

# WARHAMMER<sup>®</sup>

## 40,000

# SISTERS OF BATTLE

## CONDENSED



WARHAMMER  
40,000

CODEX

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## Contents

How to use this book.....	Pg.03
Army Special Rules.....	Pg.04
<b>HQ</b>	
Saint Celestine.....	Pg.05
Canoness.....	Pg.05
Sororitas Command Squad.....	Pg.06
Arch-Confessor Kyrinov.....	Pg.06
Uriah Jacobus, Protector of the Faith.....	Pg.07
Ecclesiarchy Confessor.....	Pg.07
Battle Conclave.....	Pg.07
<b>Elites</b>	
Ecclesiarchy Priest.....	Pg.08
Repentia Squad.....	Pg.08
Celestian Squad.....	Pg.09
<b>Troops</b>	
Battle Sister Squad.....	Pg.10
<b>Fast Attack</b>	
Seraphim Squad.....	Pg.11
Dominion Squad.....	Pg.12

## Dedicated Transports

Rhino.....	Pg.13
Repressor.....	Pg.13
Immolator.....	Pg.13

## Heavy Support

Retributor Squad.....	Pg.14
Exorcist.....	Pg.14
Penitent Engine.....	Pg.14
Avenger Strike Fighter.....	Pg.15

## Wargear

Wargear.....	Pg.16
Vehicle Upgrades.....	Pg.16

## Summaries

Unit Summary.....	Pg.17
Acts of Faith.....	Pg.18
Weapon Summary.....	Pg.18

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## How to use this book

The following army list enables you to field an army of Sisters of Battle and fight battles using the missions included in the Warhammer 40,000 rulebook.

### USING THE ARMY LIST

This army list is split into seven sections: HQ, Elites, Troops, Fast Attack, Dedicated Transports, Heavy Support and Apocalypse.

All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value. Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army following the guidelines given in the Warhammer 40,000 rulebook.

HQ <sup>01</sup>		Special Character <sup>02</sup>															
Squad <sup>03</sup>																	
Archon																	
Unit <sup>04</sup>		Points Per <sup>06</sup>	Models <sup>07</sup>	Unit Type: <sup>08</sup>		WS <sup>09</sup>	BS	S	T	W	I	A	Ld	Sv <sup>09</sup>			
Archon		60	1	Infantry (Character)		7	7	3	3	3	7	4(5)	10	5+			
Archon <sup>05</sup>																	
Wargear: <sup>10</sup>				Special Rules: <sup>11</sup>		Options: <sup>12</sup>										Pts	
Kabalite Armour				( C: Precision Shots )		Replace CCW and/or Splinter Pistol with:											
Close Combat Weapon				( C: Precision Strikes )		Venom Blade										+ 5	
Splinter Pistol				Fleet		Blast Pistol										+ 15	
Plasma Grenades				Night Vision		Power Weapon										+ 15	
				Power from Pain		Blaster										+ 15	

### ARMY LIST ENTRIES

Each entry in the army list represents a different unit. More information about the background for these units and examples of the Citadel miniatures you will need to represent them can be found in the parent Codex to this book.

Each unit entry in this army list contains the following information:

- <sup>01</sup> **Force Organisation Designation:** At the start of each army list entry you will find the units place within the Force Organisation. This will be either HQ, ELITES, TROOPS, FAST ATTACK, DEDICATED TRANSPORT, HEAVY SUPPORT or APOCALYPSE.
- <sup>02</sup> **Additional Unit Designations:** This section will show if the unit has any extra restrictions, such as being a Special Character, Unique or Experimental.
- <sup>03</sup> **Squad Name:** Here you will find the name of the entire unit.
- <sup>04</sup> **Unit Name:** Here you will find the name of each unit within the squad. Some squads will be composed of several different units, with each being named in separate sub-sections of the army list entry.
- <sup>05</sup> **Additional Unit Name:** Some units will have additional name(s) listed under the Unit Name. This is used when checking certain requirements. i.e. Dark Eldar Court of the Archons require an Archon, Tau armies require 1+ Fire Caste Commander and Sisters of Battle Battle Conclaves require a Confessor.
- <sup>06</sup> **Points Per:** This section details the number of Points each model in the unit costs without upgrades.
- <sup>07</sup> **Models:** This section will show the number of models that make up the basic unit, before any upgrades are taken. If the Models includes the \* it is unique and you may only include one of this unit in your army.

<sup>08</sup> **Unit Type:** This refers to the unit type rules in the Warhammer 40,000 rulebook. For example, a unit may be classed as Infantry, Cavalry or Vehicle which will subject it to a number of rules Regarding movement, shooting, assaults, etc.

<sup>09</sup> **Unit Characteristics:** This section will detail the values of the units Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks, Leadership, Armour Save(s), Front Armour, Side Armour, Rear Armour and Hull Points.

<sup>10</sup> **Wargear:** This section details the armour, weapons and equipment the models in the unit are armed with. The cost for all this wargear and equipment is included in the points cost listed next to the unit name. The rules for the wargear are explained in further detail in the army list entry, the Wargear section of this book or the Warhammer 40,000 rulebook.

<sup>11</sup> **Special Rules:** Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in the army list entry, the Army Special Rules section of this book or the Special Rules section of the Warhammer 40,000 rulebook.

<sup>12</sup> **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.

**Warlord Traits:** Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.

## Army Special Rules

### Faith Points:

At the start of each of your Movement Phases you generate D6 Faith Points. This is how many Faith Points you have available for the turn; the more available, the more Acts of Faith you will be able to attempt.

Any Faith Points that are unused at the end of your turn are lost.

### Acts of Faith:

An Act of Faith can be attempted immediately before a Sisters of Battle unit acts during the during a phase; e.g. immediately before the unit moves in the Movement Phase, shoots in the Shooting Phase, or at the beginning of the Fight sub-Phase.

To attempt an Act of Faith, select the unit and reduce the Faith Point total by 1, then roll a D6 and add the following:

**+1** if the unit is led by at least one of the following:

Celestian Superior  
Dominion Superior  
Retributor Superior  
Seraphim Superior  
Sister Superior  
Mistress of Repentance

**+1** if the unit has been joined by at least one of the following Independent Characters:

Saint Celestine  
Arch-Confessor Kyrinov  
Uriah Jacobus  
Canoness  
Ecclesiarchy Confessor

**+1** if the unit has taken at least one casualty.

Note that all modifiers are cumulative.

If the total is less than 5, then the Act of Faith fails. The Faith Point is lost and nothing happens.

If the total is equal to or greater than 5, the Act of Faith is successful. The unit immediately gains a bonus and/or special rules until the end of the Phase.

The nature of the bonus depends on the unit that is using the Act of Faith, as detailed later.

*For example, if a unit of Celestians makes a successful Act of Faith during the Assault Phase, their Hand of the Emperor Act of Faith grants them +1 Strength and Fearless until the end of the Assault Phase.*

### Independent Characters and Acts of Faith:

Independent Characters that have the Acts of Faith rule benefit from any bonuses received by the unit they are with when an Act of Faith is used. Similarly, units that have the Acts of Faith rule benefit from the any bonuses received by an Independent Character that has joined the unit when an Act of Faith is used.

If both a unit and an Independent Character have an Act of Faith that takes effect in the same phase, you must attempt each Act of Faith separately.

*For example, if a Canoness joins a unit joins a unit of Celestians then you would require two Faith Points (and two Acts of Faith) to use both the Passion and the Hand of the Emperor Acts of Faith in the Assault Phase.*

### Shield of Faith

The Sisters of Battle are taught that faith is a shield stronger than any armour. Such is the power of their belief that the Emperor will protect them from mortal injury that the Adepta Sororitas can shrug off the most severe of wounds.

Models with the Shield of Faith special rule have a 6+ invulnerable save.

### Righteous Rage:

On a player turn in which a model with this special rule assaults, he and all members of the unit he has joined re-roll failed rolls to hit.

## Allies:

The army detailed in this book can take allied detachments from the following codexes:

Black Templars.....	Desperate Allies
Blood Angels.....	Allies of convenience
Chaos Daemons.....	Come the Apocalypse
Chaos Space Marines.....	Come the Apocalypse
Dark Angels.....	Allies of convenience
Dark Eldar.....	Desperate Allies
Eldar.....	Desperate Allies
Grey Knights.....	Allies of convenience
Imperial Guard.....	Battle Brothers
Necrons.....	Desperate Allies
Orks.....	Come the Apocalypse
Space Marines.....	Allies of convenience
Space Wolves.....	Allies of convenience
Tau Empire.....	Desperate Allies
Tyranids.....	Come the Apocalypse



## HQ

Special Character *Extended*

### Squad

#### Saint Celestine

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Saint Celestine	115	1*	Infantry (Character), Jump	7	7	3	3	3	7	5	10	2+(4+*)/6+*

#### Wargear:

Armour of Saint Katherine  
The Ardent Blade  
Frag Grenades  
Krak Grenades  
Jump Pack

#### Special Rules:

( J: Hammer of Wrath )  
( J: Bulky )  
( J: Deep Strike )  
( C: Precision Shots )  
( C: Precision Strikes )  
Acts of Faith  
Independent Character  
( IC: Look Out, Sir (2+) )  
( IC: Heroic Morale )  
Fearless  
Miraculous Intervention  
Shield of Faith

#### Armour of Saint Katherine:

The Armour of Saint Katherine confers the wearer a 2+ armour save and a 4+ invulnerable save.

#### The Ardent Blade:

This is a power weapon with the following profile:

Weapon	Range	Str.	AP	Type
The Ardent Blade	-	User*	3	Melee

*\*Always wounds on a 4+ unless a lower roll would be required.*

In addition, it can fire in the Shooting phase with the following profile:

Weapon	Range	Str.	AP	Type
The Ardent Blade	Template	5	4	Assault 1

#### Miraculous Intervention:

Every time Celestine is removed as a casualty, place a counter to mark the spot where she ' died '. Roll a D6 at the start of each of your subsequent turns. If the result is a 4+, place her within 1" of the counter with D3 wounds restored. If Celestine would be placed within 1" of another model, move her by the minimum possible distance so that she is no longer within 1" of another model. Celestine can act normally in a turn in which she ' resurrects '.

Celestine is not considered to have been killed for the purposes of mission objectives such as Slay the Warlord or First Blood, or for the purposes of earning victory points in missions which award them for completely destroying enemy units if she is alive on the battlefield at the end of the game.

## HQ

### Squad

#### Canoness

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	65	1	Infantry (Character)	5	5	3	3	3	4	3	10	3+/6+*

#### Wargear:

Power Armour  
Boltgun  
Bolt Pistol  
Frag Grenades  
Krak Grenades

#### Special Rules:

( C: Precision Shots )  
( C: Precision Strikes )  
Acts of Faith  
Independent Character  
( IC: Look Out, Sir (2+) )  
( IC: Heroic Morale )  
Shield of Faith  
Stubborn  
The Passion

#### Options:

May replace Boltgun and/or Bolt Pistol with:  
Chainsword  
Storm Bolter  
Power Weapon  
Combi-Flamer  
Combi-Melta  
Combi-Plasma  
Condemnor Boltgun  
Plasma Pistol  
Inferno Pistol  
Eviscerator  
May take any of the following:  
Melta Bombs  
Rosarius

Pts

+ 0  
+ 3  
+ 10  
+ 10  
+ 10  
+ 10  
+ 15  
+ 15  
+ 15  
+ 25  
+ 5  
+ 25

#### The Passion:

*A Canoness leads her Sisters through the chaos of melee, striking at their foes with a speed and hatred born out of holy fervour.*

This Act of Faith is used in the Assault Phase. If successful, the Canoness and her unit receive +1 Initiative and the Preferred Enemy special rule until the end of the Assault Phase.

## HQ

### Squad

#### Sororitas Command Squad

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Hospitaller	23	1	Infantry	3	4	3	3	1	3	1	9	3+/6+*

#### Wargear:

Power Armour  
Bolt Pistol  
Frag Grenades  
Krak Grenades  
Chirurgion's Tools

#### Special Rules:

Acts of Faith  
Endless Crusade  
Shield of Faith

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	23	3	Infantry	4	4	3	3	1	3	2	9	3+/6+*

#### Wargear:

Power Armour  
Boltgun  
Bolt Pistol  
Frag Grenades  
Krak Grenades

#### Special Rules:

Acts of Faith  
Endless Crusade  
Shield of Faith

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Dialogus	23	1	Infantry	3	4	3	3	1	3	1	9	3+/6+*

#### Wargear:

Power Armour  
Bolt Pistol  
Frag Grenades  
Krak Grenades  
Laud Hailer

#### Special Rules:

Acts of Faith  
Endless Crusade  
Shield of Faith

#### Options:

One Celestian may take either:	Pts
Simulacrum Imperialis	+ 20
Blessed Banner	+ 15
Any Celestian may replace her Boltgun with:	
Chainsword	+ 0
Storm Bolter	+ 3
Heavy Bolter	+ 5
Flamer	+ 5
Multi-Melta	+ 10
Meltagun	+ 10
Heavy Flamer	+ 20
May take one of the following:	
Rhino	> 35+
Repressor	> 50+
Immulator	> 65+

#### Endless Crusade:

*Limbs do not tire when the spirit of the Emperor moves them, but find fresh strength in their righteous work.*

This Act of Faith is used in the Movement Phase. If successful the unit gains the Relentless and Move Through Cover special rules until the end of the turn.

## HQ

Special Character

### Squad

#### Arch-Confessor Kyrinov

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Kyrinov Confessor	90	1*	Infantry (Character)	5	5	3	3	3	4	3(4)	10	5+/4+*/6+*

#### Wargear:

Flak Armour  
Bolt Pistol  
Mace of Valaan  
Frag Grenades  
Krak Grenades  
Icon of Chiros  
Rosarius

#### Special Rules:

( C: Precision Shots )  
( C: Precision Strikes )  
Acts of Faith  
Fearless  
Heightened Fervour  
( HF: Laud Hailer )  
( HF: Simulacrum Imperialis )  
Independent Character  
( IC: Look Out, Sir (2+) )  
( IC: Heroic Morale )  
Righteous Rage  
Shield of Faith

#### Mace of Valaan:

The Mace of Valaan is a power weapon with the following profile:

Weapon	Range	Str.	AP	Type
Mace of Valaan	-	User	3	Melee, Concussive

#### Icon of Chiros:

All friendly units within 6" of Kyrinov have the Fearless special rule.

#### Heightened Fervour:

Arch-Confessor Kyrinov counts as having both a Laud Hailer and Simulacrum Imperialis.



## HQ

Special Character

### Squad

#### Uriah Jacobus, Protector of the Faith

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	90	1*	Infantry (Character)	5	5	3	3	3	4	3(5)	10	5+/4+*/6+*
<i>Confessor</i>												
<b>Wargear:</b>	<b>Special Rules:</b>											
Flak Armour	( C: Precision Shots )											
Bolt Pistol	( C: Precision Strikes )											
The Redeemer	Acts of Faith											
Chainsword	Protector of the Faith											
Frag Grenades	Righteous Rage											
Krak Grenades	Independent Character											
Banner of Sanctity	( IC: Look Out, Sir (2+) )											
( BoS: Feel no Pain )	( IC: Heroic Morale )											
Rosarius	Shield of Faith											
	Stubborn											

#### The Redeemer:

Uriah Jacobus carries the Redeemer, a massive shotgun with the following profile:

Weapon	Range	Str.	AP	Type
The Redeemer	24"	4	4	Assault 2

#### The Banner of Sanctity:

This banner is one of the holiest relics possessed by the Ecclesiarchy. Models in Jacobus' unit have +1 Attack and the Feel No Pain rule.

#### Protector of the Faith:

Whilst Uriah Jacobus is alive, you can re-roll the dice to determine the number of Faith Points you have each turn.

## HQ

### Squad

#### Ecclesiarchy Confessor

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv	
Confessor	75	1	Infantry (Character)	5	5	3	3	3	4	3(4)	10	5+/4+*/6+*	
<i>Confessor</i>													
<b>Wargear:</b>	<b>Special Rules:</b>												<b>Options:</b>
Flak Armour	( C: Precision Shots )												May replace Las Pistol and/or Chainsword with:
Las Pistol	( C: Precision Strikes )												Shotgun
Chainsword	Acts of Faith												Bolt Pistol
Frag Grenades	Righteous Rage												Boltgun
Krak Grenades	Independent Character												Storm Bolter
Rosarius	( IC: Look Out, Sir (2+) )												Power Weapon
	( IC: Heroic Morale )												Combi-Flamer
	Shield of Faith												Combi-Melta
													Combi-Plasma
													Condemner Boltgun
													Plasma Pistol
													Eviscerator
													May take any of the following:
													Melta Bombs
													Plasma Gun

## HQ

### Squad

#### Battle Conclave

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Death Cult Assassin	15	0-10*	Infantry	5	3	4	3	1	6	2(3)	8	5+/5+*

#### Wargear:

Flak Armour  
2 Power Weapons

#### Special Rules:

Uncanny Reflexes

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Arco-Flagellant	15	0-10*	Infantry	5	1	5	3	1	3	4	8	-

#### Wargear:

Arco-Flails (CCW)

#### Special Rules:

Feel No Pain

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Crusader	15	0-10*	Infantry	4	3	3	3	1	3	1	8	5+ / 3+*

#### Wargear:

Flak Armour  
Power Weapon  
Storm Shield

#### Special Rules:

#### Options:

May take one of the following:

Rhino > 35+  
Repressor > 50+  
Immulator > 65+

#### Uncanny Reflexes:

A Death Cult Assassin has a 5+ invulnerable save.

You may include one Battle Conclave for every Confessor in your army.

This squad does not use up a Force Organisation chart selection.

\*The Battle Conclave must be between a total of 3 and 10 models.

## ELITES

### Squad

#### Ecclesiarchy Priest

You may include between 1 and 5 Ecclesiarchy Priests per Detachment.  
These squads does not use up a Force Organisation chart selection.

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Priest	45	1	Infantry (Character)	3	3	3	3	1	4	2(3)	7	5+/4+*/6+*

Wargear:	Special Rules:	Options:	Pts
Flak Armour	( C: Precision Shots )	May replace Las Pistol and/or Chainsword with:	
Laspistol	( C: Precision Strikes )	Shotgun	+ 2
Chainsword	Acts of Faith	Bolt Pistol	+ 2
Frag Grenades	Independent Character	Boltgun	+ 2
Krak Grenades	( IC: Look Out, Sir (2+) )	Storm Bolter	+ 3
Rosarius	( IC: Heroic Morale )	Power Weapon	+ 10
	Righteous Rage	Combi-Flamer	+ 10
	Shield of Faith	Combi-Melta	+ 10
		Combi-Plasma	+ 10
		Condemner Boltgun	+ 15
		Plasma Pistol	+ 15
		Eviscerator	+ 25
		May take any of the following:	
		Melta Bombs	+ 5

## ELITES

### Squad

#### Repentia Squad

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Mistress of Repentance	22	1	Infantry (Character)	4	4	3	3	1	3	2	9	3+/6+*

Wargear:	Special Rules:
Power Armour	( C: Precision Shots )
2 Neural Whips	( C: Precision Strikes )
Frag Grenades	( C: Look Out, Sir (4+) )
Krak Grenades	Acts of Faith
	Fearless
	Feel No Pain
	Fleet
	Rage
	Shield of Faith
	Spirit of the Martyr

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Sister Repentia	17	4-9	Infantry	4	4	3	3	1	3	2	8	6+*

Wargear:	Special Rules:	Options:	Pts
Eviscerator	Acts of Faith	The Mistress of Repentance may take:	
	Fearless	Melta Bombs	+ 5
	Feel No Pain		
	Fleet		
	Rage		
	Shield of Faith		
	Spirit of the Martyr		

#### Spirit of the Martyr:

*The Sisters Repentia summon the strength to land one final blow.*

This Act of Faith is used in the Assault Phase. If successful, do not remove any models in the unit if they are killed before they have attacked. Instead place them on their side. After all other models involved in the assault have made their attacks, any mortally injured model placed on its side gets to make a single attack. After these attacks have been made, any models on their side are removed as casualties.



## ELITES

### Squad

#### Celestian Squad

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Celestian Superior	20	1	Infantry (Character)	4	4	3	3	1	3	2	9	3+/6+*

#### Wargear:

Power Armour  
Boltgun  
Bolt Pistol  
Frag Grenades  
Krak Grenades

#### Special Rules:

( C: Precision Shots )  
( C: Precision Strikes )  
( C: Look Out, Sir (4+) )  
Acts of Faith  
Hand of the Emperor  
Shield of Faith

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	15	4-9	Infantry	4	4	3	3	1	3	2	9	3+/6+*

#### Wargear:

Power Armour  
Boltgun  
Bolt Pistol  
Frag Grenades  
Krak Grenades

#### Special Rules:

Acts of Faith  
Hand of the Emperor  
Shield of Faith

#### Options:

One Celestian may replace her Boltgun with one of the following:  
Storm Bolter + 3  
Heavy Bolter + 5  
Flamer + 5  
Multi-Melta + 10  
Meltagun + 10  
Heavy Flamer + 20  
Up to one Celestian may replace her Boltgun with one of the following:  
Storm Bolter + 3  
Flamer + 5  
Meltagun + 10  
One Celestian may take:  
Simulacrum Imperialis + 20  
The Celestian Superior may replace her Boltgun and/or Bolt Pistol with:  
Chainsword + 0  
Storm Bolter + 3  
Power Weapon + 10  
Combi-Flamer + 10  
Combi-Melta + 10  
Combi-Plasma + 10  
Condemnor Boltgun + 15  
Plasma Pistol + 15  
The Celestian Superior may take:  
Melta Bombs + 5  
May take one of the following:  
Rhino > 35+  
Repressor > 50+  
Immolator > 65+

Pts

#### Hand of the Emperor:

*Celestians call upon the Emperor to grant the courage and the strength to strike down their foes.*

This Act of Faith is used in the Assault Phase. If successful, the unit gains +1 Strength and the Fearless special rule until the end of the phase.

## TROOPS

### Squad

#### Battle Sister Squad

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Sister Superior	17	1	Infantry (Character)	3	4	3	3	1	3	2	9	3+/6+*

#### Wargear:

Power Armour  
Boltgun  
Bolt Pistol  
Frag Grenades  
Krak Grenades

#### Special Rules:

( C: Precision Shots )  
( C: Precision Strikes )  
( C: Look Out, Sir (4+) )  
Acts of Faith  
Light of the Emperor  
Shield of Faith

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	12	9-19	Infantry	3	4	3	3	1	3	1	8	3+/6+*

#### Wargear:

Power Armour  
Boltgun  
Bolt Pistol  
Frag Grenades  
Krak Grenades

#### Special Rules:

Acts of Faith  
Light of the Emperor  
Shield of Faith

#### Options:

Up to one Battle Sister may replace her Boltgun with one of the following:

Storm Bolter	+ 3
Heavy Bolter	+ 5
Flamer	+ 5
Multi-Melta	+ 10
Meltagun	+ 10
Heavy Flamer	+ 20

Up to one Battle Sister may replace her Boltgun with one of the following:

Storm Bolter	+ 3
Flamer	+ 5
Meltagun	+ 10

One Battle Sister can take:

Simulacrum Imperialis	+ 20
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The Sister Superior may replace her Boltgun and/or Bolt Pistol with:

Chainsword	+ 0
Storm Bolter	+ 3
Power Weapon	+ 10
Combi-Flamer	+ 10
Combi-Melta	+ 10
Combi-Plasma	+ 10
Condemnor Boltgun	+ 15
Plasma Pistol	+ 15

The Sister Superior may take:

Melta Bombs	+ 5
-------------	-----

May take one of the following:

Rhino	> 35+
Repressor	> 50+
Immolator	> 65+

#### Light of the Emperor:

*Armed with their faith in the Emperor, Battle Sisters are driven to great feats of prowess*

This Act of Faith can be used in the Movement Phase, the Shooting Phase or the Assault Phase.

If used in the Movement Phase when the Battle Sisters Squad are Falling Back, the unit immediately regroups, despite any normal restrictions.

If used in the Shooting Phase or Assault Phase, the unit re-rolls any failed To Hit rolls of a 1 until the end of that phase.

Note that the same squad can use Light of the Emperor in two or more phases if you choose, but a separate Faith Point and Act of Faith test are required in each phase.



## FAST ATTACK

### Squad

#### Seraphim Squad

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim Superior	20	1	Infantry (Character), Jump	4	4	3	3	1	3	2	9	3+ / 6+*

#### Wargear:

Power Armour  
Two Bolt Pistols  
Frag Grenades  
Krak Grenades  
Jump Pack

#### Special Rules:

( J: Hammer of Wrath )  
( J: Bulky )  
( J: Deep Strike )  
( C: Precision Shots )  
( C: Precision Strikes )  
( C: Look Out, Sir (4+) )  
Acts of Faith  
Angelic Visage  
Hit and Run  
Seraphim Pistols  
Shield of Faith  
The Emperor's Deliverance

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	15	4-9	Infantry, Jump	4	4	3	3	1	3	1	8	3+ / 6+*

#### Wargear:

Power Armour  
Two Bolt Pistols  
Frag Grenades  
Krak Grenades  
Jump Pack

#### Special Rules:

( J: Hammer of Wrath )  
( J: Bulky )  
( J: Deep Strike )  
Acts of Faith  
Angelic Visage  
Hit and Run  
Seraphim Pistols  
Shield of Faith  
The Emperor's Deliverance

#### Options:

Up to two Seraphim may replace both their Bolt Pistols with:  
Two Hand Flamers + 20  
Two Inferno Pistols + 30  
The Seraphim Superior may replace one of her Bolt Pistols with:  
Chainsword + 0  
Power Weapon + 10  
Eviscerator + 25  
The Seraphim Superior may replace her other Bolt Pistol with:  
Plasma Pistol + 15  
The Seraphim Superior may take:  
Melta Bombs + 5

#### The Emperor's Deliverance:

*As the Seraphim recite rites of destruction, every shot becomes a mortal blow.*  
This act of Faith is used in the Shooting Phase. If successful, the unit's Shooting attacks re-roll any failed To Wound rolls until the end of the phase.

#### Seraphim Pistols:

Any model in a Seraphim squad that is armed with two pistols can fire both in the Shooting Phase. If they do so, they can fire no other weapon that turn.

#### Angelic Visage:

Seraphim re-roll failed Acts of Faith rolls and failed invulnerable saves granted by the Shield of Faith special rule.

## FAST ATTACK

### Squad

#### Dominion Squad

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Dominion Superior	18	1	Infantry (Character)	3	4	3	3	1	3	2	9	3+/6+*

#### Wargear:

Power Armour  
Boltgun  
Frag Grenades  
Krak Grenades  
Bolt Pistol

#### Special Rules:

( C: Precision Shots )  
( C: Precision Strikes )  
( C: Look Out, Sir (4+) )  
Acts of Faith  
Holy Fusillade  
Scouts  
Shield of Faith

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Dominion	13	4-9	Infantry	3	4	3	3	1	3	1	8	3+/6+*

#### Wargear:

Power Armour  
Boltgun  
Frag Grenades  
Krak Grenades  
Bolt Pistol

#### Special Rules:

Acts of Faith  
Holy Fusillade  
Scouts  
Shield of Faith

#### Options:

For every Five models in the squad, up to two Dominions may replace their Boltgun with:  
Storm Bolter  
Flamer  
Meltagun  
One Dominion may take:  
Simulacrum Imperialis  
The Dominion Superior may replace her Boltgun and/or Bolt Pistol with:  
Chainsword  
Storm Bolter  
Power Weapon  
Combi-Flamer  
Combi-Melta  
Combi-Plasma  
Condemnor Boltgun  
Plasma Pistol  
The Dominion Superior may take:  
Melta Bombs  
May take one of the following:  
Rhino  
Repressor  
Immolator

++Pts  
A AA  
A AA  
+ 3  
+ 5  
+ 10  
+ 20  
+ 0  
+ 3  
+ 10  
+ 10  
+ 10  
+ 15  
+ 15  
+ 5  
+ 35+  
+ 50+  
+ 65+

#### Holy Fusillade:

*Praying to the Emperor to focus his wrath through their weapons, the Dominions unleash a storm of firepower.*  
This Act of Faith is used in the Shooting Phase. If successful, the unit's weapons count as being twin-linked until the end of the phase.



## DEDICATED TRANSPORT

### Squad

#### Rhino

Unit	Points Per	Models	Vehicle Type:	WS	BS	S	FA	SA	RA	HP	I	A	
Rhino	35	1	Tank, Transport	-	4	-	11	11	10	3	-	-	
													Pts
<b>Wargear:</b>			<b>Special Rules:</b>										
Storm Bolter			Transport Capacity: 10*	May take any of the following:									
Smoke Launchers			Access Points: 3	Searchlight									+ 1
			Fire Points: 2	Dozer Blade									+ 5
			Repair	Storm Bolter									+ 10
			Shield of Faith	Hunter-Killer Missile									+ 10
				Extra Armour									+ 15
<b>Transport Capacity: 10*</b>													
This model has a transport capacity of ten models.													
It cannot transport models in Terminator Armour.													
<b>Fire Points: 2</b>													
Up to two models may fire out of this models top hatch.													
<b>Access Points: 3</b>													
This model has one access point on each side and one at the rear.													

## DEDICATED TRANSPORT

### Squad

#### Repressor

Unit	Points Per	Models	Vehicle Type:	WS	BS	S	FA	SA	RA	HP	I	A	
Repressor	50	1	Tank, Transport	-	4	-	11	11	10	3	-	-	
<b>Wargear:</b>			<b>Special Rules:</b>										Pts
Storm Bolter			Transport Capacity: 10*	May take any of the following:									
Pintle-mounted Heavy Flamer			Access Points: 3	Hunter-Killer Missile									+ 10
Smoke Launchers			Fire Points: 7*	Blessed Ammunition									+ 10
Searchlight				Holy Promethium									+ 10
Dozer Blade				Holy Icon									+ 10
				Laud Hailer									+ 10
				Extra Armour									+ 15
<b>Transport Capacity: 10*</b>													
This model has a transport capacity of ten models.													
It cannot transport models in Terminator Armour.													
<b>Fire Points: 7*</b>													
Up to six models may fire their basic weapons out of this models fire points.													
One model may fire any weapon out of this vehicles top hatch.													
<b>Access Points: 3</b>													
This model has one access point on each side and one at the rear.													
<b>Blessed Ammunition:</b>													
Any Storm Bolter or Heavy Bolter shots fired by the vehicle ignore armour saves.													
Leadership for the purposes of taking any Morale checks and Pinning tests, up to a maximum of 10. The effects of multiple holy icons are not cumulative.													

## DEDICATED TRANSPORT

### Squad

#### Immulator

Unit	Points Per	Models	Vehicle Type:	WS	BS	S	FA	SA	RA	HP	I	A	
Immulator	65	1	Tank, Transport	-	4	-	11	11	10	3	-	-	
<b>Wargear:</b>			<b>Special Rules:</b>										Pts
Twin-Linked Heavy Flamer			Transport Capacity: 6*	May replace Twin-Linked Heavy Flamer with:									
Smoke Launchers			Access Points: 3	Twin-Linked Heavy Bolter with Inferno Bolts									+ 0
			Shield of Faith	Twin-Linked Multi-Melta									+ 15
				May take any of the following:									
<b>Transport Capacity: 6*</b>													
This model has a transport capacity of six models.													
It cannot transport models in Terminator Armour.													
<b>Access Points: 3</b>													
This model has one access point on each side and one at the rear.													
				Searchlight									+ 1
				Dozer Blade									+ 5
				Storm Bolter									+ 10
				Hunter-Killer Missile									+ 10
				Extra Armour									+ 15

## HEAVY SUPPORT

### Squad

#### Retributor Squad

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Retributor Superior	17	1	Infantry (Character)	3	4	3	3	1	3	2	9	3+ / 6+*

#### Wargear:

Power Armour  
Boltgun  
Bolt Pistol  
Frag Grenades  
Krak Grenades

#### Special Rules:

( C: Precision Shots )  
( C: Precision Strikes )  
( C: Look Out, Sir (4+) )  
Acts of Faith  
Divine Guidance  
Shield of Faith

Unit	Points Per	Models	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Retributor	12	4-9	Infantry	3	4	3	3	1	3	1	8	3+ / 6+*

#### Wargear:

Power Armour  
Boltgun  
Bolt Pistol  
Frag Grenades  
Krak Grenades

#### Special Rules:

Acts of Faith  
Divine Guidance  
Shield of Faith

#### Options:

Up to Four Retributors may replace their Boltguns with:  
Heavy Bolter + 5  
Multi-Melta + 10  
Heavy Flamer + 20  
One Retributor may take:  
Simulacrum Imperialis + 20  
The Retributor Superior may replace her Boltgun and/or Bolt Pistol with:  
Chainsword + 0  
Storm Bolter + 3  
Power Weapon + 10  
Combi-Flamer + 10  
Combi-Melta + 10  
Combi-Plasma + 10  
Condemnor Boltgun + 15  
Plasma Pistol + 15  
The Retributor Superior may take:  
Melta Bombs + 5  
May take one of the following:  
Rhino > 35+  
Repressor > 50+  
Immolator > 65+

Pts

#### Divine Guidance:

*Guided by the will of the Emperor, the Retributors shots shatter their enemies' armour with contemptuous ease.*  
This Act of Faith is used in the Shooting Phase. If successful, the unit's weapons gain Rending until the end of the phase.

## HEAVY SUPPORT

### Squad

#### Exorcist

Unit	Points Per	Models	Vehicle Type:	WS	BS	S	FA	SA	RA	HP	I	A
Exorcist	135	1	Tank	-	4	-	13	11	10	3	-	-

#### Wargear:

Exorcist Missile Launcher  
Smoke Launcher

#### Special Rules:

Shield of Faith

#### Options:

May take any of the following:  
Searchlight + 1  
Dozer Blade + 5  
Storm Bolter + 10  
Hunter-Killer Missile + 10  
Extra Armour + 15

Pts

#### Exorcist Missile Launcher:

The Exorcist Missile Launcher is a weapon with the following profile:

Weapon	Range	Str.	AP Type
Exorcist Missile Launcher	48"	8	1 Heavy D6

## HEAVY SUPPORT

### Squad

#### Penitent Engine

Unit	Points Per	Models	Vehicle Type:	WS	BS	S	FA	SA	RA	HP	I	A
Penitent Engine	85	1-3	Walker, Open-Topped	4	2	5(10)	11	11	10	3	3	D6+1

#### Wargear:

Two Dreadnought CCW  
( TDCW: Two Heavy Flamers )

#### Special Rules:

Rage  
Battle Frenzy  
Unstoppable Rampage  
Shield of Faith

#### Unstoppable Rampage:

Penitent Engines ignore any Crew Shaken and Crew Stunned results on the Vehicle Damage table.

#### Battle Frenzy:

For every unsaved Wound a Penitent Engine inflicts in Close Combat, the Penitent Engine immediately makes an additional attack. These extra attacks do not generate further additional attacks in the same way.

## HEAVY SUPPORT

### Squad

#### Avenger Strike Fighter

Unit	Points Per	Models
Avenger Strike Fighter	150	1

Vehicle Type:
Flyer

WS	BS	S	FA	SA	RA	HP	I	A
-	4	-	12	10	10	2	-	-

#### Wargear:

Hull-Mounted Avenger Bolt Cannon  
Two Wing-Mounted Lascannons  
Armoured Cockpit  
Defensive Heavy Stubber

#### Special Rules:

Strafing Run  
Deep Strike  
Supersonic

#### Options:

The Avenger may take one of the following:

Two Hellstrike Missiles	+ 20
Two Hellfury Missiles	+ 20
Two Autocannons	+ 30
Two Multi-Lasers	+ 30
Six Tactical Bombs	+ 40
Two Missile Launchers	+ 40
The Avenger may take any of the following:	
Infra-Red Targeting	+ 5
Illum Flares	+ 5
Chaff Launcher	+ 10
Distinctive Paint Scheme or Markings	+ 10

#### Hull-Mounted Avenger Bolt Cannon:

An Avenger Bolt Cannon is a weapon with the following profile:

Weapon	Range	Str.	AP	Type
Avenger Bolt Cannon	36"	6	5	Heavy 7

#### Armoured Cockpit:

The Aircraft is fitted with a reinforced and armoured canopy or crew compartment to protect the aircraft's crew from incoming fire.

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken or Crew Stunned on a roll of 4+.

#### Defensive Heavy Stubber:

The Defensive Heavy Stubber is a weapon with the following profile:

Weapon	Range	Str.	AP	Type
Defensive Heavy Stubber	36"	4	6	Heavy 3, Skyfire
This weapon may fire at a different target to the other weapons mounted on the Avenger Strike Fighter as long as they are within the firing arc of the Defensive turret.				

#### Hellstrike Missiles:

A Hellstrike Missile is a weapon with the following profile:

Weapon	Range	Str.	AP	Type
Hellstrike Missile	72"	4	5	Heavy 1, Large Blast, No Cover Saves, Missile, One Shot

#### Hellfury Missiles:

A Hellfury Missile is a weapon with the following profile:

Weapon	Range	Str.	AP	Type
Hellfury Missile	72"	8	3	Ordnance 1, One Shot

#### Tactical Bombs:

A Tactical Bomb is a weapon with the following profile:

Weapon	Range	Str.	AP	Type
Tactical Bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast, One Shot

#### Infra-Red Targeting:

The aircraft has been modified with special targeting augurs for optimum performance when fighting at night.

A vehicle with Infra-red Targeting gains the Night Vision special rule.

#### Illum Flares:

The Aircraft carries a stock of powerful, fast burning chemical flares to illuminate even the darkest battlefield.

A vehicle equipped with Illum flares may drop a single flare per turn. They are fired in the same manner as Bombs, placing a marker where the flare lands after it has scattered. Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the Flare marker gains the Night Vision rule for that shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision while firing at units with at least one within 12" of the Flare Marker.

#### Chaff Launcher:

Chaff is used to fool enemy missiles aimed at an aircraft.

Chaff Launchers are a single use item. A vehicle equipped with Chaff Launchers has a 4+ Invulnerable save against any damage inflicted by Missile Weapons.

#### Distinctive Paint Scheme or Markings:

The Aircraft bears an unusual colour scheme or device that marks it out amongst its allies. Whether a badge of its pilot's hard-won skill or foolish bravado, it serves to inspire the troops below. Distinctive Paint Scheme or Markings is a single use item. While the owning vehicle is in play and on the board (not in Ongoing Reserves), one friendly unit within line of sight to the vehicle may re-roll a single Morale test. Distinctive Paint Scheme or Markings must be represented on the model.

## WARGEAR

### Blessed Banner:

Any Sisters of Battle unit within 12" of the Banner Bearer re-rolls failed Morale and Pinning tests. In addition, while the Banner Bearer is still alive, the Sororitas Command Squad counts as having scored one extra wound in close combat for the purposes of calculating the assault result.

### Chainsword:

A Chainsword is a close combat weapon with the following profile:

Weapon	Range	Str.	AP Type
Chainsword	-	User	- Melee

### Chirurgion's Tools:

Implements of both torture and salvation, the Chirurgion's Tools can restore the fallen so that they might fight once more.

As long as the Sister Hospitaller is alive, her unit has the Feel No Pain special rule.

### Combi-Weapons:

A model armed with a Combi-Weapon (Combi-Meltagun, Combi-Plasma Gun or Combi-Flamer) can choose to fire either the Bolter or the secondary weapon, each with the profile listed elsewhere in this section.

The Bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a Combi-Plasma Gun can of course, rapid fire). You cannot fire both weapons in the same turn.

### Condemner Boltgun:

The Condemner Boltgun is a highly specialised Combi-Weapon used almost exclusively by the operatives of the Ecclesiarchy and combines a Boltgun with a single-shot crossbow armature. Though archaic-seeming, the crossbow fires a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp. A direct hit from the crossbow will therefore not only deal a severe wound to a psyker, it will also send his power spiraling out of control to consume its user.

The Condemner Boltgun follows all the rules for Combi-Weapons given above - it comprises of a Boltgun and a stake-crossbow. The stake-crossbow can be fired once-per game and has the following profile:

Weapon	Range	Str.	AP Type
Condemner Boltgun	24"	5	- Assault 1, Psi-Shock*, One Shot

*\*Any Psyker that takes an unsaved wound from this weapon suffers the Perils of the Warp in addition to any other effects.*

### Eviscerator:

An Eviscerator is a grotesquely large double-handed chainsword.

An Eviscerator is a close combat weapon with the following profile:

Weapon	Range	Str.	AP Type
Eviscerator	-	User x2	2 Melee, Armourbane, Two-Handed, Unwieldy

### Frag Grenade:

Frag Grenades are assault grenades, as found in the Warhammer 40,000 Rule book. Frag Grenades can be used in the following ways:

#### Shooting:

When a unit armed with Frag Grenades makes a shooting attack, one model can choose to throw a grenade (with the following profile), rather than using another shooting weapon:

Weapon	Range	Str.	AP Type
Frag Grenade	8"	3	- Assault 1, Blast

#### Assault:

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging through cover, but fight at their normal Initiative in the ensuing combat.

### Laud Hailer:

Proclaiming the power of the Emperor in heavenly tones, Laud Hailers bolster the spirits of the faithful.

When any Sisters of Battle unit within 12" of a model with a Laud Hailer successfully makes an Act of Faith, roll a D6 straight away. On a 6, your army immediately gains a single Faith Point.

### Neural Whip:

Neural whips are a power weapon with the following profile:

Weapon	Range	Str.	AP Type
Neural Whip	-	User*	3 Melee

*\*Against non-vehicle units the weapon strikes at Str 8 against the opponent's unmodified Leadership.*

### Rosarius:

A Rosarius is a gorget or amulet incorporating a force field, worn by members of the Ecclesiarchy to protect them from physical and spiritual harm.

A Rosarius confers a 4+ invulnerable save.

### Simulacrum Imperialis:

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones.

A unit with the Simulacrum Imperialis re-rolls failed Acts of Faith tests.

### Storm Shield:

A model with a Storm Shield has a 3+ invulnerable save. A model equipped with a Storm Shield can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault.

### Vehicle Upgrades

#### Dozer Blade:

*Dozer Blades are heavy ploughs, blades, rams or scoops, used to clear obstacles from the vehicles path.*

Vehicles equipped with Dozer Blades can re-roll failed Dangerous Terrain Tests.

#### Extra Armour:

*Some vehicle crews add additional armour plating to their vehicles to provide a little extra protection.*

Vehicles equipped with Extra Armour count Crew Stunned results from the Vehicle Damage table as a Crew Shaken result instead.

#### Hunter-Killer Missile:

Hunter-Killer Missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage armoured enemy vehicles that would otherwise far outmatch them.

A Hunter-Killer Missile is an additional weapon (with the following profile) fired using the vehicles Ballistic Skill:

Weapon	Range	Str.	AP Type
Hunter-Killer Missile	Unlimited	8	3 Heavy 1, One Shot

#### Inferno Bolts:

A Heavy Bolter equipped with Inferno Bolts re-roll any failed To Wound rolls.

#### Searchlight:

*Searchlights are often fitted to vehicles so that the foe cannot use darkness as an ally.*

Searchlights are used when the Night Fighting rules are in effect. If a vehicle has a Searchlight, it can, after firing all of its weapons, choose to illuminate its target with the Searchlight. If it does so, it also illuminates itself.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.

#### Smoke Launchers:

*Some Vehicles have small launchers mounted onto them that carry smoke canisters. These are used to temporarily obscure the vehicle behind billowing clouds of smoke, allowing it to cross open areas in greater safety - although it does so at the cost of being able to fire its own weapons.*

Once per game, instead of shooting or moving Flat Out (or running in the case of Walkers), a vehicle with Smoke Launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used Smoke Launchers, but counts as obscured in the next enemy Shooting Phase, receiving a 5+ cover save.

After the enemy's Shooting Phase, the smoke disperses with no further effect. Note that a vehicle may still use Smoke Launchers even if its crew are shaken or stunned or it does not have any shooting weapons.



## Codex: Sisters of Battle Summary

### UNITS

#### HQ

Squad	Unit	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Saint Celestine	Saint Celestine	Infantry (Character), Jump	7	7	3	3	3	7	5	10	2+(4+*)/6+*
Canoness	Canoness	Infantry (Character)	5	5	3	3	3	4	3	10	3+/6+*
Sororitas Command Squad	Hospitaller	Infantry	3	4	3	3	1	3	1	9	3+/6+*
	Celestian	Infantry	4	4	3	3	1	3	2	9	3+/6+*
	Dialogus	Infantry	3	4	3	3	1	3	1	9	3+/6+*
Arch-Confessor Kyrinov	Kyrinov	Infantry (Character)	5	5	3	3	3	4	3(4)	10	5+/4+*/6+*
Uriah Jacobus, Protector of the Faith	Uriah Jacobus	Infantry (Character)	5	5	3	3	3	4	3(5)	10	5+/4+*/6+*
Ecclesiarchy Confessor	Confessor	Infantry (Character)	5	5	3	3	3	4	3(4)	10	5+/4+*/6+*
Battle Conclave	Death Cult Assassin	Infantry	5	3	4	3	1	6	2(3)	8	5+/5+*
	Arco-Flagellant	Infantry	5	1	5	3	1	3	4	8	-
	Crusader	Infantry	4	3	3	3	1	3	1	8	5+/3+*

#### ELITES

Squad	Unit	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Ecclesiarchy Priest	Priest	Infantry (Character)	3	3	3	3	1	4	2(3)	7	5+/4+*/6+*
Celestian Squad	Celestian Superior	Infantry (Character)	4	4	3	3	1	3	2	9	3+/6+*
	Celestian	Infantry	4	4	3	3	1	3	2	9	3+/6+*
Repentia Squad	Mistress of Repentance	Infantry (Character)	4	4	3	3	1	3	2	9	3+/6+*
	Sister Repentia	Infantry	4	4	3	3	1	3	2	8	6+*

#### TROOPS

Squad	Unit	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister Squad	Sister Superior	Infantry (Character)	3	4	3	3	1	3	2	9	3+/6+*
	Battle Sister	Infantry (Character)	3	4	3	3	1	3	1	8	3+/6+*

#### FAST ATTACK

Squad	Unit	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim Squad	Seraphim Superior	Infantry (Character), Jump	4	4	3	3	1	3	2	9	3+/6+*
	Seraphim	Infantry, Jump	4	4	3	3	1	3	1	8	3+/6+*
Dominion Squad	Dominion Superior	Infantry (Character)	3	4	3	3	1	3	2	9	3+/6+*
	Dominion	Infantry	3	4	3	3	1	3	1	8	3+/6+*

#### HEAVY SUPPORT

Squad	Unit	Unit Type:	WS	BS	S	T	W	I	A	Ld	Sv
Retributor Squad	Retributor Superior	Infantry (Character)	3	4	3	3	1	3	2	9	3+/6+*
	Retributor	Infantry	3	4	3	3	1	3	1	8	3+/6+*

### VEHICLES

#### DEDICATED TRANSPORT

Squad	Unit	Vehicle Type:	WS	BS	S	FA	SA	RA	HP	I	A
Rhino	Rhino	Tank, Transport	-	4	-	11	11	10	3	-	-
Repressor	Repressor	Tank, Transport	-	4	-	11	11	10	3	-	-
Immolator	Immolator	Tank, Transport	-	4	-	11	11	10	3	-	-

#### HEAVY SUPPORT

Squad	Unit	Vehicle Type:	WS	BS	S	FA	SA	RA	HP	I	A
Exorcist	Exorcist	Tank	-	4	-	13	11	10	3	-	-
Penitent Engine	Penitent Engine	Walker, Open-Topped	4	2	5(10)	11	11	10	3	3	D6+1
Avenger Strike Fighter	Avenger Strike Fighter	Flyer	-	4	-	12	10	10	2	-	-

## ACTS OF FAITH

### Canoness

#### The Passion:

This Act of Faith is used in the Assault Phase. If successful, the Canoness and her unit receive +1 Initiative and the Preferred Enemy special rule until the end of the Assault Phase.

### Sororitas Command Squad

#### Endless Crusade:

This Act of Faith is used in the Movement Phase. If successful the unit gains the Relentless and Move Through Cover special rules until the end of the turn.

### Celestian Squad

#### Hand of the Emperor:

This Act of Faith is used in the Assault Phase. If successful, the unit gains +1 Strength and the Fearless special rule until the end of the phase.

### Repentia Squad

#### Spirit of the Martyr:

This Act of Faith is used in the Assault Phase. If successful, do not remove any models in the unit if they are killed before they have attacked. Instead place them on their side. After all other models involved in the assault have made their attacks, any mortally injured model placed on its side gets to make a single attack. After these attacks have been made, any models on their side are removed as casualties.

### Battle Sister Squad

#### Light of the Emperor:

This Act of Faith can be used in the Movement Phase, the Shooting Phase or the Assault Phase.

If used in the Movement Phase when the Battle Sisters Squad are Falling Back, the unit immediately regroups, despite any normal restrictions.

If used in the Shooting Phase or Assault Phase, the unit re-rolls any failed To Hit rolls of a 1 until the end of that phase.

Note that the same squad can use Light of the Emperor in two or more phases if you choose, but a separate Faith Point and Act of Faith test are required in each phase.

### Seraphim Squad

#### The Emperor's Deliverance:

This act of Faith is used in the Shooting Phase. If successful, the unit's Shooting attacks re-roll any failed To Wound rolls until the end of the phase.

### Dominion Squad

#### Holy Fusillade:

This Act of Faith is used in the Shooting Phase. If successful, the unit's weapons count as being twin-linked until the end of the phase.

### Retributor Squad

#### Divine Guidance:

This Act of Faith is used in the Shooting Phase. If successful, the unit's weapons gain Rending until the end of the phase.

## RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Autocannon	48"	7	4	Heavy 2
Avenger Bolt Cannon	36"	6	5	Heavy 7
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Condemnor Boltgun	24"	4	5	Rapid Fire
	24"	5	-	Assault 1, Psi-Shock*, One Shot
<i>*Any Psyker that takes an unsaved wound from this weapon suffers the Perils of the Warp.</i>				
Defensive Heavy Stubber	36"	4	6	Heavy 3, Skyfire
Exorcist Missile Launcher	48"	8	1	Heavy D6
Flamer	Template	4	5	Assault 1
Frag Grenade	8"	3	-	Assault 1, Blast
Hand Flamer	Template	3	6	Pistol
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Hellfury Missile	72"	8	3	Ordnance 1, Missile, One Shot
Hellstrike Missile	72"	4	5	Heavy 1, Large Blast, No Cover Saves, Missile, One Shot
Hunter-Killer Missile	Unlimited	8	3	Heavy 1, One Shot
Inferno Pistol	6"	8	1	Pistol, Melta
Krak Grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Laspistol	12"	3	-	Pistol
Meltagun	12"	8	1	Assault 1, Melta
Missile Launcher (Frag)	48"	4	6	Heavy 1, Blast
Missile Launcher (Krack)	48"	8	3	Heavy 1
Multi-Laser	36"	6	6	Heavy 3
Multi-Melta	24"	8	1	Heavy 1, Melta
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Shotgun	12"	3	-	Assault 2
Storm Bolter	24"	4	5	Assault 2
Tactical Bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast, One Shot
The Ardent Blade	-	User*	3	Melee.
<i>*Always wounds on a 4+ unless a lower roll would be required.</i>				
The Redeemer	24"	4	4	Assault 2

## MELEE WEAPONS

Weapon	Range	Str.	AP	Type
Chainsword	-	User	-	Melee
Dreadnought CCW	-	User x2	2	Melee
Eviscerator	-	User x2	2	Melee, Armourbane, Two-Handed, Unwieldy
Krak Grenade	-	6*	4*	-
<i>*One attack only. Only in assault against Vehicles and Monstrous Creatures.</i>				
Mace of Valaan	-	User	3	Melee, Concussive
Melta Bomb	-	8*	1*	Armourbane, Unwieldy
<i>*One attack only. Only in assault against Vehicles and Monstrous Creatures.</i>				
Neural Whip	-	User*	3	Melee
<i>*Against non-vehicle units the weapon strikes at Str8 against the opponent's unmodified Leadership.</i>				
Power Axe	-	User +1	2	Melee, Unwieldy
Power Lance	-	User*	4*	Melee
Power Maul	-	User +2	4	Melee, Concussive
Power Sword	-	User	3	Melee
The Ardent Blade	Template	5	4	Assault 1



You must possess a copy of the Warhammer 40,000 Rulebook and Warhammer 40,000 Codex: Sisters of Battle in order to use the contents of this publication.

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