



SISTERS OF BATTLE

VERSION 2.0



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COVER ARTWORK BY KARL KOPINSKI



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 Superia	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 storm bolter, flamer or meltagun. A Retributor may replace their boltgun with a heavy bolter, heavy flamer or multi-melta. A Sister Superia 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.
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>Acts of Faith: Every battle round, one of your models with this ability 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> <ul style="list-style-type: none"> Hand of the Emperor: At the end of the Movement phase, this unit can make an additional <i>normal move</i>. Divine Guidance: At the end of the Shooting phase, this unit can shoot a second time. The Passion: At the end of the Fight phase, this unit can attack a second time, but not pile in or consolidate. Aegis of the Emperor: Use this Act of Faith in the opponent's Psychic phase. If this unit suffers a mortal wound from a psychic power, roll a D6; on a 4+, that mortal wound is ignored. Spirit of the Martyr: At the start of the battle round, if this unit has already lost one or more wounds, roll a D6: on a 4+, it regains D3 lost wounds. Light of the Emperor: This unit automatically passes a nerve test in the Morale phase.
Specialists	Leader (Superia only), Comms, Demolitions, Heavy (Retributor only), Medic, Sniper, Veteran.
Faction Keyword	ADEPTUS SORORITAS
Keywords	IMPERIUM, INFANTRY, BATTLE SISTER



SERAPHIM

Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Seraphim	12"	3+	3+	3	3	1	1	7	3+	3
Seraphim Superia	12"	3+	3+	3	3	1	2	8	3+	1
This model is armed with two bolt pistols, frag grenades and krak grenades. One Seraphim in your kill team can be a Seraphim Superior.										
Wargear Options	<ul style="list-style-type: none"> One Seraphim in your kill team may replace their bolt pistols with two hand flamer or two inferno pistols. A Seraphim Superia may replace her bolt pistols with a chainsword or power sword and/or may replace her other bolt pistol with a plasma pistol. 									
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>Angelic Visage: Improve the invulnerable save this unit receives from the Shield of Faith ability by 1, to a maximum of 3+.</p> <p>Acts of Faith: Every battle round, one of your models with this ability 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> <ul style="list-style-type: none"> Hand of the Emperor: At the end of the Movement phase, this unit can make an additional <i>normal move</i>. Divine Guidance: At the end of the Shooting phase, this unit can shoot a second time. The Passion: At the end of the Fight phase, this unit can attack a second time, but not pile in or consolidate. Aegis of the Emperor: Use this Act of Faith in the opponent's Psychic phase. If this unit suffers a mortal wound from a psychic power, roll a D6; on a 4+, that mortal wound is ignored. Spirit of the Martyr: At the start of the battle round, if this unit has already lost one or more wounds, roll a D6: on a 4+, it regains D3 lost wounds. Light of the Emperor: This unit automatically passes a nerve test in the Morale phase. 									
Specialists	Leader (Superia only), Combat, Demolitions, Scout, Veteran, Zealot.									
Faction Keyword	ADEPTUS SORORITAS									
Keywords	IMPERIUM, INFANTRY, FLY, SERAPHIM									

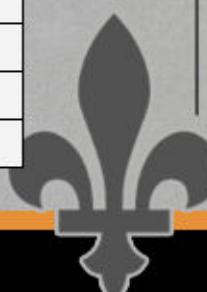


REPENTIA

Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sister Repentia	6"	3+	3+	3	3	1	2	8	7+	3
This model is armed with a penitent eviscerator.										
Abilities	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.									
	Acts of Faith: Every battle round, one of your models with this ability 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. <ul style="list-style-type: none"> - Hand of the Emperor: At the end of the Movement phase, this unit can make an additional <i>normal move</i>. - Divine Guidance: At the end of the Shooting phase, this unit can shoot a second time. - The Passion: At the end of the Fight phase, this unit can attack a second time, but not pile in or consolidate. - Aegis of the Emperor: Use this Act of Faith in the opponent's Psychic phase. If this unit suffers a mortal wound from a psychic power, roll a D6; on a 4+, that mortal wound is ignored. - Spirit of the Martyr: At the start of the battle round, if this unit has already lost one or more wounds, roll a D6: on a 4+, it regains D3 lost wounds. - Light of the Emperor: This unit automatically passes a nerve test in the Morale phase. 									
Specialists	Combat, Zealot.									
Faction Keyword	ADEPTUS SORORITAS									
Keywords	IMPERIUM, INFANTRY, REPENTIA									

CRUSADER

Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Crusader	6"	3+	4+	3	3	1	2	7	4+	3
Paladin	6"	3+	4+	3	3	1	3	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 its power sword with a power maul. • A Paladin may replace its power sword and storm shield with a thunderhammer. 									
Abilities	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.									
	Storm Shield: This model has a 3+ invulnerable save.									
Specialists	Leader (Paladin only), Combat, Veteran, Zealot.									
	ADEPTUS SORORITAS									
Keywords	IMPERIUM, INFANTRY, CRUSADER									



Celestian

Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Celestian	6"	3+	3+	3	3	1	2	8	2+	*
Celestian Superia	6"	3+	3+	3	3	1	3	9	2+	1
This model is armed with a relic armour, a boltgun, bolt pistol, frag grenades and krak grenades. One Celestian in your kill team can be a Celestian Superior.										
* You can take 1 Celestian per 50 Points of battle size.										
Wargear Options	<ul style="list-style-type: none"> A Celestian may replace their boltgun with a storm bolter, meltagun or flamer. A Celestian may replace their boltgun with a chainsword, power maul or power sword. A Celestian Superior may replace her boltgun and boltpistol with a Penitent Eviscerator. A Celestian Superia may replace her boltgun with a combi-melta, combi-flamer or combi-plasma. 									
Abilities	<p>Relic Armour: Change the Save characteristic of the Celestian to a 2+.</p> <p>Superior Faith: Models with the Superior Faith ability have a 5+ invulnerable save. In addition, units with the Superior 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, roll 2D6, but only apply the higher result; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.</p> <p>Acts of Faith: Every battle round, one of your models with this ability 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> <ul style="list-style-type: none"> Hand of the Emperor: At the end of the Movement phase, this unit can make an additional <i>normal move</i>. Divine Guidance: At the end of the Shooting phase, this unit can shoot a second time. The Passion: At the end of the Fight phase, this unit can attack a second time, but not pile in or consolidate. Aegis of the Emperor: Use this Act of Faith in the opponent's Psychic phase. If this unit suffers a mortal wound from a psychic power, roll a D6; on a 4+, that mortal wound is ignored. Spirit of the Martyr: At the start of the battle round, if this unit has already lost one or more wounds, roll a D6: on a 4+, it regains D3 lost wounds. Light of the Emperor: This unit automatically passes a nerve test in the Morale phase. <p>Bodyguard: You can roll a D6 each time a friendly COMMANDER loses a wound whilst they are within 3" of this model; on a 2+ the Celestian intercepts that hit – the character does not lose a wound but this model suffers 1 mortal wound.</p>									
Specialists	Leader (Superia only), Combat, Comms, Demolitions, Medic, Sniper, Veteran									
Faction Keyword	ADEPTUS SORORITAS									
Keywords	IMPERIUM, INFANTRY, CELESTIAN									



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.										
Wargear Options	<ul style="list-style-type: none"> This model may replace its boltgun and bolt pistol with an inferno pistol. This model may take a chainsword or power sword. 									
Abilities 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. Rosarius: This model has a 4+ invulnerable save. Endless Devotion: You can re-roll failed Nerve tests for this model.										
Specialists	Leadership, Logistics, Melee, Shooting, Strategist									
Faction Keyword	ADEPTUS SORORITAS									
Keywords	IMPERIUM, COMMANDER, INFANTRY, CANONESS									

SERENITY IN COMBAT

1 Command point

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.



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.										
Wargear Options	<ul style="list-style-type: none"> This model may replace its bolt pistol with an inferno pistol. This model may replace its chainsword with a power sword. 									
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>Rosarius: This model has a 4+ invulnerable save.</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>Heroic Sacrifice: If this model is taken out of action in the Fight phase, you can immediately fight with it before removing the model from the battlefield, even if they have already been chosen to fight in the Fight phase. This is not cumulative with the "Devotion in Death" Tactic.</p>									
Specialists	Leadership, Strategist									
Faction Keyword	ADEPTUS SORORITAS									
Keywords	IMPERIUM, COMMANDER, INFANTRY, LEGATINE									

STRENGTH OF THE EMPEROR

1 Command point

Adeptus Sororitas Tactic / Legatine Aura Tactic

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

As long as this model is not shaken, improve the invulnerable save of friendly units received from the Shield of Faith ability by 1, to a maximum of 3+.

WILL OF THE EMPEROR

1 Command point

Adeptus Sororitas Tactic / Legatine Aura Tactic

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

As long as this model is not shaken, you can ignore the penalty to hit rolls for one flesh wound suffered by friendly models within 6" of this model.



MISTRESS OF REPENTANCE

Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Canoness	6"	3+	3+	3	3	4	3	8	3+	1
This model is armed with neural whips, frag grenades and krak grenades.										
Abilities	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.									
Specialists	Ferocity, Melee, Strength									
Faction Keyword	ADEPTUS SORORITAS									
Keywords	IMPERIUM, COMMANDER, INFANTRY, MISTRESS OF REPENTANCE									

DRIVEN ONWARDS

1 Command point

Adeptus Sororitas Tactic / Canoness Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a Mistress of Repentance. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll Advance, charge and hit rolls for friendly REPENTIA units that are within 6" of this model.

GEMINAE SUPERIOR

Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Canoness	12"	3+	3+	3	3	3	3	9	3+	1
This model is armed with a power sword, bolt pistol, frag grenades and krak grenades.										
Abilities	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.									
Specialists	Fortitude, Leadership, Melee									
Faction Keyword	ADEPTUS SORORITAS									
Keywords	IMPERIUM, COMMANDER, FLY, INFANTRY, GEMINAE SUPERIA									

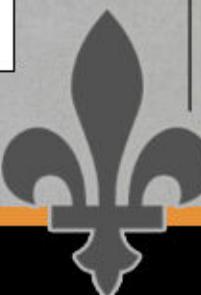
LIFEWARDS

1 Command point

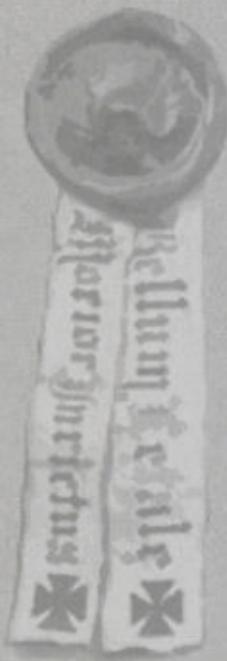
Adeptus Sororitas Tactic / Canoness Aura Tactic

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

You may roll a D6 whenever a friendly model within 3" loses a wound; on a 2+ that model does not lose a wound but the Geminæ Superior suffers 1 mortal wound.



Order	Order Conviction
Valorous Heart	Unstoppable Passion Each time a model with this conviction loses a wound, roll a D6; on a 6 the wound is not lost.
Our Martyred Lady	Grim Resolve You can re-roll failed Nerve tests for this model and those tests will not be modified by friendly models that are shaken or taken out of action.
Ebon Chalice	Devotion and Trust Models in your kill team can still shoot in a battle round in which they Retreated or Fell Back, but if they do so you must subtract 1 from your hit rolls in the Shooting phase.
Argent Shroud	Deeds, Not Words Models in your kill team do not suffer the penalty to Injury rolls for the target of their attacks being obscured and within 1" of a model or piece of terrain that is between the two models.
Bloody Rose	Anger of the Saint Add 1 to the Strength and Attacks characteristics of a model with this conviction during any turn in which it made a charge move or was charged.
Sacred Rose	Serenity in Combat Add 1 to the Leadership characteristic of all models in your kill team. In addition, when a model with this conviction fires Overwatch, a 5 or 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.



DEFENSIVE STAND	2 Command points
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.	
STOICISM	1 Command point
Adeptus Sororitas Tactic	
Use this Tactic when a model from your kill team uses its Shield of Faith ability to deny a psychic power in the opponent's Psychic phase. Throw three dices instead of one and discard the lowest result.	
STEADY ADVANCE	2 Command points
Adeptus Sororitas Tactic	
Use this Tactic after a BATTLE SISTER from your kill teams shoots in the Shooting phase. This model can immediately make a normal move as if it were the Movement phase.	
DEVOTION IN DEATH	1 Command point
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 Fighting phase.	
EMPERORS CHOSEN	2 Command points
Adeptus Sororitas Tactic	
Use this Tactic at the start of the first battle round. Pick a model from your kill team and roll a D6; on a 3+ add 1 to hit and wound rolls for the model until the end of the battle. You can only use this tactic once per battle.	
HUNGER FOR REDEMPTION	1 Command point
Adeptus Sororitas Tactic	
Use this Tactic when a REPENTIA from your kill team fights in the Fight phase. You can re-roll failed hit rolls until the end of the Fight phase.	
SKY STRIKE	1 Command point
Adeptus Sororitas Tactic	
Use this Tactic at the beginning of the first battle round. Pick a model with the FLY keyword from your kill team and set it up again, anywhere in your deployment zone.	
BLESSED BOLTS	1 Command point
Adeptus Sororitas Tactic	
Use this Tactic when a model from your kill team shoots in the Shooting phase. If this model shoots with a bolt pistol, bolter, storm bolter or heavy bolter, subtract 1 from the AP characteristic (e.g. AP 0 becomes AP -1, AP -1 becomes AP -2) and 1 to the Damage characteristic of this weapon, until the end of the Shooting phase.	



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	-
Combi-Flamer - Boltgun - Flamer	24" 8"	Rapid Fire 1 Assault D6	4 4	0 0	1 1	This weapon automatically hits its target.
Combi-Melta - Boltgun - Meltagun	24" 12"	Rapid Fire 1 Assault 1	4 8	0 -4	1 D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-Plasma - Boltgun - Plasma gun	24" 24"	Rapid Fire 1 Rapid Fire 1	4 7	0 -3	1 1	This weapon can be supercharged. See <i>Plasma pistol</i> below.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Krak grenade	6"	Grenade 1	6	-1	D3	
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-Melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma pistol - Standard - Supercharge	12" 12"	Pistol 1 Pistol 1	7 8	-3 -3	1 2	On a hit roll of 1, the bearer is slain.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

MELEE WEAPONS

Weapon	Range	Type	S	AP	D	Abilities
Chain sword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Neural whips	Melee	Melee	User	-2	1	Add 1 to the wound rolls for attacks made with this weapon if the target unit's highest Leadership characteristic is less than 8 (other than VEHICLES).
Penitent eviscerator	Melee	Melee	x2	-2	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Thunderhammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.



KILL TEAM	
Model	Points per model (Does not include wargear)
Battle Sister	9
- Retributor	10
- Sister Superia	10
Seraphim	13
- Seraphim Superia	14
Repentia	9
Crusader	12
- Paladin	13
Celestian	18
- Sister Superia	20

COMMANDERS	
Model	Points per model
Canoness (Level 1)	56
Canoness (Level 2)	71
Canoness (Level 3)	86
Canoness (Level 4)	111
Wargear	
- Inferno pistol	10
- Power sword	4
Legatine (Level 1)	68
Legatine (Level 2)	83
Legatine (Level 3)	98
Legatine (Level 4)	123
Wargear	
- Inferno pistol	10
- Power sword	4
Mistress of Repentance (Level 1)	27
Mistress of Repentance (Level 2)	32
Mistress of Repentance (Level 3)	47
Mistress of Repentance (Level 4)	67
Wargear	Included
Geminae Superia (Level 1)	32
Geminae Superia (Level 2)	37
Geminae Superia (Level 3)	52
Geminae Superia (Level 4)	72
Wargear	Included

RANGED WEAPONS	
Weapon	Points per weapon
Bolt pistol	0
Boltgun	0
Combi-Flamer	3
Combi-Melta	3
Combi-Plasma	4
Flamer	3
Frag grenade	0
Hand flamer	3
Heavy bolter	3
Heavy flamer	3
Inferno pistol	4
Krak grenade	0
Meltagun	3
Multi-Melta	5
Plasma pistol	1
Storm bolter	1

MELEE WEAPONS	
Weapon	Points per weapon
Chain sword	0
Neural whips	0
Penitent eviscerator	0
Power maul	2
Power sword	2
Thunderhammer	4

OTHER WARGEAR	
Wargear	Points per item
Simulacrum Imperialis	15
Storm Shield	3