

Orders Militant Adepta Sororitas V1.3

Orders Militant: Adepta Sororitas Army has a Strategy Rating of 3. All Sister of Battle formations have an initiative of 1+, Inquisitorial Warband, Crusaders, Inquisitorial Armoured Fist, Conclave, Penitence, Imperial Navy and War Engine formations have an initiative of 2+.

Acts of Faith: Any sister of battle formation with the Faithful special rule may perform the Acts of Faith, this is done when the formation activates at -1 initiative and then lasts until the end phase, however the Acts of Faith does not apply if the formation fails its initiative roll.

The formation receives Fearless and Invulnerable Save.

Company Formations

Name	Units	Upgrades	Cost
Mission	8 Battle Sister units	Celestian, Dominion, Exorcist, Priest, Retributor, Superior, Transport	250 points
Exorcism	5 Exorcist armoured vehicles	Exorcist, Hunter	250 points
Choir	6 Seraphim Sister units	Superior	225 points
Retribution	6 Retributor Sister units	Celestian, Dominion, Exorcist, Priest, Superior, Transport	225 points
Coven	4 Dominion Sister units *must be transported	Priest, Superior, Transport	200 points
Repentance	6 Repentia Sister units plus Mistress character	Engines, Priest, Transport	225 points
0-3 Inquisitorial Warband	8 Inquisitorial Warrior Acolytes units plus Inquisitor Hereticus character	Assassins, Chimeras, Landing Party, Priest, Retinue, Support	200 points

Company Support Formations (may have 1 per Company Formation)

Crusaders	10 Redemptionist units plus a Priest character	Chimeras, Engines, Vehicles	200 points
Inquisitorial Armoured Fist	6 Inquisitorial Storm Trooper units and 3 Inquisitorial Chimera armoured vehicles	Priest	225 points
Conclave	6 Arco-flagellants units	Engines, Transport	250 points
Penitence	4 Penitent Engine light vehicles	Engines	175 points

Imperial Navy & War Engines (1/3 of Points Allowance)

Name	Units	Cost
Lightning Squadron	2 Lightning Strike Fighter aircraft	150 points
Marauder Squadron	2 Marauder Bomber aircraft	250 points
0-1 Spacecraft	1 Lunar Class Cruiser spacecraft	150 points
Emperor's Chapels	2 Emperor's Chapel war engines	350 points
Cathedral of Purification	1 Cathedral of Purification war engine	500 points

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Upgrades (Each allowed upgrade may be taken once per formation)		
Name	Units	Cost
Assassins	Replace 1-2 Inquisitorial Warrior Acolyte units with Deathcult Assassin units	20 points each
Celestian	Replace 1-2 formation units with Celestian Sister units	20 points each
Chimeras	Add Inquisitorial Chimera armoured vehicles (You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible)	25 points each
Dominion	Replace 1-2 formation units with Dominion Sister units	15 points each
Engines	Add 1-3 Penitent Engine light vehicles	35 points each
Exorcist	Add 1-2 Exorcist armoured vehicles	50 points each
Hunter	Add 1 Hunter armoured vehicle	50 points
Landing Party	Add 1 Aquila Lander and 3 Arvus Lighters armoured vehicles to transport the formation <u>or</u>	75 points
	Add 4 Inquisitorial Valkyrie armoured vehicles to transport the formation (You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible)	150 points
Priest	Add Priest character	50 points
Retributor	Add 2 Retributor Sister units	50 points
Retinue	Replace any Inquisitorial Warrior Acolyte units with Inquisitorial Henchmen units in any combination 0-3 Henchmen Chirurgeon 0-2 Henchmen Crusader 0-2 Henchmen Sage 0-3 Henchmen Servitor 0-2 Henchmen Penitent	Free
Superior	Add 0-1 Canoness character per army <u>or</u>	100 points
	Add Palatine character	50 points
Support	Add Inquisitorial Land Raider	75 points each
	Add Inquisitorial Razorback	25 points each
	Add Inquisitorial Rhinos	10 points each
	(In any combination, You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible)	
Transport	Add Immolator	25 points each
	Add Repressor	25 points each
	Add Rhinos	Free
	(In any combination, You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible)	
Vehicles	Add Civilian Vehicle light vehicles (You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible)	10 points each