

COMBAT PATROL: ADEPTA SORORITAS

THE PENITENT HOST

Canoness Ellyrine sees herself as a bringer of illumination and repentance through pain. She is a steel-willed and uncompromising zealot who judges herself and her followers almost as harshly as she does her foes. Inspired to furious rapture by their leader's unwavering example, the Battle Sisters and penitents who follow her fight all the harder to prove themselves worthy of the God-Emperor's grace.

This Combat Patrol includes the units shown below.

A Canoness Ellyrine (1 model)

- This model is equipped with: plasma pistol; power weapon; rod of office.

B Battle Sisters Squad (10 models)

- 1 Sister Superior is equipped with: boltgun; bolt pistol; chainsword.
- 6 Battle Sisters are equipped with: boltgun; bolt pistol; close combat weapon.
- 1 Battle Sister is equipped with: boltgun; bolt pistol; close combat weapon; simulacrum Imperialis.
- 1 Battle Sister is equipped with: artificer-crafted storm bolter; bolt pistol; close combat weapon.
- 1 Battle Sister is equipped with: ministorum flamer; bolt pistol; close combat weapon.

C Seraphim Squad (5 models)

- 1 Seraphim Superior is equipped with: plasma pistol; power weapon.
- 4 Seraphim are equipped with: 2 bolt pistols; close combat weapon.

D Repentia Squad (5 models)

- 1 Repentia Superior is equipped with: bolt pistol; neural whips.
- 4 Sisters Repentia are equipped with: penitent eviscerator.

E Arco-flagellants (3 models)

- Every model is equipped with: arco-flails.

F Penitent Engine (1 model)

- This model is equipped with: penitent flammers; twin penitent buzz-blades.

G Sororitas Rhino (1 model)

- This model is equipped with: storm bolter; armoured tracks.





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COMBAT PATROL: ADEPTA SORORITAS

THE PENITENT HOST

ABILITIES

The datasheets required to use The Penitent Host can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Acts of Faith – that is referenced on each unit's datasheet, and is described below.

ACTS OF FAITH

It is said the Emperor's benediction touches the Adepta Sororitas, manifesting as a nimbus of holy light in which his power is revealed in miraculous deeds of fortitude and divine strength.

Each unit from your army can perform one Act of Faith per phase. This is done using Miracle dice.

Gaining Miracle Dice

If your Army Faction is **ADEPTA SORORITAS**, you gain 1 Miracle dice:

- At the start of each turn.
- Each time an **ADEPTA SORORITAS** unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

Performing an Act of Faith

Before making a dice roll for a model or unit from your army, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll

ENHANCEMENTS

Your **CANONNESS** model is your **WARLORD** and has the Armour of Faith Enhancement. You can replace this with Saintly Relic.

DEFAULT ENHANCEMENT

ARMOUR OF FAITH

This warrior's faith is so fervent, her zeal so all-consuming, that by force of will alone she not only ignores injuries that should have laid her low thrice over, but also inspires her followers to do likewise.

The bearer has the Feel No Pain 4+ ability. In addition, while the bearer is leading a unit, other models in that unit have the Feel No Pain 5+ ability.

OR

OPTIONAL ENHANCEMENT

SAINTLY RELIC

The Imperium is a realm built upon the martyrdoms of countless saints. These figures of faith have inspired the creation of myriad relics said to be fashioned from their corporeal remains, and it is common practice amongst the war leaders of the Adepta Sororitas to bear them into battle. There they serve as foci of faith, their influence seeming to produce almost supernatural effects amidst the mayhem of war.

In your Command phase, if the bearer is not Battle-shocked and is within range of an objective marker you control, you gain one Miracle dice. In addition, while the bearer is on the battlefield, each time you gain a Miracle dice, you can re-roll that Miracle dice.

SECONDARY OBJECTIVES

You will use the Divine Judgement secondary objective. You can replace this with Rites of Reconsecration.

DEFAULT SECONDARY OBJECTIVE

DIVINE JUDGEMENT

Amongst the enemy ranks there are those whose heresies are so heinous that they must be struck down at all costs by the pious Sisters of Battle.

At the start of the first battle round, your opponent must select one unit from their army (excluding **MONSTER** and **VEHICLE** units).

At the end of the battle, you score 6VP if that enemy unit is destroyed. If that enemy unit was destroyed by a melee attack made by an **ADEPTA SORORITAS** model from your army, you score 10VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

rites of reconsecration

The foe have overrun a site of great religious importance. It now falls to the warriors of the Adepta Sororitas to burn a path through their unclean ranks, secure the defiled holy ground, and reconsecrate it with prayer and the shed blood of the foe.

From the second battle round onwards, at the end of your turn, you score 3VP if one or more **ADEPTA SORORITAS** units from your army that are not Battle-shocked are wholly within your opponent's deployment zone.

STRATAGEMS

You can use the following Stratagems:



DIVINE PROTECTION

THE PENITENT HOST – EPIC DEED STRATAGEM

The Battle Sisters stride through the fires of battle as though the blessings of the God-Emperor protect them.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTA SORORITAS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 5+ invulnerable save, or a 4+ invulnerable save instead if your unit is a **BATTLE SISTERS SQUAD** or a **SERAPHIM SQUAD**.



HOLY CLEANSING

THE PENITENT HOST – BATTLE TACTIC STRATAGEM

The warriors of the Adepta Sororitas smite their foes with hate-fuelled zeal as their hymns of battle ring out.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTA SORORITAS INFANTRY** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[LETHAL HITS]** ability.



MARTYR'S DEATH

THE PENITENT HOST – BATTLE TACTIC STRATAGEM

There can be no better end for a Sister of Battle than to die a glorious martyr in the cause of the God-Emperor, striking down their foes unto their last breath.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTA SORORITAS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

CANONESS ELLYRINE

M T SV W LD OC
6" **3** **3+** **4** **7+** **1**

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Martial and spiritual commanders of the Orders Militant, Canonesses are as much veteran warriors with decades of experience as they are shining examples of purity. Ellyrine serves as a beacon of the God-Emperor's holy light upon the battlefield, smiting his foes and inspiring her followers with her oratory and rod of office.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	4	2+	4	-2	1

LEADER

This model can be attached to the following unit: **BATTLE SISTERS SQUAD**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, CANONESS, ELLYRINE

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Lead the Righteous: While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

FACTION KEYWORDS:
ADEPTA SORORITAS

BATTLE SISTERS SQUAD

M T SV W LD OC
6" **3** **3+** **1** **7+** **2**

6+ INVULNERABLE SAVE



Combat Patrol Datasheet

Battle Sisters of the Orders Militant are skilled and devout warriors. Wherever they advance, the light of the Emperor spreads like a holy dawn. Miracles manifest in their presence that turn aside the enemy's strikes, or consume foes in fires of retribution as the Sisters cut down heretics with thundering salvos from their boltguns.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Ministorum flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1

PATROL SQUADS

Before the battle, at the start of the Declare Battle Formations step, this unit can be split into two units, each containing five models. If you do so, one of those units must contain the model equipped with the Ministorum flamer and the other unit must contain the model equipped with the artificer-crafted storm bolter.


KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, BATTLE SISTERS SQUAD

ABILITIES

FACTION: **Acts of Faith**

FACTION KEYWORDS:
ADEPTA SORORITAS

SERAPHIM SQUAD

M	T	SV	W	LD	OC
12"	3	3+	1	7+	1
 5+ INVULNERABLE SAVE					



Combat Patrol Datasheet

The Seraphim fight in the Adepta Sororitas' advanced guard. Only Battle Sisters with superlative dexterity are selected to join their ranks, firing with pinpoint accuracy while moving at great speeds. They must be able to land with incredible precision, cut down foes and retreat within a few heartbeats.

⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Power weapon	Melee	3	3+	4	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Acts of Faith**


Angelic Ascent: In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, JUMP PACK, FLY, IMPERIUM, SERAPHIM SQUAD

FACTION KEYWORDS:
ADEPTA SORORITAS

REPENTIA SQUAD

M	T	SV	W	LD	OC	REPENTIA SUPERIOR
7"	3	3+	1	7+	1	
7"	3	7+	1	8+	1	SISTERS REPENTIA
 6+ INVULNERABLE SAVE						



Combat Patrol Datasheet

Sisters Repentia charge across the battlefield howling prayers, filled with the need for atonement for past misdeeds. Overseen by a stern taskmaster in the form of a Repentia Superior who is ever vigilant for sinfulness, Repentia now exist only to slaughter the enemies of the Emperor, and so rush forward without heed for their own safety. Each seeks to redeem herself with acts of selfless bravery and violent devotion.

⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Neural whips [ANTI-INFANTRY 4+]	Melee	4	3+	3	-1	1
Penitent eviscerator	Melee	2	4+	6	-2	2

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Acts of Faith**

Overseer of Redemption: While this unit contains a Repentia Superior, each time a model in this unit makes a melee attack, you can re-roll the Hit roll and, if this unit made a Charge move this turn, you can re-roll the Wound roll as well.

KEYWORDS: INFANTRY, IMPERIUM, REPENTIA SQUAD

FACTION KEYWORDS:
ADEPTA SORORITAS

ARCO-FLAGELLANTS

M	T	SV	W	LD	OC
7"	3	7+	2	8+	1



Combat Patrol Datasheet

Arco-flagellants are fitted with cybernetic weaponry and subdermal stimulant pumps as punishment for past misdeeds. When battle commences, their bodies are energised by means of a trigger word and they are unleashed on the enemy. Any foe they reach they lash to pieces with cyber-implemented flails.



MELEE WEAPONS

Arco-flails [SUSTAINED HITS 1, TWIN-LINKED]

RANGE

A

WS

S

AP

D

Melee 4 4+ 5 0 1

ABILITIES

CORE: **Feel No Pain 4+**

FACTION: **Acts of Faith**

KEYWORDS: INFANTRY, IMPERIUM, ARCO-FLAGELLANTS



FACTION KEYWORDS:
ADEPTA SORORITAS

PENITENT ENGINE

M	T	SV	W	LD	OC
8"	6	4+	5	7+	2



Combat Patrol Datasheet

The pilots of Penitent Engines are subjected to terrible agony, thanks to the torment amplifiers spliced into their synapses. They blaze a trail of destruction with their flammers before charging headlong into the foe, guilt and pain driving them on, heedless of danger. All they leave in their wake is utter carnage.



RANGED WEAPONS

Penitent flammers

[ASSAULT, IGNORES COVER, TORRENT, TWIN-LINKED]

RANGE

A

BS

S

AP

D

12" 2D6 N/A 5 0 1



MELEE WEAPONS

Twin penitent buzz-blades

[SUSTAINED HITS 1, TWIN-LINKED]

RANGE

A

WS

S

AP

D

Melee 4 4+ 10 -3 2

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Acts of Faith**

Endless Suffering: This unit is eligible to declare a charge in a turn in which it Advanced.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, PENITENT ENGINE



FACTION KEYWORDS:
ADEPTA SORORITAS

SORORITAS RHINO

M **12"** T **9** SV **3+** W **10** LD **7+** OC **2**
6+ INVULNERABLE SAVE



Combat Patrol Datasheet

Rhinos are the mainstay transport of the Adepta Sororitas, and before battle are blessed by Engineers and Ministorum priests. They are durable, robust and easy to operate. Thanks to their indomitable machine spirits they rarely break down, and speed the warriors inside them across the battlefield wherever they are needed.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

TRANSPORT

This model has a transport capacity of 12 ADEPTA SORORITAS INFANTRY models. It cannot transport JUMP PACK models.

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Acts of Faith

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, IMPERIUM, SORORITAS RHINO



FACTION KEYWORDS: ADEPTA SORORITAS