

ARMY SPECIAL RULES

Acts of Faith: Some units are noted as having the Act of Faith special rule in their entry. Different units have different Acts of Faith, each is named in the unit's entry along with the specific rules it bestows when used, but all Acts of Faith use the rules listed here.

A unit with the Act of Faith special rule can attempt to use its Act of Faith immediately before the unit moves in the Movement Phase, shoots (or runs) in the Shooting Phase, or at the start of the Assault Phase, before blows are stuck. To do so the unit must pass a Leadership test.

If the test is failed, nothing happens and the unit cannot attempt to use that Act of Faith again for the rest of the Battle. If the test is passed, the Act of Faith is successful; unless stated otherwise, all models in the unit with the Act of Faith special rule will immediately gain a special rule until the end of the current phase. The special rule gained will be listed in that unit's Act of Faith entry, along with which phase(s) the Act of Faith can be attempted in.

Unless stated otherwise, a unit can only attempt to use an Act of Faith once per game and a unit cannot attempt to use more than one Act of Faith in the same phase. A unit can only attempt to use an Act of Faith if it is entirely comprised of models with either the Act of Faith or War Hymns special rules.

Developer's Note: I made one small tweak to this rule to add a little bit of extra clarity on when the Assault Phase Act of Faith is triggered as that was asked in a few message boards where it is being interpreted as triggering at the unit's Initiative step which essentially breaks the abilities given.

Faithful: Models with this special rule increase their Shield of Faith save by +1 (this stacks with any other effect that improves the Shield of Faith save to a maximum of a 4+), and may use their Act of Faith a second time, even if the first attempt failed and do not lose their ability to use their Act of Faith if the unit loses the model carrying a Simulacrum Imperialis.

Independent Characters with this rule can only apply it to the Act of Faith listed in their profile.

Developer's Note: A criticism I've seen on a regular basis is that the certain models in the army don't feel like they're the true elites of the Adepta Sororitas, this is to essentially provide them the feeling that they are the true elite Sororitas the lore says. Plus it was a nice way to bring back the name of an old rule that the army once had. The Independent Character restriction was put in to ensure that Jacobus' ability remains "special" feeling and the Canoness doesn't get used just to gain extra uses of a unit's Act of Faith.

WARGEAR

SPECIAL WEAPONS

Models may exchange their Bolter for one of the following:

Flamer.....	5 pts
Melta gun.....	10 pts
Plasmagun ¹	15 pts
Storm bolter.....	5 pts

¹ Ministorum Priests, Confessors Only

HEAVY WEAPONS

Models may exchange their Bolter for one of the following:

Heavy Bolter.....	10 pts
Heavy Flamer.....	10 pts
Multi Melta.....	10 pts

MELEE WEAPONS

Models may exchange their Bolter and/ or Chainsword for one of the following:

Blessed Weapon ¹	15 pts
Brazier of Holy Fire ²	10 pts
Chainsword.....	free
Eviscerator.....	20 pts
Power Weapon.....	10 pts

¹ Canoness, Palatine, Sororitas Command Squad only

² Ministorum Priests, Confessors Only

Developer's Note: The reason for the points drop for the Eviscerator is it frankly doesn't get nearly enough mileage in the army on S3/T3 models is just not worth 30 points, even with Armourbane and AP2. Blessed Weapons make a return as does Brazier of Holy Fire which returned to provide the Priests with another alternative melee weapon and provide a little extra flavor to the book.

Power Weapons took a points reduction over the codex because at S3/I3 Sisters are less effective combatants with them than Marines who pay 10. Plus it helps separate the options out between the Power Weapons, Blessed Weapons and Eviscerators a bit more.

RANGED WEAPONS

Models may exchange their Pistol, Bolter and/ or Chainsword for one of the following:

Autogun ¹	free
Bolt Pistol.....	1 pts
Combi-flamer or melta ²	10 pts
Combi-plasma ¹	10 pts
Condemnor boltgun ²	10 pts
Shotgun ¹	free
Storm bolter ²	5 pts
Plasma pistol.....	15 pts
Inferno pistol ³	10 pts

¹ Ministorum Priests, Confessors Only

² Superior and Veteran Superiors in Seraphim squads may not purchase

³ Canoness only

Developer's Notes: I restricted Combi-Plasma to Priests/Confessors due to it feeling "off" to be able to take

plasma weapons on Adepta Sororitas models due to their background. I, however, left Plasma pistols unchanged due to their being an actual model for them and not wanting to exclude players who wish to use those. If the background changed I'd be more open to it, but with their fairly strict focus on the Holy Trinity of weapons I felt it best to reign them back in just a little.

Additionally, the Inferno Pistol got a points break as compared to the Melta it has half the range (and half the Melta rule range too) in exchange for an additional attack when paired with a Close-combat weapon or another pistol so it seems like a fair trade that results in a lower points cost.

SPECIAL EQUIPMENT

Auspex.....	5 pts
Jump Pack ¹	15 pts
Praesidium Protectiva.....	20 pts

¹ Canoness only

Developer's Notes: Not much here, but I wanted to give back the option for the Jet Pack on the Canoness and bring back the Auspex.

VEHICLE WARGEAR

Storm bolter.....	5 pts
Dozer blade.....	5 pts
Extra Armor.....	5 pts
Hunter-killer Missile.....	15 pts
Laud Hailer.....	10 pts
Blessed Ammunition.....	10 pts
Holy Promethium.....	10 pts

WARGEAR RULES

Brazier of Holy Fire: This counts as a Close-Combat Weapon with a built in flamer that may be fired one time per game. As long as the flamer has not been fired during the game the Brazier of Holy Fire counts as an unusual Power Weapon.

Blessed Ammunition: Affects Bolters (to include the Bolter portion of a Combi-Weapon), Bolt Pistols, Storm Bolters and Heavy Bolters weapons only. Weapons with Blessed Ammunition re-roll all to wound and penetration rolls of 1.

Blessed Weapon: This two handed sword has litanies and prayers engraved down the center of the blade and is anointed in sacred oils before every battle. This weapon uses the following profile:

Range	Strength	AP	Type
-	+2	3	Two-handed

Condemnor Boltgun: This weapon is a combi-weapon with an alternate firing mode that fires using the following profile:

Range	Strength	AP	Type
12"	5	-	Assault 1, Psi-shock

Psi-Shock: If a wound is allocated to a model with the Psyker or Brotherhood of Psyker special rules that model suffers a Perils of the Warp before any Look Out Sir or to-wound rolls are made. Additionally against models with the Psychic Pilot special rule the model struck suffers a Perils of the Warp if the weapon has successfully rolls to hit, before any armour penetration rolls are made.

Developer's Notes: Psi-Shock got a boost because the current rule basically makes it useless most of the time. In a situation where you want to employ it on, say, hitting a psyker in a unit of non-psykers, you'd have to roll a 6 to precision shot and place the wound on the enemy psyker, then they'd get to Look Out Sir when you allocate the wound, then you'd have to roll to wound, then they'd have to fail the save, then you could inflict the Perils. It's a lot of steps to go through for the effect and really doesn't make it as handy as it should be.

The change here essentially makes it so that a Psyker attached a squad of non-Psykers can be forced to take the Perils of the Warp if the wound from the weapon is allocated to them for any reason.

Holy Promethium: Affects Flamers (to include the Flamer part of a Combi-Flamer), Hand Flamers, and Heavy Flamers weapons only. Weapons with Holy Promethium re-roll all to wound and penetration rolls of 1.

Sarissa: Only Models equipped with Bolters may purchase the Sarissa, furthermore if a model with a Sarissa trades its Bolter for another weapon it loses the Sarissa. As long as a model with a Sarissa does not have any weapon from the Melee Weapons list, they reroll to wound rolls of 1.

Developer's Notes: Blessed Ammunition, Holy Promethium and Sarissa are all options the army had but lost in the transfer from Codex: Witch Hunters to the White Dwarf Codex: Sisters of Battle. I brought them back here, but made them small bonuses to keep them beneficial but cheap for the army to purchase. The main reason for the restriction on options regarding the Sarissa was to keep it from being taken by players to boost other weapons when it's meant to be a kind of bayonet on a Bolter.

Blessed Armor: This masterfully crafted armor is covered in intricate engravings of countless prayers and hymns and are blessed by a member of the Ecclesiarchy before each battle. Blessed Armor confers a 2+ Armor save.

Praesidium Protectiva: The Praesidium Protectiva is a holy icon carried by important members of the Adepta Sororitas. It follows all the rules for a Storm Shield, and in addition the models in the same unit of the bearer have +1 attack while the bearer is alive.

Simulacrum Imperialis: If a unit has a Simulacrum Imperialis it may use its Act of Faith a second time during the game. If the Bearer of the Simulacrum Imperialis is removed from the table as a casualty the unit may no longer use Acts of Faith, even if it has not already used it during the battle. These effect does not apply to attached independent characters. Additionally, the Simulacrum Imperialis is so important that the bearer's fellow Sisters will lay down their lives to protect it. The bearer of a Simulacrum Imperialis may use the Look Out Sir! special rule as if she was a character that was a part of the unit (4+).

The change to let the Simulacrum get Look Out Sir! rolls was to mitigate the effects of early game precision shots that would punish the player for taking it. The penalty is still there however, it just has a chance of being mitigated now so the player who has them doesn't get punished for it. Plus it gives the feeling that the Simulacrum Imperialis is an important part of the unit and that they'll potentially lay down their lives to protect it.

Auspex: A model with an auspex can use it in place of making a shooting attack. If they does so, target an enemy unit within 12" (this does not count as choosing a target for their unit to shoot at). A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

ECCLESIAARCHY RELICS

A Canoness may purchase multiple items from the following list, however other models may purchase no more than 1 relic per model. Limit 1 of each Relic per army:

Blade of Admonition ^{1,2}	20 pts
Book of St. Lucius	5 pts
Litanies of Faith	10 pts
Cloak of St. Aspira ^{2,3}	30 pts
Mace of Valaan ⁴	25 pts
Mantle of Ophelia ²	25 pts
Scepter of Vengeance ^{1,2}	30 pts

¹ Replaces a weapon

² Canoness or Palatine only

³ Can not be taken by a model with a Jump Pack

⁴ Ministorum Priest only

Developer's Notes: I adjusted the restrictions on the Canoness' ability to take relics as it severely hampers what could be an otherwise useful HQ choice unfairly, especially when considering what other codexes can do to kit out their HQs.

The Blade of Admonition got a price drop as it's only slightly better than the Blessed Weapon option (in that it is not two handed).

The Cloak of St. Aspira got a points increase thanks to the addition of Blessed Armor, and it was also restricted from use by Jump Pack models because common sense dictates that a long fabric cloak next to the fiery engines of the Jump Pack is just a bad idea.

ECCLESIAARCHY RELIC RULES

Cloak of St. Aspira: The wearer of the Cloak of St. Aspira re-rolls all failed armour saving throws and Shield of Faith invulnerable saving throws.

Developer's Notes: I restricted use of this from models with Jump Packs because frankly fire and cloaks don't mix. Plus giving players the ability to create a character with a rerollable 2+ armor save and a jump pack seemed a bit excessive. Additionally I gave it a points increase because of the strength of this item when paired with items like the Mantle of Ophelia or Blessed Armor.

Sceptre of Vengeance: This is a Power Maul with the following profile:

Range	Strength	AP	Type
-	+2	4	Melee, Concussive, Master-crafted, Overwhelming Charge, Rampage

Overwhelming Charge: The wielder of the Sceptre of Vengeance inflicts D6 Impact Hits using the Sceptre of Vengeance's profile when completing a successful charge. These bonus attacks stack with any other Impact Hits the model may cause during the charge.

Developer's Notes: The Sceptre of Vengeance was once Saint Praxedes' weapon back in 2nd Edition, and it's always been an interesting weapon with a really cool sounding description and I thought it was worth bringing it back as a Relic weapon that is best suited for fighting hordes of Tyranids.

HQ

CANONESS

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	5	5	3	3	3	4	3	10	3+

Unit Type: Infantry (Character)

Unit Composition: 1 Canoness

Points Cost: 60 Points

Wargear:

Power Armor

Bolt Pistol

Chainsword

Frag Grenade

Krak Grenades

Rosarius

Special Rules:

Act of Faith

Faithful

Independent Character

Martyrdom

Shield of Faith

Stubborn

Pride of the Order

Pride of the Order: If the Canoness is leading an Allied Detachment of Adepta Sororitas you may take a single unit of Celestians as a troop choice instead.

Act of Faith

The Passion: *A Canoness leads her Sisters through the chaos of combat, striking at their foes*

with a speed and hatred born of holy fervour. One use only. This Act of Faith can be used during your movement phase, during your shooting phase or during either player's Assault phase.

- If successful during the **movement phase** all friendly units wholly comprised of models with the Act of Faith or War Hymns special rules in 12" that are falling back automatically regroup and act as normal this turn. Additionally any unit that is falling back that ends its movement within 12" of the Canoness automatically regroups and acts as normal. Lasts until the end of the current phase.
- If successful during the **shooting phase** all friendly units wholly comprised of models with the Act of Faith or War Hymns special rules in 12" fire +1 additional shot with all Bolters and Bolt Pistols and gain the Fleet special rule until the end of the current phase. Multiple applications of this Act of Faith do not stack.
- If successful during the **assault phase** all friendly units wholly comprised of models with the Act of Faith or War Hymns special rules in 12" gain the Hatred and Rage special rules until the end of the current phase.

Options:

May replace bolt pistol with boltgun.....free

May take Blessed Ammunition.....5 pts

May take with Holy Promethium.....5 pts

May take melta bombs.....5 pts

May replace her Power Armor with Blessed Armor.....15 pts

A Canoness may take items from the **Melee Weapons, Ranged Weapons, Special Equipment** and **Ecclesiarchy Relics** lists.

Developer's Notes: For the Canoness I wanted to capture the feeling of her being the spiritual and military leader of the Adepta Sororitas while making her a generally more attractive option to players by making her points cost a touch lower and tweaking her abilities, such as adding the Faithful rule to her profile. It was also really important that she felt like she was a solid part of the army and something players should be wanting to take because of the way she interacts with it.

Her slightly lowered points cost is balanced by her stats that are a good chunk lower than the Chaos Lord (whom she was priced at the same cost of despite being a magnitude less effective if she gets in a scrap).

She also received the Rosarius because it seemed odd that she wouldn't natively have such an important badge of office with her being such a key member of her order.

Lastly, the FOC switch for Celestians was to further give her a real tied-in feel to the army and give players another way to play the army, especially as when using it as allies.

SORORITAS COMMAND SQUAD

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Celestians	4	4	3	3	1	3	2	9	3+
Dialogus	3	4	3	3	1	3	1	9	3+
Hospitaller	3	4	3	3	1	3	1	9	3+
Palatine	4	4	3	3	2	4	3	9	3+

Unit Type: Infantry

Infantry (Character) (Palatine Only)

Unit Composition: 5 Celestians

Points Cost: 65 Points

Wargear:

Power Armor
Bolt Pistol
Boltgun
Chainsword
Frag Grenade
Krak Grenades

Special Rules:

Act of Faith
Faithful
Shield of Faith
Stubborn

Act of Faith

Endless Crusade: *Limbs do not tire when the spirit of the Emperor moves them, but find*

fresh strength in the righteous work to come. One use only. This Act of Faith can be during the Movement Phase. If successful all models in the Sororitas Command Squad gain the Relentless, Fleet, Crusader and Move through Cover special rules until the end of turn.

Options:

May purchase up to 5 additional Celestians.....13 pts /each

One Celestian may be upgraded to a Hospitaller,

replacing her boltgun with a chirurgeon's tools.....10 pts

One other Celestian may be upgraded to a Dialogus,

replacing her boltgun with a Laud Hailer.....5 pts

The Dialogus may take items from the **Ecclesiarchy Relics** list.

One other Celestian may be upgraded to a Palatine.....16 pts

The Palatine may purchase a Rosarius.....15 pts

One other Celestian may carry:

-Blessed standard.....15 pts

-Sacred Banner of the Order Militant (one per army).....40 pts

One other Celestian may carry a Simulacrum Imperialis.....10 pts

Up to 5 other Celestians may take items from the **Special** and/or **Heavy Weapons** list.

All Celestians may take items from the **Melee** or **Ranged Weapons** lists.

All models equipped with Bolters may exchange their Chainsword for a Sarissa.....free

The unit may be upgraded with Blessed Ammunition.....10 pts

The unit may be upgraded with Holy Promethium.....10 pts

The unit may take melta bombs.....5 pts/model

Any Celestian or Palatine may replace her Power Armor with Blessed Armor.....10 pts

Palatine may take items from the **Melee Weapons**, **Ranged Weapons**, **Special Equipment** and **Ecclesiarchy Relics** lists.

The unit may take a **Dedicated Transport**.

Developer's Notes: The biggest changes I've made here are fairly obvious. I added the option to allow players to increase the number of models in the Sororitas Command Squad to increase the number of available options in the squad and to allow players to feel like they have greater control over how their army is built. Similarly I've brought back the Palatine here as I felt she was a strong part of the army before and I wanted to include her once again. I made her a character to continue her old role while also making her sort of the Veteran Superior of the squad as who else could fill the role?

The change to their Act of Faith gives them a wider range of flexibility and ensuring that they support whatever the player builds them to do.

MINISTORUM PRIEST

(0-5 Priests and Confessors may be taken per detachment. They do not count against your FOC chart and may never be your army's mandatory HQ choice)

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Priest	3	3	3	3	1	3	2	9	5+
Confessor	4	4	3	3	2	3	2	9	5+

Unit Type: Infantry (Character)

Unit Composition: 1 Priest

Points Cost: 25 Points

Wargear:

Flak Armor

Las Pistol

Chainsword

Frag Grenades

Krak Grenades

Rosarius

Special Rules:

Independent Character

Shield of Faith

War Hymns

Zealot

Options:

One Priest may be upgraded to a Confessor10 pts

May take Blessed Ammunition.....5 pts

May take Holy Promethium.....5 pts

May take items from the **Melee Weapons, Ranged Weapons, Special Equipment** and **Ecclesiarchy Relics** lists.

Developer's Notes: I added the ability to make 1 Priest a Confessor to allow players a little more flexibility in how they construct their lists. Additionally it makes it a little more possible for players who have Kyrinov models to feel like they're fielding him instead of a priest who nicked his Mace.

ECCLESIARCHY BATTLE CONCLAVE

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Arco-Flagellant	5	1	5	3	1	3	3	8	-
Death Cult Assassin	5	4	3	3	1	6	2	8	5+
Crusader	4	3	3	3	1	3	1	8	5+

Unit Type: Infantry

Beast (Arco-Flagellant only)

Unit Composition: 5 Arco-Flagellants

Points Cost: 50 Points

Wargear:

Flak Armor (Death Cult Assassin,
Crusader only)

2x Power Sword (Death Cult Assassin only)

Power Sword (Crusader only)

Storm Shield (Crusader only)

2x Arco-Flails (Arco-Flagellant only)

Special Rules:

Feel no Pain (Arco-Flagellant only)

Uncanny Reflexes (Death Cult Assassin only)

Hatred (Crusader Only)

Options:

May purchase up to 5 additional Arco-Flagellants.....10 pts /model

An Arco-Flagellant upgraded to a Death Cult Assassin.....5 pts /model

An Arco-Flagellant upgraded to a Crusader.....5 pts /model

The unit may take a **Dedicated Transport**.

Developer's Notes: The Arco-Flagellant got a small perk through the change to "beast" to represent their drugged up state making them more crazed-animals than the men they used to be. This extra speed in the movement phase and inability to be slowed by terrain when charging is traded off by their standard human Toughness and Initiative and lack of an Armor save meaning they can still be mulched by a wide array of weapons, especially anything S6 or above.

TROOPS

BATTLE SISTER SQUAD

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	1	8	3+
Veteran Sister Superior	4	4	3	3	1	3	2	9	3+

Unit Type: Infantry, Infantry (Character)

(Sister Superior and Veteran Sister Superior Only)

Unit Composition: 4 Battle Sisters, 1 Sister Superior

Points Cost: 55 Points

Wargear:

Power Armor

Bolt Pistol

Boltgun

Frag Grenade

Krak Grenades

Special Rules:

Act of Faith

Shield of Faith

Act of Faith

Light of the Emperor: *The Sisters of Battle are filled with the knowledge that the only thing they need fear is failing the Emperor of Mankind. Armed with such faith, they are driven to unprecedented feats of prowess. One use only. This Act of Faith can be used at the start of your shooting phase or during either player's assault phase. If successful all Bolters in the unit fire twice when shooting until the end of phase. This means at 24" a model with a Bolter fires 2 shots, and at 12" a model with a Bolter fires 4.*

Options:

May purchase up to 15 additional Battle Sisters.....11 pts /each

One Battle Sister may carry a Simulacrum Imperialis.....10 pts

One other Battle Sister may take items from the **Special Weapons** list.

One other Battle Sister may take items from the **Special** and/or **Heavy Weapons** list.

If the unit contains 15 or more models:

One other Battle Sister may take items from the **Special Weapons** list.

If the unit contains 20 models:

One other Battle Sister may take items from the **Special** and/or **Heavy Weapons** list.

Models equipped with Bolters may purchase Sarissa.....1 pt /model

The unit may be upgraded with Blessed Ammunition.....10 pts

The unit may be upgraded with Holy Promethium.....10 pts

May upgrade the Sister Superior to a Veteran Sister Superior.....10 pts

Sister Superior or Veteran Sister Superior may take items from the **Melee** or **Ranged Weapons** lists.

Sister Superior or Veteran Sister Superior may take melta bombs.....5 pts

The unit may take a **Dedicated Transport**.

Developer's Notes: The big changes here where rewarding the player for choosing to take more Battle Sisters in a squad by allowing it to take more options at larger numbers. The 1 point decrease per Battle Sister was to allow more models into the army while at the same time not underpricing them for their abilities while at the same time distancing them a little more from the Chaos Space Marine who has a significant stat boost over them for only a

point per model. Finally, the increase of the Veteran Sister Superior's increase to WS4 was to make her feel more like a Veteran as all other Veterans in the army are WS4 and it was disjointing to have only one that was WS3. Salvo Bolters as an AoF make the basic Sisters more useful so players won't just use them as ablative wounds for the other options in the squad. It also gives the squad a touch more bite at range while emphasis remains on their close range shooting.

IMMOLATOR

Profile	BS	Front	Side	Rear	HP
Immolator	4	11	11	11	3

Unit Type: Vehicle (Tank, Transport)

Transport:

Transport Capacity: Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: Two models can fire from the Immolator's top hatch.

Access Points: The Rhino has one Access Point on each side of the hull and one at the rear.

Wargear:

Twin-linked Heavy Flamer

Special Rules:

Shield of Faith

Torrent of Fire

Torrent of Fire: *The nature of the Heavy Flamer means it can be indiscriminately fired on the move, purging the sinful from cover.* When equipped with the Twin-Linked Heavy Flamer the Immolator may fire the Heavy Flamer as if it was a fast vehicle. This does not extend to any other weapon the Immolator may purchase.

Options:

May take options from the **Vehicle Wargear** list.

May exchange the Twin-Linked Heavy Flamer for:

Twin-linked Heavy Bolter.....*free*

Twin-linked Multi-melta.....*free*

Developer's Notes: The big changes here were bringing back the Immolator's Fire Point (because it's on the actual model) and giving the Heavy Flamer back it's ability to shoot when moving over 6", something that was making it a "do not take" to a number of players out there.

ELITES CELESTIANS

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Veteran Sister Superior	4	4	3	3	1	3	2	9	3+

Unit Type: Infantry

Infantry (Character) (Veteran Sister Superior Only)

Unit Composition: 5 Celestians

Points Cost: 65 Points

Wargear:

Power Armor

Bolt Pistol

Boltgun

Chainsword

Frag Grenade

Krak Grenades

Special Rules:

Act of Faith

Faithful

Shield of Faith

Stubborn

Act of Faith

Might of the Emperor: One use only. This Act of Faith may be used in your movement phase, your shooting phase or your assault phase. If successful during the **movement phase**, all models in the Celestians squad gain Relentless until end of turn. If successful during the **shooting phase** all weapons in the Celestian squad (not to include emplaced weapons being fired by members of the squad) improve their AP by 1. If successful during the **assault phase**, all models in the Celestian squad gain the Furious Charge rule until the end of the current phase.

Options:

May purchase up to 5 additional Celestians.....13 pts /each

One Celestian may carry a Simulacrum Imperialis.....10 pts

Up to two other Celestian may take items from the **Special** and/or **Heavy Weapons** list.

One other Celestian may be upgraded to a Veteran Sister Superior.....10 pts

Models equipped with Bolters may exchange their Chainsword for Sarissa.....free

The unit may be upgraded with Blessed Ammunition.....10 pts

The unit may be upgraded with Holy Promethium.....10 pts

Veteran Sister Superior may take items from the **Melee** or **Ranged Weapons** lists.

Veteran Sister Superior may take melta bombs.....5 pts

The unit may take a **Dedicated Transport**.

Developer's Notes: Obviously I make a lot of changes here. Celestians have long been a unit that wasn't really up to the lore in the codex. The chainswords afford them the ability to try for more attacks in close combat, but allowing them to be traded for the Sarassa allows players to gain the re-rolls those provide. It basically makes their close combat better and affords players a choice between more attacks or better attacks.

I went with giving them up to two special or heavy options to compliment the Relentless part of their Act of Faith. Basically its all part of trying to make the unit feel like the really cool elite Sororitas they are.

They got the Faithful rule like their HQ counterparts to represent how battle hardened their faith is and further separate them from the Battle Sisters in tone. The Stubborn was added to give them that "battle hardened" feel and make them match their HQ counter-parts on a basic level.

REPENTIA

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Repentia	4	4	3	3	1	3	2	8	-
Mistress of Repentance	4	4	3	3	1	3	2	9	3+

Unit Type: Infantry

Infantry (Character) (Mistress of Repentance Only)

Unit Composition: 4 Repentia, 1 Mistress of Repentance

Points Cost: 75 Points

Wargear:

Power Armor (Mistress of Repentance Only)

Frag Grenade (Mistress of Repentance Only)

Krak Grenades (Mistress of Repentance Only)

2x Neural Whips (Mistress of Repentance Only)

Eviscerator (Repentia Only)

Special Rules:

Act of Faith

Shield of Faith

Feel no Pain

Rage

Act of Faith

Spirit of the Martyr: One use only. This Act of Faith can be used at the start of either player's assault phase. If successful all models in the squad gain Feel no Pain (3+) until the end of the current phase.

Options:

May purchase up to 5 additional Repentia.....14 pts /each

The Mistress of Repentance may take melta bombs.....5 pts

The unit may take a **Dedicated Transport**.

Developer's Notes: The big change here was obviously giving the unit it's native Feel No Pain back. In an edition that so heavily punishes the assault units who don't have access to assault vehicles it didn't seem particularly sound to make the unit even more fragile.

FAST ATTACK

SERAPHIM

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	4	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	3	1	8	3+
Veteran Sister Superior	4	4	3	3	1	3	2	9	3+

Unit Type: Infantry

Infantry (Character) (Sister Superior and Veteran Sister Superior Only)

Unit Composition: 4 Seraphim, 1 Sister Superior

Points Cost: 75 Points

Wargear:

Power Armor
Bolt Pistol
Boltgun
Frag Grenade
Krak Grenades

Special Rules:

Act of Faith
Shield of Faith
Angelic Visage
Faithful
Hit and Run

Angelic Visage: The unit may re-roll failed Acts of Faith tests and failed Shield of Faith saves.

Act of Faith

The Emperor's Deliverance: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Seraphim unit gain the Shred special rule until the end of the current phase.

Options:

May purchase up to 5 additional Seraphim.....15 pts /each

Up to 2 Seraphim may exchange their Bolt Pistols for either of the following:

2 Hand Flamers.....10 pts

2 Inferno Pistols.....20 pts

The unit may be upgraded with Blessed Ammunition.....10 pts

The unit may be upgraded with Holy Promethium.....10 pts

May upgrade the Sister Superior to a Veteran Sister Superior.....10 pts

Sister Superior or Veteran Sister Superior may take items from the **Melee** or **Ranged Weapons** lists.

Sister Superior or Veteran Sister Superior may take melta bombs.....5 pts

Developer's Notes: A few changes this time. Mainly changing Angelic Visage to allow rerolls to the Acts of Faith again (due to the inability to have a Simulacrum), adding in the Faithful rule I've written and boosting their WS to 4 to represent how well trained they are over the ordinary Sister.

DOMINIONS

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Dominion	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	1	8	3+
Veteran Sister Superior	4	4	3	3	1	3	2	9	3+

Unit Type: Infantry

Infantry (Character) (Sister Superior and Veteran Sister Superior Only)

Unit Composition: 4 Dominions, 1 Sister Superior

Points Cost: 60 Points

Wargear:

Power Armor

Bolt Pistol

Boltgun

Frag Grenade

Krak Grenades

Special Rules:

Act of Faith

Shield of Faith

Scouts

Act of Faith

Holy Fusillade: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Dominions unit have the Ignores Cover special rule until the end of the current phase. Template Weapons, because they already ignore cover, gain the Shred special rule.

Options:

May purchase up to 5 additional Dominions.....12 pts /each

One Dominion may carry a Simulacrum Imperialis.....10 pts

Up to four other Dominions may take items from the **Special Weapons** list.

Models equipped with Bolters may purchase Sarissa.....1 pt /model

The unit may be upgraded with Blessed Ammunition.....10 pts

The unit may be upgraded with Holy Promethium.....10 pts

May upgrade the Sister Superior to a Veteran Sister Superior.....10 pts

Sister Superior or Veteran Sister Superior may take items from the **Melee** or **Ranged Weapons** lists.

Sister Superior or Veteran Sister Superior may take melta bombs.....5 pts

The unit may take a **Dedicated Transport**.

Developer's Notes: My big change here was giving the Template Weapons a boost under the Act of Faith since the flamer option for the Dominions was frankly less useful than the other choices so I wanted to make it more viable for players as an alternate choice.

HEAVY SUPPORT RETRIBUTORS

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Retributor	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	1	8	3+
Veteran Sister Superior	4	4	3	3	1	3	2	9	3+

Unit Type: Infantry

Infantry (Character) (Sister Superior and Veteran Sister Superior Only)

Unit Composition: 4 Retributors, 1 Sister Superior

Points Cost: 55 Points

Wargear:

Power Armor

Bolt Pistol

Boltgun

Frag Grenade

Krak Grenades

Special Rules:

Act of Faith

Shield of Faith

Act of Faith

Divine Guidance: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Retributors unit gain the Rending special rule until the end of the current phase.

Options:

May purchase up to 5 additional Battle Sisters.....*11 pts /each*

One Battle Sister may carry a Simulacrum Imperialis.....*10 pts*

Up to four other Retributors may take items from the **Heavy Weapons** list.

Models equipped with Bolters may purchase Sarissa.....*1 pt /model*

The unit may be upgraded with Blessed Ammunition.....*10 pts*

The unit may be upgraded with Holy Promethium.....*10 pts*

May upgrade the Sister Superior to a Veteran Sister Superior.....*10 pts*

Sister Superior or Veteran Sister Superior may take items from the **Melee** or **Ranged Weapons** lists.

Sister Superior or Veteran Sister Superior may take melta bombs.....*5 pts*

The unit may take a **Dedicated Transport**.

Developer's Notes: The only changes made were a points reduction and the addition of the the Sarissa for the models with Bolters.

PENITENT ENGINE

Profile	WS	BS	Front	Side	Rear	I	A	HP
Penitent Engine	3	3	11	11	10	3	3	3

Unit Type: Vehicle (Walker)

Unit: 1 Penitent Engine

Points Cost: 70 Points

Wargear:

2x Dreadnought Close Combat Weapon
(with built in Heavy Flamer in each)
Smoke launcher

Special Rules:

Shield of Faith
Open-topped
Fleet
Rage
Unstoppable

Unstoppable: Penitent Engines ignore the effects of any Crew Shaken and Crew Stunned results on the Vehicle Damage table (but will still lose a Hull Point for each glancing or penetrating hit inflicted).

Options:

May take up to 2 additional Penitent Engines as part of a vehicle squadron.....70 pts/ model

Developer's Notes: Penitent Engines are a case of really cool model, but rules that don't hold it up nearly enough. The first barrier for entry was points cost. Part of the issue is the Penitent Engine has trouble crossing the table being open-topped, thus the additions of Fleet (allowing it to run more successfully), and a Smoke launcher (giving it a turn of an improved cover save) making it likely it can actually make it into combat. The 10 points drop is because it isn't as durable even in combat, and, unlike it's previous incarnation in the Chapter Approved codex, doesn't generate extra attacks, nor is it as hard to blow it up with grenades or Melta-bombs once in combat, so I gave it a small points reduction to make it more attractive to players and make it easier for players to fit 3 of in an army list.