

## New Roster (Warhammer 40,000 10th Edition) [1,995pts]

### Army Roster (Imperium - Adepta Sororitas) [1,995pts]

#### Configuration

##### Battle Size

**Selections:** 2. Strike Force (2000 Point limit)

**Categories:** CONFIGURATION

##### Detachment Choice

**Selections:** Hallowed Martyrs Detachment

**Categories:** CONFIGURATION

**Rules:** *The Blood of Martyrs*

##### Show/Hide Options

**Selections:** Agents of the Imperium are visible, Imperial Knights are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

**Categories:** CONFIGURATION

#### Epic Hero [280pts]

## Morvenn Vahl [145pts]

**Selections:** Fidelis, Lance of Illumination, Paragon missile launcher, Warlord

**Categories:** VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, MORVENN VAHL, FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH, WARLORD

**Rules:** *Acts of Faith, Blast, Deadly Demise 1, Devastating Wounds, Leader, Supreme Commander, Sustained Hits*

**Abilities:** *Abbes Sanctorum, Invulnerable Save, Leader, Righteous Repugnance*, **Melee Weapons:** *Lance of Illumination - strike, Lance of Illumination - sweep*, **Ranged Weapons:** *Fidelis, Paragon missile launcher - prioris, Paragon missile launcher - sanctorum*, **Unit:** *Morvenn Vahl*

Abilities	Description
<b>Abbes Sanctorum</b>	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.
<b>Invulnerable Save</b>	This model has an invulnerable save of 4+
<b>Leader</b>	This model can be attached to the following unit: ■ Paragon Warsuits
<b>Righteous Repugnance</b>	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.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Lance of Illumination - strike</b>	Melee	5	2+	8	-2	3	Devastating Wounds
<b>Lance of Illumination - sweep</b>	Melee	10	2+	5	-1	1	-

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Fidelis</b>	36"	3	2+	6	-1	2	Sustained Hits 1
<b>Paragon missile launcher - prioris</b>	36"	2	2+	9	-2	D6	-
<b>Paragon missile launcher - sanctorum</b>	36"	2D6	2+	4	0	1	Blast

Unit	M	T	SV	W	LD	OC
<b>Morvenn Vahl</b>	8"	6	2+	8	6+	2

## Saint Celestine [135pts]

**Categories:** FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH, EPIC HERO

**Rules:** *Acts of Faith, Deep Strike, Leader*

**Abilities:** *Healing Tears, Invulnerable Save, Leader, Lifewards, Miraculous Intervention*

### Geminae Superia

**Selections:** Bolt Pistol, Power Weapon

**Categories:** INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM

**Rules:** *Pistol*

**Melee Weapons:** *Power Weapon*, **Ranged Weapons:** *Bolt Pistol*, **Unit:** *Geminae Superia*

### Geminae Superia

**Selections:** Bolt Pistol, Power Weapon

**Categories:** INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM

**Rules:** *Pistol*

**Melee Weapons:** *Power Weapon*, **Ranged Weapons:** *Bolt Pistol*, **Unit:** *Geminae Superia*

### Saint Celestine

**Selections:** The Ardent Blade

**Categories:** EPIC HERO, INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, CHARACTER, SAINT CELESTINE

**Rules:** *Devastating Wounds, Ignores Cover, Torrent*

**Melee Weapons:** *The Ardent Blade*, **Ranged Weapons:** *The Ardent Blade*, **Unit:** *Saint Celestine*

Abilities	Description
<b>Healing Tears</b>	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.
<b>Invulnerable Save</b>	Models in this units have a 4+ invulnerable save.
<b>Leader</b>	This unit can be attached to the following units: <ul style="list-style-type: none"> <li>■ Seraphim Squad</li> <li>■ Zephyrim Squad</li> </ul>
<b>Lifewards</b>	While this unit contains one or more Geminae Superia models, Celestine has the Feel No Pain 4+ ability.
<b>Miraculous Intervention</b>	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.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Power Weapon</b>	Melee	3	3+	4	-2	1	-
<b>The Ardent Blade</b>	Melee	5	2+	6	-3	2	Devastating Wounds

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Bolt Pistol</b>	12"	1	3+	4	0	1	Pistol
<b>The Ardent Blade</b>	12"	D6	N/A	6	-2	1	Ignores Cover, Torrent

Unit	M	T	SV	W	LD	OC
<b>Geminae Superia</b>	12"	3	2	2	7+	1
<b>Saint Celestine</b>	12"	3	2+	5	6+	1

## Character [60pts]

## Canoness [60pts]

**Selections:** Blessed blade, Inferno pistol, Sainly Example [10pts]

**Categories:** CHARACTER, INFANTRY, GRENADES, CANONESS, FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH

**Rules:** *Acts of Faith, Leader, Melta, Pistol*

**Abilities:** *Invulnerable Save, Lead the Righteous, Leader, Sainly Example, The Emperor's Grace, Melee*

**Weapons:** *Blessed blade, Ranged Weapons: Inferno Pistol, Unit: Canoness*

Abilities	Description
<b>Invulnerable Save</b>	This model has an invulnerable save of 4+
<b>Lead the Righteous</b>	While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.
<b>Leader</b>	This unit can be attached to the following units: - BATTLE SISTERS SQUAD - CELESTIAN SACRESANTS
<b>Sainly Example</b>	ADEPTA SORORITAS model only. When the bearer is destroyed, you gain an additional D3 Miracle dice.
<b>The Emperor's Grace</b>	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.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Blessed blade</b>	Melee	3	2+	6	-2	2	-

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Inferno Pistol</b>	6"	1	2+	8	-4	D3	Melta 2, Pistol

Unit	M	T	SV	W	LD	OC
<b>Canoness</b>	6"	3	3+	4	7+	1

## Battleline [200pts]

### Battle Sisters Squad [100pts]

**Categories:** INFANTRY, BATTLELINE, GRENADES, BATTLE SISTERS SQUAD, FACTION: ADEPTA SORORITAS, IMPERIUM, FACTION: ACTS OF FAITH

**Abilities:** *Cherub, Defenders of the Faith, Invulnerable Save*

#### 6x Battle Sister

**Selections:** 6x Bolt Pistol, 6x Boltgun, 6x Close combat weapon

**Rules:** *Assault, Pistol, Rapid Fire*

**Melee Weapons:** *Close combat weapon, Ranged Weapons: Bolt Pistol, Boltgun, Unit: Battle Sister*

#### Battle Sister w/ Simulacrum Imperialus

**Selections:** Bolt Pistol, Boltgun, Close combat weapon, Simulacrum Imperialis

**Rules:** *Assault, Pistol, Rapid Fire*

**Abilities:** *Simulacrum Imperialis, Melee Weapons: Close combat weapon, Ranged Weapons: Bolt Pistol, Boltgun, Unit: Battle Sister*

#### Battle Sister w/ Special or Heavy Weapon

**Selections:** Bolt Pistol, Close combat weapon, Ministorum heavy flamer

**Rules:** *Ignores Cover, Pistol, Torrent*

**Melee Weapons:** *Close combat weapon, Ranged Weapons: Bolt Pistol, Ministorum heavy flamer, Unit:*

### Battle Sister

#### Battle Sister w/ Special Weapon

**Selections:** Bolt Pistol, Close combat weapon, Ministorum flamer

**Rules:** *Ignores Cover, Pistol, Torrent*

**Melee Weapons:** *Close combat weapon*, **Ranged Weapons:** *Bolt Pistol, Ministorum flamer*, **Unit:** *Battle Sister*

#### Sister Superior

**Selections:** Bolt Pistol, Boltgun, Close combat weapon, Power weapon

**Rules:** *Assault, Pistol, Rapid Fire*

**Melee Weapons:** *Close combat weapon, Power weapon*, **Ranged Weapons:** *Bolt Pistol, Boltgun*, **Unit:** *Battle Sister*

Abilities	Description
<b>Cherub</b>	Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.
<b>Defenders of the Faith</b>	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.
<b>Invulnerable Save</b>	This model has an invulnerable save of 6+
<b>Simulacrum Imperialis</b>	Each time a unit is destroyed by the bearer's unit, you gain 1 Miracle dice.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Close combat weapon</b>	Melee	1	4+	3	0	1	-
<b>Power weapon</b>	Melee	2	4+	4	-2	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Bolt Pistol</b>	12"	1	3+	4	0	1	Pistol
<b>Boltgun</b>	24"	1	3+	4	0	1	Rapid Fire 1
<b>Ministorum flamer</b>	12"	D6	N/A	5	0	1	Ignores Cover, Torrent
<b>Ministorum heavy flamer</b>	12"	D6	N/A	6	-1	1	Ignores Cover, Torrent

Unit	M	T	SV	W	LD	OC
<b>Battle Sister</b>	6"	3	3+	1	7+	2

### Battle Sisters Squad [100pts]

**Categories:** INFANTRY, BATTLELINE, GRENADES, BATTLE SISTERS SQUAD, FACTION: ADEPTA SORORITAS, IMPERIUM, FACTION: ACTS OF FAITH

**Abilities:** *Cherub, Defenders of the Faith, Invulnerable Save*

#### 6x Battle Sister

**Selections:** 6x Bolt Pistol, 6x Boltgun, 6x Close combat weapon

**Rules:** *Assault, Pistol, Rapid Fire*

**Melee Weapons:** *Close combat weapon*, **Ranged Weapons:** *Bolt Pistol, Boltgun*, **Unit:** *Battle Sister*

#### Battle Sister w/ Simulacrum Imperialis

**Selections:** Bolt Pistol, Boltgun, Close combat weapon, Simulacrum Imperialis

**Rules:** *Assault, Pistol, Rapid Fire*

**Abilities:** *Simulacrum Imperialis*, **Melee Weapons:** *Close combat weapon*, **Ranged Weapons:** *Bolt Pistol, Boltgun*, **Unit:** *Battle Sister*

### Battle Sister w/ Special or Heavy Weapon

**Selections:** Bolt Pistol, Close combat weapon, Ministorum heavy flamer

**Rules:** *Ignores Cover, Pistol, Torrent*

**Melee Weapons:** *Close combat weapon*, **Ranged Weapons:** *Bolt Pistol, Ministorum heavy flamer*, **Unit:** *Battle Sister*

### Battle Sister w/ Special Weapon

**Selections:** Bolt Pistol, Close combat weapon, Ministorum flamer

**Rules:** *Ignores Cover, Pistol, Torrent*

**Melee Weapons:** *Close combat weapon*, **Ranged Weapons:** *Bolt Pistol, Ministorum flamer*, **Unit:** *Battle Sister*

### Sister Superior

**Selections:** Bolt Pistol, Boltgun, Close combat weapon, Power weapon

**Rules:** *Assault, Pistol, Rapid Fire*

**Melee Weapons:** *Close combat weapon, Power weapon*, **Ranged Weapons:** *Bolt Pistol, Boltgun*, **Unit:** *Battle Sister*

Abilities	Description
<b>Cherub</b>	Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.
<b>Defenders of the Faith</b>	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.
<b>Invulnerable Save</b>	This model has an invulnerable save of 6+
<b>Simulacrum Imperialis</b>	Each time a unit is destroyed by the bearer's unit, you gain 1 Miracle dice.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Close combat weapon</b>	Melee	1	4+	3	0	1	-
<b>Power weapon</b>	Melee	2	4+	4	-2	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Bolt Pistol</b>	12"	1	3+	4	0	1	Pistol
<b>Boltgun</b>	24"	1	3+	4	0	1	Rapid Fire 1
<b>Ministorum flamer</b>	12"	D6	N/A	5	0	1	Ignores Cover, Torrent
<b>Ministorum heavy flamer</b>	12"	D6	N/A	6	-1	1	Ignores Cover, Torrent

Unit	M	T	SV	W	LD	OC
<b>Battle Sister</b>	6"	3	3+	1	7+	2

**Infantry [365pts]**

## Retributor Squad [105pts]

**Categories:** INFANTRY, GRENADES, IMPERIUM, RETRIBUTOR SQUAD, FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH

**Rules:** *Acts of Faith*

**Abilities:** *Cherubs, Invulnerable Save, Storm of Retribution*

### Retributor

**Selections:** Multi-melta

**Rules:** *Heavy, Melta*

**Ranged Weapons:** *Multi-melta, Unit: Retributor*

### Retributor

**Selections:** Multi-melta

**Rules:** *Heavy, Melta*

**Ranged Weapons:** *Multi-melta, Unit: Retributor*

### Retributor

**Selections:** Multi-melta

**Rules:** *Heavy, Melta*

**Ranged Weapons:** *Multi-melta, Unit: Retributor*

### Retributor

**Selections:** Multi-melta

**Rules:** *Heavy, Melta*

**Ranged Weapons:** *Multi-melta, Unit: Retributor*

### Retributor Superior

**Selections:** Bolt Pistol, Close Combat Weapon, Inferno pistol, Power weapon

**Rules:** *Melta, Pistol*

**Melee Weapons:** *Close combat weapon, Power weapon, Ranged Weapons:* *Bolt Pistol, Inferno pistol, Unit:* *Retributor Superior*

Abilities	Description
<b>Cherubs</b>	Twice per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.
<b>Invulnerable Save</b>	Models in this units have an invulnerable save of 6+
<b>Storm of Retribution</b>	Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Close combat weapon</b>	Melee	1	4+	3	0	1	-
<b>Power weapon</b>	Melee	2	4+	4	-2	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Bolt Pistol</b>	12"	1	3+	4	0	1	Pistol
<b>Inferno pistol</b>	6"	1	3+	8	-4	D3	Melta 2, Pistol
<b>Multi-melta</b>	18"	2	4+	9	-4	D6	Heavy, Melta 2

Unit	M	T	SV	W	LD	OC
<b>Retributor</b>	6"	3	3+	1	7+	2
<b>Retributor Superior</b>	6"	3	3+	1	7+	2

## Seraphim Squad [140pts]

**Categories:** INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, SERAPHIM SQUAD, FACTION: ADEPTA SORORITAS, FACTION:

ACTS OF FAITH

**Rules:** *Acts of Faith, Deep Strike*

**Abilities:** *Angelic Ascent, Invulnerable Save*

**5x Seraphim**

**Selections:** 5x Close combat weapon

**Melee Weapons:** *Close combat weapon, Unit: Seraphim*

**5x 2 Bolt Pistols**

**Selections:** 10x Bolt Pistol

**Rules:** *Pistol*

**Ranged Weapons:** *Bolt Pistol*

**Seraphim Superior**

**Selections:** Close combat weapon

**Melee Weapons:** *Close combat weapon, Unit: Seraphim*

**Bolt Pistol and Plasma Pistol**

**Selections:** Bolt Pistol, Plasma pistol

**Rules:** *Hazardous, Pistol*

**Ranged Weapons:** *Bolt Pistol, Plasma pistol - standard, Plasma pistol - supercharge*

**Seraphim with Special Weapons**

**Selections:** Close combat weapon

**Melee Weapons:** *Close combat weapon, Unit: Seraphim*

**2x Ministorum Hand Flamers**

**Selections:** 2x Ministorum hand flamer

**Rules:** *Ignores Cover, Pistol, Torrent*

**Ranged Weapons:** *Ministorum hand flamer*

**Seraphim with Special Weapons**

**Selections:** Close combat weapon

**Melee Weapons:** *Close combat weapon, Unit: Seraphim*

**2x Ministorum Hand Flamers**

**Selections:** 2x Ministorum hand flamer

**Rules:** *Ignores Cover, Pistol, Torrent*

**Ranged Weapons:** *Ministorum hand flamer*

**Seraphim with Special Weapons**

**Selections:** Close combat weapon

**Melee Weapons:** *Close combat weapon, Unit: Seraphim*

**2x Ministorum Hand Flamers**

**Selections:** 2x Ministorum hand flamer

**Rules:** *Ignores Cover, Pistol, Torrent*

**Ranged Weapons:** *Ministorum hand flamer*

**Seraphim with Special Weapons**

**Selections:** Close combat weapon

**Melee Weapons:** *Close combat weapon, Unit: Seraphim*

**2x Ministorum Hand Flamers**

**Selections:** 2x Ministorum hand flamer

**Rules:** *Ignores Cover, Pistol, Torrent*

**Ranged Weapons:** *Ministorum hand flamer*



Abilities	Description
<b>Angelic Ascent</b>	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.
<b>Invulnerable Save</b>	Models in this units have an Invulnerable save of 5+.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Close combat weapon	Melee	2	3+	3	0	1	-

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Bolt Pistol	12"	1	3+	4	0	1	Pistol
Ministorum hand flamer	12"	D6	N/A	4	0	1	Ignores Cover, Pistol, Torrent
Plasma pistol - standard	12"	1	3+	7	-2	1	Pistol
Plasma pistol - supercharge	12"	1	3+	8	-3	2	Hazardous, Pistol

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

## Zephyrim Squad [120pts]

**Categories:** INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, ZEPHYRIM SQUAD, FACTION: ACTS OF FAITH, FACTION: ADEPTA SORORITAS

**Rules:** *Acts of Faith*

**Abilities:** *Embodied Prophecy, Invulnerable Save*, **Unit:** *Zephyrim Squad*

### 9x Zephyrim

**Selections:** 9x Bolt Pistol, 9x Power Weapon

**Rules:** *Pistol*

**Melee Weapons:** *Power weapon*, **Ranged Weapons:** *Bolt Pistol*

### Zephyrim Superior

**Selections:** Plasma pistol, Power Weapon, Sacred Banner

**Rules:** *Hazardous, Pistol*

**Abilities:** *Sacred Banner*, **Melee Weapons:** *Power weapon*, **Ranged Weapons:** *Plasma pistol - standard, Plasma pistol - supercharge*

Abilities	Description
<b>Embodied Prophecy</b>	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.
<b>Invulnerable Save</b>	Models in this unit have an Invulnerable save of 5+.
<b>Sacred Banner</b>	You can re-roll Advance and Charge rolls made for the bearer's unit.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Power weapon	Melee	3	3+	4	-2	1	-

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Bolt Pistol	12"	1	3+	4	0	1	Pistol
Plasma pistol - standard	12"	1	3+	7	-2	1	Pistol
Plasma pistol - supercharge	12"	1	3+	8	-3	2	Hazardous, Pistol

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

## Vehicle [530pts]

## Exorcist [180pts]

**Selections:** Armoured tracks, Exorcist Missile Launcher, Heavy Bolter, Hunter-Killer Missile

**Categories:** VEHICLE, SMOKE, IMPERIUM, EXORCIST, FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH

**Rules:** *Acts of Faith, Deadly Demise, Heavy, Indirect Fire, One Shot, Sustained Hits*

**Abilities:** *Damaged: 1-4 Wounds Remaining, Deadly Demise, Invulnerable Save, Mobile Shrine, Melee*

**Weapons:** *Armoured tracks, Ranged Weapons: Exorcist Missile Launcher, Heavy Bolter, Hunter-killer missile,*

**Unit:** *Exorcist*

Abilities	Description
<b>Damaged: 1-4 Wounds Remaining</b>	While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
<b>Deadly Demise</b>	D3
<b>Invulnerable Save</b>	This model has an invulnerable save of 6+
<b>Mobile Shrine</b>	While a friendly ADEPTA SORORITAS INFANTRY unit is within 6" of this model, improve the Leadership characteristic of models in that unit by 1.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Armoured tracks	Melee	3	4+	6	0	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Exorcist Missile Launcher	36"	D6+2	3+	10	-2	D6	Heavy, Indirect Fire
Heavy Bolter	36"	3	3+	5	-1	2	Sustained Hits 1
Hunter-killer missile	48"	1	2+	14	-3	D6	One Shot

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

## Paragon Warsuits [170pts]

**Categories:** VEHICLE, WALKER, GRENADES, IMPERIUM, PARAGON WARSUITS, FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH

**Rules:** *Acts of Faith*

**Abilities:** *Invulnerable Save, Righteous Paragons*

### Paragon Superior

**Selections:** Bolt Pistol, Multi-melta, Paragon Grenade Launchers, Paragon War Mace

**Rules:** *Melta, Pistol, Twin-linked*

**Melee Weapons:** *Paragon War Mace*, **Ranged Weapons:** *Bolt Pistol, Multi-melta, Paragon Grenade Launchers*, **Unit:** *Paragon Superior*

### Paragon Warsuit

**Selections:** Bolt Pistol, Ministorum heavy flamer, Paragon Grenade Launchers, Paragon War Mace

**Rules:** *Ignores Cover, Pistol, Torrent, Twin-linked*

**Melee Weapons:** *Paragon War Mace*, **Ranged Weapons:** *Bolt Pistol, Ministorum heavy flamer, Paragon Grenade Launchers*, **Unit:** *Paragon Warsuit*

### Paragon Warsuit

**Selections:** Bolt Pistol, Ministorum heavy flamer, Paragon Grenade Launchers, Paragon War Mace

**Rules:** *Ignores Cover, Pistol, Torrent, Twin-linked*

**Melee Weapons:** *Paragon War Mace*, **Ranged Weapons:** *Bolt Pistol, Ministorum heavy flamer, Paragon Grenade Launchers*, **Unit:** *Paragon Warsuit*

Abilities	Description
<b>Invulnerable Save</b>	Models in this units have an Invulnerable save of 4+.
<b>Righteous Paragons</b>	This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Paragon War Mace</b>	Melee	3	4+	12	-1	3	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Bolt Pistol</b>	12"	1	3+	4	0	1	Pistol
<b>Ministorum heavy flamer</b>	12"	D6	N/A	6	-1	1	Ignores Cover, Torrent
<b>Multi-melta</b>	18"	2	3+	9	-4	D6	Melta 2
<b>Paragon Grenade Launchers</b>	24"	1	3+	9	-2	D3	Twin-Linked

Unit	M	T	SV	W	LD	OC
<b>Paragon Superior</b>	8"	6	2+	4	7+	2
<b>Paragon Warsuit</b>	8"	6	2+	4	7+	2

### Penitent Engines [120pts]

**Categories:** VEHICLE, WALKER, IMPERIUM, PENITENT ENGINES, FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH

**Rules:** *Acts of Faith, Deadly Demise 1, Feel No Pain 5+*

**Abilities:** *Endless Suffering*

#### Penitent Engine

**Selections:** Penitent Flamers, Twin Penitent Buzz-Blades

**Rules:** *Assault, Ignores Cover, Sustained Hits, Torrent, Twin-linked*

**Melee Weapons:** *Twin Penitent Buzz-Blades*, **Ranged Weapons:** *Penitent Flamers*, **Unit:** *Penitent Engine*

#### Penitent Engine

**Selections:** Penitent Flamers, Twin Penitent Buzz-Blades

**Rules:** *Assault, Ignores Cover, Sustained Hits, Torrent, Twin-linked*

**Melee Weapons:** *Twin Penitent Buzz-Blades*, **Ranged Weapons:** *Penitent Flamers*, **Unit:** *Penitent Engine*

Abilities	Description
<b>Endless Suffering</b>	This unit is eligible to declare a charge in a turn in which it Advanced

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Twin Penitent Buzz-Blades</b>	Melee	4	4+	10	-3	2	Sustained Hits 1, Twin-Linked

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Penitent Flamers</b>	12"	2D6	N/A	5	0	1	Assault, Ignores Cover, Torrent, Twin-Linked

Unit	M	T	SV	W	LD	OC
<b>Penitent Engine</b>	8"	6	4+	5	7+	2

### Penitent Engines [60pts]

**Categories:** VEHICLE, WALKER, IMPERIUM, PENITENT ENGINES, FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH

**Rules:** *Acts of Faith, Deadly Demise 1, Feel No Pain 5+*

**Abilities:** *Endless Suffering*

#### Penitent Engine

**Selections:** Penitent Flamers, Twin Penitent Buzz-Blades

**Rules:** *Assault, Ignores Cover, Sustained Hits, Torrent, Twin-linked*

**Melee Weapons:** *Twin Penitent Buzz-Blades*, **Ranged Weapons:** *Penitent Flamers*, **Unit:** *Penitent Engine*

Abilities	Description
<b>Endless Suffering</b>	This unit is eligible to declare a charge in a turn in which it Advanced

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Twin Penitent Buzz-Blades</b>	Melee	4	4+	10	-3	2	Sustained Hits 1, Twin-Linked

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Penitent Flamers</b>	12"	2D6	N/A	5	0	1	Assault, Ignores Cover, Torrent, Twin-Linked

Unit	M	T	SV	W	LD	OC
<b>Penitent Engine</b>	8"	6	4+	5	7+	2

## Dedicated Transport [115pts]

### Immolator [115pts]

**Selections:** Armoured tracks, Heavy Bolter, Hunter-Killer Missile, Immolation Flamers

**Categories:** DEDICATED TRANSPORT, VEHICLE, SMOKE, TRANSPORT, IMPERIUM, IMMOLATOR, FACTION: ADEPTA SORORITAS, FACTION: ACTS OF FAITH

**Rules:** *Acts of Faith, Deadly Demise, One Shot*

**Abilities:** *Deadly Demise, Fire Support, Invulnerable Save, Transport*, **Melee Weapons:** *Armoured tracks*,

**Ranged Weapons:** *Heavy Bolter, Hunter-killer missile, Immolation Flamers*, **Unit:** *Immolator*

Abilities	Description
<b>Deadly Demise</b>	D3
<b>Fire Support</b>	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.
<b>Invulnerable Save</b>	This model has an invulnerable save of 6+
<b>Transport</b>	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 NOVIATIAE 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.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Armoured tracks</b>	Melee	3	4+	6	0	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Heavy Bolter</b>	36"	3	3+	5	-1	2	Sustained Hits 1
<b>Hunter-killer missile</b>	48"	1	2+	14	-3	D6	One Shot
<b>Immolation Flamers</b>	18"	2D6	N/A	6	-1	1	Ignores Cover, Torrent

Unit	M	T	SV	W	LD	OC
<b>Immolator</b>	12"	10	3+	11	7+	2

## Allied Units [445pts]

## Knight Crusader [445pts]

**Selections:** Avenger gatling cannon, Heavy flamer, Meltagun, Stormspear rocket pod, Titanic feet

**Categories:** VEHICLE, WALKER, TITANIC, TOWERING, CHARACTER, IMPERIUM, FACTION: IMPERIAL KNIGHTS, KNIGHT CRUSADER, QUESTORIS, ALLIED UNITS

**Rules:** *Bondsman Abilities, Deadly Demise D6, Ignores Cover, Melta, Super-Heavy Walker, Sustained Hits, Torrent*

**Abilities:** *Crusader's Duty (Bondsman), Damaged: 1-7 Wounds Remaining, Invulnerable Save (5+\*), Punishing Salvoes, Melee Weapons: Titanic feet, Ranged Weapons: Avenger gatling cannon, Heavy flamer, Meltagun, Stormspear rocket pod, Unit: Knight Crusader*

### Rapid-fire battlecannon and Questoris heavy stubber

**Selections:** Questoris heavy stubber, Rapid-fire battle cannon

**Rules:** *Blast, Rapid Fire*

**Ranged Weapons:** *Questoris heavy stubber, Rapid-fire battle cannon*

Abilities	Description
<b>Crusader's Duty (Bondsman)</b>	While a model is affected by this ability, each time that model makes a ranged attack, add 1 to the Hit roll.
<b>Damaged: 1-7 Wounds Remaining</b>	While this model has 1-7 wounds remaining, subtract 5 from this models Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
<b>Invulnerable Save (5+*)</b>	This model has a 5+ invulnerable save against ranged attacks.
<b>Punishing Salvoes</b>	In your Movement phase, if this model Remains Stationary, until the start of your next Movement phase, this model's ranged weapons have the [SUSTAINED HITS 1] ability.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
<b>Titanic feet</b>	Melee	4	3+	8	-1	2	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
<b>Avenger gatling cannon</b>	36"	18	3+	6	-2	2	
<b>Heavy flamer</b>	12"	D6	N/A	5	-1	1	Ignores Cover, Torrent
<b>Meltagun</b>	12"	1	3+	9	-4	D6	Melta 2
<b>Questoris heavy stubber</b>	36"	3	3+	4	-1	1	Rapid Fire 3
<b>Rapid-fire battle cannon</b>	72"	D6+3	3+	10	-1	3	Blast, Rapid Fire D6+3
<b>Stormspear rocket pod</b>	48"	3	3+	8	-2	D6	

Unit	M	T	SV	W	LD	OC
<b>Knight Crusader</b>	10"	12	3+	22	6+	10

## Selection Rules

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

### GAINING MIRACLE DICE

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

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

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

pool.

### PERFORMING AN ACT OF FAITH

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

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

**Assault:** Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with.

**Blast:** Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

**Bondsman Abilities:** Some QUESTORIS models have a Bondsman ability, tagged with the word 'Bondsman'. In your Command phase, one or more models from your army with a Bondsman ability can use that ability. For each one that does, select one friendly ARMIGER model within 12" of that model (you cannot select an ARMIGER model that is already being affected by a Bondsman ability). Until the start of your next Command phase, the ARMIGER model you selected is affected by that Bondsman ability.

**Deadly Demise:** Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, 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").

**Deadly Demise 1:** Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, 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").

**Deadly Demise D6:** Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, 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").

**Deep Strike:** During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

**Devastating Wounds:** Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved

**Feel No Pain 5+:** Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.

**Hazardous:** Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, if one or more models attack with Hazardous weapons, then after that unit has resolved all of its attacks, you must take one Hazardous test for each Hazardous weapon that was just used by rolling one D6. For each roll of 1, that test is failed and one model in that unit equipped with a Hazardous weapon is destroyed (selected by the controlling player), unless



that model is a Character, Monster or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character model in an Attached unit, the mortal wounds suffered must be allocated to that model first, even if there is another model in that unit that has lost one or more wounds or has had attacks allocated to it this phase.

**Heavy:** Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.

**Ignores Cover:** Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.

**Indirect Fire:** Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit even though none may have been visible to the attacking unit when you selected that target.

If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll and the target has the Benefit of Cover against that attack.

**Leader:** While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.

**Melta:** Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'.

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

**Pistol:** Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

**Rapid Fire:** Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.

**Super-Heavy Walker:** Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

**Supreme Commander:** If this model is in your army, it must be your WARLORD.

**Sustained Hits:** Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'

**The Blood of Martyrs:** 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.

**Torrent:** Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.

**Twin-linked:** Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.