

# ADEPTA SORORITAS KILL TEAMS

The Adepta Sororitas is the Chamber Militant of the Adeptus Ministorum. Armed with bolt and blade, the warriors of this chamber are also known as the Sisters of Battle. Fanatical in their faith, they are committed to purging the galaxy of heretics and aliens with cleansing flame.

## ADEPTA SORORITAS SPECIAL RULES

The following special rules apply to all of the members of an Adepta Sororitas kill team.

**Shield of Faith:** Models with this rule have a 6+ invulnerable save.

**Light of the Emperor:** Once per mission, at the beginning of your shooting phase or the hand-to-hand phase, you can use this ability. When you do, you can re-roll all To Hit rolls of 1 and all Attack rolls of 1 for all members of the kill team for the duration of the phase.

## USING AN ADEPTA SORORITAS KILL TEAM

An Adepta Sororitas kill team follows all of the normal rules.



## SISTER SUPERIOR

SISTER SUPERIOR	Kill Team Leader					Cost to recruit: 175 points			
	M	WS	BS	S	T	W	I	A	Ld
Sister Superior	4"	4	4	3	3	1	4	2	9

A Sister Superior leads her junior sisters into battle, urging them on to greater efforts in their holy mission.

**Wargear:** A Sister Superior has a combat blade and power armour. In addition, a Sister Superior can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Grenades and Miscellaneous equipment lists.

## BATTLE SISTER

BATTLE SISTER	Trooper						Cost to recruit: 90 points		
	M	WS	BS	S	T	W	I	A	Ld
Battle Sister	4"	3	4	3	3	1	3	1	8

The Battle Sisters are fanatical warriors, but well trained and well armed, each clad in power armour and bearing weapons blessed for their purpose.

**Wargear:** A Battle Sister has a combat blade and power armour. In addition, a Battle Sister can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous equipment lists.

## NOVITIATE

NOVIATIE	New Recruit					Cost to recruit: 80 points			
	M	WS	BS	S	T	W	I	A	Ld
Novitiate	4"	3	3	3	3	1	3	1	8

A newly inducted member of the kill team, this Battle Sister's training will be on the field of battle, where both her skills and her devotion will be tested.

**Wargear:** A Novitiate Battle Sister has a combat blade and power armour. In addition, a Battle Sister can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous equipment lists.

## GUNNER

GUNNER	Specialist					Cost to recruit: 100 points			
	M	WS	BS	S	T	W	I	A	Ld
Gunner	4"	3	4	3	3	1	3	1	8

The strongest or most skilled Battle Sisters are nominated as gunners, and entrusted with some of the most potent weaponry carried into battle by the warriors of the Adepta Sororitas.

**Wargear:** A Battle Sister Gunner has a combat blade and power armour. In addition, a Battle Sister Gunner can be armed with items chosen from the Adepta Sororitas Hand-to-Hand Weapons, Pistols, Special Weapons, Heavy Weapons, Grenades and Miscellaneous equipment lists.

## ADEPTA SORORITAS WEAPON AND EQUIPMENT LISTS

### Grenades

Frag grenades .....	25 points
Melta bombs* .....	30 points
Krak grenades.....	40 points
* Sister Superior only	

### Miscellaneous

Red-dot laser sight.....	20 points
Telescopic sight* .....	20 points
Simulacrum Imperialis** .....	50 points
Weapon reload.....	Half cost of weapon in points
* Cannot be fitted to a flamer, heavy flamer or meltagun.	
** Battle Sister only. Only one Simulacrum Imperialis per kill team.	

### Hand-to-Hand Weapons

Combat blade.....	5 points
Chainsword* .....	25 points
Power maul or power sword*.....	50 points
* Sister Superior only	

### Pistols

Bolt pistol .....	25 points
Plasma pistol* .....	50 points
* Sister Superior only	

### Basic Weapons

Boltgun.....	35 points
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### Special Weapons

Flamer* .....	40 points
Storm bolter .....	55 points
Combi-flamer** .....	55 points
Condemnor boltgun** .....	55 points
Combi-melta** .....	65 points
Meltagun* .....	95 points
Heavy flamer* .....	100 points
* Specialist only	
** Sister Superior only	

### Heavy Weapons

Heavy bolter .....	180 points
Multi-melta.....	190 points





# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### EVISCERATOR

These massive chainblades have a terrifying reputation for the damage they can inflict on even the most heavily armoured target.

Range	Strength	Damage	Save Mod.
Close Combat	As user +3	D3	-3

**Two-handed:** It requires two hands to swing a massive weapon, so it can never be used together with another weapon.

**Mighty Blow:** The sheer mass of a massive weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If the wielder charged into combat this turn then their opponent rolls one less Attack dice for the duration of the turn (to a minimum of 1).

**Draws:** Due to the ponderous lurching swing required to wield this weapon, the wielder's opponent is likely to catch them on the upswing. If the combat ends in a draw then the wielder's Initiative is halved when working out which fighter wins.

**Noisy:** This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

## PISTOLS

### HAND FLAMERS

A compact version of the flamer, this weapon is nonetheless terrifyingly effective against lightly armoured enemies.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-2"	2-4"	+3	+2	3	1	-1	5+

**Ammo Roll:** The hand flamer is required to take an Ammo roll each and every time it fires or is used in hand-to-hand combat.

### INFERNO PISTOL

Inferno pistols are ruinously effective, if short-ranged, and capable of melting their way through blast doors or vaporising flesh in an instant.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4"	4-8"	-	-1	8	D6	-5	5+

## SPECIAL WEAPONS

### COMBI-FLAMER

The combi-flamer combines the prodigious stopping power of a boltgun with a single-shot flamer unit, perfect for filling a crawlway or ruin with scouring flame.

A combi-flamer can be fired either as a boltgun or a flamer, but can only be fired as a flamer once per game. If an Ammo roll is failed for a combi-flamer before the flamer is fired, then the flamer can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the flamer. Telescopic and red-dot laser sights purchased for a combi-flamer only apply when firing it as a boltgun.

### COMBI-MELTA

Combining a boltgun and a single-shot melta unit, the combi-melta all but guarantees the death of a single, deeply unfortunate foe.

A combi-melta can be fired either as a boltgun or a meltagun, but can only be fired as a meltagun once per game. If an Ammo roll is failed for a combi-melta before the meltagun is fired, then the meltagun can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the meltagun. Telescopic and red-dot laser sights purchased for a combi-melta only apply when firing it as a boltgun.

### CONDEMNOR BOLTGUN

Combining a boltgun with a single-shot crossbow armature, these archaic-seeming weapons fire a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp.

A condemnor boltgun can be fired either as a boltgun or a crossbow, but can only be fired as a crossbow once per game. If an Ammo roll is failed for a condemnor boltgun before the crossbow is fired, then the crossbow can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the crossbow.

The crossbow has the following profile:

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	5	1	0	Auto

**Psi-shock:** When this weapon is used to target a Grey Knights fighter, a Shadowseer or a Zoanthrope, its Damage characteristic is 3 rather than 1.

## HEAVY WEAPONS

### MULTI-MELTA

A more powerful version of the meltagun, this weapon is easily capable of destroying battle tanks at close range. In the tangle of the Promethium Sprawl it provides devastating firepower and can cut a quick path to victory.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	-	-	8	D6	-5	5+

## MISCELLANEOUS EQUIPMENT

### JUMP PACK

Sisters Seraphim use jump packs to make leaping bounds across the battlefield on wings of flame.

A fighter with a jump pack treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain.

### SIMULACRUM IMPERIALIS

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints. They are wellsprings of inspiration and faith, and it is a great honour to carry such an irreplaceable relic into battle.

If a member of your kill team is carrying a Simulacrum Imperialis and is not down or broken, you can use the Light of the Emperor rule a second time in a mission. A Battle Sister carrying a Simulacrum Imperialis is always encumbered.



# ADEPTA SORORITAS SPECIAL OPERATIVES

## SISTER REPENTIA

	M	WS	BS	S	T	W	I	A	Ld
Sister Repentia	4"	4	4	3	3	1	3	2	8

Armed only with her faith and a ceremonial eviscerator with which to strike down the Emperor's enemies, a Sister Repentia seeks redemption for some transgression in the fires of battle.

**Wargear:** A Sister Repentia has an eviscerator.

**Redemptive Rage:** A Sister Repentia always recovers from pinning at the start of your turn, even if there is no friendly fighter within 2". No Initiative test is required.

**Spirit of the Martyr:** When you use your kill team's Light of the Emperor rule, do not re-roll Attack rolls of 1 for a Sister Repentia. Instead, she gets a 3+ invulnerable save until the end of the phase.

## CELESTIAN

	M	WS	BS	S	T	W	I	A	Ld
Celestian	4"	4	4	3	3	1	4	2	9

Celestians are the finest and noblest warriors of their Order, armed with the weapons and wargear necessary to face a wide variety of threats. Their greatest asset, however, is their unshakeable faith, which allows them to strike at the enemies of the Imperium with unmatched zeal.

**Wargear:** A Celestian has a combat blade, a boltgun, a bolt pistol, frag grenades, krak grenades and power armour. She may also do one of the following:

Exchange her boltgun for a flamer, meltagun or storm bolter.

Exchange her boltgun for a heavy flamer, heavy bolter or multi-melta.

**Hand of the Emperor:** When you use your kill team's Light of the Emperor rule, do not re-roll Attack rolls of 1 for a Celestian. Instead, she gets a +2 combat modifier (instead of a +1 modifier) if she charged this turn.

## SERAPHIM

	M	WS	BS	S	T	W	I	A	Ld
Seraphim	8"	4	4	3	3	1	3	1	8

This angelic warrior's faith burns so brightly that it appears the Emperor himself guides her actions, as she descends on wings of fire and employs her two pistols to vanquish the fiercest foes.

**Wargear:** A Seraphim has two bolt pistols, frag grenades, krak grenades, power armour and a jump pack. She may exchange her two bolt pistols for two hand flamers or two inferno pistols.

**Angelic Visage:** You can re-roll failed invulnerable saves for this model.

**Gunfighter:** This fighter can use two pistols at once, granting her an extra shooting attack when she shoots, following the usual rules. She can only use this extra attack when armed with a pistol in each hand, and when she does so she cannot use the Crack Shot or Fast Shot skills.

**The Emperor's Deliverance:** When you use your kill team's Light of the Emperor rule, do not re-roll To Hit rolls or Attack rolls of 1 for a Seraphim. Instead, you can re-roll failed wound rolls for her attacks until the end of the phase.



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, as well-equipped and well-trained warriors, Sisters of Battle are very effective at shooting, while Ork Boyz favour skills that employ their brute force.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Adepta Sororitas	Trooper	✓	✓				✓	
	Specialist	✓	✓	✓			✓	
	Leader	✓	✓	✓	✓		✓	✓

