

Orders Militant Adepta Sororitas V1.4

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, the formation activates at -1 initiative, however the Acts of Faith does not apply if the formation fails its initiative roll. The formation receives Fearless and Invulnerable Save special rules which lasts until the end phase.

Company Formations

Name	Units	Upgrades	Cost
Mission	8 Battle Sister units	Exorcist, Priest, Superior, Specialist, Transport	275 points
Exorcism	5 Exorcist armoured vehicles	Exorcist, Hunter	250 points
Choir	6 Seraphim Sister units	Superior	200 points
Retribution	6 Retributor Sister units	Priest, Superior, Specialist, Transport	250 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
0-1 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
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
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 Retinue	Add Priest character	50 points
	Replace any Inquisitorial Warrior Acolyte units with Inquisitorial Henchmen units in any combination 0-3 Henchmen Chirurgeon 0-1 Henchmen Crusader 0-1 Henchmen Sage 0-3 Henchmen Servitor 0-2 Henchmen Penitent	Free
Specialist	Replace 1-2 formation units with Celestian Sister units	20 points each
	Replace 1-2 formation units with Dominion Sister units	15 points each
	Replace 1-2 formation units with Retributor Sister units	15 points each
Superior	Add 0-1 Canoness character per army <u>or</u>	100 points
Support	Add Palatine character	50 points
	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
Vehicles	(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)	
	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

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Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Canoness	CHA	-	-	-	-	Blessed Weapon	Base	MW, EA+1	Invulnerable Save, Supreme Commander, Inspiring
Inquisitor Hereticus	CHA	-	-	-	-	Power Weapon	Base	MW, EA+1	Invulnerable Save, Commander, Leader
Mistress	CHA	-	-	-	-	Nero Whip	Base	EA+1	Leader
Palatine	CHA	-	-	-	-	Blessed Weapon	Base	MW, EA+1	Invulnerable Save, Commander, Leader
Priest	CHA	-	-	-	-	Eviscerator	Base	MW, EA+1	Invulnerable Save, Fearless, Inspiring
Arco-flagellants	INF	15cm	4+	4+	-	Combat Flails	Base	EA+1	Infiltrators, Fearless
Battle Sister	INF	15cm	4+	5+	4+	Heavy Bolter Bolters	30cm (15cm)	AP5+	Faithful
Celestian Sister	INF	15cm	4+	5+	4+	Multimelta	15cm (15cm)	MW5+ MW	Faithful
Dominion Sister	INF	15cm	4+	5+	4+	Meltaguns	(15cm)	MW	Faithful, Scouts
Retributor Sister	INF	15cm	4+	6+	3+	2x Heavy Flamer Bolters	15cm (15cm)	AP4+, Ignore Cover	Faithful
Seraphim Sister	INF	35cm	4+	4+	4+	Twin Bolt pistols	Base (15cm)		Faithful, Jump Packs
Repentia Sister	INF	15cm	5+	4+	-	Eviscerator	Base	MW	Faithful, Infiltrators
Inquisitorial Storm Trooper	INF	15cm	5+	5+	4+	Plasmagun Hellguns	15cm (15cm)	AP5+/AT5+	
Inquisitorial Warrior Acolyte	INF	15cm	5+	5+	5+	Plasmagun Hot-shot Lasguns	15cm (15cm)	AP5+/AT5+	
Inquisitorial Sage	INF	15cm	6+	6+	6+	Chainswords Laspistols	Base (15cm)		Leader
Inquisitorial Chirurgeon	INF	15cm	5+	5+	5+	Chainswords Bolt pistols	Base (15cm)		Invulnerable Save
Inquisitorial Servitor	INF	15cm	5+	6+	5+	2x Heavy Bolter	30cm	AP5+	
Inquisitorial Crusader	INF	15cm	5+	4+	-	Power Weapon & Storm Shield	Base	MW, EA+1	Invulnerable Save
Inquisitorial Penitent	INF	15cm	6+	6+	5+	Scourging	(15cm)	MW	First Strike
Deathcult Assassin	INF	15cm	5+	3+	-	Power Weapon	Base	MW, EA+1	Invulnerable Save, Infiltrators

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Redemptionist	INF	15cm	-	4+	6+	Exterminators Laspistols	Base (15cm)		
Penitent Engine	LV	15cm	4+	4+	4+	2x Heavy Flamer and Power Saws	15cm (15cm) Base	AP4+, Ignore Cover Ignore Cover MW, EA+1	Invulnerable Save, Infiltrators, Fearless, Walker
Civilian Vehicle	LV	30cm	5+	6+	6+	Twin Heavy Stubber	30cm	AP5+	Transport (2)
Exorcist	AV	30cm	4+	6+	5+	Exorcist Launcher	45cm	2x AP6+/AT4+	Faithful
Immolator	AV	30cm	5+	6+	5+	Twin Multimelta	15cm (15cm)	MW 4+ MW	Faithful, Transport (1)
Sororitas Rhino	AV	30cm	5+	6+	6+	Stormbolter	(15cm)		Faithful, Transport (2)
Repressor	AV	30cm	5+	6+	5+	Heavy Flamer Stormbolter	15cm (15cm)	AP4+, Ignore Cover	Faithful, Walker, Transport (2)
Sororitas Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	Faithful
Inquisitorial Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	Transport (2)
Inquisitorial Rhino	AV	30cm	5+	6+	6+	Stormbolter	(15cm)		Transport (2)
Inquisitorial Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter or Twin Lascannon	30cm 45cm	AP4+ AT4+	Transport (1)
Inquisitorial Land Raider	AV	25cm	4+	6+	4+	2x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour, Transport (2)
Aquila Lander	AV	35cm	5+	6+	5+	Chin Multilaser	30cm	AP5+/AT6+/AA6+	Skimmer, Transport (2)
Arvus Lighter	AV	35cm	5+	6+	6+	-	-	-	Skimmer, Transport (2)
Inquisitorial Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2x Heavy Bolter 2x Rocket Pods	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, Disrupt, One Shot	Scout, Skimmer, Transport (2)

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Cathedral of Purification	WE	15cm	4+	5+	4+	Promethium Cannon Excommunicator Heavy Bolter 2x Inferno Cannon <u>and</u>	45cm 30cm 30cm 30cm (15cm)	4BP, Ignore Cover , FF Arc 3xAP6+/AT4+/AA5+ AP5+, FF Arc AP3+, Ignore Cover Ignore Cover	Damage Capacity 6, 2 Void Shields, Reinforced Armour, Fearless, Inspiring, Transport (12) Critical Hit Effect: The Cathedral's tracks are damaged, immobilising it. Further critical hits inflict an additional point of damage.
Emperor's Chapel	WE	15cm	4+	6+	5+	Inferno Gun Heavy Bolter 2x Inferno Cannon <u>and</u>	30cm 30cm 30cm (15cm)	3BP, Ignore Cover , FF Arc AP5+, FF Arc AP3+, Ignore Cover Ignore Cover	Damage Capacity 3, Reinforced Armour, Fearless, Transport (4) Critical Hit Effect: The Emperor's Chapel is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 6.
Marauder	AC	Bomber	4+	-	-	2x Twin Heavy Bolter Twin Lascannon Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	
Lightning Strike	AC	Fighter	6+	-	-	Lascannon 2x Underwing Rockets	45cm 30cm	AT5+/AA5+, FF Arc AT4+, FF Arc	
Lunar Class	SS	-	-	-	-	Orbital Bombardment Pin Point	- -	3BP, MW MW2+ (TK D3)	