

KILL TEAM

ADEPTA SORORITAS



SPECIAL RULES

MARTYRDOM

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

ANTI-WARP

Any model with the Psyker, Brotherhood of Psykers or Daemon special rule hit by this weapon is wounded on a 2+, regardless of its Toughness.

Angelic Leap

A model counts its initiative as one higher when attempting to Hit & Run.

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

TEAM LEADERS

PALATINE

30 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	2	4	3	10	3+

Unit Type: Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Act of Faith: The Passion*
- Martyrdom*
- Shield of Faith
- Stubborn

The Passion:

Rule Amendment: The Palatine and all friendly models within 6" gain the Hatred special rule until the end of the current phase.

Options:

- May replace Boltgun and/or Bolt Pistol with:
 - Chainsword Free
 - Inferno Pistol 10 pts
 - Plasma Pistol 10 pts
 - Hand Flamer 5 pts
 - Eviscerator 25 pts
- May take the following:
 - Melta Bomb 5 pts
- May take options from the **Melee Weapons** and/or **Ranged Weapons** lists.
- *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+

Unit Type: Infantry

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Act of Faith
- Martyrdom*
- Shield of Faith
- Battle Sister*
- Team Leader*

Battle Sister:

A Sister Superior counts as a Battle Sister with regards to Act of Faith.

Team Leader:

Superiors count towards their respective model types for weapon availability. See the table below to see which sergeant counts towards which restriction.

Superior	Battle Sister
Superior with Dominion Upgrade	Dominion
Superior with Retributor Upgrade	Retributor

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.

Dominion Upgrade:

May upgrade to a *Dominion Superior* for 1 point. If you do so, the model gains the Scout special rule and instead 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.

Retributor Upgrade:

May upgrade to a *Retributor Superior* for free. If you do so, the model instead 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.

Options:

- May replace Boltgun and/or Bolt Pistol with:
 - Chainsword Free
 - Plasma Pistol 10 pts
 - Hand Flamer 5 pts
- May take the following:
 - Melta Bomb 5 pts
- May take options from the **Melee Weapons** and/or **Ranged Weapons** lists.
- *May take wargear from the Adepta Sororitas armoury including Leader only items.*

CELESTIAN SUPERIOR

14 points

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

Unit Type: Infantry

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Act of Faith
- Martyrdom*
- Shield of Faith
- Celestian*
- Team Leader*

Celestian:

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

Team Leader:

The Celestian Superiors count towards Celestian count for weapon availability.

Options:

- May replace Boltgun and/or Bolt Pistol with:
 - Chainsword Free
 - Plasma Pistol 10 pts
 - Hand Flamer 5 pts
- May take the following:
 - Melta Bomb 5 pts
 - Storm Shield 10 pts
- May take options from the **Melee Weapons** and/or **Ranged Weapons** lists.
- *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 Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Act of Faith
- Shield of Faith
- Angelic Visage
- Hit & Run
- Seraphim*
- Angelic Leap*
- Martyrdom*
- Team Leader*

Seraphim:

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

Angelic Leap:

A model counts its initiative as one higher when attempting to Hit & Run.

Team Leader:

The Seraphim Superiors count towards Seraphim count for weapon availability.

Options:

- May replace either Bolt Pistol with:
 - Chainsword Free
 - Power Sword 15 pts
 - Plasma Pistol 10 pts
 - Inferno Pistol 10 pts
 - Hand Flamer 5 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+

Unit Type: Infantry

Wargear:

- Power Armour
- Two Neural Whips
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Act of Faith
- Shield of Faith
- Fearless
- Fleet
- Rage
- Leader of Exiles*
- Sister Repentia*
- Martyrdom*

Leader of Exiles:

In a team lead by a Mistress of Repentance, Sister Repentia models can be taken as Core. In addition, all Sister Repentia within 6" have their Feel No Pain roll improved by 1.

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 Grenade
- Krak Grenade

Unit Type: Infantry**Special Rules:**

- Act of Faith
- Shield of Faith

Options:

- For every five Battle Sisters you take in your team:
 - One model may take one item from the **Special Weapons** list.
 - One other model may take one item from either the **Special Weapons** or **Heavy Weapons** list.

DOMINION

13 points

You may only ever take a maximum of three (3) Dominions in your Kill Team.

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 Grenade
- Krak Grenade

Unit Type: Infantry**Special Rules:**

- Act of Faith
- Shield of Faith
- Scouts

Options:

- May take items from the **Special Weapons** list.

SERAPHIM

15 points

You may only ever take a maximum of five (5) Seraphims in your Kill Team. If a Seraphim Superior is chosen as your Team Leader, any number of Seraphims may be taken.

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 Pistols
- Frag Grenade
- Krak Grenade
- Jump Pack

Special Rules:

- Act of Faith
- Shield of Faith
- Angelic Visage
- Hit and Run
- Angelic Leap*

Options:

- Up to Two Seraphims may replace their two Bolt Pistols with one of the following:
 - Two Hand Flamers 10 pts
 - Two Inferno Pistols 20 pts
- If 10 or more Seraphims are taken, an additional two may replace their two Bolt Pistols with one of the following:
 - Two Hand Flamers 10 pts
 - Two Inferno Pistols 20 pts
- May take wargear from the Adepta Sororitas armoury.

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 Grenade
- Krak Grenade

Unit Type: Infantry

Special Rules:

- Act of Faith
- Shield of Faith

Options:

- May take the following:
 - Storm Shield 10 pts
- One Celestian may take one item from either the **Special Weapons** or **Heavy Weapons** list.
- If you take three or more Celestians in your team, an additional model may take one item from the **Special Weapons** list.
- *May take wargear from the Adepta Sororitas armoury.*

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 Grenade
- Krak Grenade

Unit Type: Infantry

Special Rules:

- Act 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
- May take the following:
 - Suspensors 10 pts

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+

Wargear:

- Power Armour
- Bolt Pistol
- Frag Grenade
- Krak Grenade
- Laud Hailer

Unit Type: Infantry

Special Rules:

- Act of Faith: Endless Crusade
- 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 Grenade
- Krak Grenade
- Chirurgion's Tools*

Unit Type: Infantry

Special Rules:

- Act of Faith: Endless Crusade
- 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	-

Unit Type: Infantry

Special Rules:

- Act of Faith
- Shield of Faith
- Fearless
- Fleet
- Feel No Pain
- Rage

Wargear:

- Eviscerator

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 Grenade
- Krak Grenade
- Rosarius

Unit Type: Infantry

Special Rules:

- War Hymns*
- Zealot
- Righteous Rage*

War Hymns:

Rule Amendment: 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 Hymns.

Righteous Rage:

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

Options:

- May replace Laspistol and/or Clos Combat 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 10 pts
 - Eviscerator 25 pts
- May take any of the following:
 - Melta Bomb 5 pts
- *May take wargear from the Adepta Sororitas armoury.*

PENITENT ENGINE

80 points

You may only ever take one Penitent Engine in your Kill Team.

----Armour----								
WS	BS	S	F	S	R	I	A	HP
4	2	5	11	11	10	3	3	3

Unit Type: Vehicle (Walker, Open-topped)

Special Rules:

- Rage
- Shield of Faith
- Unstoppable

Wargear:

- Two Dreadnought close combat weapons with built-in heavy flammers

ARMOURY

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 wielder has the Eternal Warrior Special Rule.

Blade of Admonition (Leader Only) – 20 pts

Polished to a mirror finish, it is said those who gaze into it will see a reflection of their true selves, causing fear in any opponent¹. Replaces Boltgun or Boltpistol. The Blade of Admonition is a Power Sword and grants the wielder Fear. Furthermore, enemy models in base contact with the wielder must roll 3D6 when attempting a leadership test for Fear.

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 adds one to the Shield of faith for all Adepta Sororitas models within her inspiring presence radius. This will normally result in a 5+ invulnerable save. Models without the Shield of Faith special rule are unaffected by Blessed Mantle. Only one Blessed Mantle can be taken.

Brazier of Holy Fire (Leader Only) – 5 pts

The Brazier of Holy Fire is a holy artifact-weapon of the Ecclesiarchy and its Orders Militant, an ornately wrought torch said to light the faithful and shroud the impure in darkness. When swung in close combat the Brazier will set fire to any foe caught in its flames, and it contains enough fuel to spray a righteous jet of flames over long distances to smite the foes of Mankind^{2,3}.

The model equipped with the Brazier has the Night vision special rule and gains no benefit from Night Fighting rule. The brazier has the following profiles. The brazier can only ever be used once and its effects on the game cease after immediately after its first use.

	Range	S	AP	Type
Brazier of Holy Fire	Template	5	4	Assault 1, One Use Only, Flamer, Anti-warp*
Brazier of Holy Fire	-	5	4	Melee, One Use Only, Cleansed by Fire*, Anti-warp*

*Cleansed by Fire: All enemy models fighting in the same combat immediately gain a Burning counter.

Flail of Chastisement (Leader Only) – 10 pts

This holy weapon is barbed with small hooks to better grip the target's flesh and constrict as it struggles¹. Replaces Boltgun or Boltpistol. The Flail of Chastisement has the following profile:

	Range	S	AP	Type
Flail of Chastisement	-	User	-	Melee, Constrict*

*Constrict: Place a suitable counter beside any model hit by a weapon with this special rule to show that it is *Constricted*. Constricted models are reduced to initiative 1 until the end of

the following Assault Phase. This reduction negates all other modifiers. Any time a Constricted model attempts an action (such as Move, Use a Psychic Power, Shoot, Run, Charge, Pile-In, Attack in Close Combat, or Fall-back); the Constricted model immediately suffers a S3 AP- hit resolved before the action is taken.

Crusader Gauntlets (Palatine Only) – 30 pts

The Crusader Gauntlets were hand-crafted by master artificers. They guide the Palatine's blows in battle, while protecting her from harm⁴. Replaces Boltgun or Boltpistol. The Crusader Gauntlets counts as two weapons with the following profile:

	Range	S	AP	Type
Crusader Gauntlets	-	User	3	Melee, Shred, Two-handed, Dodge (3+)*, Master-Guidance*

*Dodge (3+): The wielder has a 3+ invulnerable save against any wound suffered in close combat.

*Master-Guidance: The wielder may reroll all failed to hit rolls when attacking with this weapon.

Litanies of Devotion (Leader Only) – 5 pts

The Litanies of Devotion contain the teachings of the Ecclesiarchy. Once per game, the Leader and all models with her Inspiring Presence, may successfully use an Act of Faith automatically without the need to pass a Leadership test.

Phial of Dolan (Mistress of Repentance Only) – 15 pts

Contained within each crystal bottle is a potent mixture which, when consumed, fills a person with the strength and determination of the Great Confessor, Dolan Chirosius. The Phial of Dolan are one use only and can be used at the start of any player's fight sub-phase and grants the Mistress of Repentance and all Repentia within 6", +1S and Hatred for the rest of that phase.

Praesidium Protectiva (Celestian Superior Only) – 20 pts

A Praesidium Protectiva is a Witch Hunters shield said to contain a shard of the Emperor's own armour and as such is highly protective against incoming physical attacks. It is however quite large and as such difficult to carry⁶. The shield grants a 2+ armour save and a 3+ Invulnerable save; but prevents the wielder from Deep Striking, running, firing overwatch, making Sweeping Advances or from ever making more Close Combat attacks than their base stat on their profile (e.g. a Celestian Superior equipped with a Bolt Pistol, Chainsword and Praesidium Protectiva would still only get one Close Combat Attack on a turn it Charged).

Rosarius² (Palatine Only) – 15 pts

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.

Sabbat Pattern Helm (Leader Only) – 10 pts

*The Sabbat Pattern Helm is awarded only to the most courageous Adepta Sororitas. It provides full spectrum filtering, which reveals infiltrated units, and provides advanced tactical readouts*⁴. The Sabbat Pattern Helm grants the wielder Night Vision and Ignores Cover to each weapon.

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. Replaces Boltgun or Boltpistol. The Sword of St. Sabbat has the following profile:

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

Tears of the Emperor (Leader Only) – 10 pts

*The Tears of the Emperor are rare items used by members of the Adeptus Ministorum, particularly the Sisters of Battle. Collected within ornate crystal bottles are the blood-like tears said to weep from statues and other icons of the Emperor. Thrown like a grenade, they are potent weapons against the denizens of the Warp*¹. The grenade has the following profile:

	Range	S	AP	Type
Tears of the Emperor	8"	-	-	Assault 1, Large Blast, One Use Only, Psi-shock*

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

Axe of Retribution – 10 pts

*Not a unique item, each are copies of the Axe of Chalcydon borne by Saint Jason during his crusade against the Eldar on Hualé. Massive, double-bladed weapons, the blades themselves have jewels embedded in them which rend the flesh of those they strike*¹. Replaces Boltgun or Boltpistol. The Axe of Retribution has the following profile:

	Range	S	AP	Type
Axe of Retribution	-	+3	-	Melee, Two-Handed, Unwieldy, Rending

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.

REFERENCES

1. Codex: Sisters of Battle (2nd Edition)
2. Codex: Sisters of Battle (current Edition)
3. Codex: Witch Hunters (3rd Edition)
4. Dawn of War: Soulstorm
5. Codex: Inquisition (Current Edition)

Dermal Pads– 5 pts

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

Blessed Weapon – 10 pts

Choose one of the model's weapons to be carefully blessed. The blessed weapon gains the Master-crafted and Anti-Warp special rules.

Phosphor Grenade⁴ – 1 pts

Phosphor Grenades are anti-personnel weapons used by the Sisters of Battle and are very effective at breaking the morale of their enemies. When thrown they erupt into balls of flames, burning whoever is caught in the blast. A phosphor grenade has the following profile:

	Range	S	AP	Type
Phosphor Grenade	8"	3	6	Assault 1, One Use Only, Blast, Flamer

Psyflame Ammunition – 5 pts

*With a little effort, flamer weapons can be modified to use the same psychically charged prometheum as the incinerator*⁵. A model with Psyflame Ammunition increases the unmodified strength of its Flamers, Heavy Flamers and Hand Flamers by 1.

Sarissa (Models with Boltguns only) – 5 pts

*A Sarissa is an attachment to the Godwyn-De'az pattern Boltguns used by the Adepta Sororitas. The vicious spiked add-on turns the boltgun into a deadly close combat weapon while retaining its ranged capabilities*³. A model equipped with a Sarissa may charge in the same turn it fired its Boltgun. A Sarissa has the following profile:

	Range	S	AP	Type
Sarissa	-	+1	-	Melee, Two-Handed, Shred

Simulacrum Imperialis – 10 pts

You may take a maximum of two Simulacrum Imperialis. Rule Amendment: Each model within 12" of the bearer may attempt to use its Act of Faith twice per game (but not twice in the same phase). If all models equipped with a Simulacrum Imperialis are removed as a casualty, no model may use their Act of Faith for the remainder of the game.

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.

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+.

6. Warhammer 40,000: Wargear