



# ADEPTA SORORITAS

FACTION PACK: VERSION 1.1

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

## WHAT'S NEW?

- Celestial Insidiants Datasheet
- FAQ/Errata update, removed obsolete question

## CONTENTS

<b>Detachments</b> .....	<b>2</b>
Champions of Faith.....	2
<b>Datasheets</b> .....	<b>4</b>
Sanctifiers .....	4
<b>Celestial Insidiants</b> .....	<b>6</b>
<b>FAQs and Errata</b> .....	<b>8</b>
<b>Legends Datasheets</b> .....	<b>9</b>





# CHAMPIONS OF FAITH

The Adepta Sororitas assemble their most skilled and pious warriors when a truly vital mission must be completed. Whether they muster in the marshalling cloisters of a holy shrine, aboard a dropship thundering through hostile skies, or even upon the open field of war amidst fountaining explosions and heaped corpses, these hand-picked champions of the Imperial Creed halt long enough to kneel as one and pray to the God-Emperor. Only once they have sworn irrevocable oaths to the Master of Mankind, promising they will die before failing him, do the Battle Sisters advance. Bound by the promises they have made and sure in the knowledge that they are the finest exemplars of their order, these Champions of Faith stride out with unshakeable purpose and fiercely focused determination to prevail no matter the cost.

## DETACHMENT RULE



### RIGHTEOUS PURPOSE

*Whether high-ranking clergy must be rescued, a priceless relic recovered, or some archheretic slain, these warriors know that to fail after promising victory to the God-Emperor would be infinitely worse than death; this knowledge fills them with righteous purpose and the unflinching will to succeed no matter the odds.*

In your Command phase, you can select up to 3 **ADEPTA SORORITAS** units from your army (including units that are embarked within **TRANSPORTS**), until the start of your next Command phase, those units are Righteous. While a unit is Righteous:

- Add 1" to the Move characteristic of models in that unit.
- Improve the Leadership characteristic of models in that unit by 1.
- Improve the Weapon Skill and Ballistic Skill characteristics of weapons equipped by **BATTLE SISTERS SQUAD**, **CELESTIAN SACRESANTS** and **PARAGON WARSUITS** models in that unit by 1.

## KEYWORDS



While a **CELESTIAN SACRESANTS** unit from your army is not Battle-shocked, add 1 to the Objective Control characteristic of **CELESTIAN SACRESANTS** models in that unit.

## ENHANCEMENTS



### TRIPTYCH OF JUDGEMENT

*The three windows of this sacred artefact display three aspects of the God-Emperor in judgement over mortal souls. No warrior of faith will countenance failure beneath its threefold gaze.*

**ADEPTA SORORITAS** model only. Each time a model in the bearer's unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

### MARK OF DEVOTION

*A fresh oath brand burns in this champion's flesh, its heat remaining miraculously undimmed and its searing pain focusing their devout wrath.*

**ADEPTA SORORITAS** model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. While the bearer's unit is Righteous, add 2 to the Attacks characteristic and add 1 to the Damage characteristic of the bearer's melee weapons instead.

### EYES OF THE ORACLE

*Having torn them from the sockets of a heretical witch, this warrior of faith keeps these shrivelled orbs sealed in a miniature reliquary about their neck. They believe that – tormented by holy imprisonment – the traitorous eyes guide their aim towards other infernal champions.*

**ADEPTA SORORITAS** model only. The bearer's weapons have the **[PRECISION]** ability. Each time the bearer's unit destroys an enemy **CHARACTER** model, you gain 1CP.

### SANCTIFIED AMULET

*Belief radiates out from this blessed icon, forming a holy circle of abjuration that holds at bay the unclean and leaves this champion free to do their duty to the God-Emperor.*

**ADEPTA SORORITAS** model only. Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of the bearer.







### SHIELD OF DENIAL

CHAMPIONS OF FAITH – BATTLE TACTIC STRATAGEM

*With so singular and fanatical a purpose, the Adepta Sororitas can will their injuries away, at least until the fight is done.*

1CP

**WHEN:** Any phase, just after a mortal wound is allocated to an **ADEPTA SORORITAS** unit from your army.

**TARGET:** That **ADEPTA SORORITAS** unit.

**EFFECT:** Until the end of the phase, models in your unit have the Feel No Pain 6+ ability against mortal wounds. If your unit is Righteous, until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds instead.



### SUFFER NOT THE UNFAITHFUL

CHAMPIONS OF FAITH – STRATEGIC PLOY STRATAGEM

*No unclean foe can be permitted to stand between the God-Emperor's sworn champions and their oathed duty. They must be struck down with unmerciful fury.*

1CP

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **ADEPTA SORORITAS** unit from your army that is Righteous and that has not been selected to shoot or fight this phase.

**EFFECT:** Select either the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have the selected ability.



### TO THE HEART OF HERESY

CHAMPIONS OF FAITH – BATTLE TACTIC STRATAGEM

*Seizing their moment to drive like a burning blade through the enemy lines and complete their holy mission, these faithful strike with unstoppable might.*

1CP

**WHEN:** Fight phase.

**TARGET:** One **ADEPTA SORORITAS** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the turn, improve the Strength characteristic of melee weapons equipped by models in your unit by 1. If your unit is Righteous, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1 as well.



### PATH OF THE RIGHTEOUS

CHAMPIONS OF FAITH – BATTLE TACTIC STRATAGEM

*When exemplars of the Imperial Creed stride to do the God-Emperor's will, little can slow their sacred procession.*

1CP

**WHEN:** Fight phase.

**TARGET:** One **ADEPTA SORORITAS** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the turn, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". When doing so, if your unit is Righteous, it does not need to end that move closer to the closest enemy model, provided it ends that move as close as possible to the closest enemy unit.



### BASTION OF FAITH

CHAMPIONS OF FAITH – BATTLE TACTIC STRATAGEM

*Unified in their inviolate dedication to fulfil their oaths to Him on the Throne, the Order's elite form a rampart of ceramite and unyielding faith to throw back the desperate blows of the foe.*

1CP

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **CELESTIAN SACRESANTS** unit that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll. In addition, if your unit is Righteous, you can select one other **CELESTIAN SACRESANTS** unit from your army that is not Battle-shocked and is within 6" of your unit. Until the end of the phase, each time an attack targets that **CELESTIAN SACRESANTS** unit, subtract 1 from the Hit roll as well.



### INDEFATIGABLE DEDICATION

CHAMPIONS OF FAITH – STRATEGIC PLOY STRATAGEM

*Such champions of the God-Emperor never stop fighting or striving for victory, transforming momentary retreats into another opportunity to purge the unclean and press on to their objective.*

1CP

**WHEN:** Your Movement phase, just after an **ADEPTA SORORITAS** unit from your army Falls Back.

**TARGET:** That **ADEPTA SORORITAS** unit.

**EFFECT:** Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back. If your unit is Righteous, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back instead.





# SANCTIFIERS

M	T	SV	W	LD	OC
6"	3	6+	1	7+	1

5+

INVULNERABLE SAVE



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Holy fire [IGNORES COVER, ONE SHOT, TORRENT]	12"	D6	N/A	6	-1	2
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
Ministorum flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1
▶ Plasma gun – standard [RAPID FIRE 1]	24"	1	4+	7	-2	1
▶ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Burning hands [DEVASTATING WOUNDS]	Melee	1	2+	6	-2	3
Close combat weapon	Melee	2	3+	3	0	1
Death Cult blades [PRECISION]	Melee	4	2+	4	-2	1
Sanctifier melee weapon	Melee	3	3+	3	0	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, SANCTIFIERS

## ABILITIES

CORE: Scouts 6"

FACTION: Acts of Faith

**Ministorum Sermon:** While this unit contains a **MINISTORUM PRIEST**, melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

**Cherub:** Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

**Designer's Note:** Place a Cherub token next to the unit, removing it once this ability has been used.

## ATTACHED UNIT

If a **MINISTORUM PRIEST** from your army with the Leader ability can be attached to a **BATTLE SISTERS SQUAD**, it can be attached to this unit instead. If a **MINISTORUM PRIEST** from your army is attached to this unit during the Declare Battle Formations step, that model gains the Scouts 6" ability.

FACTION KEYWORDS:  
ADEPTA SORORITAS





# SANCTIFIERS



## WARGEAR ABILITIES

**Salvatist Medikit:** In your Command phase, if the bearer is on the battlefield, you can return up to D3 destroyed models [excluding **CHARACTER** models] to this unit.

**Simulacrum Imperialis:** At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

## WARGEAR OPTIONS

- 1 Missionary model can have its 1 plasma gun replaced with 1 meltagun.
- 1 Missionary model equipped with 1 plasma gun can be equipped with 1 holy fire (this model's plasma gun cannot be replaced).
- 1 Sanctifier model can have its 1 Sanctifier melee weapon replaced with 1 Ministorum hand flamer and 1 close combat weapon.
- 1 Sanctifier model can have its 1 Sanctifier melee weapon replaced with 1 close combat weapon and 1 simulacrum imperialis.

## UNIT COMPOSITION

- 1 Miraculist
- 1 Salvatist
- 1 Death Cult Assassin
- 2 Missionaries
- 4 Sanctifiers

The Miraculist is equipped with: holy fire; burning hands.

The Salvatist is equipped with: close combat weapon; Salvatist medikit.

The Death Cult Assassin is equipped with: Death Cult blades.

1 Missionary is equipped with: plasma gun; Sanctifier melee weapon.

1 Missionary is equipped with: Ministorum flamer; Sanctifier melee weapon.

Every Sanctifier is equipped with: Ministorum hand flamer; Sanctifier melee weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, SANCTIFIERS



FACTION KEYWORDS:  
ADEPTA SORORITAS



# CELESTIAN INSIDIANTS



M **6"** T **3** SV **3+** W **1** LD **7+** OC **1**

**5+** INVULNERABLE SAVE

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Condemnor bolt pistol [ANTI-PSYKER 4+, DEVASTATING WOUNDS, PISTOL]	12"	1	3+	4	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Blessed sword [LETHAL HITS]	Melee	3	3+	4	-2	2
Null mace [ANTI-PSYKER 4+, DEVASTATING WOUNDS]	Melee	3	3+	4	-1	1
Virge of admonition [ANTI-PSYKER 4+, DEVASTATING WOUNDS]	Melee	3	4+	6	-2	3

## ABILITIES

**FACTION:** Acts of Faith

**Rituale Nullificatus:** Models in this unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

**Virtue of Intolerance:** At the start of the battle, select one unit from your opponent's army to be this unit's quarry. Each time a model in this unit makes an attack that targets its quarry, that attack has the [PRECISION] ability and you can re-roll the Hit roll.

## ATTACHED UNIT

If a **CHARACTER** unit from your army can be attached to a **DOMINION SQUAD** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, CELESTIAN INSIDIANTS



FACTION KEYWORDS:  
ADEPTA SORORITAS



# CELESTIAN INSIDIANTS

*Celestian Insidiants are shadowy figures who specialise in hunting down witches and other heretics for capture or assassination. Employing cunning and skill to creep close to their foes, they explode suddenly into action amidst bellowed prayers and imprecations, hammering their prey with condemnor fire and cutting them down with blade and mace.*



## WARGEAR ABILITIES

**Simulacrum Imperialis:** At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

**Denuncia Oratory:** Each time the bearer's unit's quarry is destroyed, you can select a new unit from your opponent's army to be its quarry.

## WARGEAR OPTIONS

- The Celestian Insidiante Superior's condemnor bolt pistol can be replaced with 1 inferno pistol.
- Up to 2 Celestian Insidiants can each have their condemnor bolt pistol replaced with 1 Ministorum hand flamer.
- Up to 2 Celestian Insidiants can each have their condemnor bolt pistol and null mace replaced with 1 blessed sword.
- One Celestian Insidiante's condemnor bolt pistol and null mace can be replaced with 1 virge of admonition.
- One Celestian Insidiante's condemnor bolt pistol can be replaced with 1 denuncia oratory.
- One Celestian Insidiante equipped with 1 condemnor bolt pistol can be equipped with 1 simulacrum imperialis (that model's condemnor bolt pistol cannot be replaced).

## UNIT COMPOSITION

- 1 Celestian Insidiante Superior
- 9 Celestian Insidiants

Each model is equipped with: condemnor bolt pistol; null mace.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, CELESTIAN INSIDIANTS



FACTION KEYWORDS:  
ADEPTA SORORITAS





# ADEPTA SORORITAS

## UPDATES & ERRATA

### Page 71 – Divine Intervention Stratagem, Effect section

Change to:

**'EFFECT:** You can discard 1-3 Miracle dice. At the end of the phase, set the last destroyed model from your unit back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models. Roll one D3, adding 1 to the result for each Miracle dice you discarded. That model is set back up with that number of wounds remaining (up to its starting number of wounds).'

### Page 71 – Suffering and Sacrifice Stratagem, Effect section

Change to:

**'EFFECT:** Until the end of the phase, each time an enemy model within Engagement Range of your unit selects its targets, it must select your unit as the target of its attacks.'

### Page 73 – Devout Fanaticism Stratagem, When section

Change to:

**'WHEN:** Your opponent's Shooting phase, just after an enemy unit has shot.'

### Page 105 – Immolator Transport section, second paragraph

Change to:

'At the start of the Declare Battle Formations step, you can select one **BATTLE SISTERS SQUAD**, **DOMINION SQUAD** or **SISTERS NOVITIATE SQUAD** from your army. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units. If you are splitting a unit that has the Cherub ability, only one of the new units can use that ability during the battle – make a note of which of the new units this will be). One of these units must start the battle embarked within this **TRANSPORT**; the other can start the battle embarked within another **TRANSPORT**, or it can be deployed as a separate unit.'

## FAQS

**Q:** While using the Balance Dataslate, at the end of a phase in which one or more **ADEPTA SORORITAS** unit from my army were destroyed, if one or more of those units were within 12" of a friendly Imagifier when they were destroyed, does that Imagifier's Litany of Deeds ability allow me to re-roll the result of the Miracle dice I gain as a result of the Acts of Faith army rule?

**A:** Yes.

**Q:** If a **CHARACTER** with the Sainly Example Enhancement is destroyed while within 12" of a friendly Imagifier, can I use that Imagifier's Litany of Deeds ability to re-roll the results of the additional D3 Miracle dice I gain from that Enhancement, before adding them to my Miracle Dice pool?

**A:** Yes.

**Q:** If a **CHARACTER** with the Verse of Holy Piety Enhancement uses that Enhancement to activate a Vow of Atonement at the start of a battle round, but that **CHARACTER** is destroyed before the end of that battle round (e.g. by an attack with the **[PRECISION]** ability), is that Vow of Atonement still active for the remaining models in that unit until the start of the next battle round?

**A:** Yes.

**Q:** Can a Miracle dice be used as part of a re-roll?

**A:** Yes.

**Q:** If I re-roll a roll in which I substituted a dice with a Miracle dice, do I get to use the Miracle dice in that re-roll (e.g. when re-rolling a Charge roll)?

**A:** No, that Miracle dice is lost. Note that your unit has still performed an Act of Faith.

**Q:** Can the Triumph of Saint Katherine's Simulacrum of the Ebon Chalice Relics of the Matriarchs ability be used to substitute two dice in a single roll?

**A:** No.

**Q:** In the Adepta Sororitas army rule Acts of Faith, you gain 1 Miracle dice 'each time an **ADEPTA SORORITAS** unit from your army is destroyed'. Does this happen when the unit is destroyed or at the end of the phase?

**A:** When the unit is destroyed.

# CELESTIAN SACRESANT AVELINE

WARHAMMER LEGENDS



M T SV W LD OC

6" 3 3+ 4 7+ 1

4+

INVULNERABLE SAVE

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
The Thorn of the White Rose	Melee	4	3+	5	-2	2

## ABILITIES

CORE: **Feel No Pain 6+**, **Lone Operative**

FACTION: **Acts of Faith**

**Instrument of the Emperor's Wrath:** Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the **[DEVASTATING WOUNDS]** ability.

**Daemonbreaker:** Each time this model makes an attack that targets a **DAEMON** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRENADES, EPIC HERO, CELESTIAN SACRESANT AVELINE



FACTION KEYWORDS: ADEPTA SORORITAS



# CELESTIAN SACRESANT AVELINE

# WARHAMMER LEGENDS



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Celestian Sacresant Aveline – EPIC HERO

This model is equipped with: Ministorum hand flamer; The Thorn of the White Rose.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRENADES, EPIC HERO, CELESTIAN SACRESANT AVELINE



FACTION KEYWORDS:  
ADEPTA SORORITAS

# REPRESSOR

# WARHAMMER LEGENDS

M T SV W LD OC  
12" 10 3+ 12 7+ 2  
6+ **INVULNERABLE SAVE**

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Repressor twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	6	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Dozer ram	Melee	3	4+	7	0	1

## ABILITIES

**CORE:** Deadly Demise D3, Firing Deck 6

**FACTION:** Acts of Faith

**Emergency Combat Embarkation:** Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one **ADEPTA SORORITAS** unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of any enemy units and every model in that unit is within 3" of this **TRANSPORT**, it can embark within this **TRANSPORT**.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**KEYWORDS:** VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, REPRESSOR



**FACTION KEYWORDS:**  
**ADEPTA SORORITAS**



## WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy flamer
  - 1 storm bolter

## UNIT COMPOSITION

- **1 Repressor**
- This model is equipped with: Repressor twin heavy flamer; storm bolter; dozer ram.

## TRANSPORT

This model has a transport capacity of 12 **ADEPTA SORORITAS INFANTRY** models. It cannot transport **JUMP PACK** models or the **TRIUMPH OF SAINT KATHERINE**.

**KEYWORDS:** VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, REPRESSOR



**FACTION KEYWORDS:** ADEPTA SORORITAS

# BATTLE SANCTUM

# WARHAMMER LEGENDS

M

-

T

11

SV

3+

W

20

LD

7+

OC

0

## FORTIFICATION

While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

## ABILITIES

**CORE:** **Deadly Demise D6**

**FACTION:** **Acts of Faith**

**Consecrated Ground:** When this **FORTIFICATION** is set up, all parts of it must be set up within 1" of another part. Friendly **ADEPTA SORORITAS INFANTRY** models can be set up or end any type of move on top of the floor sections of this **FORTIFICATION**. While an **ADEPTA SORORITAS** unit from your army is within 1" of this **FORTIFICATION**, that unit can perform one additional Act of Faith per phase.

**Holy Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

**KEYWORDS:** IMPERIUM, FORTIFICATION, TOWERING, BATTLE SANCTUM



**FACTION KEYWORDS:**  
**ADEPTA SORORITAS**



## WARGEAR OPTIONS

- None
- 

## UNIT COMPOSITION

- 1 Battle Sanctum

This model is equipped with: nothing.

---

KEYWORDS: IMPERIUM, FORTIFICATION, TOWERING, BATTLE SANCTUM



FACTION KEYWORDS:  
ADEPTA SORORITAS

# CRUSADERS

# WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

3+

2

7+

1

4+

INVULNERABLE SAVE



## MELEE WEAPONS

## RANGE

A

WS

S

AP

D

Power weapon

Melee

3

3+

4

-2

2

## ABILITIES

FACTION: Acts of Faith

**Spiritual Fortitude:** Models in this unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

KEYWORDS: INFANTRY, IMPERIUM, CRUSADERS



FACTION KEYWORDS:  
ADEPTA SORORITAS



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 2-4 Crusaders

Every model is equipped with: power weapon.

## ATTACHED UNIT

If a model from your army with the Leader ability can be attached to a **BATTLE SISTERS SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, CRUSADERS



FACTION KEYWORDS:  
ADEPTA SORORITAS

# DEATH CULT ASSASSINS

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

7"

3

5+

2

7+

1

5+

INVULNERABLE SAVE



## MELEE WEAPONS

### RANGE

A

WS

S

AP

D

Death Cult power blades [PRECISION]

Melee

4

2+

4

-2

1

## ABILITIES

CORE: Fights First, Infiltrators, Lone Operative

FACTION: Acts of Faith

**Death Cult:** Each time a model in this unit makes an attack that targets a **CHARACTER** unit, you can re-roll the Wound roll.

KEYWORDS: INFANTRY, IMPERIUM, DEATH CULT ASSASSINS



FACTION KEYWORDS:  
ADEPTA SORORITAS



## WARGEAR OPTIONS

- None
- 

## UNIT COMPOSITION

- 2-4 Death Cult Assassins

Every model is equipped with: Death Cult power blades.

---

KEYWORDS: INFANTRY, IMPERIUM, DEATH CULT ASSASSINS



FACTION KEYWORDS:  
ADEPTA SORORITAS