

## New Roster (Warhammer 40,000 9th Edition) [39 PL, 6CP, 747pts]

### Battalion Detachment 0CP (Imperium - Adepta Sororitas) [39 PL, 6CP, 747pts]

#### Configuration [6CP]

##### Battle Size [6CP]

**Selections:** 2. IncurSION (51-100 Total PL / 501-1000 Points) [6CP]

**Categories:** CONFIGURATION

##### Detachment Command Cost

**Categories:** CONFIGURATION

##### Order Convictions

**Selections:** Order: Bloody Rose

**Categories:** CONFIGURATION

**Abilities:** *Quick to Anger*

Abilities	Description	Ref
<b>Quick to Anger</b>	When resolving an attack made with a melee weapon or a Pistol weapon by a model with this conviction, that weapon's Armour Penetration characteristic is improved by 1 for that attack (e.g. AP 0 becomes AP -1). In addition, add 1 to Attacks characteristics of a model with this conviction during any turn in which it made a charge move, was charged or performed a Heroic Intervention.	

#### HQ [13 PL, 250pts]

##### Canoness [3 PL, 55pts]

**Selections:** Chainsword, Frag & Krak grenades, Inferno pistol [5pts], Null Rod, Relic: Beneficence, Warlord, Warlord Trait: 4. Beacon of Faith

**Categories:** FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, CANONESS, WARLORD

**Rules:** *Acts of Faith, Sacred Rites, Shield of Faith*

**Abilities:** *Beacon of Faith, Lead the Righteous, Null Rod, Relic: Beneficence, Rosarius, Unit: Canoness, Weapon: Chainsword, Frag grenades, Inferno pistol, Krak grenades, Relic: Beneficence*

Abilities	Description	Ref
<b>Beacon of Faith</b>	At the start of your turn, if this Warlord is on the battlefield, you gain one miracle dice.	
<b>Lead the Righteous</b>	Re-roll hit rolls of 1 for attacks made by models in friendly (ORDER) units whilst their unit is within 6" of this model.	Index: Imperium 2 p97
<b>Null Rod</b>	If this model has a null rod, then it cannot be targeted or affected by psychic powers. In addition, whilst any models from your army that have null rods are within 18" of any enemy PSYKER models, subtract 1 from Psychic tests and Deny the Witch tests taken for those enemy models.	Codex: Adepta Sororitas p77
<b>Relic: Beneficence</b>	ORDER OF THE BLOODY ROSE model equipped with a chainsword only. This relic replaces a chainsword and has the following profile	
<b>Rosarius</b>	This model has a 4+ invulnerable save.	Index: Imperium 2 p91

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Canoness</b>	6"	2+	2+	3	3	5	4	9	3+	Index: Imperium 2 p97

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Chainsword</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Inferno pistol</b>	6"	Pistol	1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2. Index: Imperium 2 p157
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Relic: Beneficence</b>	Melee	Melee	+1	-2	2	When this bearer fights, it makes 3 additional attacks with this weapon	

### Triumph of Saint Katherine [10 PL, 195pts]

**Selections:** 6x Bolt pistol, Frag & Krak grenades, Relic weapons, The Martyr's Sword

**Categories:** HQ, FACTION: ADEPTUS MINISTORUM, FACTION: ADEPTA SORORITAS, FACTION: IMPERIUM, CHARACTER, INFANTRY, TRIUMPH OF SAINT KATHERINE

**Rules:** *Acts of Faith, Sacred Rites, Shield of Faith*

**Abilities:** *Praesidium Protectiva, Relics of the Matriarchs, Solemn Procession, The Fiery Heart,*

**Triumph of Saint Katherine Wounds:** *Saint Katherine 1, Saint Katherine 2, Saint Katherine 3,*

**Unit:** *Triumph of Saint Katherine, Weapon: Bolt pistol, Frag grenades, Krak grenades, Relic weapons, The Martyr's Sword*

Abilities	Description	Ref
<b>Praesidium Protectiva</b>	This model has a 4+ invulnerable save. When resolving an attack made against this model, subtract 1 from the hit roll.	Codex: Adepta Sororitas p79
<b>Relics of the Matriarchs</b>	<p>This model has a number of relics as detailed in the damage table. Each relic grants this model an ability as follows. This model can only have one of each relic. When this model suffers damage that reduces its number of relics, select which of the relics (and their abilities) this model no longer has. If this model regains lost wounds that increases its number of relics, select which of the relics (and their abilities) this model regains.</p> <ul style="list-style-type: none"> <li>• Censer of the Sacred Rose: Gain a Miracle dice as the start of each turn (note that is each turn, not battle round)</li> <li>• Simulacrum of the Ebon Chalice: At the start of your Shooting phase, roll one D6 for each enemy unit within 6" of this model, adding 1 to the result if the unit being rolled for is a PSYKER and 1 to the result if the unit being rolled for is a CHAOS unit. One a 5+ the unit being rolled for suffers D3 mortal wounds.</li> <li>• Petals of the Bloody Rose: Add 1 to hit rolls for attacks made with melee weapons by models in friendly ADEPTA SORORITAS units whilst their unit is within 6" of this model.</li> <li>• Icon of the Valorous Heart: Once per phase, you can perform an Act of Faith for a friendly unit within 6" that has the Acts of Faith ability, even if you have already performed one or more Acts of Faith in that phase.</li> <li>• Simulacrum of the Argent Shroud: When you perform an Act of Faith for a friendly until whilst it is within 6" of this model, you can increase or decrease the value of one Miracle dice used by 1 before you use it, to a maximum of 6 and a minimum of 1. This is not cumulative with any other abilities that can increase or decrease the value of a Miracle dice.</li> </ul>	Codex: Adepta Sororitas p79
<b>Solemn Procession</b>	This model cannot embark aboard a TRANSPORT. In addition, for the purposes of any terrain traits (e.g. Dense Cover, Obscuring), this model is considered to have a Wounds characteristic of 9, not 18.	Codex: Adepta Sororitas p79
<b>The Fiery Heart</b>	Morale tests taken for friendly ADEPTA SORORITAS units within 6" of this model are automatically passed.	Codex: Adepta Sororitas p79

Triumph of Saint Katherine Wounds	Remaining Wounds	Attacks	Relics	Ref
<b>Saint Katherine 1</b>	10-18+	14	5	Codex: Adepta Sororitas p79
<b>Saint Katherine 2</b>	5-9	8	2	Codex: Adepta Sororitas p79
<b>Saint Katherine 3</b>	1-4	6	1	Codex: Adepta Sororitas p79

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Triumph of Saint Katherine</b>	6"	3+	3+	3	3	18	*	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Relic weapons	Melee	Melee	+2	-1	1		Codex: Adepta Sororitas p76
The Martyr's Sword	Melee	Melee	+3	-3	2	When the bearer fights, no more than 4 attacks can be made with this weapon.	

## Troops [12 PL, 236pts]

### Battle Sister Squad [4 PL, 78pts]

**Categories:** FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, INFANTRY, TROOPS, BATTLE SISTER SQUAD, FACTION: IMPERIUM

**Rules:** *Acts of Faith, Sacred Rites, Shield of Faith*

#### 2x Battle Sister [22pts]

**Selections:** 2x Bolt pistol, 2x Boltgun, 2x Frag & Krak grenades

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

#### Battle Sister w/ Special or Heavy Weapon [21pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Heavy bolter [10pts]

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Frag grenades, Heavy bolter, Krak grenades*

#### Battle Sister w/ Special Weapon [14pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Storm bolter [3pts]

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Storm bolter*

#### Sister Superior [21pts]

**Selections:** Bolt pistol, Condemnor Boltgun [5pts], Frag & Krak grenades, Power sword [5pts]

**Unit:** *Sister Superior*, **Weapon:** *Bolt pistol, Condemnor Boltgun, Frag grenades, Krak grenades, Power sword*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	Index: Imperium 2 p99
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	Index: Imperium 2 p99

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Condemnor Boltgun	24"	Rapid Fire 1	4	0	1	When attacking a PSYKER, this weapon has a Damage of D3	Index: Imperium 2 p157
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power sword	Melee	Melee	+1	-3	1	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

### Battle Sister Squad [4 PL, 85pts]

**Selections:** Incensor Cherub [5pts]

**Categories:** FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, INFANTRY, TROOPS, BATTLE SISTER SQUAD, FACTION: IMPERIUM

**Rules:** *Acts of Faith, Sacred Rites, Shield of Faith*

**Abilities:** *Incensor Cherub*

### 2x Battle Sister [22pts]

**Selections:** 2x Bolt pistol, 2x Boltgun, 2x Frag & Krak grenades

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

### Battle Sister w/ Special or Heavy Weapon [16pts]

**Selections:** Bolt pistol, Flamer [5pts], Frag & Krak grenades

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Flamer, Frag grenades, Krak grenades*

### Battle Sister w/ Special Weapon [16pts]

**Selections:** Bolt pistol, Flamer [5pts], Frag & Krak grenades

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Flamer, Frag grenades, Krak grenades*

### Sister Superior [26pts]

**Selections:** Bolt pistol, Combi-flamer [10pts], Frag & Krak grenades, Power sword [5pts]

**Unit:** *Sister Superior*, **Weapon:** *Bolt pistol, Boltgun, Flamer, Frag grenades, Krak grenades, Power sword*

Abilities	Description	Ref
Incensor Cherub	If this unit has an Incensor Cherub, then once per battle, at the beginning of a phase, that Incensor Cherub can intercede. if it does, that Incensor Cherub is removed from play and you gain one Miracle Dice. Roll two D6 when you do so and select which one to keep. The Miracle Dice you gain can only be used to perform an Act of Faith for this unit, and only in that phase - at the end of this phase, if the dice has not been used, it is lost.	Index: Imperium 2 p98

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Battle Sister</b>	6"	4+	3+	3	3	1	1	7	3+	Index: Imperium 2 p99
<b>Sister Superior</b>	6"	4+	3+	3	3	1	2	8	3+	Index: Imperium 2 p99

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Boltgun</b>	24"	Rapid Fire 1	4	0	1	-	
<b>Flamer</b>	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.	Warhammer 40,000 Core Book
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Power sword</b>	Melee	Melee	+1	-3	1	-	

### Battle Sister Squad [4 PL, 73pts]

**Categories:** FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, INFANTRY, TROOPS, BATTLE SISTER SQUAD, FACTION: IMPERIUM

**Rules:** *Acts of Faith, Sacred Rites, Shield of Faith*

#### 2x Battle Sister [22pts]

**Selections:** 2x Bolt pistol, 2x Boltgun, 2x Frag & Krak grenades

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

#### Battle Sister w/ Special or Heavy Weapon [21pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Heavy bolter [10pts]

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Frag grenades, Heavy bolter, Krak grenades*

#### Battle Sister w/ Special Weapon [14pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Storm bolter [3pts]

**Unit:** *Battle Sister*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Storm bolter*

#### Sister Superior [16pts]

**Selections:** Boltgun, Frag & Krak grenades, Inferno pistol [5pts]

**Unit:** *Sister Superior*, **Weapon:** *Boltgun, Frag grenades, Inferno pistol, Krak grenades*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	Index: Imperium 2 p99
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	Index: Imperium 2 p99

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	Index: Imperium 2 p157
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

### Elites [10 PL, 176pts]

#### Celestian Squad [7 PL, 131pts]

**Selections:** Incensor Cherub [5pts]

**Categories:** FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, INFANTRY, FACTION: IMPERIUM, CELESTIANS, ELITES

**Rules:** *Acts of Faith, Sacred Rites, Shield of Faith*

**Abilities:** *Bodyguard, Incensor Cherub, Sworn Protectors*

#### 4x Celestian [48pts]

**Selections:** 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

**Unit:** *Celestian*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

**Celestian Superior [22pts]**

**Selections:** Boltgun, Frag & Krak grenades, Inferno pistol [5pts], Power maul [5pts]

**Unit:** *Celestian Superior*, **Weapon:** *Boltgun, Frag grenades, Inferno pistol, Krak grenades, Power maul*

**Celestian w/ Simulacrum [12pts]**

**Selections:** Bolt pistol, Boltgun, Frag & Krak grenades, Simulacrum Imperialis

**Abilities:** *Simulacrum Imperialis*, **Unit:** *Celestian*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

**Celestian w/ Special or Heavy Weapon [22pts]**

**Selections:** Bolt pistol, Frag & Krak grenades, Heavy flamer [10pts]

**Unit:** *Celestian*, **Weapon:** *Bolt pistol, Frag grenades, Heavy flamer, Krak grenades*

**Celestian w/ Special Weapon [22pts]**

**Selections:** Bolt pistol, Frag & Krak grenades, Meltagun [10pts]

**Unit:** *Celestian*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Meltagun*

Abilities	Description	Ref
<b>Bodyguard</b>	When a friendly <ORDER> CHARACTER model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.	Codex: Adepta Sororitas p85
<b>Incensor Cherub</b>	If this unit has an Incensor Cherub, then once per battle, at the beginning of a phase, that Incensor Cherub can intercede. if it does, that Incensor Cherub is removed from play and you gain one Miracle Dice. Roll two D6 when you do so and select which one to keep. The Miracle Dice you gain can only be used to perform an Act of Faith for this unit, and only in that phase - at the end of this phase, if the dice has not been used, it is lost.	Index: Imperium 2 p98
<b>Simulacrum Imperialis</b>	If a model in this unit has a Simulacrum Imperialis then once per phase you can perform one Act of Faith for this unit, even if you have already performed an Act of Faith in that phase.	Index: Imperium 2 p98
<b>Sworn Protectors</b>	You can re-roll hit rolls for attacks made by models in this unit whilst it is within 6" of any friendly <ORDER> CANONESSES.	Codex: Adepta Sororitas p85

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Celestian</b>	6"	3+	3+	3	3	1	2	8	3+	Index: Imperium 2 p100
<b>Celestian Superior</b>	6"	3+	3+	3	3	1	3	9	3+	Index: Imperium 2 p99

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Boltgun</b>	24"	Rapid Fire 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Heavy flamer</b>	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	
<b>Inferno pistol</b>	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	Index: Imperium 2 p157
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Meltagun</b>	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	
<b>Power maul</b>	Melee	Melee	+3	-1	1	-	

### Imagifier [3 PL, 45pts]

**Selections:** Boltgun, Frag & Krak grenades

**Categories:** FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, CHARACTER, ELITES, IMAGIFIER, FACTION: IMPERIUM, INFANTRY

**Rules:** *Acts of Faith, Sacred Rites, Shield of Faith*

**Unit:** *Imagifier*, **Weapon:** *Boltgun, Frag grenades, Krak grenades*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Imagifier</b>	6"	3+	3+	3	3	4	3	8	3+	Index: Imperium 2 p98

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Boltgun</b>	24"	Rapid Fire 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

### Dedicated Transport [4 PL, 85pts]

## Sororitas Rhino [4 PL, 85pts]

**Selections:** Hunter-killer missile [5pts], Storm bolter

**Categories:** FACTION: ADEPTA SORORITAS, FACTION: <ORDER>, FACTION: ADEPTUS MINISTORUM, DEDICATED TRANSPORT, FACTION: IMPERIUM, SORORITAS RHINO, VEHICLE

**Rules:** *Acts of Faith, Explodes, Sacred Rites, Self-repair, Shield of Faith*

**Abilities:** *Smoke Launchers*, **Transport:** *Sororitas Rhino*, **Unit:** *Sororitas Rhino*, **Weapon:** *Hunter-killer missile, Storm bolter*, **Wound Track:** 1, 2, 3

Abilities	Description	Ref
<b>Smoke Launchers</b>	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Transport Capacity	Ref
<b>Sororitas Rhino</b>	This model has a transport capacity of 10 ADEPTUS MINISTORUM INFANTRY models. It cannot transport JUMP PACK models and can only transport ADEPTA SORORITAS models if they have the <ORDER>, DIALOGUS or HOSPITALLER keyword.

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Sororitas Rhino</b>	*	6+	*	6	7	10	*	8	3+	Index: Imperium 2 p102

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Hunter-killer missile</b>	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.	
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>1</b>	6-10+	12"	3+	3	
<b>2</b>	3-5	6"	4+	D3	
<b>3</b>	1-2	3"	5+	1	

## Selection Rules

**Acts of Faith:** Before making a dice roll for a model or units from your army with the Acts of Faith ability, you can choose to use one or more of the dice from your Miracle dice pool instead. For each individual dice that is being rolled as part of the dice roll, you can select one Miracle dice from your Miracle dice pool to be substituted in place of that dice. The dice that it is being substituted for is not rolled, and instead the value of the chosen Miracle dice is used as if it had been rolled. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll any remaining, unsubstituted, dice that are a part of the dice roll. You can use Miracle dice to perform an Act of Faith for any of the following types of dice rolls:

Advance, Charge, Hit, Wound and Damage rolls; Saving throws; and Deny the Witch and Morale tests (Codex: Adepta Sororitas p73)

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. ( )

**Sacred Rites:** If every unit in your army has the ADEPTA SORORITAS and/or ADEPTUS MINISTORUM Faction keywords, this unit gains an ability depending on which Sacred Rite is active for your army.

Determine which Sacred Rite is active for all units from your army with this ability at the start of the battle. To do so, after deployment but before the first battle round begins, select one Sacred Rite from the following table to be active. Alternatively, you can roll two D6 to randomly generate two Sacred Rites to be active (a

duplicate result has no additional effect, but is considered to be active for the purposes of the Battle Rites Stratagem). In either case, Sacred Rites are active until the end of the battle.

1. Hand of the Emperor:

When a unit with this Sacred Rite Advances, add 1 to the Advance roll. When you make a charge roll for a unit with this Sacred Rite, add 1 to the result.

2. Spirit of the Martyr:

When a model with this Sacred Rite is destroyed, roll one D6 before removing the model from play. On a 5+ that model can either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (if the model has a damage table, use the bottom row of that table when shooting with that ranged weapon or resolving that attack with a melee weapon).

3. Aegis of the Emperor:

When a Deny the Witch test is taken for a model with this Sacred Rite, add 3 to the roll.

4. Divine Guidance:

When resolving an attack made with a ranged weapon by a model with this Sacred Rite, on an unmodified roll of 6 the Armour Penetration characteristic of that weapon is improved by 1 for that attack (e.g. AP 0 becomes AP -1).

5. The Passion:

When resolving an attack made with a melee weapon by a model with this Sacred Rite, an unmodified hit roll of 6 scores 1 additional hit.

6. Light of the Emperor:

When a Morale test is taken for a unit with this Sacred Rite, you can re-roll the dice.

(Codex: Adepta Sororitas p76)

**Self-repair:** Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound. (Index: Imperium 2 p102)

**Shield of Faith:** Models in this unit have a 6+ Invulnerable Save (6++). Also, each model or unit with this ability can attempt to resist one a psychic power per Psychic phase by taking a Deny the Witch test, rolling one D6 instead of 2D6. (Codex: Adepta Sororitas p76)

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