

# KILL TEAM

# ADEPTA SORORITAS



## CODIX: ADEPTA SORORITAS

This team list uses the special rules and wargear found in the digital editions of Codex: Adepta Sororitas. If a rule differs from the Codex, it will be clearly stated.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

## MARTYRDOM

If a Adepta Sororitas Team Leader is removed as a casualty during the battle, all friendly units with the Acts of Faith special rule automatically pass all Leadership tests until the end of your next turn.

## WAR HYMNS

A model with the War Hymns special rule may use War Hymns as detailed in the codex. All friendly models within 6" of this model count as being within his unit when determining who is affected by a War Hymn.

## ACTS OF FAITH

Do not use the rules for Acts of Faith in the codex, instead use the following rules.

Depending on how you have constructed your Adepta Sororitas team will determine which Acts of Faith you will have access to during a game. To gain access to a specific Act of Faith, you will need to have taken at least two of the models specified in parenthesis after the Act

of Faith's name below. For example, to gain access to 'Hand of the Emperor' you must have at least two Celestians present in your team at the start of the battle, this also includes any Team Leaders that count as such. The exception to this is The Passion, all Adepta Sororitas Team Leaders have access to this Act of Faith.

If the Team leader is still alive, she may attempt to use as many Act of Faiths as she has available to her. This is done at the start of a phase, as detailed in the Act of Faith description. All Acts of Faith are one use only. To use one, the Team Leader must take a Leadership test. If the test is failed, nothing happens and you cannot attempt to use that Act of Faith again for the rest of the battle. If the test is passed, the Act of Faith is successful and you follow whatever rules the Act of Faith describes.

**The Passion:** One use only. This Act of Faith can be used in either player's Assault phase. If successful, The Team leader and all models within 6" gain the Hatred special rule until the end of the current phase.

**Hand of the Emperor (Celestians):** One use only. This Act of Faith is used in a friendly Assault phase. If successful, all Celestians in your team gain the Furious Charge special rule until the end of the current phase.

**Spirit of the Martyr (Sisters Repentia):** One use only. This Act of Faith can be used in either player's Assault phase. If successful, all Sisters Repentia in your team gain the Feel No Pain (3+) special rule until the end of the current phase.

**Light of the Emperor (Battle Sisters):** One use only. This Act of Faith can be used either in your Shooting phase or in either player's Assault phase. If successful, the Team Leader and all Battle Sisters in your team gain the Preferred Enemy special rule until the end of the current phase.

**Holy Fusillade (Dominions):** One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons wielded by any Dominions in your team gain the Ignores Cover special rule until the end of the current phase.

**Divine Guidance (Retributors):** One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons welded by any Retributors in your team gain the Rending special rule until the end of the current phase.

**The Emperor's Deliverance (Seraphim):** One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons welded by any Seraphims in your team gain the Shred special rule until the end of the current phase.

# TEAM LEADERS

## CELESTIAN SUPERIOR

14 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	3+

### Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

### Special Rules:

- Inspiring Presence
- Acts of Faith
- Shield of Faith
- Celestian\*

### Celestian:

A Celestian Superior counts as a Celestian with regards to Acts of Faith.

### Options:

- May replace any weapon with:
  - Chainsword Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Condemnor Boltgun 10 pts
  - Power Weapon 15 pts
  - Plasma Pistol 15 pts
  - Inferno Pistol 15 pts
  - Eviscerator 30 pts
- May take the following:
  - Melta Bomb 5 pts
- *May take wargear from the Adepta Sororitas armoury including Leader only items.*

## SISTER SUPERIOR

12 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	2	3	1	8	3+

### Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

### Special Rules:

- Inspiring Presence
- Acts of Faith
- Shield of Faith

### Veteran Upgrade:

May upgrade to a *Veteran* for 10 pts. If you do so, the model gains +1 to both its Attack and Leadership characteristics.

### Retributor Upgrade:

May upgrade to a *Retributor Superior* for free. If you do so, the model counts as a Retributor with regards to Acts of Faith, but may not take the Dominion upgrade. Note you can still also take the Veteran upgrade.

### Dominion Upgrade:

May upgrade to a *Dominion Superior* for 1 point. If you do so, the model gains the Scout special rule and counts as a Dominion with regards to Acts of Faith but may not take the Retributor upgrade. Note you can still also take the Veteran upgrade.

### Options:

- May replace any weapon with:
  - Chainsword Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Condemnor Boltgun 10 pts
  - Power Weapon 15 pts
  - Plasma Pistol 15 pts
- May take the following:
  - Melta Bomb 5 pts
- *May take wargear from the Adepta Sororitas armoury including Leader only items.*

## SERAPHIM SUPERIOR

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	3+

### Unit Type: Jump Infantry

### Wargear:

- Power Armour
- Two Bolt Pistols
- Jump Pack
- Frag & Krak Grenades

### Special Rules:

- Inspiring Presence
- Acts of Faith
- Shield of Faith
- Angelic Visage
- Hit & Run
- Seraphim\*

### Seraphim:

A Seraphim Superior counts as a Seraphim with regards to Acts of Faith.

### Options:

- May replace either Bolt Pistol with:
  - Chainsword Free
  - Power Sword 15 pts
  - Plasma Pistol 15 pts
  - Inferno Pistol 15 pts
- May take the following:
  - Melta Bomb 5 pts
- *May take wargear from the Adepta Sororitas armoury including Leader only items.*

## MISTRESS OF REPENTANCE

29 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	3+

### Wargear:

- Power Armour
- Two Neural Whips
- Frag & Krak Grenades

### Special Rules:

- Inspiring Presence
- Acts of Faith
- Shield of Faith
- Fearless
- Fleet
- Rage
- Leader of Exiles\*
- Sister Repentia\*

### Leader of Exiles:

In a team lead by a Mistress of Repentance, Sister Repentia models *must* be taken as Core.

### Sister Repentia:

A Mistress of Repentance counts as a Sister Repentia with regards to Acts of Faith.

### Options:

- May take the following:
  - Melta Bomb 5 pts
- *May take wargear from the Adepta Sororitas armoury including Leader only items.*

# CORE

## BATTLE SISTER

12 points

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

### Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

### Special Rules:

- Acts of Faith
- Shield of Faith

### Options:

- For every five Battle Sisters you take in your team, one model may replace their Boltgun with:
  - Storm Bolter 5 pts
  - Flamer 5 pts
  - Meltagun 10 pts
  - Heavy Bolter 10 pts
  - Multi-melta 10 pts
  - Heavy Flamer 10 pts

# SPECIAL

## CELESTIAN

14 points

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

### Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

### Special Rules:

- Acts of Faith
- Shield of Faith

### Options:

- One Celestian in your team may replace its Boltgun with:
  - Storm Bolter 5 pts
  - Flamer 5 pts
  - Meltagun 10 pts
  - Heavy Bolter 10 pts
  - Multi-melta 10 pts
  - Heavy Flamer 10 pts
- If you take three or more Celestians in your team, an additional model may replace its Boltgun with:
  - Storm Bolter 3 pts
  - Flamer 5 pts
  - Meltagun 10 pts
- *May take wargear from the Adepta Sororitas armoury.*

## DOMINION

13 points

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

### Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

### Special Rules:

- Acts of Faith
- Shield of Faith
- Scouts

### Options:

- Up to two Dominions may replace their Boltgun with:
  - Storm Bolter 5 pts
  - Flamer 5 pts
  - Meltagun 10 pts

## RETRIBUTOR

12 points

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

### Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

### Special Rules:

- Acts of Faith
- Shield of Faith

### Options:

- Up to two Retributors may replace their Boltgun with:
  - Heavy Bolter 10 pts
  - Multi-melta 10 pts
  - Heavy Flamer 10 pts

## SERAPHIM

15 points

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

### Unit Type: Jump Infantry

### Wargear:

- Power Armour
- Two Bolt Pistol
- Frag & Krak Grenades
- Jump Pack

### Special Rules:

- Acts of Faith
- Shield of Faith
- Angelic Visage
- Hit and Run

### Options:

- May replace both Bolt Pistol with:
  - Two Hand Flamers 10 pts
  - Two Inferno Pistols 30 pts

- *May take wargear from the Adepta Sororitas armoury.*

## DIALOGUS

18 points

*You may only ever take one Dialogus in your Kill Team.*

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

### Laud Hailer:

*Rule Amendment:* If the Dialogus is within 12" of your Team Leader, you may re-roll the Leadership Test when attempting an Act of Faith.

### Wargear:

- Power Armour
- Bolt Pistol
- Frag & Krak Grenades
- Laud Hailer\*

### Special Rules:

- Acts of Faith
- Shield of Faith
- Stubborn

## HOSPITALLER

23 points

You may only ever take one Hospitaller in your Kill Team.

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

### Chirurgion's Tools:

*Rule Amendment:* The Hospitaller and all friendly models within 6" gain the Feel No Pain special rule.

### Wargear:

- Power Armour
- Bolt Pistol
- Frag & Krak Grenades
- Chirurgion's Tools\*

### Special Rules:

- Acts of Faith
- Shield of Faith
- Stubborn

## SISTER REPENTIA

14 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	8	-

### Wargear:

- Eviscerator

### Special Rules:

- Acts of Faith
- Shield of Faith
- Fearless
- Fleet
- Rage

## MINISTORUM PRIEST

25 points

You may only ever take one Ministorum Priest in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	2	7	5+

### Wargear:

- Flak Armour
- Laspistol
- Close Combat Weapon
- Frag & Krak Grenades
- Rosarius

### Special Rules:

- War Hymns
- Zealot
- Righteous Rage\*

### Righteous Rage:

Any friendly models within 6" of the Ministorum Priest gain the Zealot special rule.

### Options:

- May replace any weapon with:
 

- Autogun	Free
- Bolt Pistol	1 pt
- Boltgun	1 pt
- Shotgun	1 pt
- Storm Bolter	5 pts
- Combi-flamer, -melta, -plasma	10 pts
- Condemnor Boltgun	10 pts
- Power Weapon	15 pts
- Plasma Gun	15 pts
- Plasma Pistol	15 pts
- Eviscerator	30 pts
- May take any of the following:
 

- Melta Bomb	5 pts
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- May take wargear from the Adepta Sororitas armoury.

# ARMOURY

### Sword of St. Sabbat (Leader Only) – 20 pts

Saint Sabbat is the namesake of the Sabbat Worlds and inspired the region to rebel against the Ruinous Powers during M35. This weapon is rumoured to belong to the Saint, although this is unconfirmed. The Sword of St. Sabbat has the following profile:

	Range	S	AP	Type
Sword of St. Sabbat	-	User	2	Melee, Anti-warp*

\*Anti-warp: Any model with the Psyker or Daemon special rule hit by this weapon is wounded on a 2+, regardless of its Toughness.

### Blessed Mantle (Leader Only) – 15pts

A magnificent cloak of velvet and fur, blessed in the Ecclesiarchal Palace of Terra to ward away the blows of the Emperor's enemies. The Blessed Mantle grants the model a 5+ invulnerable save.

### Bionic Eye (Leader Only) – 10 pts

The model has had his weak flesh and blood eye replaced with superior equipment. A model with a Bionic Eye has the Night Vision special rule and may reroll any To Hit roll of 1 when shooting.

**Seals of Faith (Leader Only) – 10 pts**

The Seals of Faith contain inspirational writings and sermons and are affixed to various points on the wearers armour. Increases a Leader’s Inspiring Presence radius from 6” to 12”. In addition, the Team Leader and friendly models inside her Inspiring Presence radius are immune to Fear.

**Badge of Sisterhood (Leader Only) – 10 pts**

The Badge of Sisterhood is a badge of office for high-ranking members of the Adepta Sororitas and is believed to have sacred powers of protection. The first time the wearer takes a wound that would cause instant death, only one wound is actually taken. This effect may only be used once per battle.

**Litanies of Devotion (Leader Only) – 5 pts**

The Litanies of Devotion contain the teachings of the Ecclesiarchy. Once per game, the model may successfully use an Act of Faith automatically without the need to pass a Leadership test.

**Condemnor Grenade (Leader Only) – 5 pts**

Condemnor grenades emit a pulse that destabilises a psykers connection with the warp. The grenade has the following profile:

	Range	S	AP	Type
Condemnor Grenade	8”	-	-	Assault 1, Blast, One Shot, Psi-shock*

\*Psi-shock: Any model with the Psyker special rule hit by the weapon suffers Perils of the Warp

**Brazier of Holy Fire (Leader Only) – 5 pts**

This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness. The brazier has the following profile:

	Range	S	AP	Type
Brazier of Holy Fire	Template	5	4	Assault 1, One Shot, Anti-warp*

\*Anti-warp: Any model with the Psyker or Daemon special rule hit by this weapon is wounded on a 2+, regardless of its Toughness.

**Simulacrum Imperialis – 10 pts**

*You may only take one Simulacrum Imperialis.*

**Rule Amendment:** If the Team Leader is removed from the game, a model with the Simulacrum Imperialis may use Acts of Faith in her stead. This is done in the same manner as the Team Leader, using its own Leadership value.

**Master-Crafter Weapon – 10 pts**

Choose a single weapon the model has to gain the Master-crafted special rule.

**Suspensors – 10 pts**

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon even if she has moved in the previous Movement phase – although if she does so, the maximum range of the weapon is halved.

**Smoke Grenades – 10 pts**

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8”	-	-	Assault 1, One Shot Large Blast, Smoke*

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

**Blessed Weapon – 5 pts**

Choose one of the model's weapons to be carefully blessed. The blessed weapon gains the Poisoned (2+) special rule against models with the Psyker special rule.

**Unguents of Warding – 5 pts**

These blessed and pungent ointments can be used to trace sigils of protection onto armour. The model passes Deny the Witch rolls on a 3+.

**Auspex – 5 pts**

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12”. A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

**Bionics – 5 pts**

The model gains the Feel No Pain (6+) special rule.

**Targeter – 5 pts**

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.