

## Orders Militant Adepta Sororitas V1.5

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

**Acts of Faith:** Any company 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
<b>Mission</b>	8 Battle Sister units	Exorcist, Priest, Superior, Specialist, Transport	275 points
<b>Exorcism</b>	5 Exorcist armoured vehicles	Exorcist, Hunter	250 points
<b>Choir</b>	6 Seraphim Sister units	Superior	250 points
<b>Retribution</b>	6 Retributor Sister units	Priest, Superior, Specialist, Transport	250 points
<b>Coven</b>	4 Dominion Sister units *must be transported	Priest, Superior, Transport	200 points
<b>Repentance</b>	6 Repentia Sister units plus Mistress character	Engines, Priest, Transport	225 points
<b>Purgeance</b>	6 Immolator or Repressor Armoured Vehicles with extra armour	Exorcist, Hunter	250 points

### Company Support Formations (may have 1 per Company Formation)

<b>Crusaders</b>	10 Redemptionist units plus a Priest character	Chimeras, Engines, Vehicles	200 points
<b>0-1 Inquisitorial Warband</b>	8 Inquisitorial Storm Trooper units plus Inquisitor Hereticus character	Chimeras, Landing Party, Priest, Retinue, Transport	200 points
<b>Conclave</b>	6 Arco-flagellants units	Engines, Transport	250 points
<b>Penitence</b>	4 Penitent Engine light vehicles	Engines	175 points

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

Name	Units	Cost
<b>Lightning Squadron</b>	2 Lightning Strike Fighter aircraft	150 points
<b>Marauder Squadron</b>	2 Marauder Bomber aircraft	250 points
<b>0-1 Spacecraft</b>	1 Lunar Class Cruiser spacecraft	150 points
<b>Emperor's Chapels</b>	2 Emperor's Chapel war engines	400 points
<b>Cathedral of Purification</b>	1 Cathedral of Purification war engine	600 points

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Upgrades (Each allowed upgrade may be taken once per formation)		
Name	Units	Cost
<b>Chimeras</b>	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
<b>Engines</b>	Add 1-3 Penitent Engine light vehicles	35 points each
<b>Exorcist</b>	Add 1-2 Exorcist armoured vehicles	50 points each
<b>Hunter</b>	Add 1 Hunter armoured vehicle	50 points
<b>Landing Party</b>	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
<b>Priest</b>	Add Priest character	50 points
<b>Retinue</b>	Replace Inquisitorial Storm Trooper units	
	0-2 Inquisitorial Support Staff	15 points
	0-2 Inquisitorial Veteran Warrior Acolyte	15 points
	0-1 Deathcult Assassin	20 points
<b>Specialist</b>	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
<b>Superior</b>	Add 0-1 Canoness character per army <u>or</u>	100 points
	Add Palatine character	50 points
<b>Transport</b>	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)	
<b>Vehicles</b>	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

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	-	-	-	-	Neural Whips	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 Flamer Bolters	15cm (15cm)	AP4+, Ignore Cover	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 Bolter Bolters	30cm (15cm)	AP5+	Faithful
Seraphim Sister	INF	30cm	4+	4+	4+	Twin Boltpistols	Base (15cm)		Faithful, Jump Packs, Teleport
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 Support Staff	INF	15cm	5+	6+	5+	Chainswords Scourging	Base (15cm)	MW, First Strike	Leader
Inquisitorial Veteran Warrior Acolyte	INF	15cm	5+	5+	5+	Power Weapon Hot-shot Lasguns Heavy Bolter	Base (15cm) 30cm	MW AP5+	
Deathcult Assassin	INF	15cm	5+	3+	-	Power Weapon	Base	MW, EA+1	Invulnerable Save, Infiltrators
Redemptionist	INF	15cm	-	4+	6+	Exterminators Laspistols	Base (15cm)		
Penitent Engine	LV	15cm	4+	4+	4+	2x Heavy Flamer <u>and</u> 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

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Immolator	AV	30cm	5+ (4+)	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+ (4+)	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)
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)
Cathedral of Purification	WE	20cm	4+	5+	4+	Promethium Cannon Excommunicator Heavy Bolter Inferno Cannon Inferno Cannon <u>and</u>	45cm 30cm 30cm 30cm 30cm (15cm)	4BP, Ignore Cover, FF Arc 3xAP6+/AT4+/AA5+ AP5+, FF Arc AP3+, Ignore Cover, L Arc AP3+, Ignore Cover, R Arc Ignore Cover	Damage Capacity 6, 2 Void Shields, Reinforced Armour, Fearless, Inspiring, Walker, 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	20cm	4+	6+	5+	Inferno Gun Heavy Bolter Inferno Cannon Inferno Cannon <u>and</u>	30cm 30cm 30cm 30cm (15cm)	3BP, Ignore Cover, FF Arc AP5+, FF Arc AP3+, Ignore Cover, L Arc AP3+, Ignore Cover, R Arc Ignore Cover	Damage Capacity 3, Reinforced Armour, Fearless, Walker, 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)	