

# ADEPTA SORORITAS

## ARMY RULE

The Battle Sisters of the Adepta Sororitas bear the holy weaponry with which the Emperor's legions conquered the galaxy, and illuminate the faithless in lethal volleys from the holy trinity of bolter, flamer and meltagun weapons. It is said the Emperor's benediction touches each of these warriors, manifesting as a nimbus of holy light in which his power is revealed in miraculous deeds of fortitude and divine strength.

### ACTS OF FAITH

If your Army Faction is **ADEPTA SORORITAS**, each unit from your army with this ability can perform one Act of Faith per phase. This is done using Miracle dice.

#### GAINING MIRACLE DICE

If your Army Faction is **ADEPTA SORORITAS**, you gain 1 Miracle dice:

- At the start of each turn.
- Each time an **ADEPTA SORORITAS** unit from your army is destroyed.

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



#### PERFORMING AN ACT OF FAITH

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

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

**Example:** Instead of rolling 2D6 to take a unit's Battle-shock test, you could use one dice from your Miracle dice pool. If the value of that dice was 4, the unit's Battle-shock test would be determined by rolling one D6 and adding 4 to it (i.e. it would be D6+4).



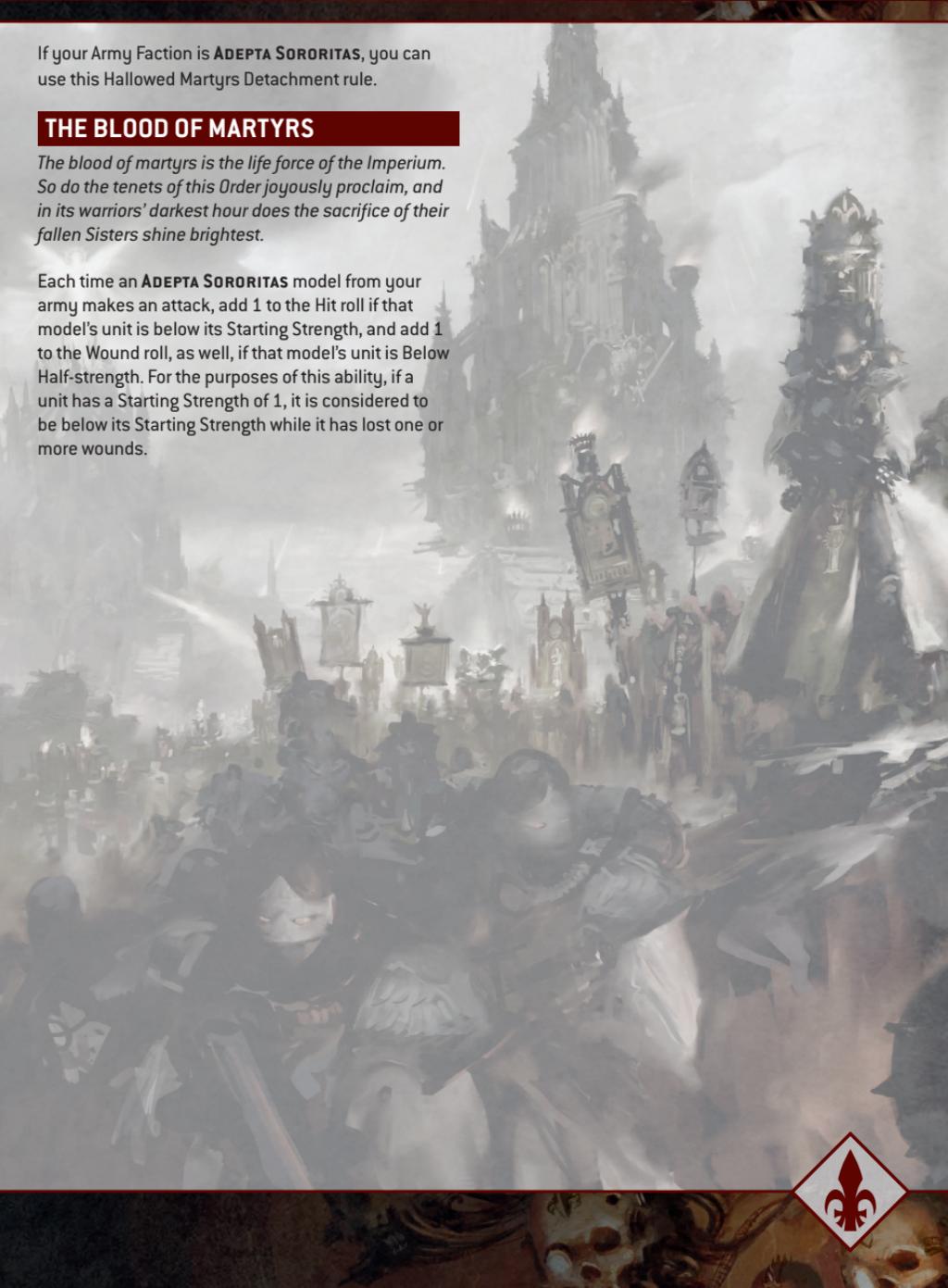
# ADEPTA SORORITAS – HALLOWED MARTYRS DETACHMENT RULE

If your Army Faction is ADEPTA SORORITAS, you can use this Hallowed Martyrs Detachment rule.

## THE BLOOD OF MARTYRS

*The blood of martyrs is the life force of the Imperium. So do the tenets of this Order joyously proclaim, and in its warriors' darkest hour does the sacrifice of their fallen Sisters shine brightest.*

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. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds.



# ADEPTA SORORITAS – HALLOWED MARTYRS

## STRATAGEMS

If you are using the Hallowed Martyrs Detachment rule, you can use these Hallowed Martyrs Stratagems.

### DIVINE INTERVENTION

HALLOWED MARTYRS – EPIC DEED STRATAGEM

*Sometimes, a brush with death is so close the only explanation is divine intervention.*

1CP

**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:** 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. That model is set back up with a number of wounds remaining equal to the number of Miracle dice you discarded.

**RESTRICTIONS:** 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.

### LIGHT OF THE EMPEROR

HALLOWED MARTYRS – BATTLE TACTIC STRATAGEM

*The Emperor's radiance shines upon his warriors, emboldening them amidst the thick of battle in their darkest hour.*

1CP

**WHEN:** Command phase.

**TARGET:** One ADEPTA SORORITAS unit from your army that is below its Starting Strength. For the purposes of this Stratagem, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds.

**EFFECT:** Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

### HOLY RAGE

HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM

*With psalms on their lips, the faithful hurl themselves forward, striking the foe down with the inner strength born of faith in the Emperor.*

1CP

**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, add 1 to the Wound roll.

# ADEPTA SORORITAS – HALLOWED MARTYRS

## STRATEGEMS

If you are using the Hallowed Martyrs Detachment rule, you can use these Hallowed Martyrs Stratagems.

### SPIRIT OF THE MARTYR

#### HALLOWED MARTYRS – STRATEGIC PLOY STRATEGEM

*Even with their dying act, the Sororitas mete out the Emperor's judgement.*

2CP

**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 model's unit has finished making attacks, and is then removed from play.

### SUFFERING & SACRIFICE

#### HALLOWED MARTYRS – STRATEGIC PLOY STRATEGEM

*Suffering is a staple prayer for the Adepta Sororitas, and a martyr's fate only brings greater glory to the God-Emperor.*

1CP

**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 targets, it must select your unit as the target of its attacks.

### REJOICE THE FALLEN

#### HALLOWED MARTYRS – STRATEGIC PLOY STRATEGEM

*The death of a Battle Sister only stirs the survivors to fight harder to exact swift vengeance.*

1CP

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

**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.

# ADEPTA SORORITAS – HALLOWED MARTYRS ENHANCEMENTS

If you are using the Hallowed Martyrs Detachment rule, you can use these Hallowed Martyrs Enhancements.

## SAINTLY EXAMPLE

*With her final breath is another heroine elevated to the ranks of sainthood, her death stirring her greatest companions to finish what she started.*

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

## BLADE OF SAINT ELLYNOR

*This blade is forged from thrice-blessed silver, quenched in the blood of a hundred martyred heroes. On one side the names and deeds of a thousand saints are inscribed on the molecular level, while the other side is etched with the entire Fede Imperialis. The blade glows with righteous power and has slain heretics, mutants and xenos beyond counting.*

**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.

## LITANIES OF FAITH

*When Sebastian Thor was declared Ecclesiarch in the wake of the Age of Apostasy, his first sermon was transcribed onto scrolls by an army of scribes. Today, only a single original copy remains, kept in a stasis vault beneath the Convent Prioris on Terra and released only with the sanction of the Ecclesiarch himself. This unassuming parchment is one of the holiest relics in the Ministorum's charge, its mere presence enough to fill the hearts of the faithful with righteous fervour.*

**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 has lost one or more wounds or is leading a unit that is Below Half-strength, you can re-roll up to three Miracle dice in this way instead.

## MANTLE OF OPHELIA

*The Mantle of Ophelia was once the badge of office for the Prioress of the Convent Sanctorum, and was worn by Helena the Virtuous, a Living Saint and one of the most revered leaders in the history of the Adepta Sororitas. The mantle is thought to have sacred powers of protection, for Helena was said to have anointed it with the Tears of the Emperor, a phial of blood-like liquid meticulously collected over a century from weeping statues of the Emperor found across the cardinal worlds of the Imperium.*

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





# MORVENN VAHL

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



## RANGED WEAPONS

	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

	RANGE	A	WS	S	AP	D
► Lance of Illumination – strike [DEVASTATING WOUNDS]	Melee	5	2+	8	-2	3
► Lance of Illumination – sweep	Melee	10	2+	5	-1	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, MORVENN VAHL

## ABILITIES

CORE: Deadly Demise 1, Leader

FACTION: Acts of Faith

**Abless 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:** Once per battle, in your Command phase, this model can use this ability. If it does, until the start of your next Command phase, add 3 to the Attacks characteristic of Fidelis and the Lance of Illumination.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
ADEPTA SORORITAS

# MORVENN VAHL

Aggressive, brash and taciturn, Morvenn Vahl leads the Adepta Sororitas from the front. Taking to the field in an ancient Paragon Warsuit, she smites foe after foe with deafening bursts from Fidelis, devastating salvos of missiles and pinpoint thrusts with the Lance of Illumination.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Morvenn Vahl – EPIC HERO

This model is equipped with: Fidelis; Paragon missile launcher; Lance of Illumination.

## LEADER

This model can be attached to the following unit:

- PARAGON WARSUITS

## SUPREME COMMANDER

If this model is in your army, it must be your WARLORD.

KEYWORDS: VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, MORVENN VAHL



FACTION KEYWORDS:  
ADEPTA SORORITAS

# CANONESS

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



## RANGED WEAPONS

	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
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
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

	RANGE	A	WS	S	AP	D
Blessed blade	Melee	3	2+	6	-2	2
Chainsword	Melee	5	2+	3	0	1
Power weapon	Melee	4	2+	4	-2	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CANONESS

## ABILITIES

CORE: Leader

FACTION: Acts of Faith

**Lead the Righteous:** While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

**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.

## WARGEAR ABILITIES

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

**Rod of Office:** Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 4+, you gain 1CP.

## INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
ADEPTA SORORITAS

# CANONESS

*Martial and spiritual commanders of the Orders Militant, Canonesses are as much veteran warriors with decades of experiences as they are shining examples of purity. Possessed of impeccable leadership skills, tactical genius and immense faith, they are beacons of both pious virtue and holy wrath.*



## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 condemnor boltgun
  - 1 inferno pistol
  - 1 plasma pistol
- This model's chainsword can be replaced with one of the following:
  - 1 blessed blade
  - 1 power weapon
- If this model is equipped with a chainsword, it can be equipped with one of the following:
  - 1 brazier of holy fire
  - 1 null rod
- If this model is equipped with a plasma pistol and a power weapon, it can be equipped with:
  - 1 rod of office

## UNIT COMPOSITION

- 1 Canoness

This model is equipped with: bolt pistol; chainsword.

## LEADER

This model can be attached to the following units:

- BATTLE SISTERS SQUAD
- CELESTIAN SACRESANTS

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CANONESS



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# PALATINE

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PALATINE

## ABILITIES

CORE: Leader, Scouts 6"

FACTION: Acts of Faith

**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 one 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.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
ADEPTA SORORITAS

# PALATINE

Palatines are highly capable and experienced commanders of Adepta Sororitas Missions. Unshakeable of faith and purpose, they act as excellent examples to the Battle Sisters that follow them. This makes them a powerful force on the battlefield, inspiring zealous warriors to victory.



## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with 1 plasma pistol.

## UNIT COMPOSITION

- 1 Palatine

**This model is equipped with:** bolt pistol; Palatine blade.

## LEADER

This model can be attached to the following units:

- BATTLE SISTERS SQUAD
- CELESTIAN SACRESANTS
- DOMINION SQUAD
- SISTERS NOVITIATE SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PALATINE



FACTION KEYWORDS:  
ADEPTA SORORITAS

# JUNITH ERUITA

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



## RANGED WEAPONS

Twin Ministorum heavy flamer  
[IGNORES COVER, TORRENT, TWIN-LINKED]

RANGE	A	BS	S	AP	D
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12"	D6	N/A	6	-1	1
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## MELEE WEAPONS

Mace of Castigation

RANGE	A	WS	S	AP	D
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Melee	4	2+	6	-2	2
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## ABILITIES

CORE: Deadly Demise 1, Leader

FACTION: Acts of Faith

**The Pulpit of Saint Holline's Basilica:** While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

**Fiery Conviction:** If this model is on the battlefield at the start of your Command phase, you gain 1CP.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, FLY, EPIC HERO, IMPERIUM, JUNITH ERUITA



FACTION KEYWORDS:  
ADEPTA SORORITAS

# JUNITH ERUITA

*Junith Eruita sweeps to battle wreathed in holy fire. She hovers above the battlefield upon thrumming waves of energy within the pulpit of Saint Holline's Basilica. Her presence and voice inspire all around her, filling them with faith, while her heavy flamers douse her foes in purging fire.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Junith Eruita – EPIC HERO

This model is equipped with: twin Ministorum heavy flamer; Mace of Castigation.

## LEADER

This model can be attached to the following units:

- BATTLE SISTERS SQUAD
- CELESTIAN SACRESANTS

KEYWORDS: INFANTRY, CHARACTER, FLY, EPIC HERO, IMPERIUM, JUNITH ERUITA



FACTION KEYWORDS:  
ADEPTA SORORITAS

# MISSIONARY

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autogun [RAPID FIRE 1]	24"	1	4+	3	0	1
Holy pistol [PISTOL]	12"	3	4+	4	0	1
Ministorum shotgun [ASSAULT]	12"	2	4+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Leader

FACTION: Acts of Faith

**War Hymn:** While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**Holy Piety:** Each time this model makes a melee attack, unless this model's unit is Battle-shocked, you can re-roll the Hit roll.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, MISSIONARY



FACTION KEYWORDS:  
ADEPTA SORORITAS

# MISSIONARY

Missionaries live existences of constant conflict, bringing the light of the God-Emperor to the most dangerous regions of the galaxy. They often fight at the forefront of the Adepta Sororitas' holy wars, striding into battle without fear as they intone sacred prayers. This stirs the hearts of Imperial warriors, driving them into a killing frenzy.



## WARGEAR OPTIONS

- This model's power weapon can be replaced with one of the following:
  - 1 autogun and 1 chainsword
  - 1 Ministorum shotgun and 1 chainsword

## UNIT COMPOSITION

- 1 Missionary

This model is equipped with: holy pistol; power weapon.

## LEADER

This model can be attached to the following units:

- ARCO-FLAGELLANTS
- BATTLE SISTERS SQUAD
- CRUSADERS
- SISTERS NOVITIATE SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, MISSIONARY



FACTION KEYWORDS:  
ADEPTA SORORITAS

# SAINT CELESTINE

M	T	SV	W	LD	OC
12"	3	2+	5	6+	1
12"	3	2+	2	7+	1

CELESTINE

GEMINAE SUPERIA



## RANGED WEAPONS

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

RANGE A WS S AP D

Power weapon	Melee	3	3+	4	-2	1
The Ardent Blade [DEVASTATING WOUNDS]	Melee	5	2+	6	-3	2

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Acts of Faith

**Healing Tears:** While this unit contains a Celestine model, in your Command phase, if this unit is below its Starting Strength, 1 destroyed model is returned to this unit.

**Lifewards:** While this unit contains one or more Geminæ 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.

INVULNERABLE SAVE

4+

KEYWORDS – ALL MODELS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM  
– SAINT CELESTINE: CHARACTER, EPIC HERO, SAINT CELESTINE

FACTION KEYWORDS:  
ADEPTA SORORITAS

# SAINT CELESTINE

Saint Celestine is a living embodiment of the Emperor's might, and she radiates holy light. Beneath her the faithful are filled with courage, while heretics experience overwhelming terror. Flanked by her chosen Geminæ champions, her gestures can heal the sick, or strike like the Emperor's judgement itself to smite the foe with divine strength.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Celestine – EPIC HERO
- 2 Geminæ Superia

Saint Celestine is equipped with: the Ardent Blade.

Each Geminæ Superia is equipped with: bolt pistol; power weapon.

## LEADER

This unit can be attached to the following units:

- SERAPHIM SQUAD
- ZEPHYRIM SQUAD

KEYWORDS – ALL MODELS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM  
– SAINT CELESTINE: CHARACTER, EPIC HERO, SAINT CELESTINE



FACTION KEYWORDS:  
ADEPTA SORORITAS

# TRIUMPH OF SAINT KATHERINE

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



## RANGED WEAPONS

Bolt pistols [PISTOL]	RANGE	A	BS	S	AP	D
	12"	6	2+	4	0	1

## MELEE WEAPONS

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

## RELICS OF THE Matriarchs

**The Fiery Heart (Aura):** While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, if that unit is destroyed, the Miracle dice you gain as a result is automatically a 6.

**Censer of the Sacred Rose (Aura):** While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, improve that unit's Leadership characteristic by 1.

**Simulacrum of the Ebon Chalice (Aura):** While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, that unit can perform any number of Acts of Faith per phase, instead of only one.

**Simulacrum of the Argent Shroud (Aura):** While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, add 1 to the Attacks characteristic of Rapid Fire weapons equipped by models in that unit.

**Icon of the Valorous Heart (Aura):** While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, that unit has the Feel No Pain 6+ ability.

**Petals of the Bloody Rose (Aura):** While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

## ABILITIES

CORE: Leader

FACTION: Acts of Faith

**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 (see left). Until the start of the next battle round, this model has those abilities.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 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.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, GRENADES, CHARACTER, EPIC HERO, IMPERIUM, TRIUMPH OF SAINT KATHERINE



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# TRIUMPH OF SAINT KATHERINE

*At the centre of the Triumph is the blessed bier upon which lie the mortal remains of Saint Katherine, beneath the sconce containing her fiery heart. Wherever the Triumph goes, the Emperor's radiance goes with it. The glory of the martyred Matriarch is spread and Battle Sisters are filled with conviction to purge the foes of Mankind.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Triumph of Saint Katherine – EPIC HERO

This model is equipped with: bolt pistols; relic weapons.

## LEADER

This model can be attached to the following unit:

- BATTLE SISTERS SQUAD

KEYWORDS: INFANTRY, GRENADES, CHARACTER, EPIC HERO, IMPERIUM,  
TRIUMPH OF SAINT KATHERINE



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DAEMONIFUGE

M	T	SV	W	LD	OC
8"	3	3+	5	7+	1
8"	3	6+	3	7+	1

EPHRAEL STERN

KYGANIL OF THE BLOODY TEARS



## RANGED WEAPONS

Bolt pistol [PISTOL]

RANGE A BS S AP D

12" 1 3+ 4 0 1

## MELEE WEAPONS

Sanctity [ANTI-CHAOS 2+, PRECISION]

RANGE A WS S AP D

Melee 4 2+ 6 -2 2

The Outcast's Weapons [PRECISION]

Melee 6 2+ 4 -1 1

## ABILITIES

CORE: Deep Strike, Fights First, Lone Operative

FACTION: Acts of Faith

**Holy Judgement:** At the start of your Shooting phase, select one enemy unit within 12" of and visible to Ephrael Stern. That unit must take a Leadership 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 for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, GRENADES, CHARACTER, EPIC HERO, IMPERIUM, DAEMONIFUGE

FACTION KEYWORDS:  
ADEPTA SORORITAS

# DAEMONIFUGE

Ephrael Stern, the Daemonifuge, is capable of manifesting strange powers seen by some as witchery. Yet she is a zealous defender of the Imperial Creed with unwavering devotion. Alongside her Aeldari companion, Kyganil, Stern pits her augmented strength and speed against the Emperor's enemies.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Ephrael Stern – EPIC HERO
- 1 Kyganil of the Bloody Tears – EPIC HERO

Ephrael Stern is equipped with: bolt pistol; Sanctity.

Kyganil of the Bloody Tears is equipped with: the Outcast's Weapons.

KEYWORDS: INFANTRY, GRENADES, CHARACTER, EPIC HERO, IMPERIUM, DAEMONIFUGE



FACTION KEYWORDS:  
ADEPTA SORORITAS

# BATTLE SISTERS SQUAD

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



## RANGED WEAPONS

	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
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Melta gun [MELTA 2]	12"	1	3+	9	-4	D6
Ministorum flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	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

## MELEE WEAPONS

	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

### FACTION: Acts of Faith

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

**Designer's Note:** Place a Cherub token next to the unit, removing it once this ability has been used.

**Defenders of the Faith:** 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, you gain 1 Miracle dice.

## WARGEAR ABILITIES

**Simulacrum Imperialis:** Each time a unit is destroyed by the bearer's unit, you gain 1 Miracle dice.

## INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, GRENADES, BATTLELINE, IMPERIUM, BATTLE SISTERS SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# BATTLE SISTERS SQUAD

*Battle Sisters of the Orders Militant are skilled and devout warriors. Wherever they advance, the light of the Emperor spreads like a holy dawn. Miracles manifest in their presence that turn aside the enemy's strikes, or consume foes in fires of retribution as the Sisters cut down heretics with thundering salvos from their boltguns.*



## WARGEAR OPTIONS

- The Sister Superior's boltgun can be replaced with one of the following:
  - 1 bolt pistol
  - 1 combi-weapon\*
  - 1 condemnor boltgun\*
  - 1 inferno pistol\*
  - 1 Ministorum hand flamer\*
  - 1 plasma pistol\*
- The Sister Superior can be equipped with one of the following:
  - 1 chainsword
  - 1 power weapon
- 1 Battle Sister's boltgun can be replaced with one of the following:
  - 1 artificer-crafted storm bolter
  - 1 meltagun
  - 1 Ministorum flamer
- 1 Battle Sister's boltgun can be replaced with one of the following:
  - 1 artificer-crafted storm bolter
  - 1 meltagun
  - 1 Ministorum flamer
- 1 Battle Sister equipped with 1 boltgun can be equipped with 1 simulacrum imperialis (that model's boltgun cannot be replaced).

*\*This weapon's profile can be found on the Adepta Sororitas Armoury card.*

## UNIT COMPOSITION

- 1 Sister Superior
- 9 Battle Sisters

**Every model is equipped with:** bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, BATTLELINE, IMPERIUM, BATTLE SISTERS SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# SISTERS NOVITIATE SQUAD

M	T	SV	W	LD	OC
6"	3	3+	1	7+	2
6"	3	4+	1	8+	2

NOVITIATE SUPERIOR

SISTER NOVITIATE



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Autogun [RAPID FIRE 1]	24"	1	3+	3	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Ministorum flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	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

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

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, SISTERS NOVITIATE SQUAD

## ABILITIES

FACTION: **Acts of Faith**

**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.

## WARGEAR ABILITIES

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

**Simulacrum Imperialis:** Each time a unit is destroyed by the bearer's unit, you gain 1 Miracle dice.

## INVULNERABLE SAVE

6+



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# SISTERS NOVITIATE SQUAD

*Sisters Novitiate are young recruits to the Adepta Sororitas. Trained by the Drill Abbots of the Schola Progenium, they are assigned to an Order Militant to gain combat experience and prove their mettle in the crucible of war.*



## WARGEAR OPTIONS

- The Novitiate Superior's bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 power weapon
  - 1 plasma pistol and 1 power weapon
- 1 Sister Novitiate's autogun can be replaced with 1 sacred banner.
- 1 Sister Novitiate's autogun can be replaced with 1 simulacrum imperialis.
- Up to 2 Sisters Novitiate can each have their autogun replaced with 1 Ministorum flamer.
- Any number of Sisters Novitiate can each have their autogun and close combat weapon replaced with 1 Novitiate melee weapons.

## UNIT COMPOSITION

- 1 Novitiate Superior
- 9 Sisters Novitiate

The Novitiate Superior is equipped with: bolt pistol; boltgun; close combat weapon.

Each Sister Novitiate is equipped with: autopistol; autogun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, SISTERS NOVITIATE SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# AESTRED THURGA AND AGATHAE DOLAN

M	T	SV	W	LD	OC	
6"	3	2+	4	6+	1	AESTRED THURGA
6"	3	6+	3	7+	1	AGATHAE DOLAN



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
12"	1	3+	4	0	1

## MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	4	3+	5	-2	2
Melee	3	4+	4	0	1

## ABILITIES

CORE: Leader

FACTION: Acts of Faith

**Auto-Tapestry of the Emperor's Judgement:** While Aestred Thurga is leading a unit, melee weapons equipped by models in that unit have the **[DEVASTATING WOUNDS]** ability.

**Recount the Deeds of the Saints:** While Agathae Dolan is part of this unit, each time this unit performs an Act of Faith, the result of one of the Miracle dice used in that Act of Faith is first improved by 1 (to a maximum of 6).

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, GRENADES, CHARACTER, EPIC HERO, IMPERIUM, AESTRED THURGA AND AGATHAE DOLAN



FACTION KEYWORDS:  
ADEPTA SORORITAS

# AESTRED THURGA AND AGATHAE DOLAN

*Aestred Thurga is a powerful warrior in her own right, but recognises with great humility that the ancient relic standard she carries is far more important than she can ever be. She will gladly die to protect the Auto-Tapestry of the Emperor's Judgement, while the Sisters she fights alongside are inspired to carry out great deeds of faith in its presence – feats recorded by the Hagiolater, Agathae Dolan.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Aestred Thurga – EPIC HERO
- 1 Agathae Dolan – EPIC HERO

Aestred Thurga is equipped with: bolt pistol; Blade of Vigil.

Agathae Dolan is equipped with: bolt pistol; scribe's staff.

## LEADER

This unit can be attached to the following units:

- BATTLE SISTERS SQUAD
- CELESTIAN SACRESANTS
- DOMINION SQUAD
- RETRIBUTOR SQUAD

KEYWORDS: INFANTRY, GRENADES, CHARACTER, EPIC HERO, IMPERIUM,  
AESTRED THURGA AND AGATHAE DOLAN



FACTION KEYWORDS:  
ADEPTA SORORITAS

# IMAGIFIER

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

CORE: Leader

FACTION: Acts of Faith

**Litan of Deeds:** Each time you gain a Miracle dice as the result of a friendly **ADEPTA SORORITAS** unit being destroyed, if that unit 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 4+ invulnerable save. While this model is leading a **CELESTIAN SACRESANTS** unit, models in that unit have a Save characteristic of 2+.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, GRENADES, CHARACTER, IMPERIUM, IMAGIFIER



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# IMAGIFIER

*It is the most sacred role of the Imagifier to extol the virtues of fallen Sisters and preach tales of their saintly deeds. Imagifiers bear aloft great stanchions in the image of a martyr inscribed with holy texts, and go wherever the fighting is thickest to recite litanies and inspire their fellow Sisters.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Imagifier

**This model is equipped with:** bolt pistol; bolter; close combat weapon.

## 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 or JUNITH ERUITA model 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.*

KEYWORDS: INFANTRY, GRENADES, CHARACTER, IMPERIUM, IMAGIFIER



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DIALOGUS

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Dialogus staff	Melee	3	4+	4	0	1

## ABILITIES

CORE: Leader

FACTION: Acts of Faith

**Laud Hailer:** While this model is leading a unit, that unit can be selected as the target of Stratagems even when it is Battle-shocked.

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

## INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, DIALOGUS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DIALOGUS

The Dialogus drowns out the war cries of the enemy with shouts of exalting praise to the God-Emperor. She broadcasts her liturgies to her Sisters through their vox-beads and sensor arrays, while her laud hailer amplifies the inspirational rhetoric of prayers and hymns all across the battlefield.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Dialogus

This model is equipped with: bolt pistol; Dialogus staff.

## 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 or JUNITH ERUITA model 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.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, DIALOGUS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# PREACHER

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Zealot's vindictor [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Zealot's vindictor	Melee	3	4+	5	-1	2

## ABILITIES

CORE: Leader

FACTION: Acts of Faith

**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 2.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, PREACHER



FACTION KEYWORDS:  
ADEPTA SORORITAS

# PREACHER

*It is the role of Preachers to harness the faith of Imperial warriors in battle. Often they join Wars of Faith – though it is not unheard of for a Preacher to lead one. They are filled with a fearsome religious fervour that incites the faithful as they bellow catechisms of hatred.*



## WARGEAR OPTIONS

- This model's zealot's vindictor can be replaced with 1 autopistol and 1 chainsword.

## UNIT COMPOSITION

- 1 Preacher

**This model is equipped with:** zealot's vindictor.

## LEADER

This model can be attached to the following units:

- ARCO-FLAGELLANTS
- CRUSADERS
- SISTERS NOVITIATE SQUAD

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, PREACHER



FACTION KEYWORDS:  
ADEPTA SORORITAS

# CELESTIAN SACRESANTS

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



## RANGED WEAPONS

	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

	RANGE	A	WS	S	AP	D
Anointed halberd	Melee	2	3+	5	-2	1
Hallowed mace	Melee	2	3+	4	-1	2
Spear of the faithful	Melee	3	3+	5	-2	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, CELESTIAN SACRESANTS

## ABILITIES

FACTION: **Acts of Faith**

**Sworn Protectors:** While a **CANONESS, PALATINE OR JUNITH ERUITA** model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

**INVULNERABLE SAVE**

4+

FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# CELESTIAN SACRESANTS

Part of the Celestian elite of the Orders Militant, Celestian Sacresants are close-combat specialists who – rather than serve as bodyguards – are charged with a holy quest. Whether that be to secure sacred relics or purge sites of the unclean, the Sacresants are relentless in their pursuit of victory.



## WARGEAR OPTIONS

- The Sacresant Superior's hallowed mace can be replaced with 1 spear of the faithful.
- The Sacresant Superior's bolt pistol can be replaced with one of the following:
  - 1 inferno pistol
  - 1 Ministorum hand flamer
  - 1 plasma pistol
- Any number of models can each have their hallowed mace replaced with 1 anointed halberd.

## UNIT COMPOSITION

- 1 Sacresant Superior
- 4-9 Celestian Sacresants

Every model is equipped with: bolt pistol; hallowed mace.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, CELESTIAN SACRESANTS



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# HOSPITALLER

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



## RANGED WEAPONS

Bolt pistol [PISTOL]

RANGE	A	BS	S	AP	D
12"	1	3+	4	0	1

## MELEE WEAPONS

Chirurgeon's tools

RANGE	A	WS	S	AP	D
Melee	3	4+	3	0	1

## ABILITIES

CORE: Leader

FACTION: Acts of Faith

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

**Sacred Healing:** At the end of your Movement phase, select one friendly ADEPTA SORORITAS INFANTRY CHARACTER unit within 3" of this model. That unit regains up to 3 lost wounds. A unit can only be affected by this ability once per turn.

## INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, HOSPITALLER



FACTION KEYWORDS:  
ADEPTA SORORITAS

# HOSPITALLER

Hospitallers are physical and spiritual healers. They are possessed of medicinal expertise as well as serving as a font of faith for those in need, whispering mantras of vigour to dull pain and intoning prayers to salve fevered minds. They move swiftly across the battlefield, working in solemn calm despite the harshest conditions.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Hospitalller

This model is equipped with: bolt pistol; chirurgeon's tools.

## 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 or JUNITH ERUITA model 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.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, HOSPITALLER



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DOGMATA

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Mace of the righteous	Melee	4	3+	5	-1	2

## ABILITIES

CORE: Leader

FACTION: Acts of Faith

**Executioner of Heretics (Aura):** While an enemy unit is within 6" of this model, each time a Battle-shock or Leadership test is taken for that unit, subtract 1 from the test.

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

## INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, GRENADES, CHARACTER, IMPERIUM, DOGMATA



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DOGMATA

*With watchful eyes, the Sisters Dogmata seek out infractions amongst their Order. Held in as much fear as respect, with but a word they can condemn a Sister to the Repentia. With shouted prayers and great swings of their maces, they demonstrate the path of righteousness and show what the Sisters should expect if they fail in their duties.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Dogmata

This model is equipped with: bolt pistol; mace of the righteous.

## 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 or JUNITH ERUITA model 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.

KEYWORDS: INFANTRY, GRENADES, CHARACTER, IMPERIUM, DOGMATA



FACTION KEYWORDS:  
ADEPTA SORORITAS

# PARAGON WARSUITS

M    T    SV    W    LD    OC

8"	6	2+	4	7+	2
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Ministorum heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Paragon grenade launchers [TWIN-LINKED]	24"	1	3+	9	-2	D3
Paragon storm bolters [RAPID FIRE 2, TWIN-LINKED]	24"	2	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Paragon war blade	Melee	4	3+	6	-2	2
Paragon war mace	Melee	3	4+	12	-1	3

## ABILITIES

FACTION: **Acts of Faith**

**Righteous Paragons:** This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

**INVULNERABLE SAVE**

4+

KEYWORDS: VEHICLE, WALKER, GRENADES, IMPERIUM, PARAGON WARSUITS

FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# PARAGON WARSUITS

A pilot must have immense faith for a Paragon Warsuit's spirit to trust them. They must also have incredible skill to handle its control system, which allows for highly complex and fluid movements. Mastering a Paragon Warsuit makes a Sister capable of engaging the most fearsome of enemies and emerging victorious.



## WARGEAR OPTIONS

- Any number of models can each have their Paragon storm bolters replaced with 1 Paragon grenade launcher.
- Any number of models can each have their heavy bolter replaced with one of the following:
  - 1 Ministorum heavy flamer
  - 1 multi-melta
- Any number of models can each have their Paragon war blade replaced with 1 Paragon war mace.

## UNIT COMPOSITION

- 1 Paragon Superior
- 2 Paragons

Every model is equipped with: bolt pistol; heavy bolter; Paragon storm bolters; Paragon war blade.

KEYWORDS: VEHICLE, WALKER, GRENADES, IMPERIUM, PARAGON WARSUITS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# REPENTIA SQUAD

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

REPENTIA SUPERIOR

SISTERS REPENTIA



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Neural whips [ANTI-INFANTRY 4+]	Melee	4	3+	3	-1	1
Penitent eviscerator	Melee	2	4+	6	-2	2

## ABILITIES

CORE: Feel No Pain 5+

FACTION: Acts of Faith

**Overseer of Redemption:** While this unit contains a Repentia Superior, each time a model in this unit makes a melee attack, you can re-roll the Hit roll and, if this unit made a Charge move this turn, you can also re-roll the Wound roll.

INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, REPENTIA SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# REPENTIA SQUAD

Sisters Repentia charge across the battlefield howling prayers, filled with the need for atonement for past misdeeds. Overseen by a stern taskmaster in the form of a Repentia Superior who is ever vigilant for sinfulness, Repentia now exist only to slaughter the enemies of the Emperor, and so rush forward without heed for their own safety. Each seeks to redeem herself with acts of selfless bravery and violent devotion.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Repentia Superior
- 4-9 Sisters Repentia

The Repentia Superior is equipped with: bolt pistol; neural whips.

Each Sister Repentia is equipped with: penitent eviscerator.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, REPENTIA SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# CRUSADERS

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



## MELEE WEAPONS

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

## ABILITIES

FACTION: **Acts of Faith**

**Spiritual Fortitude:** While a **MISSIONARY** or **PREACHER** model is leading this unit, models in this unit have the **Feel No Pain 4+** ability against mortal wounds.

**INVULNERABLE SAVE**

**4+**

KEYWORDS: INFANTRY, IMPERIUM, CRUSADERS



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# CRUSADERS

These pious bodyguards are chosen for their martial skill and devotion to the Imperial Creed. They spill the blood of heretics with great sweeps of their heavy broadswords. Bullets and sorcerous witchfire alike deflect from their warded tower shields, with which they form an impenetrable wall around those they protect.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 2-6 Crusaders

Every model is equipped with: power weapon.

KEYWORDS: INFANTRY, IMPERIUM, CRUSADERS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DEATH CULT ASSASSINS

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



## MELEE WEAPONS

Death Cult power blades [PRECISION]

RANGE	A	WS	S	AP	D
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Melee	4	2+	4	-2	1
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## ABILITIES

CORE: Fights First

FACTION: Acts of Faith

Death Cult: Each time a model in this unit makes an attack that targets a CHARACTER unit, re-roll a Wound roll of 1.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, IMPERIUM, DEATH CULT ASSASSINS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DEATH CULT ASSASSINS

*Death Cult Assassins are obsessed with spilling the blood of the unclean. They leap fearlessly into the enemy's ranks, twirling and spinning. Their every slice and stab has a ritualistic element, and to them the manner of each kill has a special significance when they offer the victim's soul to the Emperor.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 2-6 Death Cult Assassins

**Every model is equipped with:** Death Cult power blades.

KEYWORDS: INFANTRY, IMPERIUM, DEATH CULT ASSASSINS



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# DOMINION SQUAD

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



## RANGED WEAPONS

	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 [ASSAULT, RAPID FIRE 1]	24"	1	3+	4	0	1
Meltagun [ASSAULT, MELTA 2]	12"	1	3+	9	-4	D6
Ministorum flamer [ASSAULT, IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

## MELEE WEAPONS

	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

CORE: Scouts 6"

FACTION: Acts of Faith

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

**Designer's Note:** Place a Cherub token next to the unit, removing it once this ability has been used.

**Holy Vanguard:** You can re-roll Advance rolls made for this unit.

## WARGEAR ABILITIES

**Simulacrum Imperialis:** Each time a unit is destroyed by the bearer's unit, you gain 1 Miracle dice.

## INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, DOMINION SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DOMINION SQUAD

*Dominion Squads strike as swift and furious as lightning, clearing bunkers, capturing strategic locations and blunting counter-attacks with vicious salvos from their flamers and meltaguns. They are aggressive, but not impetuous, matching their desire to kill with an awareness of tactical values and bringing righteousness where it is needed most.*



## WARGEAR OPTIONS

- The Dominion Superior's boltgun can be replaced with one of the following:
  - 1 bolt pistol
  - 1 combi-weapon\*
  - 1 condemnor boltgun\*
  - 1 inferno pistol\*
  - 1 Ministorum hand flamer\*
  - 1 plasma pistol\*
- The Dominion Superior can be equipped with one of the following:
  - 1 chainsword
  - 1 power weapon
- Up to 4 Dominions can each have their boltgun replaced with one of the following:
  - 1 artificer-crafted storm bolter
  - 1 meltagun
  - 1 Ministorum flamer
- 1 Dominion equipped with 1 boltgun can be equipped with 1 simulacrum imperialis (that model's boltgun cannot be replaced).

*\*This weapon's profile can be found on the Adepta Sororitas Armoury card.*

## UNIT COMPOSITION

- 1 Dominion Superior
- 9 Dominions

**Every model is equipped with:** bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, DOMINION SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# SERAPHIM SQUAD

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



## RANGED WEAPONS

	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 [PISTOL, TORRENT, IGNORES COVER]	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

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

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, SERAPHIM SQUAD

## ABILITIES

CORE: Deep Strike

FACTION: Acts of Faith

**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.

INVULNERABLE SAVE

5+



FACTION KEYWORDS:  
ADEPTA SORORITAS

# SERAPHIM SQUAD

The Seraphim fight in the Adepta Sororitas' advanced guard. Only Battle Sisters with superlative dexterity are selected to join their ranks, firing with pinpoint accuracy while moving at great speeds. They must be able to land with incredible precision, cut down foes and retreat within a few heartbeats.



## WARGEAR OPTIONS

- The Seraphim Superior's 2 bolt pistols can be replaced with one of the following:
  - 1 bolt pistol and 1 chainsword
  - 1 bolt pistol and 1 plasma pistol
  - 1 bolt pistol and 1 power weapon
  - 1 plasma pistol and 1 chainsword
  - 1 plasma pistol and 1 power weapon
- For every 5 models in the unit, up to 2 Seraphim can each have their 2 bolt pistols replaced with one of the following:
  - 2 inferno pistols
  - 2 Ministorum hand flamers

## UNIT COMPOSITION

- 1 Seraphim Superior
- 4-9 Seraphim

Every model is equipped with: 2 bolt pistols; close combat weapon.

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, SERAPHIM SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# ZEPHYRIM SQUAD

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



## RANGED WEAPONS

	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

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

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, ZEPHYRIM SQUAD

## ABILITIES

CORE: Deep Strike

FACTION: Acts of Faith

**Embodyed Prophecy:** Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, add 1 to the Strength characteristic of that attack.

## WARGEAR ABILITIES

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

## INVULNERABLE SAVE

5+



FACTION KEYWORDS:  
ADEPTA SORORITAS

# ZEPHYRIM SQUAD

Only those who experience a direct and persistent connection with the Emperor become Zephyrim. They are divine destroyers, figures of fathomless passion and integrity. On the battlefield they strike down their foes with ruthless precision, while their angelic singing drowns out the screams of the dying.



## WARGEAR OPTIONS

- The Zephyrim Superior can be equipped with 1 sacred banner.
- The Zephyrim Superior's bolt pistol can be replaced with 1 plasma pistol.

## UNIT COMPOSITION

- 1 Zephyrim Superior
- 4-9 Zephyrim

Every model is equipped with: bolt pistol; power weapon.

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, ZEPHYRIM SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# RETRIBUTOR SQUAD

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



## RANGED WEAPONS

	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
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Ministorum heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6

## MELEE WEAPONS

	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

**FACTION: Acts of Faith**

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

**Designer's Note:** Place two Cherub tokens next to the unit, removing one each time this ability has been used.

**Storm of Retribution:** Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1.

## INVULNERABLE SAVE

6+

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETRIBUTOR SQUAD

FACTION KEYWORDS:  
ADEPTA SORORITAS

# RETRIBUTOR SQUAD

Retributors are highly experienced warriors, and amongst the finest sharpshooters in their Order. Only the most level-headed Battle Sisters join their ranks. Providing long-range fire support is a task that requires excellent target prioritisation skills, as well as the ability to optimise firing solutions and identify enemy weak points.



## WARGEAR OPTIONS

- The Retributor Superior's boltgun can be replaced with one of the following:
  - 1 bolt pistol
  - 1 combi-weapon\*
  - 1 condemnor boltgun\*
  - 1 inferno pistol\*
  - 1 Ministorum hand flamer\*
  - 1 plasma pistol\*
- The Retributor Superior can be equipped with one of the following:
  - 1 chainsword
  - 1 power weapon
- Each Retributor's heavy bolter can be replaced with one of the following:
  - 1 Ministorum heavy flamer
  - 1 multi-melta

*\*This weapon's profile can be found on the Adepta Sororitas Armoury card.*

## UNIT COMPOSITION

- 1 Retributor Superior
- 4 Retributors

The Retributor Superior is equipped with: bolt pistol; boltgun; close combat weapon.

Each Retributor is equipped with: bolt pistol; heavy bolter; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, RETRIBUTOR SQUAD



FACTION KEYWORDS:  
ADEPTA SORORITAS

# MORTIFIERS

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Penitent buzz-blade	Melee	4	3+	10	-3	2
Penitent flail	Melee	8	3+	5	-1	1
Twin penitent buzz-blades [TWIN-LINKED]	Melee	4	3+	10	-3	2
Twin penitent flails [TWIN-LINKED]	Melee	8	3+	5	-1	1

## ABILITIES

CORE: Deadly Demise 1, Feel No Pain 5+

FACTION: Acts of Faith

**Anguish of the Unredeemed:** Each time this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

## WARGEAR ABILITIES

**Anchorite Sarcophagus:** The bearer has a Save characteristic of 3+.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, WALKER, IMPERIUM, MORTIFIERS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# MORTIFIERS

The pilot of a Mortifier is a Sister Repentia who has fled from battle. Bolted within the Mortifier's armoured shell, they cannot move, speak or hear. Suffering endless shame and agony, they are driven by madness and pain to carve a path of mutilation and destruction through the foe.



## WARGEAR OPTIONS

- 1 model can be equipped with 1 anchorite sarcophagus.
- Any number of models can each have their 2 heavy bolters replaced with one of the following:
  - 1 heavy bolter and 1 Mortifier flamer
  - 2 Mortifier flamers
- Any number of models can each have their twin penitent buzz-blades replaced with one of the following:
  - 1 twin penitent flails
  - 1 penitent buzz-blade and 1 penitent flail

## UNIT COMPOSITION

- 1-2 Mortifiers

**Every model is equipped with:** 2 heavy bolters; twin penitent buzz-blades.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, MORTIFIERS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# PENITENT ENGINES

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



## RANGED WEAPONS

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

## MELEE WEAPONS

	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

CORE: Deadly Demise 1, Feel No Pain 5+

FACTION: Acts of Faith

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, PENITENT ENGINES



FACTION KEYWORDS:  
ADEPTA SORORITAS

# PENITENT ENGINES

The pilots of Penitent Engines are subjected to terrible agony, thanks to the torment amplifiers spliced into their synapses. They blaze a trail of destruction with their flamers before charging headlong into the foe, guilt and pain driving them on, heedless of danger. All they leave in their wake is utter carnage.



## WARGEAR OPTIONS

- Any number of models can each have their twin penitent buzz-blades replaced with one of the following:
  - 1 penitent buzz-blade and 1 penitent flail
  - 1 twin penitent flails

## UNIT COMPOSITION

- 1-2 Penitent Engines

Every model is equipped with: penitent flamers; twin penitent buzz-blades.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, PENITENT ENGINES



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# EXORCIST

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Exorcist conflagration rockets [BLAST, HEAVY, IGNORES COVER, INDIRECT FIRE]	36"	3D6	3+	5	0	1
Exorcist missile launcher [HEAVY, INDIRECT FIRE]	36"	D6+2	3+	10	-2	D6
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

**One Shot:** The bearer can only shoot with this weapon once per battle.

## MELEE WEAPONS

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

## ABILITIES

**CORE:** Deadly Demise D3

**FACTION:** Acts of Faith

**Mobile Shrine (Aura):** While a friendly ADEPTA SORORITAS INFANTRY unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1.

## 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.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, EXORCIST



FACTION KEYWORDS:  
ADEPTA SORORITAS

# EXORCIST

*Every flurry of notes performed by the Exorcist's artillerist inloads targeting solutions and impact coordinates, so that volleys of thrice-blessed rockets are fired into the enemy. More than artillery tanks, Exorcists are mobile shrines to the magnificence of the Emperor that project inspirational battle canticles.*



## WARGEAR OPTIONS

- This model's Exorcist missile launcher can be replaced with 1 Exorcist conflagration rockets.
- This model can be equipped with 1 hunter-killer missile.

## UNIT COMPOSITION

- 1 Exorcist

**This model is equipped with:** Exorcist missile launcher; heavy bolter; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, EXORCIST



FACTION KEYWORDS:  
ADEPTA SORORITAS

# CASTIGATOR

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



## RANGED WEAPONS

	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

**One Shot:** The bearer can only shoot with this weapon once per battle.

	RANGE	A	WS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

## MELEE WEAPONS

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

## ABILITIES

**CORE: Deadly Demise D3**

**FACTION: Acts of Faith**

**Rites of Castigation:** Each time this model makes an attack with its Castigator autocannons that targets an enemy INFANTRY unit, you can re-roll the Hit roll. Each time this model makes an attack with its Castigator battle cannon that targets an enemy MONSTER or VEHICLE unit, you can re-roll the Hit roll. After this model has shot, select one enemy unit that was hit by its Castigator autocannons or Castigator battle cannon this phase. That unit must take a Battle-shock test.

## 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.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, CASTIGATOR

FACTION KEYWORDS:  
ADEPTA SORORITAS

# CASTIGATOR

Castigators are powerful battle tanks of the Adepta Sororitas. They provide excellent fire support for Battle Sisters thanks to their wide array of weapons, smashing through the foe's lines and slaughtering great swathes of enemy infantry in a matter of seconds.



## WARGEAR OPTIONS

- This model's Castigator autocannons can be replaced with 1 Castigator battle cannon.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

## UNIT COMPOSITION

- 1 Castigator

This model is equipped with: Castigator autocannons; 3 heavy bolters; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, CASTIGATOR



FACTION KEYWORDS:  
ADEPTA SORORITAS

# SORORITAS RHINO

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

**One Shot:** The bearer can only shoot with this weapon once per battle.

Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
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## MELEE WEAPONS

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

## ABILITIES

**CORE:** Deadly Demise D3, Firing Deck 2

**FACTION:** Acts of Faith

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

**INVULNERABLE SAVE**

6+

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, SORORITAS RHINO



FACTION KEYWORDS:  
ADEPTA SORORITAS

# SORORITAS RHINO

Rhinos are the mainstay transport of the Adepta Sororitas, and before battle are blessed by Engineers and Ministorum priests. They are durable, robust and easy to operate. Thanks to their indomitable machine spirits they rarely break down, and speed the warriors inside them across the battlefield wherever they are needed.



## WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

## UNIT COMPOSITION

- 1 Sororitas Rhino

**This model is equipped with:** storm bolter; armoured tracks.

## TRANSPORT

This model has a transport capacity of 12 **ADEPTA SORORITAS INFANTRY** models. It cannot transport **JUMP PACK** models or the **TRIUMPH OF SAINT KATHERINE**.

**KEYWORDS:** VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, SORORITAS RHINO



**FACTION KEYWORDS:**  
**ADEPTA SORORITAS**

# IMMOLATOR

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



## RANGED WEAPONS

	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
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Immolation flamers [IGNORES COVER, TORRENT]	18"	2D6	N/A	6	-1	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D3

FACTION: Acts of Faith

**Fire Support:** 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, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMMOLATOR



FACTION KEYWORDS:  
ADEPTA SORORITAS

# IMMOLATOR

This Rhino variant has an aggressive machine spirit, and is equipped with an elaborate turret fitted with a powerful weapons system.

This makes it ideal for rapid advances to clear enemy strongpoints, providing fire support for the troops it transports to battle and acting as an outrider escort for armoured columns.



## WARGEAR OPTIONS

- This model's immolation flamers can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin multi-melta
- This model can be equipped with 1 hunter-killer missile.

## UNIT COMPOSITION

- 1 Immolator

**This model is equipped with:** heavy bolter; immolation flamers; armoured tracks.

## 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). 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.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMMOLATOR



FACTION KEYWORDS:  
**ADEPTA SORORITAS**

# ARCO-FLAGELLANTS

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



## MELEE WEAPONS

Arco-flails [SUSTAINED HITS 1, TWIN-LINKED]

RANGE	A	WS	S	AP	D
Melee	4	4+	5	0	1

## ABILITIES

CORE: Feel No Pain 4+

FACTION: Acts of Faith

**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.

KEYWORDS: INFANTRY, IMPERIUM, ARCO-FLAGELLANTS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# ARCO-FLAGELLANTS

*Arco-flagellants are fitted with cybernetic weaponry and subdermal stimulant pumps as punishment for past misdeeds. When battle commences, their bodies are energised by means of a trigger word and they are unleashed on the enemy. Any foe they reach they lash to pieces with cyber-implanted flails.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 3-10 Arco-flagellants

**Every model is equipped with: arco-flails.**

KEYWORDS: INFANTRY, IMPERIUM, ARCO-FLAGELLANTS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# ADEPTA SORORITAS ARMOURY

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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
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

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

## WEAPON LISTS

Some ADEPTA SORORITAS unit champions can be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.



