

# ADEPTA SORORITAS

## H:OR

### **CODEX: ADEPTA SORORITAS**

This opus uses the special rules and wargear lists found in Codex: Adepta Sororitas. If a rule differs from the Codex, it will be clearly stated. **The points are intended for the model WITHOUT the equipment listed**, you need to add the costs of the wargear you can find in the relevant points values section of the Codex.

### **FACTION KEYWORDS**

All models in this list have the Imperium, Adepta Sororitas and <Order> faction keywords unless they are listed as Ministorum in which case their keywords are Imperium, Adeptus Ministorum.

### **<ORDER>**

Your team must be from a single Order, and may gain one of the Order convictions listed from Codex: Adepta Sororitas. If you wish to play as an Order of your own invention, feel free to come up with your own conviction, but make sure your opponent agrees before the game! Alternatively, your Order may always choose to gain +1 Tactical Points before the game instead of any other bonus.

### **ACTS OF FAITH**

Performing an act of faith works the same as found in Codex: Adepta Sororitas. Gaining Miracle Dice also

works the same as the Codex: Adepta Sororitas, however, replace the word "Unit" with "Model".

### **SACRED RITES**

Sacred Rites work the same as found in Codex: Adepta Sororitas, however, replace the word "Unit" with "Model".

The *Light of the Emperor* rite applies to any Leadership test - Nerve, Leap of Faith etc

### **SHIELD OF FAITH**

Shield of Faith works the same as found in Codex: Adepta Sororitas, however, replace the word "Unit" with "Model".

### **ZEALOT**

Zealot works the same as found in Codex: Adepta Sororitas, however, replace the word "Unit" with "Model".

### **MODEL AVAILABILITY**

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

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special model

## TACTICAL POINTS

Adepta Sororitas teams have exclusive access to some Philosophies and Actions. You may choose freely between these Actions and those presented in the main rules when spending Tactical Points. Remember your team can only have one Philosophy!

Philosophy - A Military Matter - +1TP	Your kill team consists entirely of Adepta Sororitas models.
Philosophy - An Ecumenical Matter - +3TP	Your kill team consists entirely of Ministorum Models.
Philosophy -Burn the Heretic - +0TP	Gain one additional Tactical Point for every three models killed by your kill team with the CHAOS keyword
Philosophy – Boots on the ground - +2 TP	Your kill team contains no models with the fly keyword
Philosophy – Asceticism - +2 TP	No one on your kill team takes any items from the armoury
Philosophy – World on Fire - +2 TP	Every model that can take a flame weapon has a flame weapon (flamer, combi-flamer, hand flamer, heavy flamer and the Widowmaker are flame weapons)
Philosophy - Miracle Conduit - 0TP*	While your Leader is alive, whenever you generate a Miracle Dice, you may roll 2D6 and discard the result of your choice. When you choose this Philosophy, the TP bonus for “Destined for Greatness” is reduced to 1.
Philosophy: Pious Practice: +3TP	You may only use your own <ORDER> only Tactical Action.
Action - Purge the Unclean - 1TP	Use when a model from your team is chosen to shoot, fight, or fire Overwatch. Until the end of the phase, wounds caused as part of that model’s attack sequence cannot be negated (Disgustingly Resilient etc.
Action - The Emperor’s Light - 2TP	Use this action at the start of the enemy Charge phase. Choose a friendly model: that model and friendly models within 3” of it may not fire Overwatch this phase, and your opponent must subtract 2 from Charge rolls that target any of those models. .
Action - Moment of Grace - 1TP	Use this action after making a hit roll or wound roll for an attack made by an ADEPTA SORORITAS model from your kill team, or after making a saving throw for an ADEPTA SORORITAS model from your kill team. Discard 1-3 Miracle dice. Add 1 to the result of the roll for each Miracle dice you discarded.

<p>Acton - Divine Intervention - 2TP</p>	<p>Use this action when an ADEPTA SORORITAS CHARACTER model from your kill team is destroyed (before any Miracle dice are gained as a result). Discard 1-3 Miracle dice. At the end of the phase, return that model to play with a number of wounds remaining equal to the number of miracle dice you discarded, placing it as close as possible to its previous position and more than 1" away from any enemy models. You do not gain a Miracle dice for the destruction of that model this turn. Each ADEPTA SORORITAS CHARACTER model can only be returned to the battlefield by this action once per battle.</p>
<p>Action - Holy Rage - 1TP</p>	<p>Use this Action at the start of your Charge phase. Select one ADEPTA SORORITAS model from your army. That model can charge, even if it Advanced this turn.</p>
<p>Action - Judgement of the Faithful - 2 TP</p>	<p>Use this Action after an ADEPTA SORORITAS model from your Kill Team Falls Back. That model can shoot during the Shooting phase of this turn, and charge in the Charge phase of this turn.</p>
<p>Action - Tear Then Down -1 TP</p>	<p>Use this Action in the Fight phase, when an ORDER OF THE BLOODY ROSE Model from your Kill Team is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that model, add 1 to the wound roll.</p>
<p>Action - Cleansing Flame - 2 TP</p>	<p>Use this Action when an ORDER OF THE EBON CHALICE model from your Kill Team fires Overwatch or is chosen to shoot with. Until the end of the phase, do not roll to determine the Type characteristic of flame weapons (pg 97) models in that model are equipped with; they have their maximum values (e.g. a Heavy D6 weapon makes 6 shots).</p>
<p>Action - Faith Is Our Shield - 1 TP</p>	<p>Use this Action at the start of the Psychic phase. Until the end of the phase, when an ORDER OF THE ARGENT SHROUD model from your Kill Team would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.</p>
<p>Action - Honour the Martyrs - 1 TP</p>	<p>Use this Action when an ORDER OF OUR MARTYRED LADY CHARACTER model from your Kill Team is destroyed as a result of an attack made by an enemy model. Until the end of the battle, when resolving an attack made by a model in an ORDER OF OUR MARTYRED LADY model from your Kill Team against that enemy model, re-roll a hit roll of 1.</p>
<p>Action -The Emperor's Judgement -1 TP</p>	<p>Use this Action when an ORDER OF THE SACRED ROSE model from your Kill Team fires Overwatch or is chosen to shoot with. Until the end of the phase, when</p>

	<p>resolving an attack made with a bolt weapon (pg 97) by a model in that model, an unmodified hit roll of 6 scores 1 additional hit.</p>
<p>Action - Blind Faith - 2 TP</p>	<p>Use this Action at the start of your Shooting phase. Select one ORDER OF THE VALOROUS HEART model from your army. Until the end of that phase, when resolving an attack made by a model in that model, ignore hit roll modifiers.</p>
<p>Action - Extremis Trigger Word - 1 TP</p>	<p>Use this Action in the Fight phase, when an ARCOFLAGELLANTS model from your Kill Team is chosen to fight with. Until the end of that phase, change the ability of arco-flails that model and all models within 3" are equipped with to 'Make 3 hit rolls for each attack made with this weapon, instead of 1.'</p>
<p>Action - Deadly Descent - 1 TP</p>	<p>Use this Action after a SERAPHIM SQUAD model from your Kill Team is set up on the battlefield from high in the sky. Until the start of the next phase, add 6" to the Range characteristic of Pistol weapons that the model is equipped with. That model can shoot as if it were your Shooting phase.</p>
<p>Action -Embodied Prophecy - 1 TP</p>	<p>Use this Action at the start of the Fight phase. Select one ZEPHYRIM SQUAD model from your Kill Team. Until the end of that phase, when resolving an attack made with a melee weapon by a model in a friendly ADEPTA SORORITAS model within 6" of that Zephyrim unit, re-roll a wound roll of 1.</p>
<p>Action -Final Redemption - 1 TP</p>	<p>Use this Action when a SISTERS REPENTIA model from your army is chosen as the target for an attack made with a melee weapon. Until the end of that phase, roll one D6 when a model within 3" of this model is destroyed as a result of an attack made with a melee weapon by an enemy model. On a 4+ that enemy model suffers 1 mortal wound after it has fought.</p>

# TEAM LEADERS

CANONESS REGULAR										35
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Palatine	6"	2+	2+	3	3	4	3	9	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Chainsword</li> <li>- Frag Grenades</li> <li>- Krak Grenades</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rites</li> <li>- Guide the Faithful: All friendly &lt;order&gt; models within 3" of this model may re-roll to hit rolls of 1.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace bolt pistol with boltgun</li> <li>- May replace its chainsword with: 1 power sword; 1 blessed blade</li> <li>- May replace its bolt pistol with: 1 condemnor boltgun; 1 weapon from the Pistols list</li> <li>- May take a Jump Pack for 5 pts, increasing her Movement to 12 and gaining the <b>Jump Pack</b> and <b>Fly</b> keywords.</li> </ul>									
KEYWORDS	Character, Infantry, Canoness Regular									

SISTER SUPERIOR										15
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sister Superior	6"	4+	3+	3	3	3	2	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Boltgun</li> <li>- Frag Grenades</li> <li>- Krak Grenades</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rites</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May additionally be equipped with 1 weapon from the Melee Weapons list, or can be equipped with 1 weapon from the Melee Weapons list instead of 1 boltgun</li> <li>- May be equipped with 1 weapon from the Ranged Weapons list instead of 1 boltgun</li> <li>- May be equipped with 1 weapon from the Pistols list instead of 1 bolt pistol</li> </ul>									
KEYWORDS	Character, Infantry, Sister Superior, Battle Sister									

SERAPHIM SUPERIOR										21
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Seraphim Superior	12"	3+	3+	3	3	3	2	8	3+	
Zephyrim Superior	12"	3+	3+	3	3	3	3	9	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- 2 Bolt Pistos</li> <li>- Frag Grenades</li> <li>- Krak Grenades</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rites</li> <li>- Angelic Visage: The invulnerable save this model receives from the Shield of Faith ability is improved by 1, to a maximum of 4+</li> <li>- Sky Strike: During deployment, you can set up this model in the sky instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.</li> <li>- Rapturous Blows: When resolving an attack made with a melee weapon, you can re-roll the wound roll.</li> <li>- Zephyrim Pennant: You can re-roll charge rolls made for &lt;ORDER&gt; models whilst they are within 6" of any friendly models with a Zephyrim pennant when the roll is made.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- The Seraphim Superior can be equipped with one of the following instead of 1 bolt pistol: 1 chainsword; 1 power sword</li> <li>- The Seraphim Superior can be equipped with 1 plasma pistol instead of 1 bolt pistol</li> <li>- Seraphim Superior can be upgraded to Zephyrim Superior for 2 points</li> <li>- Zephyrim Superior must swap 1 bolt pistol for 1 power sword</li> <li>- Zephyrim Superior can be equipped with 1 plasma pistol instead of 1 bolt pistol</li> <li>- If the Zephyrim Superior is equipped with 1 bolt pistol, she can have a Zephyrim pennant</li> <li>- Zephyrim Superior gains the Rapturous Blows Special Rule, loses the Seraphim Superior and Seraphim Keywords and gains the Zephyrim Superior and Zephyrim Keywords</li> </ul>									
KEYWORDS	Character, Infantry, Seraphim Superior, Seraphim									

REPENTIA SUPERIOR										25
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sister Superior	6"	3+	3+	3	3	3	4	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Neural Whip</li> <li>- Frag Grenades</li> <li>- Krak Grenades</li> </ul>									

<b>RULES</b>	- Acts of Faith, Shield of Faith, Sacred Rites - Driven Onwards: You can re-roll Advance rolls and charge rolls made for friendly <ORDER> SISTERS REPENTIA models whilst they are within 6" of this model. You can re-roll wound rolls of 1 for attacks made with melee weapons by friendly <ORDER> SISTERS REPENTIA models whilst they are within 6" of this model.
<b>OPTIONS</b>	- May additionally be equipped with 1 bolt pistol.
<b>KEYWORDS</b>	Character, Infantry, Repentia Superior

<b>MINISTORUM EVANGELIST</b>										15
<b>NAME</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	
Evangelist	6"	4+	4+	3	3	3	3	7	6+	
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Autogun</li> <li>- Chainsword</li> <li>- Frag Grenades</li> <li>- Krak Grenades</li> </ul>									
<b>RULES</b>	<ul style="list-style-type: none"> <li>-Zealot</li> <li>- Rosarius: this model has a 4+ invulnerable save</li> <li>- War Hymns: add 1 to the attacks characteristics of all ADEPTUS MINISTORUM INFANTRY within 6 inches of this model</li> </ul>									
<b>OPTIONS</b>	-This model can be equipped with 1 bolt pistol and 1 shotgun instead of 1 autogun and 1 laspistol									
<b>KEYWORDS</b>	Character, Infantry, Evangelist									

# CORE

BATTLE SISTER										9
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Bolt gun</li> <li>- Frag Grenades</li> <li>- Krak Grenades</li> </ul>									
RULES	- Acts of Faith; Shield of Faith; Sacred Rites									
OPTIONS	<p>- For every five models with the Battle Sisters Keyword on your team, one may take a special or heavy weapon. If one takes a special weapon, it gains the Dominion keyword. If it takes a heavy weapon, it gains the Retributor keyword.</p> <p>- Simulacrum Imperialis: One model in a kill team may equip a Simulacrum Imperialis. If a Simulacrum Imperialis is on the battlefield, once per phase you can perform one additional Act of Faith for any model in this Kill Team, even if you have already performed one or more Acts of Faith in that phase.</p>									
KEYWORDS	Infantry, Battle Sister									

Your team may have up to 5 Celestian.

CELESTIAN										10
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Celestian	6"	3+	3+	3	3	1	2	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Boltgun</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<p>- Acts of Faith, Shield of Faith, Sacred Rites</p> <p>- Bodyguard: When a friendly &lt;ORDER&gt; CHARACTER model within 3" of this model would lose any wounds as a result of an attack made against that model, one model with this rule can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this model suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.</p> <p>- Sworn Protectors: You can re-roll hit rolls for attacks made by this model whilst it is within 6" of any friendly &lt;ORDER&gt; CANONESSES REGULAR.</p>									



OPTIONS	- For every two models with the Celestian Keyword on your team, one may replace their boltguns from the Special or Heavy lists.
KEYWORDS	Infantry, Celestian

<b>SISTER REPENTIA</b>										13
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Repentia	6"	3+	3+	3	3	1	2	8	7+	
EQUIPMENT	- Penitent Eviscerator									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rites, Zealot</li> <li>- Martyrdom: When this model is destroyed (other than in the Morale phase), gain one Miracle dice</li> <li>- Solace in Anguish: When this model would lose a wound, roll one D6; on a 5+ that wound is not lost.</li> </ul>									
OPTIONS	- None									
KEYWORDS	Infantry, Sister Repentia									

Your team may have up to 5 Seraphim.

<b>SERAPHIM</b>										11
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Seraphim	12"	3+	3+	3	3	1	1	7	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- 2 Bolt Pistols</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rites</li> <li>- Angelic Visage</li> <li>- Sky Strike</li> </ul>									
OPTIONS	- For every 2 models with the Seraphim Keyword on your team, one may replace their bolt pistols with two hand flammers or two inferno pistols.									
KEYWORDS	Jump, Fly, Infantry, Seraphim									

**MINISTORUM ARCO-FLAGELLANTS**

13

<b>NAME</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Arco-Flagellant	7"	4+	-	4	3	2	2	7	7+
EQUIPMENT	- Acro-Flails								
RULES	- Zealot - Berserk Killing Machines: When a model in this model would lose a wound, roll one D6; on a 5+ that wound is not lost.								
OPTIONS	- None.								
KEYWORDS	Infantry, Arco-Flagellants								

**MINISTORUM CRUSADERS**

9

<b>NAME</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Crusader	6"	3+	4+	3	3	1	2	7	4+
EQUIPMENT	- Power sword - Storm shield								
RULES	- Zealot - Storm Shield: Models in this model have a 3+ invulnerable save. Spiritual Fortitude: When a model in this model would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.								
OPTIONS	- None.								
KEYWORDS	Infantry, Crusaders								

# SPECIAL

0-1 DIALOGUS										18
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Dialogus	6"	4+	3+	3	3	2	2	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Dialogus Staff</li> <li>- Bolt Pistol</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rites</li> <li>- Laud Hailer: Add 1 to the Leadership characteristic of ADEPTA SORORITAS models whilst they are within 6" of any friendly models with this ability.</li> <li>- Spiritual Fortitude: When this model would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.</li> <li>- Stirring Rhetoric: When you perform an Act of Faith for a model or model whilst it is within 6" of any friendly models with this ability, you can increase or decrease the value of one Miracle dice used by 1 before you use it, to a maximum of 6 and a minimum of 1. This is not cumulative with any other abilities that can increase or decrease the value of a Miracle dice.</li> </ul>									
OPTIONS	- May take items from the armoury.									
KEYWORDS	Infantry, Dialogus									

0-1 HOSPITALER										20
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Hospitaler	6"	4+	3+	3	3	2	2	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Chirurgeon's Tools</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rites</li> <li>- Medicus Ministorum: At the end of your Movement phase, this model can <b>provide medical attention</b> to one friendly ADEPTUS MINISTORUM INFANTRY model within 3" of it. If that model that has lost any wounds, that model regains up to D3 lost wounds.</li> </ul> <p>Otherwise, if this model is within 3" of the last battlefield location of a friendly ADEPTUS MINISTORUM INFANTRY model that was destroyed in the previous turn, you may return that model to the battlefield with one wound remaining, exactly in its last location but more than 1" from enemy models. If this placement is not possible, the model cannot be returned.</p> <p>Each model can only be <b>provided medical attention</b> once per turn.            No model can be returned to the battlefield more than once per game.            We recommend marking locations of friendly casualties while she is on the battlefield!</p>									
OPTIONS	- May take items from the armoury.									
KEYWORDS	Infantry, Hospitaler									

0-1 IMAGIFIER										30
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Imagifier	6"	3+	3+	3	3	2	2	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rite</li> <li>- Litany of Deeds: During deployment, after you have set up this model on the battlefield, select one of the following tales. This model has that ability until the end of the battle. <ul style="list-style-type: none"> <li>• Tale of the Faithful: You can re-roll Deny the Witch tests taken for &lt;ORDER&gt; models within 6" of this model.</li> <li>• Tale of the Stoic: Weapons with an Armour Penetration characteristic of -1 are treated as having an Armour Penetration characteristic of 0 when resolving attacks against &lt;ORDER&gt; models whilst they are within 6" of this model.</li> <li>• Tale of the Warrior: Add 1 to the Strength characteristic of models in &lt;ORDER&gt; model whilst their model is within 6" of this model.</li> </ul> </li> </ul>									
OPTIONS	- May take items from the armoury.									
KEYWORDS	Infantry, Imagifier									

0-2 ZEPHYRIM										13
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Zephyrim	12"	3+	3+	3	3	1	2	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistols</li> <li>- Power Sword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Acts of Faith, Shield of Faith, Sacred Rites</li> <li>- Rapturous Blow</li> <li>- Angelic Visage</li> <li>- Sky Strike</li> </ul>									
OPTIONS	- None.									
KEYWORDS	Jump, Fly, Infantry, Zephyrim									

## MINISTORUM DEATH CULT ASSASSIN

13

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Cult Assassin	7"	3+	4+	4	3	1	4	7	5+
EQUIPMENT	- Death Cult Power Blades								
RULES	- Zealot - Uncanny Reflexes: Models in this model have a 5+ invulnerable save.								
OPTIONS	- None.								
KEYWORDS	Infantry, Death Cult Assassin								

# ARMOURY

### Ranged Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
<b>Widowmaker</b>	12"	Assault d6	4	-1	1	This weapon hits automatically.
<b>Shard</b>	24"	Rapid Fire 1	4	-1	2	This weapon never requires worse than 3+ to hit.

### Melee Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
<b>Lucia's Curtana</b>	-	Melee	+2	-3	1	See description.

A maximum of one of the following items may be taken in your team.

Ilaria's Veil (10 points)

Sister Ilaria was sworn to the Order of Our Martyred Lady and, while she did her novitiate as any sworn sister would, everyone who trained with her knew that Sister Ilaria was never going to set foot on a battlefield. There was no cogitator that she could not bend to her will; no piece of technology beyond her understanding. She spent her entire life engaged in humble work in the order's armorium, sifting through cogitators captured from heretics and recidivists. Twice, forces of the Inquisition and once a curious Rogue Trader attempted to abscond with her, but were stopped by the order. Sister Ilaria died as she lived having never fired a single bolt round in anger. Yet all of her battle sisters gave her the highest honours at her graveside. Sister Ilaria created and repurposed many wonders, but this one is the most storied. The bearer of this item may target enemy characters with her ranged weapons even if they are not the closest target.

### Armour of St Anais (15 points)

Sister Anais was martyred on Eligos when she fought a Daemon Prince to a standstill long enough for a squad of novitiates to get clear of an incineration barrage. When forces of the Inquisition combed through the wreckage, they found Sister Anais' armour perfectly preserved amid the blasted crater and returned it with reverence to her order. A model wearing this armour may re-roll failed armour saves (but not invulnerable saves) and considers her invulnerable save to be one better than normal to a maximum of 3+.

### The Lady's Curtana (10 points)

Sister Lucia was once the youngest Palatine ever promoted to the role. She showed great promise and was quick to learn her combat skills and tactics. To many, however, her faith was lacking. She was cursed with beauty and wit and caught the eye of no less than a planetary governor who seduced her away from the order. After despairing for years over her decision, she discovered that her new husband was considering seceding from the Imperium. She captured and marched his entire extended family to the steps of the local sororitas convent and set them alight one by one. As they burned, she recited her oaths once more. She eventually survived her repentance and went on to the rank of Canoness in her order. The only vestige of her life as mistress of a planet was this exquisite power sword which she left with her order. The bearer may, once per mission, invoke a single Act of Faith that affects the bearer. This does not count against the number of Acts of Faith you have used this phase.

### Widowmaker (13 points)

Widowmaker is a flamer originally built by Sister Rosea. Rosea was obsessed with flame and would say her prayers to the Emperor into flame every night. Four times over her career, she had to have most of her skin replaced because she got too close to her obsession. Later in her career, she built this flamer in a bout of rhapsody, claiming the Emperor was guiding her hands. Though most of her colleagues thought she was little more than an exceptionally pious pyromaniac, the flamer she built exceeded all others in quality. Its promethium pumps do not suffer from the compression issues of other flamers and as it has functioned perfectly with regular maintenance for over 200 years, no one is terribly keen to see what she did to it, content that if the Emperor wanted all flamers to be of the same quality, he would have revealed his will in another way. A single model on your kill team that can carry a flamer may instead bear Widowmaker.

### Shard (5 points)

This bolter was found on Loraeon IV when the missionaria galaxia landed and were welcomed by the native humans. Puzzled, the missionaria prima asked how the natives knew of the Imperium. She was told that a lone woman in power armour had helped them fight off a rival tribe that had fallen to the ruinous powers. The mysterious sister's armour was hundreds of years old when it was found and its previous owner could not be identified, but the Godwyn-Deaz pattern boltgun made it clear that the natives' warrior-saviour was a sworn sister. The bolter was returned to the nearest convent and has been passed from sister to sister who have found the well-worn grips seem to guide their aim toward the Emperor's foes.

### The Azure Panoply (25 points)

Though they are seldom seen on the battlefield, some of the holy convents still maintain suits of the tactical dreadnought armour gifted to them by Goge Vandire when the sisters were known as the Brides of the Emperor. Perhaps less than a score of these suits remain in existence and they are only deployed for the most desperate of missions. The Azure Panoply is one such suit. A model with this item gains a 2+ armour save, a 5+ invulnerable save, an extra wound and the Teleport Assault rule. The bearer retains all of her wargear. As long as the bearer has this item, it may not have the fly keyword, nor may it take the Armour of St Anais.

## WEAPON LISTS

### Ranged Weapons

Combi Plasma

Storm Bolter

Combi Flamer

Condemnor

Boltgun

### Special Weapons

Flamer

Storm Bolter

Meltagun

### Pistols

Plasma Pistol

Bolt Pistol

Inferno Pistol

### Melee Weapons

Power Axe

Power Sword

Power Maul

Chainsword

### Grenades

Frag Grenades

Krak Grenades

Meltabombs

Sacred Incense

### Heavy Weapons

Heavy Flamer

Heavy Bolter

Multi Melta

The following items can be taken multiple times in a team, but cannot be duplicated on a single model

Sanctified Purity Seals - 10 pts	Once per battle round, the bearer may reroll a single failed roll of any kind which can be determined using an Act of Faith. Once per <b>game</b> , the result of the reroll may be determined by using an Act of Faith.
Dawnbringer bolts - 5 pts	When firing a bolt weapon, the target does not receive the benefit of cover. Your opponent must subtract 1 from rolls to Hit made for a model that was hit by this model's bolt weapon in the current turn.
Master-Crafted weapon - 10 pts	One of the owner's melee weapons gains +1 Damage. May not be applied to Armoury-specific weapons or those with "Master-Crafted" in their name
Aura of Incandescent Glory - 20 pts	<b>Adepta Sororitas</b> Leader or Special model only. In the Charge phase, friendly models within 6" of this model may declare a charge even if they Advanced earlier in the turn. You must roll a D6 for any that do so - on the roll of a 1, that model suffers 1 mortal wound at the end of the Fight phase.
Aura of the Blessed Redeemer - 10 pts	<b>Repentia Superior</b> only. You may use an Act of Faith in place of rolling the dice for a Repentia's "Solace in Anguish" ability while that model is within 3" of this model.

<p>Aura of the All-Seeing Emperor - 5 pts</p>	<p>Each time a player rolls a die to determine the nature of an unknown battlefield feature (inscrutable objective, Possession building, etc.), if the bearer of the Blessed Aquila is within 12" of that objective you can reroll that die.</p>
<p>Witch's Pyre - 5 pts</p>	<p>When this model successfully Denies the Witch with the Shield of Faith ability, the psyker attempting to manifest the psychic power immediately suffers Perils of the Warp.</p>
<p>Rod of Office - 10 pts</p>	<p>Increase the range of any Aura abilities this model possesses by 3".</p>
<p>0-5 Incensor Cherubs - 5 pts each</p>	<p>An Incensor Cherub is represented by a model on the battlefield that has the FLY keyword, a 9" Move and the ability to Advance. It cannot do anything else. It can be moved and targeted freely through, even occupying the same space as other models, and cannot be affected or targeted by any in-game rules or abilities except the following:</p> <p>Once per battle at the beginning of a phase, if it is within 3" of a friendly <b>Adepta Sororitas</b> model the cherub can intercede. Immediately remove the cherub from the battlefield and generate a Miracle Dice, rolling 2D6 and choosing the result to keep. That miracle dice can only be used during the current phase and only for an Act of Faith for a model within 3" of the cherub's last location.</p>
<p>Sacred Flame - 10 pts</p>	<p><b>Chaos</b> units subtract 1 from their Leadership while within 6" of the bearer.</p> <p>Once per battle, when the bearer is chosen to shoot or fire overwatch, you may unleash the Sacred Flame instead of firing a ranged weapon. If you do, roll a D6. On a 2+ the nearest enemy model within 9" suffers a mortal wound. If it was a <b>daemon</b>, roll a D6 for every other model within 3" of it. On a 6, that model also suffers a mortal wound. The Sacred Flame has no further effect after it is used in this way.</p>

Eviscerator for evangelist