ADEPTA SORORITAS

FACTION PACK: VERSION 1.4

Legal for matched play from 14th October 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- Changes to Rules Updates.

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CHORUS OF CONDEMNATION

ANGELIC WARRIORS AND SYMPHONIC BARRAGES HIT THE FOE WITH DENUNCIATORY JUDGEMENT

DETACHMENT RULES

ANGELIC JUDGEMENT

Granted a greater perspective of the heretical foe's disposition, an Order's angelic veterans roar condemnatory psalms of revelation that unmask the enemy's evil for all to see.

Friendly **ADEPTA SORORITAS INFANTRY FLY** units have the following ability:

> **Condemnatory Psalms:** In your Shooting phase, this unit can select one **visible** enemy unit within 12". That enemy unit is **condemned**:
>
> - While a unit is **condemned**, that unit has +3" **detection range**.

ENHANCEMENTS

CLARION OF URGENCY

This passionate slayer of the blasphemous leads her warriors in powered jet-leaps to reach the condemned foe, no matter where they lurk.

CANONESS WITH JUMP PACK model only. At the end of your opponent's Fight phase, if this unit is **unengaged**, you can place this unit in **strategic reserves**.

SYMPHONIC PAYLOAD UPGRADE

These caches of thrice-blessed ordnance are launched in sacred salvoes of harmonised immolation that can scour the Emperor's foes from existence.

EXORCIST unit only. This unit can re-roll rolls to determine the **A** of a weapon.

INSPIRATIONAL BATTLE CANTICLES — 1CP

CHORUS OF CONDEMNATION STRATAGEM

Roared blessings and deafening reminders of sacred duty fan afresh the fires of conviction which blaze through the souls of the God-Emperor's faithful.

WHEN: Start of the Command phase.

TARGET: One friendly **ADEPTA SORORITAS INFANTRY FLY** unit or one friendly **EXORCIST** unit.

EFFECT: Select one friendly **battle-shocked ADEPTA SORORITAS** unit within 6" of your unit. That unit is no longer **battle-shocked**.

HARMONISED EXORCISM — 1CP

CHORUS OF CONDEMNATION STRATAGEM

In harmony with the targeting hymnals of angelic warriors, an Exorcist's devastating rockets seem drawn to the heresy of the foe.

WHEN: Your Shooting phase, when a friendly **EXORCIST** unit is **selected to shoot**.

TARGET: That **EXORCIST** unit.

EFFECT: Select one unit **visible** to and within 9" of a friendly **ADEPTA SORORITAS INFANTRY FLY** unit. Your unit's ranged attacks that target that unit have +1 to **hit rolls**.

DEVASTATING REPRISE — 1CP

CHORUS OF CONDEMNATION STRATAGEM

With shock waves, shrapnel and deafening hymnals shattering their cohesion, survivors of an Exorcist strike are unready to face fresh skyborne assaults.

WHEN: Your Shooting phase, when a friendly **EXORCIST** unit has shot.

TARGET: One friendly **ADEPTA SORORITAS INFANTRY FLY** unit.

EFFECT: Select one enemy unit (excluding **MONSTER/VEHICLE** units) hit by those ranged attacks. Your unit's ranged attacks that target that unit have **[DEVASTATING WOUNDS]**.

UNIQUE: REVEREND

SACRED CHAMPIONS

RELENTLESS AND ELITE WARRIORS ON HOLY QUESTS PUNISH THE FAITHLESS

DETACHMENT RULES

HOLY QUEST

Charged with a holy quest in service to the God-Emperor, the veteran Sacresant elite of an Order Militant are relentless in their pursuit of victory.

Friendly **CELESTIAN** units' attacks have +1 **BS** and **WS**.

This **detachment** has the **REVEREND** tag and cannot be taken with another **REVEREND detachment**.

ENHANCEMENTS

WRIT OF COMPUNCTION UPGRADE

Within this ornate cylindrical casket is a holy authorisation of the Ecclesiarch. Warriors in its presence tasked with a sacred duty are filled with righteous purpose, and the will to succeed no matter the odds.

CELESTIAN SACRESANTS unit only. This unit has +1 **OC**.

PERFERVID HASTE

This warrior's passion to secure her quest is a lash wrought from her faith, which drives her sisters on at a relentless pace.

ADEPTA SORORITAS model only. This unit has +1" **M**.

SANCTIFIED BLOWS — 1CP

SACRED CHAMPIONS STRATAGEM

To stand against the dutiful zealots of the Adepta Sororitas is to be condemned and destroyed by the power of their righteous fury.

WHEN: Fight phase, when a friendly **CELESTIAN SACRESANTS** unit is **selected to fight**.

TARGET: That **CELESTIAN SACRESANTS** unit.

EFFECT: Your unit's melee attacks have +1 **A** and **S**.

FAITHFUL FORTITUDE — 1CP

SACRED CHAMPIONS STRATAGEM

Drawing upon their deep wells of piety, Sacresant elite can fight on even through overwhelming or eldritch assaults.

WHEN: Any phase, when a friendly **CELESTIAN SACRESANTS** unit suffers a **mortal wound**.

TARGET: That **CELESTIAN SACRESANTS** unit.

EFFECT: Your unit has **Feel No Pain 5+** against **mortal wounds** until the end of the phase.

UNFLINCHING DETERMINATION — 1CP

SACRED CHAMPIONS STRATAGEM

These veteran warriors endure gruelling regimens to prepare them – physically and spiritually – to outlast, outmanoeuvre and outfight the foe at every turn.

WHEN: Your Movement phase, when a friendly **CELESTIAN SACRESANTS** unit is selected to make an **advance/fall-back move**.

TARGET: That **CELESTIAN SACRESANTS** unit.

EFFECT:

- Your unit's ranged attacks have **[ASSAULT]** until the end of the turn.
- That move does not prevent your unit from being **eligible to shoot/declare a charge**.

SANCTIFIED ORATORS

PIOUS COMMANDERS LEAD THE PROCESSION OF MARTIAL FAITH WITH ROARED CATECHISMS

DETACHMENT RULES

HYMNS OF BATTLE

On the battlefield, the faithful warriors of the Adepta Sororitas heed the stirring hymns recited by their commanders, whose inspirational words stoke their righteous fervour.

- Enhancements selected from this **detachment** do not count towards the total number of enhancements in your army.
- Friendly **ADEPTA SORORITAS CHARACTER** units have +1 **Ld**.

ENHANCEMENTS

HAGIOMNIFEX UPGRADE

A master of martial saintly lore, this vehement orator knows there is no form of enemy that the God-Emperor's holiest martyrs have not overcome. With vox-augmented sermonising, they roar the sacred hymns of the saints' deeds to embolden the faithful.

ADEPTA SORORITAS CHARACTER model only (excluding **PENITENT** units). (Once per turn, per unit) At the start of a phase, you can use this ability. If you do, select one of the abilities below:

- **Rite of Revelation:** While this unit is shooting, enemy units have +6" **detection range**.
- **Sermon of Intolerance:** This unit's **battle-shock rolls** automatically succeed.
- **Catechism of Raging Fervour:** This unit has +1" **M**.
- **Psalm of Righteous Smiting:** This unit's attacks have +1 **S**.
- **Chorus of Repudiation:** Attacks that target this unit with a **S** greater than this unit's **T** have -1 to **wound rolls**.

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 Insidiants**, **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

1CP

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

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

1CP

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

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

1CP

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

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

1CP

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

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

1CP

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.

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

1CP

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.

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.

INTRANZIA FRAYE

M	T	SV	W	LD	OC
8"	7	3+	8	6+	3

4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	2+	5	-1	2
Melta missile array [MELTA 2]	24"	2	2+	9	-2	D3
Ministorum heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mace of Saint Praxedes [SUSTAINED HITS 1]	Melee	4	2+	6	-2	2
Throne of Blame [EXTRA ATTACKS]	Melee	4	4+	6	0	1

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Acts of Faith**

Righteous Denunciation: At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test.

Judged for Execution: At the end of your Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, each time a friendly **Adepta Sororitas** model makes an attack that targets that enemy unit, that attack has the **[LETHAL HITS]** ability.

KEYWORDS: **Vehicle, Walker, Imperium, Character, Penitent, Epic Hero, Intranzia Fraye**

FACTION KEYWORDS: **Adepta Sororitas**

INTRANZIA FRAYE

Riding into battle atop her Throne of Blame, Intranzia Fraye smites the unclean while bellowing vox-amplified condemnations. Enemies singled out for her judgement become the focus of her sisters' ire, the Adepta Sororitas striving furiously to purge these heretics lest they themselves be judged and punished by their intolerant Dogmata Superior.

WARGEAR OPTIONS

- None.

UNIT COMPOSITION

- **1 Intranzia Fraye – Epic Hero**

This model is equipped with: 2 heavy bolters, 2 Ministorum heavy flamers; 1 melta missile array; 1 Mace of Saint Praxedes; 1 Throne of Blame.

KEYWORDS: **Vehicle, Walker, Imperium, Character, Penitent, Epic Hero, Intranzia Fraye**

FACTION KEYWORDS: **Adepta Sororitas**

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
One Shot: 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.

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.

KEYWORDS: **Infantry, Grenades, Imperium, Sanctifiers**

FACTION KEYWORDS: **Adepta Sororitas**

SANCTIFIERS

WARGEAR ABILITIES

Salvationist 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 Salvationist**
- **1 Death Cult Assassin**
- **2 Missionaries**
- **4 Sanctifiers**

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

The Salvationist is equipped with: close combat weapon; Salvationist 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	T	SV	W	LD	OC
6"	3	3+	1	7+	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. This ability can be used even if this unit is embarked within a **TRANSPORT**.

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, 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 Insidiant 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 Insidiant's condemnor bolt pistol and null mace can be replaced with 1 virge of admonition.
- One Celestian Insidiant's condemnor bolt pistol can be replaced with 1 denuncia oratory.
- One Celestian Insidiant 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 Insidiant Superior**
- **9 Celestian Insidiants**

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

KEYWORDS: **Infantry, Grenades, Imperium, Celestian, Celestian Insidiants**

FACTION KEYWORDS: **Adepta Sororitas**

ADEPTA SORORITAS
RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be highlighted in red.

UPDATES

ARMY RULES

Acts of Faith, Gaining Miracle Dice Section
Change to:
'If your Army Faction is **ADEPTA SORORITAS**, you gain 1 Miracle dice:
- At the start of each turn.
- Each time an **ADEPTA SORORITAS** unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.'

ARMY OF FAITH DETACHMENT

Light of the Emperor Stratagem, CP Cost
Change to '2CP'.

Blinding Radiance Stratagem, Target and Effect Sections
Change to:
'**TARGET:** One **ADEPTA SORORITAS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks, or one friendly **ADEPTA SORORITAS JUMP PACK** unit within 3" of such a unit.
EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll. If you targeted an **ADEPTA SORORITAS JUMP PACK** unit from your army with this Stratagem, then until the end of the phase, while a friendly **ADEPTA SORORITAS INFANTRY** unit is unit is within 3" of your unit, each time an attack targets that unit, subtract 1 from the Hit roll.'

BRINGERS OF FLAME DETACHMENT

Shield of Aversion Stratagem, Effect Section
Change to:
'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

Blazing Ire Stratagem, CP Cost
Change to '2CP'.

Cleansing Flames Stratagem, CP Cost
Change to '2CP'.

Rites of Fire Stratagem, Effect Section
Change to:
'Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within 6" that is also within range of an objective marker, add 1 to the Wound roll. If one or more enemy models are destroyed as the result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.'

Fervent Purgation Detachment Rule
Change to:
'Ranged weapons equipped by **ADEPTA SORORITAS** models from your army have the **[ASSAULT]** ability, and each time an attack made with such a weapon targets a unit within 6", add 1 to the Strength characteristic of that attack.'

HALLOWED MARTYRS DETACHMENT

Suffering and Sacrifice Stratagem, Effect section
Change to:
'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.'

Divine Intervention Stratagem, Target and Effect sections
Change to:
'TARGET: One **ADEPTA SORORITAS CHARACTER** model from your army that was just **destroyed**. You can use this Stratagem on that model even though it was just **destroyed**.
EFFECT: You can discard 1-3 Miracle dice. At the end of the phase, set up that model on the battlefield, **unengaged** and as close as possible to where it was **destroyed**. That model is not part of an **attached** unit and its unit has a **starting strength** of 1. Roll one D3, adding 1 to the result for each Miracle dice you discarded. That model has that number of wounds remaining (up to its starting number of wounds).'

PENITENT HOST DETACHMENT

Desperate for Redemption Detachment Rule
Change first paragraph to:
'At the start of your Command phase, you can select one of the following Vows of Atonement to be active for your army until the start of your next Command phase. You can only select each Vow of Atonement once per battle.'

Catechism of Divine Penitence Enhancement
Change to:
'**CANONESS**, **PALATINE** or **MINISTORUM PRIEST** model only.
The bearer gains the **PENITENT** keyword.'

Devout Fanaticism Stratagem, When and Effect Sections
Change to:
'WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.
EFFECT: Your unit can make a **surge move** of up to D6".'

DATASHEETS

Celestian Sacresants, Keywords section
Add '**CELESTIAN**'.

Dialogus, Dogmata, Hospitaller, Imagifier – Core Abilities section
Remove '**Leader**' and add '**Support**'.

Daemonifuge, Mysterious Saviours Ability
Change to:
'You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:
- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.'

Dominion Squad, Righteous Awareness Ability
Change to:
'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units it can make a Normal move of up to D6".'

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.'

Junith Eruita, The Pulpit of Saint Holline's Basilica Ability
Change to:
- This unit has **Stealth**.
- Melee attacks that target this unit have -1 to **hit rolls**.

Retributor Squad, Storm of Retribution Ability
Change to:
'Each time a model in this unit makes a ranged attack, that model can re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If such an attack targets an enemy unit that has destroyed one or more **ADEPTA SORORITAS** units from your army during the battle, add 1 to the Hit roll and add 1 to the Wound roll as well.'

Saint Celestine, Healing Tears Ability
Change to:
'While this unit contains a Celestine model, in your Command phase, you can return 1 destroyed Geminae Superia model to this unit.'

Triumph of Saint Katherine, Solemn Procession Ability
Change to:
'Each time you gain 1 Miracle dice at the start of your turn, if this model is on the battlefield, do not roll one D6 to determine the value of that Miracle dice; it has a value of 6.'

Zephyrim Squad, Embodied Prophecy Ability
Change to:
'Each time this unit is selected to fight, select one of the following abilities to apply to melee weapons equipped by models in this unit until the end of the phase:
- **[SUSTAINED HITS 1]**
- **[LETHAL HITS]**

If this unit made a Charge move this turn, until the end of the phase, select both abilities above to apply to melee weapons equipped by models in this unit instead.'

Castigator, Exorcist, Immolator, Sororitas Rhino – Keywords section
Add the '**FRAME**' keyword.

FAQS

Q: *How do Miracle Dice work during the attack sequence?*
A: During the attack sequence, an Adepta Sororitas player's attacking unit can use an Act of Faith when making **hit rolls** (where they can substitute a dice from any given group of attacks before making the roll), **wound rolls** (where they can substitute a dice from any given group of hits before making the roll) or **damage rolls** (where they can substitute a dice for a single **damage roll** before making the roll). An Adepta Sororitas player's target unit can use an Act of Faith when making **save rolls** (where they can substitute a dice for any given group of wounding attacks before making the roll).

Q: *If a Character with the Saintly 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: *When an* **ADEPTA SORORITAS** *unit from my army is destroyed, if that unit was within 12" of a friendly Imagifier when it was 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.

CELESTIAN SACRESANT AVELINE

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

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

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
One Shot: 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, Frame, 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, Frame, Repressor**

FACTION KEYWORDS: **Adepta Sororitas**

BATTLE SANCTUM

M	T	SV	W	LD	OC
-	11	3+	20	7+	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, FRAME, BATTLE SANCTUM**

FACTION KEYWORDS:
ADEPTA SORORITAS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Battle Sanctum**

This model is equipped with: nothing.

KEYWORDS: **Imperium, Fortification, Towering, Frame, Battle Sanctum**

FACTION KEYWORDS:
Adepta Sororitas

CRUSADERS

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

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

DEATH CULT ASSASSINS

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