KEEPERS OF THE FAITH

These datasheets allow you to fight Apocalypse battles with your Adepta Sororitas miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the <Order> keyword. This is shorthand for a keyword of your choosing, as described below.

<ORDER>

Most Adepta Sororitas units belong to an Order. When you include such a unit in your army, you must nominate which Order it is from. You then simply replace the <Order> keyword in every instance on that unit's datasheet with the name you chose.

For example, if you were to include a Canoness in your army, and you decided they were from the Order of Our Martyred Lady, then their <Order> keyword is changed to Order of Our Martyred Lady, and their 'Lead the Righteous' ability would say 'Re-roll hit rolls of 1 for attacks made by friendly Order of Our Martyred Lady units whilst they are within 6" of this unit.'

CELESTINE

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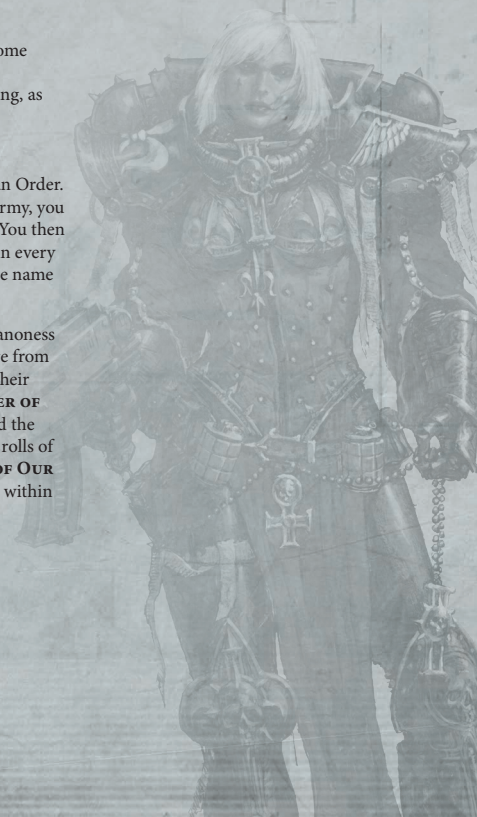
Celestine is a unit that contains 1 model. It is equipped with: The Ardent Blade (Ranged); The Ardent Blade (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Celestine	12"	2+	2+	1	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Ardent Blade (Ranged)	Heavy	8"	1	6+	9+	Inferno
The Ardent Blade (Melee)	Melee	Melee	User	7+	7+	-

ABILITIES

Beacon of Faith: Improve the Save characteristic (to a maximum of 3+) of friendly **Adepta Sororitas** units by 1 whilst they are wholly within 6" of this unit.

Miraculous Intervention: The first time the number of damage markers next to this unit equals its Wounds characteristic, roll a D6; on a 2+ this unit is not destroyed, and one damage marker is removed from it.

Healing Tears: At the beginning of the Orders phase, you can remove one damage marker from a friendly **Geminae Superia** unit within 3" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas
KEYWORDS: Light, Infantry, Fly, Character, Jump Pack, Celestine

GEMINAE SUPERIA

Geminae Superia are a unit that contains 1 model. It can contain 2 models (**Power Rating 4**). It is equipped with: Bolt Pistols; Geminae Power Swords. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Geminae Superia (1 model)	12"	3+	3+	1	1	7	6+
Geminae Superia (2 models)	12"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Pistols	Small Arms	12"	User	7+	9+	-
Geminae Power Swords	Melee	Melee	User	8+	8+	-

ABILITIES

Divine Guardians: This unit cannot be a WARLORD. This unit does not take up slots in a Detachment that contains CELESTINE.

Lifewards: At the start of the Damage phase, you can select one friendly CELESTINE unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that CELESTINE unit and place them next to this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS
KEYWORDS: LIGHT, INFANTRY, FLY, CHARACTER, JUMP PACK, GEMINAE SUPERIA

JUNITH ERUITA

6

Junith Eruita is a unit that contains 1 model. It is equipped with: 2 Heavy Flamers; The Mace of Castigation. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Junith Eruita	10"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
The Mace of Castigation	Melee	Melee	User	8+	8+	-

ABILITIES

The Pulpit of Saint Holline's Basilica: Improve the Save characteristic (to a maximum of 3+) of friendly **Adepta Sororitas Infantry** units whilst they are wholly within 6" of this unit.

Fiery Conviction: Re-roll hit rolls and wound rolls of 1 for attacks made by friendly **Order of Our Martyred Lady** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, Order of Our Martyred Lady
KEYWORDS: Heavy, Vehicle, Character, Fly, Canoness Superior, Junith Eruita

TRIUMPH OF SAINT KATHERINE

6

The Triumph of Saint Katherine is a unit that contains 1 model. It is equipped with: Bolt Pistols; Relic Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Triumph of Saint Katherine	6"	3+	3+	3	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Pistols	Small Arms	12"	1	7+	9+	-
Relic Weapons	Melee	Melee	x2	8+	8+	-

ABILITIES

The Fiery Heart: Friendly **Adepta Sororitas** units automatically pass Morale tests whilst they are within 6" of this unit.

Solemn Procession: This unit cannot embark aboard **Transports**.

Relics of the Matriarchs: This unit has three relic abilities. In the Damage phase, after making saving throws for this unit, reduce the number of relic abilities this unit has for each damage marker it has. To do so, select one relic ability this unit has; this unit no longer has that relic ability. If damage markers are removed from this unit, select the relevant number of relic abilities for this unit to regain. This unit's relic abilities are as follows:

- Add 1 to hit rolls for attacks made with melee weapons by friendly **Adepta Sororitas** units whilst they are within 6" of this unit.
- If this unit is on the battlefield at the start of the Generate Command Assets step, you generate one extra Command Asset.
- Once per turn, instead of making a hit roll, wound roll or saving throw for an **Adepta Sororitas** unit within 6" of this unit, you can use this ability. That hit roll, wound roll or saving throw is automatically passed (do not roll).

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas
KEYWORDS: Light, Infantry, Triumph of Saint Katherine

CANONESS

 4

A Canoness is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
Canoness	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	8+	9+	-

ABILITIES

Lead the Righteous: Re-roll hit rolls of 1 for attacks made by friendly <Order> units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

KEYWORDS: Light, Infantry, Character, Canoness

MISSIONARY

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A Missionary is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Missionary	6"	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

War Hymns: Add 1 to the Attacks characteristic of friendly **Adeptus Ministorum Infantry** and **Astra Militarum Infantry** units whilst they are making Fight actions whilst within 6" of any friendly units with this ability.

Word of the Emperor: Re-roll failed Morale tests taken for **Adeptus Ministorum Infantry** units whilst within 6" of any friendly units with this ability.

Lone Mission: No more than one **Missionary** unit can be included in each Detachment.

Zealot: You can re-roll hit rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum
KEYWORDS: Light, Infantry, Character, Ministorum Priest, Missionary

IMAGIFIER

An Imagifier is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Imagifier	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Simulacrum Imperialis: If any friendly units with this ability are on the battlefield when an Adepta Sororitas Command Asset is played, roll one D12; on a roll of 10+ return that Command Asset to your hand instead of discarding it. That Command Asset cannot be played again this turn.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Light, Infantry, Character, Imagifier

HOSPITALLER

2

A Hospitaller is a unit that contains 1 model. It is equipped with: Chirurgeon's Tools.

	M	WS	BS	A	W	Ld	Sv
Hospitaller	6"	4+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Chirurgeon's Tools	Melee	Melee	User	11+	11+	-

ABILITIES

Medicus Ministorum: At the end of the Action phase, this unit can attempt to heal one friendly **Adeptus Ministorum Light** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Light** unit. Only one attempt to heal each unit can be made each turn.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas
KEYWORDS: Light, Infantry, Character, Hospitaller

DIALOGUS

A Dialogus is a unit that contains 1 model. It is equipped with: Dialogus Staff.

	M	WS	BS	A	W	Ld	Sv
Dialogus	6"	4+	3+	1	1	6	11+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dialogus Staff	Melee	Melee	User	11+	11+	-

ABILITIES

Laud Hailer: You can re-roll Morale tests taken for friendly **Adepta Sororitas** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas
KEYWORDS: Light, Infantry, Character, Dialogus

BATTLE SISTERS SQUAD

A Battle Sisters Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 6**) or 15 models (**Power Rating 12**). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Battle Sisters Squad (5 models)	6"	4+	3+	1	1	6	6+
Battle Sisters Squad (10 models)	6"	4+	3+	2	2	6	6+
Battle Sisters Squad (15 models)	6"	4+	3+	3	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	9+	-

WARGEAR OPTIONS

• This unit can also be equipped with one of the following (**Power Rating +1**): Heavy Bolter; Heavy Flamer; Multi-melta.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Light, Infantry, Battle Sisters Squad

SERAPHIM SQUAD

 5

A Seraphim Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 9**). It is equipped with: Twin Bolt Pistols; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Seraphim Squad (5 models)	12"	3+	3+	1	1	6	5+
Seraphim Squad (10 models)	12"	3+	3+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Bolt Pistols	Small Arms	12"	x2	7+	9+	-
Close Combat Weapons	Melee	Melee	User	8+	9+	-

ABILITIES
Deep Strike

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Light, Infantry, Fly, Jump Pack, Seraphim Squad

CELESTIAN SQUAD

4

A Celestian Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 8**). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Celestian Squad (5 models)	6"	3+	3+	1	1	7	6+
Celestian Squad (10 models)	6"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	x2	8+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): Heavy Bolter; Heavy Flamer; Multi-melta.

ABILITIES

Bodyguard: At the start of the Damage phase, you can select one friendly **<Order> Light Character** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **Character** unit and place them next to this unit.

Sworn Protectors: You can re-roll hit rolls for attacks made by this unit whilst it is within 6" of any friendly **<Order> Canoness** units.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Light, Infantry, Celestian Squad

REPENTIA SUPERIOR

A Repentia Superior is a unit that contains 1 model. It is equipped with: Neural Whips.

	M	WS	BS	A	W	Ld	Sv
Repentia Superior	6"	3+	3+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Neural Whips	Melee	Melee	User	8+	10+	-

ABILITIES

Driven Onwards: If an <ORDER> SISTERS REPENTIA unit starts a Move action within 6" of any friendly units with this ability, add 3" to that unit's Move characteristic whilst making that Move action.

Mistress of the Penitent: This unit does not take up slots in a Detachment that contains any <ORDER> SISTERS REPENTIA units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>
KEYWORDS: LIGHT, INFANTRY, CHARACTER, REPENTIA SUPERIOR

SISTERS REPENTIA ☠ 3 ⚜

Sisters Repentia are a unit that contains 4 models. It can contain 9 models (**Power Rating 6**). It is equipped with: Penitent Eviscerators.

	M	WS	BS	A	W	Ld	Sv
Sisters Repentia (4 models)	6"	3+	3+	2	1	6	11+
Sisters Repentia (9 models)	6"	3+	3+	4	2	6	11+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Penitent Eviscerators	Melee	Melee	User	5+	8+	-

ABILITIES
Ignore Damage (6+)

Zealot: You can re-roll hit rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Light, Infantry, Sisters Repentia

RETRIBUTOR SQUAD

A Retributor Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 6**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Retributor Squad (5 models)	6"	4+	3+	1	1	6	6+
Retributor Squad (10 models)	6"	4+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +1** per weapon): Heavy Bolter; Heavy Flamer; Multi-melta.
- If this unit is not equipped with any Heavy Bolters, Heavy Flamers or Multi-meltas, and/or if it contains 10 models, it is also equipped with Boltguns.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

KEYWORDS: Light, Infantry, Retributor Squad

DOMINION SQUAD

4

A Dominion Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 8**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Dominion Squad (5 models)	6"	4+	3+	1	1	6	6+
Dominion Squad (10 models)	6"	4+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamer	Heavy	8"	1	7+	10+	Inferno
Meltagun	Heavy	12"	1	11+	7+	-
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +1** per weapon): Flamer; Meltagun; Storm Bolter.
- If this unit is not equipped with any Flamers, Meltaguns or Storm Bolters, and/or if it contains 10 models, it is also equipped with Boltguns.

ABILITIES

Infiltrators

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Light, Infantry, Dominion Squad

SORORITAS RHINO

5

A Sororitas Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Sororitas Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

TRANSPORT

This unit can transport up to 10 friendly **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.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Heavy, Vehicle, Transport, Rhino, Sororitas Rhino

IMMOLATOR

5

An Immolator is a unit that contains 1 model It is equipped with: Immolation Flamer; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Immolator	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Immolation Flamer	Heavy	12"	2	6+	9+	Inferno
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Multi-melta	Heavy	24"	2	10+	4+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

• Instead of 1 Immolation Flamer, this unit can be equipped with one of the following: 1 Twin Heavy Bolter; 1 Twin Multi-melta.

TRANSPORT

This unit can transport up to 6 friendly **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.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Heavy, Vehicle, Transport, Immolator

EXORCIST

An Exorcist is a unit that contains 1 model. It is equipped with: Exorcist Missile Launcher; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Exorcist	12"	6+	3+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Exorcist Conflagration Rockets	Heavy	48"	3	6+	9+	-
Exorcist Missile Launcher	Heavy	48"	2	8+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
- Instead of 1 Exorcist Missile Launcher, this unit can be equipped with Exorcist Conflagration Rockets.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Heavy, Vehicle, Exorcist

URIAH JACOBUS

Uriah Jacobus is a unit that contains 1 model. It is equipped with: The Redeemer; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Uriah Jacobus	6"	3+	3+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Redeemer	Small Arms	24"	1	10+	10+	-
Close Combat Weapons	Melee	Melee	User	10+	11+	-

ABILITIES

Banner of Sanctity: Add 1 to the Leadership characteristic of friendly **Adeptus Ministorum** and **Astra Militarum** units whilst they are within 6" of this unit.

War Hymns: Add 1 to the Attacks characteristic of friendly **Adeptus Ministorum Infantry** and **Astra Militarum Infantry** units whilst they are making Fight actions whilst within 6" of any friendly units with this ability.

FACTION KEYWORDS: **Imperium, Adeptus Ministorum**

KEYWORDS: **Light, Infantry, Character, Ministorum Priest, Missionary, Uriah Jacobus**

PREACHER

3

A Preacher is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Preacher	6"	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

War Hymns: Add 1 to the Attacks characteristic of friendly **Adeptus Ministorum Infantry** and **Astra Militarum Infantry** units whilst they are making Fight actions whilst within 6" of any friendly units with this ability.

Zealot: You can re-roll hit rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum
KEYWORDS: Light, Infantry, Character, Ministorum Priest, Preacher

ZEPHYRIM SQUAD

5

A Zephyrim Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: bolt pistols; Zephyrim power swords.

	M	WS	BS	A	W	Ld	Sv
Zephyrim Squad (5 models)	12"	3+	3+	1	1	7	5+
Zephyrim Squad (10 models)	12"	3+	3+	2	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Pistols	Small Arms	12"	User	7+	9+	-
Zephyrim Power Swords	Melee	Melee	x3	5+	9+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Light, Infantry, Jump Pack, Fly, Zephyrim Squad

CRUSADERS

Crusaders are a unit that contains 2 models. It can contain 4 models (**Power Rating 2**), 6 models (**Power Rating 3**), 8 models (**Power Rating 4**) or 10 models (**Power Rating 5**). It is equipped with: Crusader Power Swords.

	M	WS	BS	A	W	Ld	Sv
Crusaders (2 models)	6"	3+	4+	1	1	5	6+
Crusaders (4 models)	6"	3+	4+	2	2	5	6+
Crusaders (6 models)	6"	3+	4+	3	3	5	6+
Crusaders (8 models)	6"	3+	4+	4	4	5	6+
Crusaders (10 models)	6"	3+	4+	5	5	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crusader Power Swords	Melee	Melee	User	8+	8+	-

ABILITIES

Ecclesiarchy Battle Conclave: This unit does not take up slots in a Detachment that contains any **Ministorum Priests**.

Zealot: You can re-roll hit rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum

KEYWORDS: Light, Infantry, Ecclesiarchy Battle Conclave, Crusaders

DEATH CULT ASSASSINS

Death Cult Assassins are a unit that contains 2 models. It can contain 4 models (**Power Rating 2**), 6 models (**Power Rating 3**), 8 models (**Power Rating 4**) or 10 models (**Power Rating 5**). It is equipped with: Death Cult Power Blades.

	M	WS	BS	A	W	Ld	Sv
Death Cult Assassins (2 models)	7"	3+	4+	1	1	5	9+
Death Cult Assassins (4 models)	7"	3+	4+	2	2	5	9+
Death Cult Assassins (6 models)	7"	3+	4+	3	3	5	9+
Death Cult Assassins (8 models)	7"	3+	4+	4	4	5	9+
Death Cult Assassins (10 models)	7"	3+	4+	5	5	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Death Cult Power Blades	Melee	Melee	x2	8+	8+	-

ABILITIES

Ecclesiarchy Battle Conclave: This unit does not take up slots in a Detachment that contains any **Ministorum Priests**.

Zealot: You can re-roll hit rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum

KEYWORDS: Light, Infantry, Ecclesiarchy Battle Conclave, Death Cult Assassins

ARCO-FLAGELLANTS

Arco-flagellants are a unit that contains 3 models. It can contain 5 models (**Power Rating 3**) or 10 models (**Power Rating 6**). It is equipped with: Arco-flails.

	M	WS	BS	A	W	Ld	Sv
Arco-flagellants (3 models)	6"	4+	-	1	1	5	11+
Arco-flagellants (5 models)	6"	4+	-	2	1	5	11+
Arco-flagellants (10 models)	6"	4+	-	4	2	5	11+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Arco-flails	Melee	Melee	x2	7+	9+	-

ABILITIES
Ignore Damage (6+)

Zealot: You can re-roll hit rolls for attacks made with melee weapons by this unit.

Ecclesiarchy Battle Conclave: This unit does not take up slots in a Detachment that contains any **Ministorum Priests**.

FACTION KEYWORDS: Imperium, Adeptus Ministorum
KEYWORDS: Light, Infantry, Ecclesiarchy Battle Conclave, Arco-flagellants

PENITENT ENGINES

Penitent Engines are a unit that contains 1 model. It can contain 2 models (**Power Rating 8**), 3 models (**Power Rating 12**) or 4 models (**Power Rating 16**). It is equipped with: Penitent Engine Weapons.

	M	WS	BS	A	W	Ld	Sv
Penitent Engines (1 model)	7"	4+	5+	1	1	6	7+
Penitent Engines (2 models)	7"	4+	5+	2	2	6	7+
Penitent Engines (3 models)	7"	4+	5+	3	3	6	7+
Penitent Engines (4 models)	7"	4+	5+	4	4	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Penitent Engine Weapons	Melee	Melee	x2	5+	7+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with 2 Heavy Flamers.

ABILITIES

Ignore Damage (6+)

Zealot: You can re-roll hit rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: Imperium, Adeptus Ministorum
KEYWORDS: Heavy, Vehicle, Penitent Engines

MORTIFIERS

Mortifiers are a unit that contains 1 model. It can contain 2 models (**Power Rating 8**), 3 models (**Power Rating 12**) or 4 models (**Power Rating 16**). It is equipped with: Mortifier Weapons.

	M	WS	BS	A	W	Ld	Sv
Mortifiers (1 model)	9"	3+	3+	1	1	6	7+
Mortifiers (2 models)	9"	3+	3+	2	2	6	7+
Mortifiers (3 models)	9"	3+	3+	3	3	6	7+
Mortifiers (4 models)	9"	3+	3+	4	4	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Mortifier Weapons	Melee	Melee	x2	5+	7+	

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers; 1 Heavy Bolter and 1 Heavy Flamer.

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas
KEYWORDS: Heavy, Vehicle, Mortifiers