

KILL TEAM

SISTERS OF BATTLE

Codex: Sisters of Battle

This team list uses the special rules and wargear found in the Codex: Sisters of Battle articles found in White Dwarf issues 380 and 381. If a rule differs from the Codex, it will be clearly stated.

Faith Points

A Sisters of Battle Kill Team generates D3 faith points at the start of its Movement phase, rather than D6.

Acts of Faith

As there are no units of more than one model in a Sisters of Battle Kill Team, many of the Acts of Faith have been tweaked to represent this (see individual entries below), and some have been removed. Also, if a model attempting an Act of Faith is the Team Leader, or within the Inspiring Presence radius of their Team Leader, they may add +1 to the roll.

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models



TEAM LEADERS

Celestian Superior

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	3+

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- Acts of Faith
- Shield of Faith

Act of Faith - Word of the Emperor:

Used in the Assault phase. If successful, the model and all friendly models within 6" gain +1 Initiative and the Fearless special rule until the end of the phase.

Seraphim Upgrade:

May upgrade to a Seraphim Superior for 5 points. If she does this, she replaces her Boltgun for an additional Bolt Pistol and a Jump Pack. She also loses the Word of the Emperor Act of Faith but gains The Emperor's Deliverance (see the Seraphim entry in this team list) and the Angelic Visage and Hit & Run special rules. She counts as being Seraphim in regards to Acts of Faith.

Options:

- May replace any weapon with:
 - Chainsword Free
 - Storm Bolter 3 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Power Weapon 10 pts
 - Plasma Pistol 15 pts
 - Inferno Pistol 15 pts
 - Condemnor Boltgun 15 pts
 - Eviscerator 25 pts
- May take the following:
 - Melta Bomb 5 pts
- May take wargear from the Sisters of Battle armoury including Leader and Superior only items.



Sister Superior

17 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	2	3	2	9	3+

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- Acts of Faith
- Shield of Faith

Act of Faith - Light of the Emperor:

Rule Amendment: Used in the Movement, Shooting or Assault phase. If used in the Movement phase, the model and all friendly models within 6" automatically regroup. If used in the Shooting or Assault phases, the model and all friendly models within 6" re-roll any To Hit rolls of 1 until the end of that phase.

Options:

- May replace any weapon with:
 - Chainsword Free
 - Storm Bolter 3 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Power Weapon 10 pts
 - Plasma Pistol 15 pts
 - Condemnor Boltgun 15 pts
- May take the following:
 - Melta Bomb 5 pts
- *May take wargear from the Sisters of Battle armoury including Leader and Superior only items.*



Mistress of Repentance

22 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	3+

Wargear:

- Power Armour
- 2 Neural Whips
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- Acts of Faith
- Shield of Faith
- Fearless
- Fleet
- Rage
- Feel No Pain
- Leader of Exiles*

Leader of Exiles:

In a team lead by a Mistress of Repentance, Sister Repentia models *must* be taken as Core.

Act of Faith – Virtuous Fury:

Used in the Assault phase. If successful, the Mistress of Repentance and all friendly models within 6" gain the Zealot special rule until the end of the phase.

Options:

- May take the following:
 - Melta Bomb 5 pts
- *May take wargear from the Sisters of Battle armoury including Leader only items.*

Ecclesiarchy Priest

20 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	2	4	2	7	5+

Wargear:

- Flak Armour
- Laspistol
- Chainsword
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- Shield of Faith
- Righteous Rage*

Righteous Rage:

Rule Amendment: On a turn in which the Priest charges, he and all friendly models within 6" gain the Hatred special rule.

Options:

- May replace any weapon with:
 - Shotgun, Bolt Pistol or Boltgun 2 pts
 - Bolt Pistol 2 pts
 - Boltgun 2 pts
 - Storm Bolter 3 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Power Weapon 10 pts
 - Plasma Pistol 15 pts
 - Condemnor Boltgun 15 pts
 - Eviscerator 25 pts
- May take the following:
 - Melta Bomb 5 pts
- *May take wargear from the Sisters of Battle armoury including Leader and Priest only items.*

CORE

Battle Sister

12 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	3+

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

Special Rules:

- Acts of Faith
- Shield of Faith

Options:

- For every five Battle Sisters you take in your team, one model may replace their Boltgun with:
 - Storm Bolter 3 pts
 - Flamer 5 pts
 - Heavy Bolter 5 pts
 - Multi-melta 10 pts
 - Meltagun 10 pts
 - Heavy Flamer 20 pts

SPECIAL

Celestian

15 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	1	9	3+

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

Special Rules:

- Acts of Faith
- Shield of Faith

Act of Faith - Hand of the Emperor:

Rule Amendment: Used in the Assault phase. If successful, the model and all friendly Celestian models in her team gain +1 Strength and the Fearless special rule until the end of the phase.

Options:

- One Celestian in your team may replace its Boltgun with:
 - Storm Bolter 3 pts
 - Flamer 5 pts
 - Heavy Bolter 5 pts
 - Multi-melta 10 pts
 - Meltagun 10 pts
 - Heavy Flamer 20 pts
- If you take three or more Celestians in your team, an additional model may replace its Boltgun with:
 - Storm Bolter 3 pts
 - Flamer 5 pts
 - Meltagun 10 pts
- *May take wargear from the Sisters of Battle armoury.*

Dominion

13 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	3+

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag & Krak Grenades

Special Rules:

- Acts of Faith
- Shield of Faith
- Scouts

Act of Faith - Holy Fusillade:

Rule Amendment: Used in the Shooting phase. If successful, the model and all friendly Dominion models in her team count their weapons have the Twin-linked special rule until the end of the phase.

Options:

- For every two Dominions in your team, one model may replace its Boltgun with:
 - Storm Bolter 3 pts
 - Flamer 5 pts
 - Meltagun 10 pts

Seraphim

15 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	1	8	3+

Unit Type: Jump Infantry**Wargear:**

- Power Armour
- Two Bolt Pistol
- Frag & Krak Grenades
- Jump Pack

Special Rules:

- Acts of Faith
- Shield of Faith
- Angelic Visage
- Hit and Run
- Seraphim Pistols

Act of Faith - The Emperor's Deliverance:

Rule Amendment: Used in the Shooting phase. If successful, the model and all friendly Seraphim models in her team re-roll any failed To Wound rolls until the end of the phase.

Options:

- May replace both Bolt Pistol with:
 - Two Hand Flamers 20 pts
 - Two Inferno Pistols 30 pts
- *May take wargear from the Sisters of Battle armoury.*

Dialogus

20 points

You may only ever take one Dialogus in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	9	3+

Wargear:

- Power Armour
- Bolt Pistol
- Frag & Krak Grenades
- Loud Hailer

Special Rules:

- Acts of Faith
- Shield of Faith

Hospitaler

30 points

You may only ever take one Hospitaler in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	9	3+

Wargear:

- Power Armour
- Bolt Pistol
- Frag & Krak Grenades
- Chirurgeon's Tools*

Special Rules:

- Acts of Faith
- Shield of Faith

Chirurgeon's Tools:

Rule Amendment: The Hospitaler and all friendly models within 6" gain the Feel No Pain special rule.

Sister Repentia

17 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	8	-

Wargear:

- Eviscerator

Special Rules:

- Acts of Faith
- Shield of Faith
- Fearless
- Fleet
- Rage
- Feel No Pain

Act of Faith – Spirit of the Martyr:

Rule Amendment: Used in the Assault phase. If successful, the model and all friendly Sister Repentia models in her team are not removed if 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 Sister Repentia models placed on their side get to make a single Attack. After these are made, any models on their side are removed as casualties.

ARMOURY

Litanies of Faith (Leader Only) – 15 pts

The Litanies of Faith contain the teachings of the Ecclesiarchy. Once per game, the model may successfully use an Act of Faith automatically, without the need to spend a Faith Point.

Cloak of St. Aspira (Leader Only) – 15pts

A magnificent cloak of velvet and fur, blessed in the Ecclesiarchal Palace of Terra to ward away the blows of the Emperor's enemies. The Cloak of St. Aspira grants the model a 5+ invulnerable save.

Book of St. Lucius (Leader Only) – 10 pts

This great tome contains the many inspirational writings and sermons of St. Lucius of Agatha. Increases a Leader's Inspiring Presence radius from 6" to 12".

Bionic Eye (Leader Only) – 10 pts

The model has had his weak flesh and blood eye replaced with superior equipment. A model with a Bionic Eye has the Night Vision special rule and may re-roll any To Hit roll of 1 when shooting.

Condemnor Grenade (Leader Only) – 5 pts

Condemnor grenades emit a pulse that destabilises a psykers connection with the warp. The grenade has the following profile:

	Range	S	AP	Type
Condemnor Grenade	8"	-	-	Assault 1, Blast, One Shot, Psi-shock*

*Psi-shock: Any model with the Psyker special rule hit by the weapon suffers Perils of the Warp

Mantle of Ophelia (Superior Only) – 10 pts

The Mantle of Ophelia is a badge of office for high-ranking members of the Adepta Sororitas and is believed to have sacred powers of protection. The first time the wearer takes a wound that would cause instant death, only one wound is actually taken. This effect may only be used once per battle.

Brazier of Holy Fire (Superior Only) – 5 pts

This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness. The brazier has the following profile:

	Range	S	AP	Type
Brazier of Holy Fire	Template	5	4	Assault 1, One Shot, Anti-warp*

*Anti-warp: Any model with the Psyker or Daemon special rule hit by this weapon is wounded on a 2+, regardless of its Toughness.

Rosarius (Priest Only) – 25 pts

A badge of faith incorporating a powerful field that protects the wearer. Grants a 4+ invulnerable save.

Simulacrum Imperialis – 20 pts

You may only take one Simulacrum Imperialis.

Rule Amendment: The bearer and any friendly model within 6" of her may re-roll failed Acts of Faith tests.

Master-Crafter Weapon – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

Suspensors – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon even if she has moved in the previous Movement phase – although if she does so, the maximum range of the weapon is halved.

Smoke Grenades – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

Blessed Weapon – 5 pts

Choose one of the model's weapons to be carefully blessed. The blessed weapon gains the Poisoned (2+) special rule against models with the Psyker special rule.

Unguents of Warding – 5 pts

These blessed and pungent ointments can be used to trace sigils of protection onto armour. The model passes Deny the Witch rolls on a 3+.

Auspex – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

Bionics – 5 pts

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.

Targeter – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.