from your army is destroyed.
- Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.
- PERFORMING AN ACT OF FAITH**
Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:
- Advance roll
 - Battle-shock test
 - Charge roll
 - Damage roll
 - Hit roll
 - Saving throw
 - Wound roll

CORE RULES

- 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").
- Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

KEYWORDS: Dedicated Transport, Vehicle, Smoke, Transport, Imperium, Immolator, Frame

FACTION KEYWORDS: Adepta Sororitas

INSPIRING DEVOTEE

[CRUCIBLE]

50 PTS

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

INVULNERABLE
SAVE

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

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

Weapon Options:

Model can be equipped with: Autopistol, Boltgun, Bolt pistol, Heavy bolter, Inferno pistol, Meltagun, Multi-melta, Paragon grenade launchers, Paragon storm bolters, Plasma pistol - standard, Plasma pistol - supercharge, Tormentor

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

FACTION KEYWORDS: Adepta Sororitas

INSPIRING DEVOTEE

[CRUCIBLE]

50 PTS

M	T	Sv	W	LD	OC	
6"	3	3+	3	6+	1	INVULNERABLE SAVE 

✂ 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

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 ABILITIES

- 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+.

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

FACTION KEYWORDS: Adepta Sororitas

INSPIRING DEVOTEE

[CRUCIBLE]

50 PTS

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

INVULNERABLE
SAVE

6+

- 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.

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

FACTION KEYWORDS: Adepta Sororitas

INSPIRING DEVOTEE

[CRUCIBLE]

50 PTS

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

INVULNERABLE
SAVE

6+

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

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

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

CORE RULES

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.

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

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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

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.

WEAPON ABILITIES

- 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.



AUFSTELLUNG

1x Intranzia Fraye

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



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

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

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

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

INVULNERABLE
SAVE

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

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 Sacresants
 - Dominion Squad
 - Retributor Squad
 - Sisters Novitiate Squad

WEAPON ABILITIES

- 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.



AUFSTELLUNG

1x Junith Eruita

Equipped with: Twin Ministorum Heavy Flamer, Mace of Castigation



KEYWORDS: Epic Hero, Character, Fly, Imperium, Junith Eruita, Mounted, Sororitas Character, Leader

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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).

KEYWORDS: Epic Hero, Character, Fly, Imperium, Junith Eruita, Mounted, Sororitas Character, Leader
FACTION KEYWORDS: Adepta Sororitas

MILITANT COMMANDER
[CRUCIBLE]

75 PTS

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

INVULNERABLE
SAVE

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

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

Weapon Options:
The model can be equipped with:
Autopistol, Boltgun, Bolt pistol, 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

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

FACTION KEYWORDS: Adepta Sororitas

MILITANT COMMANDER
[CRUCIBLE]

75 PTS

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

INVULNERABLE
SAVE

4+

⌘ 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

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 OCP, 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 ABILITIES

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+.

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

MILITANT COMMANDER
[CRUCIBLE]

75 PTS

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

INVULNERABLE
SAVE

4+

- 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.

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

MILITANT COMMANDER
[CRUCIBLE]

75 PTS

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

INVULNERABLE
SAVE

4+

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

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

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

CORE RULES

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.

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

FACTION KEYWORDS: Adepta Sororitas

MINISTORUM PRIEST

50 PTS

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

INVULNERABLE
SAVE

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

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
- Dominion Squad
- Sisters Novitiate Squad

WEAPON ABILITIES

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.



AUFSTELLUNG

1x Ministorum Priest

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.



KEYWORDS: Infantry, Character, Imperium, Ministorum Priest, Penitent, Sororitas Character, Leader

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

KEYWORDS: Infantry, Character, Imperium, Ministorum Priest, Penitent, Sororitas Character, Leader
FACTION KEYWORDS: Adepta Sororitas

MORTIFIERS

70–130 PTS

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

INVULNERABLE
SAVE

6+

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

- Anchorite Sarcophagus**
The bearer has a Move characteristic of 7" and a Save Characteristic of 3+.
- Anguish of the Unredeemed**
Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after attacking unit has finished making its attacks, and is then removed from play.

WEAPON ABILITIES

- 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.



AUFSTELLUNG

- 1-2x Mortifier
- Equipped with:** Heavy Bolter, Mortifier flamer, Penitent Buzz-Blade, Penitent Flail, Twin Penitent Buzz-Blades, Twin Penitent Flails
- Wargear Options:**
- Each Mortifier can replace its Twin Penitent Buzz-Blades with Twin Penitent Flails or Penitent Buzz-Blade and Penitent Flail.
 - Each Mortifier can replace its 2 Heavy Bolters with 2 Mortifier Flamers or Heavy Bolter and Mortifier Flamer.



KEYWORDS: Vehicle, Walker, Imperium, Mortifiers, Penitent
FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

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

INVULNERABLE
SAVE

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

ABILITIES

CORE - Leader

- Abdess 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

WEAPON ABILITIES

- 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).



AUFSTELLUNG

1x Morvonn Vahl

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



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

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

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

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

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

PALATINE

50 PTS

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

INVULNERABLE
SAVE



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

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 Sacresants
- Dominion Squad
- Retributor Squad
- Sisters Novitiate Squad



AUFSTELLUNG

1x Palatine

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

Wargear Options:

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



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

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

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

PARAGON WARSUITS

180 PTS

PARAGON WARSUIT

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

INVULNERABLE
SAVE

4+

PARAGON SUPERIOR

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

INVULNERABLE
SAVE

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
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
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Paragon Grenade Launchers TWIN-LINKED	24"	1	3+	9	-2	D3
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
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 Blade	Melee	4	3+	8	-2	2
Paragon War Mace	Melee	3	3+	12	-1	3
Paragon War Mace	Melee	3	3+	12	-1	3

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 ABILITIES

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).



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

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

Wargear Options:

- Each Paragon Warsuit can replace its Paragon Storm Bolters with Paragon Grenade Launchers.



KEYWORDS: Vehicle, Walker, Grenades, Imperium, Paragon Warsuits

FACTION KEYWORDS: Adepta Sororitas

PARAGON WARSUIT

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

INVULNERABLE
SAVE

4+

PARAGON SUPERIOR

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

INVULNERABLE
SAVE

4+

- 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.

PARAGON WARSUIT

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

INVULNERABLE
SAVE

4+

PARAGON SUPERIOR

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

INVULNERABLE
SAVE

4+

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

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

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

PENITENT ENGINES

70–140 PTS

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

INVULNERABLE
SAVE



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

ABILITIES

Endless Suffering

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

WEAPON ABILITIES

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.



AUFSTELLUNG

1-2x Penitent Engine

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.



KEYWORDS: Vehicle, Walker, Imperium, Penitent Engines, Penitent
FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

KEYWORDS: Vehicle, Walker, Imperium, Penitent Engines, Penitent
FACTION KEYWORDS: Adepta Sororitas

RELIQUANT KNIGHT

[CRUCIBLE]

100 PTS

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

INVULNERABLE
SAVE

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

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

Weapon Options:

Model can be equipped with:

- 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

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

FACTION KEYWORDS: Adepta Sororitas

RELIQUANT KNIGHT

[CRUCIBLE]

100 PTS

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

INVULNERABLE
SAVE

4+

⌘ 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

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 ABILITIES

- 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+.

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

FACTION KEYWORDS: Adepta Sororitas

RELIQUANT KNIGHT
[CRUCIBLE]

100 PTS

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

INVULNERABLE
SAVE

4+

- 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.

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

FACTION KEYWORDS: Adepta Sororitas

RELIQUANT KNIGHT
[CRUCIBLE]

100 PTS

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

INVULNERABLE
SAVE

4+

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

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

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

CORE RULES

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.

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

FACTION KEYWORDS: Adepta Sororitas

REPENTIA SQUAD

70–140 PTS

SISTER REPENTIA

M	T	Sv	W	LD	OC
7"	3	7+	1	8+	1

INVULNERABLE
SAVE

6+

REPENTIA SUPERIOR

M	T	Sv	W	LD	OC
7"	3	3+	1	7+	1

INVULNERABLE
SAVE

6+



AUFSTELLUNG

4-9x Sister Repentia - Equipped with: Penitent Eviscerator

1x Repentia Superior - Equipped with: Bolt pistol, Neural Whips

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

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 ABILITIES

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).



KEYWORDS: Infantry, Grenades, Imperium, Repentia Squad, Penitent

FACTION KEYWORDS: Adepta Sororitas

SISTER REPENTIA

M	T	Sv	W	LD	OC
7"	3	7+	1	8+	1

INVULNERABLE
SAVE

6+

REPENTIA SUPERIOR

M	T	Sv	W	LD	OC
7"	3	3+	1	7+	1

INVULNERABLE
SAVE

6+

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.
Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.
PERFORMING AN ACT OF FAITH
Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

REPRESSOR [LEGENDS]

130 PTS

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

INVULNERABLE
SAVE

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

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 ABILITIES

- 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.



- 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.



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

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

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

RETRIBUTOR SQUAD

105 PTS

RETRIBUTOR SUPERIOR

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

INVULNERABLE
SAVE

6+



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

4x Retributor

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 Plasma pistol.

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

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 ABILITIES



KEYWORDS: Infantry, Grenades, Imperium, Retributor Squad
FACTION KEYWORDS: Adepta Sororitas

RETRIBUTOR SUPERIOR

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

INVULNERABLE
SAVE



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).

KEYWORDS: Infantry, Grenades, Imperium, Retributor Squad
FACTION KEYWORDS: Adepta Sororitas

RETRIBUTOR SUPERIOR

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

INVULNERABLE
SAVE



Torrent

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

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

SAINT CELESTINE

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

INVULNERABLE
SAVE

4+



AUFSTELLUNG

1x Saint Celestine - Equipped with: The Ardent Blade

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

ABILITIES

CORE - Leader

- Healing Tears**

While this unit contains a Celestine model, in your Command phase, if this unit is below its Starting Strength, either one destroyed Geminae Superia model or up to D3 other Bodyguard models are returned 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

WEAPON ABILITIES

- 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**

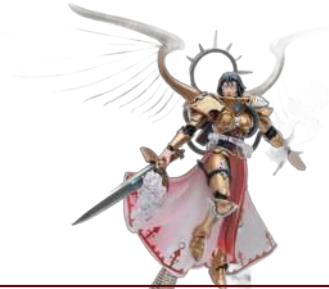
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Pistol**

[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.



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

SAINT CELESTINE

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

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

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy fire IGNORES COVER ONE SHOT TORRENT	12"	D6	N/A	6	-1	2
Holy fire IGNORES COVER ONE SHOT TORRENT	12"	D6	N/A	6	-1	2
Meltagun MELTA 2	12"	1	4+	9	-4	D6
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
Close combat weapon	Melee	2	3+	3	0	1
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

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 ABILITIES

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

Equipped with: Holy fire, Meltagun, 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.

KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE

5+

- 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.

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

SERAPHIM SQUAD

75–150 PTS

SERAPHIM SUPERIOR

M	T	Sv	W	LD	OC	
12"	3	3+	1	7+	1	INVULNERABLE SAVE



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
Chainsword	Melee	4	3+	3	0	1
Chainsword	Melee	4	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Power Weapon	Melee	3	3+	4	-2	1
Power Weapon	Melee	3	3+	4	-2	1

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 ABILITIES

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.



AUFSTELLUNG

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

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 Bolt Pistols.



KEYWORDS: Infantry, Fly, Grenades, Imperium, Seraphim Squad, Jump Pack
FACTION KEYWORDS: Adepta Sororitas

SERAPHIM SUPERIOR

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

INVULNERABLE
SAVE

5+

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.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

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

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

CORE RULES

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.

KEYWORDS: Infantry, Fly,
Grenades, Imperium, Seraphim
Squad, Jump Pack
FACTION KEYWORDS: Adepta
Sororitas

SISTER NOVITIATE (AUTOGUN)

M	T	Sv	W	LD	OC
6"	3	4+	1	8+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Novitiate autogun RAPID FIRE 1	24"	1	3+	3	0	1
Novitiate autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

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

WEAPON ABILITIES

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).*

AUFSTELLUNG

1x Sister Novitiate (Autogun)
Equipped with: Novitiate autogun, Novitiate autopistol, Close combat weapon

KEYWORDS: -
FACTION KEYWORDS: -

SISTER NOVITIATE (MELEE WEAPON)

M	T	Sv	W	LD	OC
6"	3	4+	1	8+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Novitiate autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Novitiate melee weapon	Melee	2	4+	4	0	1

ABILITIES

-

AUFSTELLUNG

1x Sister Novitiate (Melee Weapon)

Equipped with: Novitiate autopistol, Novitiate melee weapon

KEYWORDS: -
FACTION KEYWORDS: -

SISTERS NOVITIATE SQUAD 90 PTS

NOVITIATE SUPERIOR

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

INVULNERABLE
SAVE



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

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 ABILITIES

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).



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

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)



KEYWORDS: Infantry, Grenades, Imperium, Sisters Novitiate Squad
FACTION KEYWORDS: Adepta Sororitas

SISTERS NOVITIATE SQUAD 90 PTS

NOVITIATE SUPERIOR

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

INVULNERABLE
SAVE



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.

FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

KEYWORDS: Infantry, Grenades, Imperium, Sisters Novitiate Squad
FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE

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

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 ABILITIES

- 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).*



AUFSTELLUNG

- 1x Sororitas Rhino
- Equipped with:** Hunter-killer missile, Storm bolter, Armoured tracks
- Wargear Options:**
 - This model can be equipped with 1x Hunter-Killer Missile.



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

FACTION KEYWORDS: Adepta Sororitas

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

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

TRIUMPH OF SAINT KATHERINE

245 PTS

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

INVULNERABLE
SAVE



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

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 the battle round, 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

WEAPON ABILITIES

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.



AUFSTELLUNG

1x Triumph of Saint Katherine

Equipped with: Bolt Pistols, Relic Weapons



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

TRIUMPH OF SAINT KATHERINE

245 PTS

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

INVULNERABLE
SAVE



FACTION 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 battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

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

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can

be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

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

CORE RULES

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.

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

ZEPHYRIM SQUAD75–150 PTS

ZEPHYRIM SUPERIOR

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

INVULNERABLE
SAVE

5+

ZEPHYRIM

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

INVULNERABLE
SAVE

5+



AUFSTELLUNG

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

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

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
Power weapon	Melee	3	3+	4	-2	1

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 ABILITIES

- 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.



KEYWORDS: Infantry, Fly, Grenades, Imperium, Zephyrim Squad, Jump Pack
FACTION KEYWORDS: Adepta Sororitas

ZEPHYRIM SUPERIOR

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

INVULNERABLE
SAVE

5+

ZEPHYRIM

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

INVULNERABLE
SAVE

5+

FACTION 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.

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- Each time an Adepta Sororitas unit from your army is destroyed.

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

CORE RULES

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.

KEYWORDS: Infantry, Fly, Grenades, Imperium, Zephyrim Squad, Jump Pack

FACTION KEYWORDS: Adepta Sororitas

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: +10 pts
Celestian Insidiants	120 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)
Dialogus	40 pts
Dogmata	45 pts
Dominion Squad	90 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Exorcist	180 pts · ab der 2. 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	200 pts
Palatine	50 pts
Paragon Warsuits	180 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
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	150 pts

EINHEIT	PUNKTE
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
Sanctified Amulet	25 pts
Triptych of Judgement	15 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

ENHANCEMENT	PUNKTE
Refrain of Enduring Faith	15 pts
Verse of Holy Piety	15 pts

ENHANCEMENTS — UNIQUE IN CRUSADE FORCE

ENHANCEMENT	PUNKTE
Word of the Emperor	0 pts
In The Footsteps of Saints	0 pts
Final Rites	0 pts
Corrective Penance	0 pts