

Adepta Sororitas Special Rules: The following special rule applies to all models in an adepta sororitas kill team except callidus assassins.

Shield of Faith: This model has a 6+ inv save. If this model gains an invulnerable save from another source, increase that save by one (From 6+ to 5+ or from 5+ to 4+)

Celestian - Kill Team Leader

Cost to Recruit: 185 points

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	2	9

Adepta Sororitas kill teams are led by veteran troops, sisters who have faced down with the worst beings in existence and not blinked.

Holy Inspiration: Any fighter within 12" of their kill team's Celestian can use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken. In addition, any fighters within 12" of their kill team's Celestian may test to recover from pinning as if they were within 2" of a friendly fighter.

Wargear: A Celestian has a combat blade and power armour. In addition, a Celestian can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Battle Sister - Trooper

Cost to Recruit: 90 points

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	8

A Battle Sister is a battle tested and ready warrior who has learned to trust her armour and the sisters by her side.

Wargear: A battle sister has a combat blade and power armour. In addition, a battle sister can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Novice - New Recruit

Cost to Recruit: 80 points

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	8

Novices are fresh from the schola progenitum. While well trained, they are inexperienced with the harshness of the universe and not quite as quick on the draw.

Wargear: A Novice has a combat blade and power armour. In addition, a Novice can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

Dominion - Specialist

Cost to Recruit: 100 points

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	8

Dominions are the weapon specialists of the Sisters of battle, skilled in a variety of weapons and surprisingly quiet on their feet, they well at home waiting for a chance to ambush a foe with overwhelming power.

Wargear: A Dominion has a combat blade and power armour. In addition, a Dominion can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Heavy Weapons, Special Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Adepta Sororitas Weapon and Equipment List**Ammunition**

Holy Promethium** 20

**Can be purchased for hand flammers, flammers and heavy flammers only.

Grenades

Frag Grenades 25

Krak Grenades 40

Melta Bombs* 30

*Celestian only

Miscellaneous

Clip Harness 10

Photo Visor 15

Red-Dot Laser Sight 15

Telescopic Sight 20

Weapon Reload Half cost of the weapon in points.

Hand to Hand Weapons

Combat Blade (Knife) 5

Assault Blade (Sword) 15

Chainsword 25

Sarissa 30

Power Sword* 50

*Celestian only

Pistols

Bolt Pistol 25

Hand Flamer 15

Plasma Pistol* 50

Inferno Pistol* 70

*Celestian only

Basic Weapons

Boltgun	35
Storm Bolter*	50

*Celestian and Dominions only.

Heavy Weapons

Heavy Bolter	180
Multimelta	150

Special Weapons

Flamer	40
Heavy Flamer	100
Meltagun	95

Weapons and Equipment

Sarrissa

Range	Strength	Damage	Save mod
Close Combat	4	1	-2

A heavy chainsaw bayonet designed for adeptas sororitas weapons, a Sarrissa provides an excellent shield against charging foes as the speed and ferocity of a charge is easily halted by reach and whirring blades.

Mounted: A fighter can only use a Sarrissa if they have a basic or special weapon.

Two Handed: It requires two hands to use a massive weapon so it can never be used with another weapon.

Brace: A model charging this fighter gains no bonuses for charging.

Noisy: This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

Eviscerator

Range	Strength	Damage	Save mod
Close Combat	8	d3	-7

Ripping Teeth: Enemy fighters cannot parry against a fighter that is attacking with an eviscerator.

Two Handed: It requires two hands to use a massive weapon so it can never be used with another weapon.

Noisy: This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

Phase Sword

Range	Strength	Damage	Save mod
Close Combat	As User	d3	-5

Parry: Fighters with swords are able to parry.

Phasing Strikes: On rolls to wound of 6, a Phase Sword performs a phasing strike. Invulnerable Saves and iron jaw checks cannot be taken against phasing strikes.

Inferno Pistol

Range		To Hit					
Short	Long	Short	Long	Str	Dam	Save Mod	Ammo Roll
0-4"	4-8"	+0	-1	8	d6	-5	5+

Multimelta

Range		To Hit					
Short	Long	Short	Long	Str	Dam	Save Mod	Ammo Roll
0-12"	12-24"	0	0	8	d6	-5	5+

Poisoned Blades

Range		To Hit					
Short	Long	Short	Long	Str	Dam	Save Mod	Ammo Roll
0-8"	8-16"	+1	0	As User	1	-2	2+

Silent: This weapon is silent.

Poisoned: This weapon will always wound enemy fighters on a 3+, regardless of their Toughness unless it would require less.

Neural Shredder

Range		To Hit					
Short	Long	Short	Long	Str	Dam	Save Mod	Ammo Roll
Template		-	-	1	d3	-5	4+

Shred Minds: This weapon will always wound enemy fighters on a 4+, regardless of their Toughness unless it would require less. The Neural Shredder's shot is represented by the teardrop-shaped flamer template.

Holy Promethium

Holy Judgement: When firing Holy Promethium, this weapon will always wound enemy fighters on a 4+, regardless of their Toughness unless it would require less, until they run out of ammunition, after which they may continue to fire with their standard ammunition.

Divine Terror: When firing Holy Promethium, you may cause any fighter hit by your weapon to immediately perform a leadership test, becoming broken on a fail, until they run out of ammunition, after which they may continue to fire with their standard ammunition.

Rare Ammunition: A fighter equipped with a weapon reload cannot re-roll a failed Ammo roll for their Blessed Ammunition – the re-roll only applies to the first failed ammo roll they make for their weapon's standard ammunition.

Seraphim Jump Pack: A fighter with a seraphim jump pack treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain. In addition, a fighter with a seraphim jump pack never suffers falling damage.

Polymorphine: A fighter with polymorphine is hard to recognise as not a member of their own warband. A fighter with polymorphine does not stop being hidden if it is in direct line of sight, though it still must be out of line of sight to hide.

Adepta Sororitas Special Operatives

Sister Hospitaller

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	9

Sisters Hospitaller are skilled doctors and field medics, each one a master in her field and fearless in her devotion to helping save her sisters from death. While not militant sisters, many of them are seconded to battle sister groups to help them in times of great medical need.

Wargear: A Sister Hospitaller has a combat blade, bolt pistol and power armour.

Medical Miracles: Figures within 6" of a Sister Hospitaller subtract 2, to a minimum of one, from their recovery phase injury rolls (Including for injuries caused by toxic weapons or toxic rounds). In addition, as long as this fighter didn't go out of action, you may reroll any Serious Injury rolls.

Seraphim

M	WS	BS	S	T	W	I	A	Ld
8	4	4	3	3	1	4	2	9

Seraphim are some of the most elite of the Adepta Sororitas, masters of the traditional martial arts of the order. Rising over the battlefield on wings of flame they seek out the most dangerous opponents and strike them down with divine judgement. In times of great danger a kill team could call on the aid of one of these avenging angels.

Wargear: A Seraphim has a chainsword, two bolt pistols, frag grenades, krak grenades, melta bombs seraphim jump pack and power armour. She may also do any of the following:

Exchange her bolt pistols for two inferno pistols

Exchange her bolt pistols for two hand flamers with holy promethium

Angelic Halo: This fighter's shield of faith provides a 5+ Invulnerable Save rather than a 6+. If they would receive an invulnerable save from another source, increase that save by two.

Gunfighter: This fighter can use two pistols at once, granting them an extra shooting attack when they shoot, following the usual rules. They can only use this extra attack when armed with a pistol in each hand.

Jump Back: At the start of any hand-to-hand combat phase this fighter may attempt to disengage by jumping back. The fighter must take an initiative test to do this. If the test is passed they may immediately jump back 2", leaving any hand to hand opponents behind. If the test is failed then they must remain and continue to fight as normal.

Sister Oblatia

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	3	2	8

The Repentia are for those sisters who believe they have performed a sin worthy of crime. Sisters Oblatia are those who have taken on the burden of another. A friend who died before they could repent, a family or even another world. Dead woman walking, they seek to even the scales and earn repentance for those they care for. Given freedom to earn this repentance in a way they believe best many of them travel alone, joining up with kill teams for a time to perform a great deed and then moving on again.

Wargear: A Sister Oblatia has an Eviscerator.

Only in death does duty end: When this fighter is wounded, make a toughness test for them. If the toughness test is passed, ignore the wound.

Driven by repentance: A fighter with this rule never needs to make fear or terror tests, cannot be pinned unless it is by high impact weapons and has the frenzy rule.

Balance the scales: When this fighter is taken out of action, if they are in close combat, each enemy fighter in close combat with them takes a single hit from a melee weapon this fighter wields before they are removed from play.

Callidus Assassin

M	WS	BS	S	T	W	I	A	Ld
8	8	8	4	4	2	7	4	10

Temple assassins are the greatest warriors of the imperium, shrouded in mystery and shadow and each the match for an entire troop of lesser people. Such figures are called upon only in the times of greatest threat and rarely answer. Still, it is not unheard for imperial units in a desperate situation to find enemy units wiped out with no sign of who saved them. Even among the temple assassins the Callidus work unseen, clad in the face of another.

Wargear: A callidus assassin has poisoned knives, a neural shredder, a phase sword and polymorphine.

Temple Assassin: The callidus assassin has a 4+ invulnerable save, is immune to fear and terror and cannot be pinned.

Covert Operations: If you expend a promethium cache to hire a Callidus, she is the only fighter you can use for the duration of that mission! The Callidus counts as your kill team's leader for all rules purposes when playing the mission.

Reign of Confusion: At the start of this fighters turn, you may pick an enemy fighter on the board. That fighter must make a leadership test or be broken.

Premium Bounty: If a Callidus Assassin is down or out of action at the end of a mission, the enemy kill team secures an additional D3 promethium caches.

Skill types available								
Subfaction	Role	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Ebon Chalice	Trooper		✓		✓		✓	
	Specialist		✓	✓	✓		✓	
	Leader	✓	✓	✓	✓		✓	✓
Sacred Rose	Trooper		✓	✓			✓	
	Specialist		✓	✓	✓		✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Valorous Heart	Trooper	✓	✓		✓			
	Specialist	✓	✓		✓	✓		
	Leader	✓	✓	✓	✓	✓	✓	
Special	May take power swords on specialists but may not take heavy weapons. Specialists are WS 4 and cost 120.							