

WARHAMMER
40,000

KILL TEAM

SISTERS OF BATTLE



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BATTLE SISTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	-
Retributor	6"	4+	3+	3	3	1	1	7	3+	2
Sister Superior	6"	3+	3+	3	3	1	2	8	3+	1

This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.
Up to two Battle Sisters in your kill team can be Retributor, and one Battle Sister in your kill team can be a Sister Superior.

WARGEAR OPTIONS	<ul style="list-style-type: none"> • One Battle Sister in your kill team may take a Simulacrum Imperialis • One Battle Sister in your kill team may replace their boltgun with a strom bolter, flamer or meltagun. • A Retributor may replace their boltgun with a heavy bolter, heavy flamer or multi-melta. • A Sister Superior may replace their boltgun with a combi-melta, combi-flamer or combi-plasma. Alternatively, she may be armed with a bolt pistol, or plasma pistol, and may also take a chainsword or power sword.
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ABILITIES	<p>Shield of Faith: Models with the Shield of Faith ability have a 6+ invulnerable save. In addition, units with the Shield of Faith ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. However, if they do so, instead of rolling 2D6, only roll a single D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.</p> <p>Simulacrum Imperialis: Roll a D6 at the start of each battle round; on a 4+ you can pick a friendly ADEPTUS SORORITAS unit within 6" of this model and perform an additional Act of Faith with it in this battle round.</p>	<p>Act of Faith: Every battle round, one of your Battle Sisters can perform an Act of Faith chosen from the following list. Some abilities may allow you to use more than one Act of Faith in the same turn; when this is the case, a different unit must be chosen to perform each Act of Faith.</p> <p>Hand of the Emperor: At the end of the movement phase, this unit can make an additional <i>normal</i> move.</p> <p>Divine Guidance: At the end of the shooting phase, this unit can shoot a second time.</p> <p>The Passion: At the end of the fight phase, this unit can attack a second time, but not pile in or consolidate.</p>
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SPECIALISTS	Leader (Superior only), Heavy (Retributor only), Comms. Medic, Veteran, Sniper, Zealot
FACTION KEYWORD	ADEPTUS SORORITAS
KEYWORDS	IMPERIUM, INFANTRY, BATTLE SISTER

CRUSADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Crusader	6"	3+	4+	3	3	1	2	7	4+	-
Paladin	6"	3+	4+	3	3	1	2	8	4+	1

This model is armed with a power sword and storm shield.
One Crusader in your kill team can be a Paladin.

WARGEAR OPTIONS	<ul style="list-style-type: none"> • One Crusader in your kill team may replace their power sword with a power maul. • A Paladin may replace their power sword and storm shield with a thunderhammer.
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ABILITIES	<p>Shield of Faith: Models with the Shield of Faith ability have a 6+ invulnerable save. In addition, units with the Shield of Faith ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. However, if they do so, instead of rolling 2D6, only roll a single D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.</p> <p>Storm Shield: This model has a 3+ invulnerable save.</p>
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SPECIALISTS	Leader (Paladin only), Veteran, Scout, Combat, Zealot
FACTION KEYWORD	ADEPTUS SORORITAS
KEYWORDS	IMPERIUM, INFANTRY, CRUSADER

CANONESS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Canoness	6"	2+	2+	3	3	5	4	9	3+	1
This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Inferno Pistol	6"	Pistol 1			8	-4	D6	If the target is within half range of this weapon, roll 2 dice when inflicting damage and discard the lowest.		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Frag Grenades	6"	Grenade D6			3	0	1	-		
Krak Grenades	6"	Grenade 1			6	-1	D3	-		
Power sword	Melee	Melee			User	-3	1	-		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its boltgun and boltpistol with an inferno pistol.• This model may take a chainsword or power sword.									
ABILITIES	Rosarius: This model has a 4+ invulnerable save.									
	Endless Devotion: You can re-roll failed Nerve tests for this model.									
SPECIALISTS	Fortitude, Leadership, Logistics, Melee, Shooting, Strategist, Strength									
FACTION KEYWORD	ADEPTUS SORORITAS									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, CANONESS									

SERENITY IN COMBAT

Adeptus Sororitas Tactic Canoness Aura Tactic

Use this Tactic at the start of the Shooting Phase if your kill team includes a Canoness. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to wound rolls for friendly models that are within 6" of this model.

1 COMMAND POINT

ADEPTUS SORORITAS

MODEL	POINTS PER MODEL
Canoness (Level 1)	22
Canoness (Level 2)	34
Canoness (Level 3)	48
Canoness (Level 4)	64
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Boltgun	0
Inferno pistol	5
Krak grenades	0
Frag grenades	0
Chainsword	1
Power Sword	3



LEGATINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Canoness	6"	2+	2+	3	3	5	3	9	3+	1
This model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Inferno Pistol	6"	Pistol 1			8	-4	D6	If the target is within half range of this weapon, roll 2 dice when inflicting damage and discard the lowest.		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Frag Grenades	6"	Grenade D6			3	0	1	-		
Krak Grenades	6"	Grenade 1			6	-1	D3	-		
Power sword	Melee	Melee			User	-3	1	-		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may replace its boltpistol with a boltgun or an inferno pistol.• This model may replace its chainsword with a power sword.									
ABILITIES	<p>Rosarius: This model has a 4+ invulnerable save.</p> <p>Heroic Sacrifice: If this model is taken out of action in the Fight Phase, you can immediately fight with them before removing the model from the battlefield, even if they have already been chosen to fight in that phase.</p> <p>Simulacrum Imperialis: Roll a D6 at the start of each battle round; on a 4+ you can pick a friendly ADEPTUS SORORITAS unit within 6" of this model and perform an additional Act of Faith with it in this battle round.</p>									
SPECIALISTS	Fortitude, Leadership, Logistics, Melee, Shooting, Strategist, Strength									
FACTION KEYWORD	ADEPTUS SORORITAS									
KEYWORDS	IMPERIUM, COMMANDER, INFANTRY, LEGATINE									

MIRACULOUS INTERVENTION

Adeptus Sororitas Tactic Legatine Aura Tactic

Use this Tactic at the end of the Morale phase if a Legatine from your kill team is on the battlefield and not shaken. Pick a friendly model that is out of action and roll a D6; on a 2+, set up that model with 1 wound remaining and no flesh wounds anywhere within 3" of the Legatine that is more than 1" from enemy models. This Tactic can only be used once per battle.

2 COMMAND POINTS

ADEPTUS SORORITAS

MODEL	POINTS PER MODEL
Legatine (Level 1)	50
Legatine (Level 2)	65
Legatine (Level 3)	80
Legatine (Level 4)	105
WARGEAR	POINTS PER ITEM
Bolt pistol	0
Boltgun	0
Inferno pistol	5
Krak grenades	0
Frag grenades	0
Chainsword	1
Power Sword	3



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Stormbolter	24"	Rapid Fire 2	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Meltagun	12"	Assault 1	8	-4	D6	If within half range, roll 2 dice when inflicting damage and discard the lowest result.
Heavy Bolter	36"	Heavy 3	5	-1	1	-
Heavy Flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Multi-Melta	24"	Heavy 1	8	-4	D6	If within half range, roll 2 dice when inflicting damage and discard the lowest result.
Combi-Flamer	When attacking with this weapon, choose the Boltgun or Flamer profile					
Combi-Melta	When attacking with this weapon, choose the Boltgun or Meltagun profile					
Combi-Plasma	When attacking with this weapon, choose the Boltgun or Plasmagun profile					
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	On a hit roll of 1, the bearer is taken out of action.
- Supercharge	12"	Pistol 1	8	-3	2	
Plasmagun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	On a hit roll of 1, the bearer is taken out of action.
- Supercharge	24"	Rapid Fire 1	8	-3	2	

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-



KILL TEAM	
MODEL	POINTS PER MODEL (Does not include wargear)
Battle Sister	8
- Retributor	9
- Sister Superiora	9
Crusader	7
- Paladin	8

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Power Sword	1
Power Maul	2
Thunderhammer	5

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Simulacrum Imperialis	25
Storm Shield	3

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bolt pistol	0
Boltgun	0
Combi-Flamer	3
Combi-Melta	3
Combi-Plasma	4
Flamer	3
Heavy Bolter	3
Heavy Flamer	3
Meltagun	3
Multi-Melta	5
Plasmagun	3
Plasma pistol	1
Stormbolter	1

SPIRIT OF THE MARTYR

Adeptus Sororitas Tactic

Use this Tactic when a model from your kill team suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound suffered by that model for the rest of the phase; on a 5+ the mortal wound is ignored and has no effect.

1 COMMAND POINT

HELLFIRE SHELLS

Adeptus Sororitas Tactic

Use this Tactic when you choose a model in your kill team to shoot with a heavy bolter. You can only make a single hit roll for the weapon this phase, however, if it hits, the target suffers D3 mortal wounds instead of the normal damage.

2 COMMAND POINTS

DEFENSIVE STAND

Adeptus Sororitas Tactic

Use this Tactic when a charge is declared against a model from your kill team. When that model fires Overwatch this phase, they successfully hit on a roll of 5 or 6.

2 COMMAND POINTS

DRIVEN FORWARD

Adeptus Sororitas Tactic

Use this Tactic after a BATTLE SISTER from your kill team shoots in the Shooting phase. This model can immediately make a normal move as if it were the Movement phase.

1 COMMAND POINT

DEVOTION IN DEATH

Adeptus Sororitas Tactic

Use this Tactic when a model from your kill team is taken out of action; that model summons the strength for one final attack, and can immediately either shoot as if it were your turn in the Shooting phase, or fight as if it were your turn in the Fight phase.

1 COMMAND POINT

STOICISM

Adeptus Sororitas Tactic

Use this Tactic when a BATTLE SISTER from your kill team uses her Shield of Faith ability to deny a psychic power. Throw three dices instead of one, and discard the lowest.

1 COMMAND POINT