Sisters of Battle

“By the grace of the God Emperor, absolution has found you!”

Table of Contents

Introduction 1
Army Specific Rules 2
Common Wargear 2
Orders Rules 3
HQ 4
Generic 4
Generic Unique 5
Advisors 6
Generic 6
Generic Unique 9
Troops 9
Elites 13
Fast Attack 18
Heavy Support 21
Flyers 25
Dedicated Transport 26
Lords of War 28
Fortifications 31

What are the Sisters of Battle? The Battle Sisters are zealots raised in rites of faith, their lives dedicated to the God Emperor from an early age. They form tight knit bonds with their Sisters through battle rites, rituals, and dedicated temple labours to serve the Emperor of Mankind.
Army Difficulty 1-5: 2. This army specializes in close range devastation but does not have the full range of Wargear like many of its imperial counterparts. While it may not have the heavy tanks and artillery of the Imperial Guard, or the legendary stature of the Space Marines, the Sisters of Battle bring a powerful Faith to the field that can alter reality with Miracles!
Strengths: Battle Sisters are highly durable for their point cost, allowing them to wear down hordes that would drown Space Marines or go toe to toe with medium infantry that would crush light infantry. The presence of Faith means that they will have access to limited rerolls that can be used on just about anything the unit is involved in!
Weaknesses: The Sisters of Battle carry good staple Imperial Wargear, but do not carry the high variety that Space Marines do, limiting them to have to choose their engagements wisely and deploy in a manner that supports each other. Isolated, they can fall quickly to mass attacks and lose their Faith as their heroines are cut down one at a time!
Army Abilities: The Sisters of Battle have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Condemnor – This weapon gains Sniper (3+), but only if it targets a Psychic Mastery Level # model.

Faith # – A unit with one or more Faith # may reroll # dice per phase. These dice can be spent on the unit as a whole, or an individual model that is part of the unit as you see fit. We recommend tracking this with tokens or different coloured dice. The following instances can be used for the reroll, but remember that no matter what, a reroll of any kind CANNOT be rerolled again:

- Saves
- Feel No Pains
- To Hit
- To Wound or Penetrate
- Ld Tests

Martyrdom # – If this model is slain, a target friendly unit within 6" gains # Martyrdom Tokens. This Token does not replenish like those granted from Faith. Remember that all declared attacks from a unit are simultaneous (or all attacks in Melee at the same Initiative), so these Martyrdom Dice cannot be used until after those attacks are resolved. Otherwise, Martyrdom Tokens work just like Faith Tokens do.

Prayer to the Emperor – Before rolling Initiative to see who gets to choose who goes first, if your Warlord has this rule you may choose to lose the Initiative Roll and forgo rolling. If you do so, all Infantry models in your army gain a 5+ Invulnerability Save until the end of the battle.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array - 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade - Reroll Dangerous Terrain Tests and failed Move through Cover.
- Enclosed Crew Compartment – This model loses Open Topped.
- Extra Armour - You may treat all Crew Stun Results as Weapon Disabled.
- Laud Hailer – 6" Aura, this model and target unit gain Ld+1.
- Recovery Gear – Once per Round, Roll d6. On 5+ repair Immobilized or Crew Stun result.
- Rosarius – This model gains a 4+ Invulnerability Save.
- Searchlight - This unit and target unit are no longer affected by Night rules.
- Simulacrum Imperialis - 6" Aura, this model and target unit may reroll failed Ld Tests. This model gains Martyrdom 2.
- Smoke Launchers - 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:

- 6” Aura, this model and target unit may reroll failed Ld Tests that are not Order Tests.
- 6” Aura, this model’s unit and target unit gain A+1.

Orders

Sisters of Battle forces practice different forms of militancy based on their founding heroines. Each offers a tradeoff of special abilities and handicaps that allow you to customize your force even further. If you wish to use a generic Order, use the Temple Order.

Order of our Martyred Lady:

- Honour the Martyrs: Characters and Independent Characters in your army grant Martyrdom x2 (multipliers happen BEFORE addition).
- Vengeful Strategies: All models in your army must Declare Charges if able to and cannot Advance or fire weapons that would make Declaring a Charge illegal.

Order of the Argent Shroud:

- Faith is Our Shield: Characters and Independent Characters in your army may reroll 1s for Saves when in a Challenge.
- Selfless Heroism: Characters and Independent Characters in your army MUST issue or accept Challenges whenever possible.

Order of the Bloody Rose:

- Tear Them Down: All models in your army gain Shock Assault.
- Rigid Dogma: Models in your army cannot Claim or Contest Objective Markers in enemy Deployment Zones.

Order of the Ebon Chalice:

- Daughters of the Emperor: Models with Faith # gain Faith #+1.
- Vengeful Strategies: All models in your army must Declare Charges if able to, and cannot Advance or fire weapons that would make Declaring a Charge illegal.

Order of the Sacred Rose:

- Devout Serenity: All models in your army gain Stubborn. If they already had Stubborn, they gain Ld+1 instead.
- Rigid Dogma: Models in your army cannot Claim or Contest Objective Markers in enemy Deployment Zones.

Order of the Valorous Heart:

- Blind Faith: Models in your army perform Overwatch on 5+ instead of 6+. Normal restrictions still apply, and other forms of Snap Shots are still performed on 6+. If a weapon would normally hit on a 5+ it will now hit on a 4+ instead.
- Rigid Dogma: Models in your army cannot Claim or Contest Objective Markers in enemy Deployment Zones.

Order Pronatus:

- Artifact Hunters: All Infantry models in your army gain Objective Secured.
- Uncompromising Mission Parameters: Your army can only earn Victory Points for Objectives that require Controlling Objective Markers.

Temple Order:

- Your army uses the datasheets exactly as presented in this Codex.

HQ Slots 1-2 Slots

Generic

Canoness Canoness	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 3 3 5 3 4 10 3+	**Points: 181** **Composition:** **1 Canoness**
Wargear Canoness: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Rosarius	**Options** May swap Bolt Pistol for P May swap Chainsword for M May swap Krak Grenades for G May take one A	**Rules** Canoness: Independent Character Infantry Faith 2 Martyrdom 5 Stubborn The Passion – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:** A Canoness Superior +159 points B Jump Pack +19 points	 W+1, A+1. Gain Prayer to the Emperor, Faith +3, Martyrdom +5, Unique. M+6. Gain Bulky, Deepstrike, Fly

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +0 points	Boltgun	24	4	5+	Rapid Fire 1
P +1 point	Condemnor Boltgun	24	4	5+	Rapid Fire 1, Condemnor
P +2 points	Stormbolter	24	4	5+	Rapid Fire 2
P +3 points	Handflamer	Flame	3	6+	Pistol 1
P +6 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1
P +24 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1
P +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)

M	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Unique

Morvenn Vahl Purgator Mirabilis	**M WS BS S FA SA RA W I A Ld Sv** 8 2+ 2+ 5 11 11 10 7 3 5 10 3+	**Points: 266** **Composition:** **1 Purgator Mirabilis**
Wargear Superior: Fidelis Cyclone Missile Launcher Lance of Illumination Rosarius	**Options**	**Rules** Superior: Independent Character Vehicle Combat Walker Unique Faith 3 Martyrdom 5 Steady Righteous Rage – 6” Aura, this model and target unit may reroll 1s To Hit and To Wound.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Fidelis	36	6	4+	Heavy 3, Hull, Primary
S	Cyclone Missile Launcher	36 Or 36	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3” Blast, Hull, Primary
M	Lance of Illumination	Melee	+2	3+	Counterattack, Primary

Advisors 0-3/Troop Slot Purchased

Generic

Pronatus Pronatus	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 9 3+	**Points: 103** **Composition:** **1 Pronatus**
Wargear Pronatus: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Standard	**Options** May swap Bolt Pistol for P May swap Chainsword for M	**Rules** Pronatus: Independent Character Infantry Faith 1 Martyrdom 2 Stubborn
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +0 points	Boltgun	24	4	5+	Rapid Fire 1
P +1 point	Condemnor Boltgun	24	4	5+	Rapid Fire 1, Condemnor
P +2 points	Stormbolter	24	4	5+	Rapid Fire 2
P +3 points	Handflamer	Flame	3	6+	Pistol 1
P +6 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1
P +24 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1
P +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Chirugeon Chirugeon	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 9 3+	**Points: 159** **Composition:** **1 Chirugeon**
Wargear Chirugeon: Bolt Pistol Chain Sword Frag Grenades Krak Grenades	**Options** May swap Bolt Pistol for P	**Rules** Chirugeon: Independent Character Infantry Faith 1 Martyrdom 2 Stubborn Chirugeon – 6" Aura, this model and target unit gain a 5+ Feel No Pain.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +0 points	Boltgun	24	4	5+	Rapid Fire 1
M	Chainsword	Melee	User	6+	Rending
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Dialogus Dialogus	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 9 3+	**Points: 69** **Composition:** **1 Dialogus**
Wargear Dialogus: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Laud Hailer	**Options** May swap Bolt Pistol for P	**Rules** Dialogus: Independent Character Infantry Faith 1 Martyrdom 2 Stubborn
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +0 points	Boltgun	24	4	5+	Rapid Fire 1
M	Chainsword	Melee	User	6+	Rending
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Palatine Palatine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 9 3+	**Points: 114** **Composition:** **1 Palatine**
Wargear Palatine: Plasma Pistol Power Sword Rosarius	**Options**	**Rules** Palatine: Independent Character Infantry Faith 1 Martyrdom 2 Stubborn Fire Discipline – 6" Aura, this model and target unit may treat Rapid Fire weapons as being within half range if they do not count as Moving this Turn.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Power Sword	Melee	+1	3+	None

Sister Dogmata Dogmata	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 3 3 4 3 3 9 3+	**Points: 64** **Composition:** **1 Dogmata**
Wargear Dogmata: Colossal Mace	**Options**	**Rules** Dogmata: Independent Character Infantry Faith 1 Martyrdom 2 Stubborn Judgement Day – 6" Aura, target unit passes all failed Ld Tests but a model in it is slain each time it fails. This Aura MUST be cast if it is available when a unit fails a Ld Test.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Colossal Mace	Melee	X2	2+	Slow, Concussion, Monsterbane

Unique

Superior Amalia Novena Novena	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 9 3+	**Points: 80** **Composition:** **1 Novena**
Wargear Novena: Boltgun Frag Grenades Krak Grenades	**Options**	**Rules** Novena: Character Infantry Faith 2 Martyrdom 3 Poster Material – 6" Aura, this model and target unit gain Objective Secured.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
OP	Boltgun	24	4	5+	Rapid Fire 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Troops 2-6 Slots

Battle Sisters Superior Sister	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 2 3 2 9 3+ 6 3+ 3+ 3 3 2 3 1 8 3+	**Points: 115** **Composition:** **1 Superior** **4-19 Sisters**
Wargear Superior: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Sister: Boltgun Frag Grenades Krak Grenades	**Options** May take up to 15 more Sisters for +21 points each Superior may swap Bolt Pistol for OP Superior may swap Chainsword for M Superior may swap Krak Grenades for G Up to two Sisters may swap Boltgun for S or H Any Sister may swap Boltgun for P One Sister who did not swap their Boltgun for S or H may take one E	**Rules** Superior: Character Infantry Faith 1 Martyrdom 2 Sister: Infantry Martyrdom 1
Special Wargear:	**Special Wargear Upgrades:** E Simulacrum Imperialis +12 points	

Selection	Name	Range	S	AP	Rules
OP	Bolt Pistol	12	4	5+	Pistol 1
OP +0 points	Boltgun	24	4	5+	Rapid Fire 1
OP +1 point	Condemnor Boltgun	24	4	5+	Rapid Fire 1, Condemnor
OP +2 points	Stormbolter	24	4	5+	Rapid Fire 2
OP +3 points	Handflamer	Flame	3	6+	Pistol 1
OP +6 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1
OP +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OP +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1
OP +24 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1
OP +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
R	Boltgun	24	4	5+	Rapid Fire 1
S +2 points	Stormbolter	24	4	5+	Rapid Fire 2
S +5 points	Flamer	Flame	4	5+	Assault 1
S +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
H +8 points	Heavy Flamer	Flame	5	4+	Assault 1
H +10 points	Heavy Bolter	36	5	4+	Heavy 3
H +28 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane)
P +0 points	Bolt Pistol	12	4	5+	Pistol 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Novitiates Superior Militant	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 2 3 2 9 3+ 6 4+ 4+ 3 3 1 3 1 7 5+	**Points: 92** **Composition:** **1 Superior** **9-19 Militants**
Wargear Superior: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Militant: Autopistol Frag Grenades	**Options** May take up to 10 more Militants for +7 points each Superior may swap Bolt Pistol for OP Superior may swap Chainsword for OM Superior may swap Krak Grenades for G Any Militant may swap Autopistol for S or M Any Militant who did not swap their Autopistol may take one E without repeating the selection	**Rules** Superior: Character Infantry Faith 1 Martyrdom 2 Militant: Infantry Martyrdom 1
Special Wargear:	**Special Wargear Upgrades:** E Scriptorum +4 points E Simulacrum Imperialis +12 points E Relic Chalice +20 points E Chirugeon Tools +100 points	 6” Aura, target Character or Independent Character gains Faith +1. 6” Aura, this model and target unit gains Furious Charge. 6” Aura, this model and target unit gain a 5+ Feel No Pain.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Bolt Pistol	12	4	5+	Pistol 1
OP +0 points	Boltgun	24	4	5+	Rapid Fire 1
OP +1 point	Condemnor Boltgun	24	4	5+	Rapid Fire 1, Condemnor
OP +2 points	Stormbolter	24	4	5+	Rapid Fire 2
OP +3 points	Handflamer	Flame	3	6+	Pistol 1
OP +6 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1
OP +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OP +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1
OP +24 points	Combi Melta	12 Or	8 Or	1+ Or	Assault 1, Melta, (Monsterbane) Or

		24	4	5+	Rapid Fire 1
OP +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
OM	Chainsword	Melee	User	6+	Rending
OM +3 points	Power Sword	Melee	+1	3+	None
OM +4 points	Power Axe	Melee	+2	4+	None
OM +5 points	Power Maul	Melee	+2	4+	Concussion
P	Autopistol	12	3	-	Pistol 1
S +4 points	Condemnor Boltgun	24	4	5+	Rapid Fire 1, Condemnor
S +5 points	Handflamer	Flame	3	6+	Pistol 1
S +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
M +2 points	Dueling Blades	Melee	User	-	Extra Attack 2
M +2 points	Stave	Melee	User	-	Counterattack, Concussion
M +4 points	Whips	Melee	User	-	Extra Attack 1, Rending, Counterattack
M +8 points	Consecrated Maul	Melee	X2	2+	Slow, Monsterbane, Concussion
M +10 points	Eviscerator	Melee	+3	2+	None
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Redemptionists Priest Cultist	**M WS BS S T W I A Ld Sv** 6 5+ 5+ 3 3 1 3 2 7 5+ 6 5+ 5+ 3 3 1 3 1 5 5+	**Points: 34** **Composition:** **1 Priest** **9-19 Cultists**
Wargear Priest: Autopistol Brutal Weapon Cultist: Autopistol Brutal Weapon	**Options** May take up to 10 more Cultists for +3 points each Priest may swap Autopistol for OP Priest may swap Chainsword for OM Any Cultist may swap Autopistol for R Any Cultist may swap Brutal Weapon for M	**Rules** Priest: Character Infantry Cultist: Infantry
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
OP	Autopistol	12	3	-	Pistol 1
OP +1 point	Shotgun	12	3	-	Assault 2, Scatter
OP +2 points	Bolt Pistol	12	4	5+	Pistol 1

OP +2 points	Boltgun	24	4	5+	Rapid Fire 1
OP +5 points	Handflamer	Flame	3	6+	Pistol 1
OM	Brutal Weapon	Melee	User	-	Extra Attack 1
OM +0 point	Chainsword	Melee	User	6+	Rending
OM +3 points	Power Sword	Melee	+1	3+	None
OM +4 points	Power Axe	Melee	+2	4+	None
OM +5 points	Power Maul	Melee	+2	4+	Concussion
P	Autopistol	12	3	-	Pistol 1
R +1 point	Shotgun	12	3	-	Assault 2, Scatter
S +7 points	Flamer	Flame	4	5+	Assault 1
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Flail	Melee	+1	-	None
M +10 points	Eviscerator	Melee	+3	2+	None

Elite 0-3 Slots

Acro Flagellants Flagellant	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 3 3 1 3 2 7 -	**Points: 65** **Composition:** **5-20 Flagellants**
Wargear Flagellant: Acro Flail	**Options** May take up to 15 more Flagellants for +13 points each	**Rules** Flagellant: Infantry Frenzon – This model has a 5+ Feel No Pain.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Acro Flail	Melee	+1	-	Extra Attack 1

Incarcerator Incarcerator	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 10 12 1 3 9 3+	**Points: 156** **Composition:** **1 Incarcerator**
Wargear Incarcerator: Psychic Shielding	**Options** May take up to two P May take one M May take one D May take up to one of each E	**Rules** Incarcerator: Vehicle Tank Compression Chamber – Each time this model rolls a natural 6 To Hit in Melee, remove that attack die from the dice pool and Force Embark a target Infantry or Monstrous Infantry model onboard. While Force Embarked, these models are unable to be targeted, fight, or use special abilities. Turbine Purge – In the event the Incarcerator is destroyed, Force Embarked models each take a Ld Test, suffering 1 Mortal Wound for each point they fail the test by. Survivors are then Force Disembarked like normal.
Special Wargear: Psychic Shielding – 5+ Invulnerability Save.	**Special Wargear Upgrades:** E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Laud Hailer +10 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, Hull, One Use Only
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade

Insidiants Superior Insidiant	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 3 3 2 3 3 10 3+ 6 2+ 2+ 3 3 2 3 2 9 3+	**Points: 214** **Composition:** **1 Superior** **4-9 Insidiants**
Wargear Superior: Bolt Pistol Null Sword Frag Grenades Krak Grenades Insidiant: Bolt Pistol Null Sword Frag Grenades Krak Grenades	**Options** May take up to 5 more Insidiants for +42 points each Any model may swap Bolt Pistol for P or A Any model may swap Null Sword for M One Insidiant may take one E	**Rules** Superior: Character Infantry Faith 1 Martyrdom 2 Insidiant: Infantry Martyrdom 1
Special Wargear:	**Special Wargear Upgrades:** A Storm Shield +11 points E Simulacrum Imperialis +12 points	Sv-1 (Improves by 1), 4+ Invulnerability Save.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +1 point	Condemnor Boltgun	24	4	5+	Rapid Fire 1, Condemnor
P +3 points	Handflamer	Flame	3	6+	Pistol 1
P +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Null Sword	Melee	+1	3+	Psychicbane
M +1 point	Null Mace	Melee	+2	4+	Psychicbane
M +3 points	Null Staff	Melee	+2	4+	Counterattack, Psychicbane
M +5 points	Blessed Relic Blade	Melee	+2	2+	Psychicbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Repentia Mistress Repentia	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 2 3 2 9 3+ 6 3+ 5+ 3 3 1 3 1 6 -	**Points: 99** **Composition:** **1 Mistress** **4-19 Repentias**
Wargear Mistress: Neuro Whip Frag Grenades Krak Grenades Repentia: Eviscerator	**Options** May take up to 15 more Repentias for +12 points each Mistress may swap Krak Grenades for G	**Rules** Mistress: Character Infantry Faith 1 Martyrdom 2 Driven To Redemption – This model's unit may reroll failed Charge rolls. Repentia: Infantry Atonement – No Characters, Independent Characters, or models with Bodyguard may take Wounds on behalf of a Repentia unit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Neuro Whip	Melee	User	3+	Poisoned (3+)
M	Eviscerator	Melee	+3	2+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Sacresants Superior Sacresant	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 3 3 2 3 3 10 3+ 6 2+ 2+ 3 3 2 3 2 9 3+	**Points: 292** **Composition:** **1 Superior** **4-9 Sacresants**
Wargear Superior: Bolt Pistol Hollowed Mace Frag Grenades Krak Grenades Storm Shield Sacresant: Bolt Pistol Hollowed Mace Frag Grenades Krak Grenades Storm Shield	**Options** May take up to 5 more Sacresants for +57 points each Superior may swap Bolt Pistol for P Superior may swap Krak Grenades for G Any model may swap Hollowed Mace for M	**Rules** Superior: Character Infantry Faith 1 Martyrdom 2 Bodyguard Sacresant: Infantry Martyrdom 1 Bodyguard
Special Wargear: Storm Shield – Sv-1 (Improves by 1), 4+ Invulnerability Save.	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +3 points	Handflamer	Flame	3	6+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Hollowed Mace	Melee	+2	4+	Extra Attack 1
M +0 points	Anointed Halberd	Melee	+1	3+	Counterattack
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Fast Attack 0-3 Slots

Dominion Squad Superior Sister	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 2 3 2 9 3+ 6 3+ 3+ 3 3 2 3 1 8 3+	**Points: 125** **Composition:** **1 Superior** **4-19 Sisters**
Wargear Superior: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Sister: Boltgun Frag Grenades Krak Grenades	**Options** May take up to 15 more Sisters for +23 points each Superior may swap Bolt Pistol for OP Superior may swap Chainsword for M Superior may swap Krak Grenades for G Up to four Sisters may swap Boltgun for S Any Sister may swap Boltgun for P One Sister who did not swap their Boltgun for S or H may take one E	**Rules** Superior: Character Infantry Faith 1 Martyrdom 2 Scout Sister: Infantry Martyrdom 1 Scout
Special Wargear:	**Special Wargear Upgrades:** E Simulacrum Imperialis +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Bolt Pistol	12	4	5+	Pistol 1
OP +0 points	Boltgun	24	4	5+	Rapid Fire 1
OP +1 point	Condemnor Boltgun	24	4	5+	Rapid Fire 1, Condemnor
OP +2 points	Stormbolter	24	4	5+	Rapid Fire 2
OP +3 points	Handflamer	Flame	3	6+	Pistol 1
OP +6 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1
OP +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OP +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1
OP +24 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1
OP +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Chainsword	Melee	User	6+	Rending

M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
R	Boltgun	24	4	5+	Rapid Fire 1
S +2 points	Stormbolter	24	4	5+	Rapid Fire 2
S +5 points	Flamer	Flame	4	5+	Assault 1
S +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
P +0 points	Bolt Pistol	12	4	5+	Pistol 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Seraphim Squad Superior Sister	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 3 3 2 3 2 9 3+ 12 3+ 3+ 3 3 2 3 1 8 3+	**Points: 141** **Composition:** **1 Superior** **4-9 Sisters**
Wargear Superior: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Sister: 2 Bolt Pistols Frag Grenades Krak Grenades	**Options** May take up to 5 more Sisters for +28 points each Superior may swap Bolt Pistol for OP Superior may swap Chainsword for OM Superior may swap Krak Grenades for G Up to two Sisters may swap 2 Bolt Pistols for P Any Sister may swap a Bolt Pistol for M	**Rules** Superior: Character Infantry Faith 1 Martyrdom 2 Deepstrike Fly Sister: Infantry Martyrdom 1 Deepstrike Fly
Special Wargear:	**Special Wargear Upgrades:** E Simulacrum Imperialis +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Bolt Pistol	12	4	5+	Pistol 1
OP +3 points	Handflamer	Flame	3	6+	Pistol 1
OP +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OP +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
OM	Chainsword	Melee	User	6+	Rending
OM +2 points	Bolt Pistol	12	4	5+	Pistol 1
OM +3 points	Power Sword	Melee	+1	3+	None
OM +4 points	Power Axe	Melee	+2	4+	None

OM +5 points	Power Maul	Melee	+2	4+	Concussion
P	2 Bolt Pistols	12	4	5+	Pistol 1 x2
P +9 points	2 Handflamers	Flame	3	6+	Pistol 1 x2
P +9 points	2 Plasma Pistols	12	7	2+	Pistol 1 x2, Gets Hot!
P +25 points	2 Inferno Pistols	6	8	1+	Pistol 1 x2, Melta, (Monsterbane)
M +2 points	Power Sword	Melee	+1	3+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Paragon Warsuits Superior Paragon	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 5 11 11 10 5 3 3 9 3+ 8 3+ 3+ 5 11 11 10 5 3 2 8 3+	**Points: 293** **Composition:** **1 Superior** **2-6 Paragons**
Wargear Superior: Heavy Flamer 2 Linked Stormbolters Hollowed Mace Paragon: Heavy Flamer 2 Linked Stormbolters Hollowed Mace	**Options** May add up to 4 more Paragons for +94 points each Any model may swap Heavy Flamer for H Any model may swap 2 Linked Stormbolters for S Any model may swap Hollowed Mace for M	**Rules** Superior: Character Vehicle Combat Walker Faith 1 Martyrdom 2 Steady Paragon: Vehicle Combat Walker Martyrdom 1 Steady
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +1 point	Heavy Bolter	36	5	4+	Heavy 3, Hull, Primary
H +10 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
S	2 Linked Stormbolters	24	4	5+	Rapid Fire 2 x2, Hull
S +4 points	2 Linked Paragon Grenade Launchers	24	6	4+	Assault 1 x2, Hull
M	Hollowed Mace	Melee	+2	4+	Extra Attack 1, Primary
M +4 points	Warblade	Melee	+2	2+	Primary

Heavy Support 0-3 Slots

Castigators Castigator	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 13 11 10 12 1 3 9 3+	**Points: 166** **Composition:** **1-3 Castigators**
Wargear Castigator: 2 Linked Autocannons Heavy Bolter 2 Heavy Bolters	**Options** May add up to 2 more Castigators for +166 points each Any model may swap 2 Linked Autocannons for T Any model may take one P Any model may take one M Any model may take one D Any model may take up to one of each E	**Rules** Castigator: Vehicle Tank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Laud Hailer +10 points E Smoke Launchers +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Turret, Primary
T +6 points	Castigator Battle Cannon	72	9	2+	Heavy 1, 3” Blast, Monsterbane, Turret, Primary
H	Heavy Bolter	36	5	4+	Heavy 3, Hull
S	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, Hull, One Use Only
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade

Exorcists Exorcist	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 10 12 1 3 9 3+	**Points: 154** **Composition:** **1-3 Exorcists**
Wargear Exorcist: Conflagration Rockets	**Options** May add up to 2 more Exorcists for +154 points each Any model may swap Conflagration Rockets for T Any model may take one H Any model may take one P Any model may take one M Any model may take one D Any model may take up to one of each E	**Rules** Exorcist: Vehicle Tank
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Laud Hailer +10 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Conflagration Rockets	12-72	6	4+	Heavy 1, Indirect Fire, 5” Blast, Ignores Cover, Turret, Primary
T +28 points	Exorcist Missile Launcher	12-72	8	3+	Heavy 1, Indirect Fire, 5” Blast, Monsterbane, Turret, Primary
H +5 points	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +6 points	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, Hull, One Use Only
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade

Penitent Engines Penitent	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 5 10 10 10 5 3 2 7 3+	**Points: 106** **Composition:** **2-6 Penitents**
Wargear Penitent: 2 Heavy Flamers Flails	**Options** May add up to 4 more Penitents for +53 points each Any model may swap 2 Heavy Flamers for H Any model may swap Flails for M Any model may take up to one of each E	**Rules** Penitent: Vehicle Combat Walker Open Topped Steady Atonement – No Characters, Independent Characters, or models with Bodyguard may take Wounds on behalf of a Repentia unit.
Special Wargear:	**Special Wargear Upgrades:** E Enclosed Crew Compartment +10 points	

Selection	Name	Range	S	AP	Rules
H	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Hull, Primary
H +2 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
M	Flails	Melee	User	4+	Extra Attack 3
M +6 points	Buzzblades	Melee	+2	2+	Extra Attack 1

Retributor Squad Superior Sister	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 2 3 2 9 3+ 6 3+ 3+ 3 3 2 3 1 8 3+	**Points: 115** **Composition:** **1 Superior** **4-19 Sisters**
Wargear Superior: Bolt Pistol Chain Sword Frag Grenades Krak Grenades Sister: Boltgun Frag Grenades Krak Grenades	**Options** May take up to 15 more Sisters for +21 points each Superior may swap Bolt Pistol for OP Superior may swap Chainsword for M Superior may swap Krak Grenades for G Up to four Sisters may swap Boltgun for H Any Sister may swap Boltgun for P One Sister who did not swap their Boltgun for S or H may take one E	**Rules** Superior: Character Infantry Faith 1 Martyrdom 2 Sister: Infantry Martyrdom 1
Special Wargear:	**Special Wargear Upgrades:**	

	E Simulacrum Imperialis +12 points	

Selection	Name	Range	S	AP	Rules
OP	Bolt Pistol	12	4	5+	Pistol 1
OP +0 points	Boltgun	24	4	5+	Rapid Fire 1
OP +1 point	Condemnor Boltgun	24	4	5+	Rapid Fire 1, Condemnor
OP +2 points	Stormbolter	24	4	5+	Rapid Fire 2
OP +3 points	Handflamer	Flame	3	6+	Pistol 1
OP +6 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1
OP +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OP +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1
OP +24 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1
OP +24 points	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
M	Chainsword	Melee	User	6+	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
R	Boltgun	24	4	5+	Rapid Fire 1
H +8 points	Heavy Flamer	Flame	5	4+	Assault 1
H +10 points	Heavy Bolter	36	5	4+	Heavy 3
H +28 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane)
P +0 points	Bolt Pistol	12	4	5+	Pistol 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane

Flyer 0-2 Slots

Arvus Lighter Fleet Arvus Lighter	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 5 10 10 10 8 1 3 8 3+	**Points: 133** **Composition:** **1-3 Arvus Lighters**
Wargear Arvus Lighter: none	**Options** May take up to 2 more Arvus Lighters for +132 points each Any Arvus Lighter may take H Any Arvus Lighter may take up to one E each	**Rules** Arvus Lighter: Vehicle High Altitude Hover Deep Strike Transport 12 – Access Rear
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points E Searchlight +1 point	

Selection	Name	Range	S	AP	Rules
H +10 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Hull, Primary
H +12 points	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Hull, Primary
H +16 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Turret, Primary
H +16 points	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull, Primary

Avenger Strike Fighter Squadron Avenger Strike Fighter	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 6 12 10 10 14 1 3 8 3+	**Points: 203** **Composition:** **1-3 Avenger Strike Fighters**
Wargear Avenger Strike Fighters: Avenger Bolt Cannon 2 Linked Lascannons Heavy Stubber	**Options** May take up to 2 more Avenger Strike Fighters for +202 points each Any Avenger Strike Fighter may take W Any Avenger Strike Fighter may take up to one E each	**Rules** Avenger Strike Fighter: Vehicle High Altitude Deep Strike
Special Wargear:	**Special Wargear Upgrades:** E Chaff Launcher +9 points	

Selection	Name	Range	S	AP	Rules
H	Avenger Bolt Cannon	36	6	3+	Heavy 12, Hull, Primary

H2	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
H3	Heavy Stubber	36	5	6+	Heavy 3, AA, Hull
W +12 points	2 Linked Multilasers	36	6	6+	Heavy 3 x2, Hull
W +16 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull
W +16 points	2 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, One Use Only, Hull
W +16 points	2 Linked Tactical Bomb Racks	Bomb	6	4+	Heavy 1 x2, 3" Blast, Pinning, Hull
W +18 points	2 Linked Hellfury Missiles	72	4	5+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull
W +24 points	2 Linked Missile Launchers	48 or 48	8 or 4	3+ or 6+	Heavy 1 x2, Monsterbane, Hull Heavy 1 x2, 3" Blast, Hull

Dedicated Transport 0-1/Legal Slot

Immolator Immolator	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 10 12 1 3 9 3+	**Points: 113** **Composition:** **1 Immolator**
Wargear Immolator: 2 Linked Heavy Flamers	**Options** May swap 2 Linked Heavy Flamers for T May take one H May take one P May take one M May take one D May take up to one of each E	**Rules** Immolator: Vehicle Tank Open Topped Transport 6 – Access Sides and Rear.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Laud Hailer +10 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Turret, Primary
T +4 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret, Primary

T +40 points	2 Linked Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Turret, Primary
H +6 points	Heavy Bolter	36	5	4+	Heavy 3, Hull
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, Hull, One Use Only
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade

Repressor Repressor	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 10 10 1 3 9 3+	**Points: 168** **Composition:** **1 Repressor**
Wargear Repressor: Stormbolter Siege Shield	**Options** May swap Stormbolter for S May take up to one P May take one M May take up to one of each E	**Rules** Repressor: Vehicle Tank Transport 12 – Access Sides and Rear. 3 Fire Ports each Side.
Special Wargear:	**Special Wargear Upgrades:** Siege Shield E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Laud Hailer +10 points E Smoke Launchers +10 points	FA+1, Reroll Dangerous Terrain Tests and failed Move through Cover.

Selection	Name	Range	S	AP	Rules
S	Stormbolter	24	4	5+	Rapid Fire 1, Sponson, Primary
S +13 points	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson, Primary
M	Siege Shield	Melee	+3	4+	Accurate, Siege Shield, Primary
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, Hull, One Use Only

Rhino Rhino	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 10 10 1 3 9 3+	**Points: 124** **Composition:** **1 Immolator**
Wargear Rhino: None	**Options** May take up to two P May take one M May take one D May take up to one of each E	**Rules** Rhino: Vehicle Tank Transport 12 – Access Sides and Rear. 2 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:** E Augar Array +5 points E Extra Armour +5 points E Recovery Gear +2 points E Searchlight +1 point E Laud Hailer +10 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
P +5 points	Stormbolter	24	4	5+	Rapid Fire 2, Turret
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, Hull, One Use Only
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade

Lord of War 0-1 Slots

Triumph of Saint Kathrine Triumph	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 3 3 12 3 4 10 3+	**Points: 606** **Composition:** **1 Triumph**
Wargear Triumph: Relic Blade Attendants Storm Shield Censor of the Sacred Rose Icon of the Valorous Heart Petals of the Bloody Rose Praesidium Protectiva Simulacrum of the Ebon Chalice Simulacron of the Ardent Shroud The Fiery Heart	**Options**	**Rules** Triumph: Independent Character Infantry Unique Order of Our Martyred Lady Faith 5 Martyrdom 20 Stubborn Parade – Each time a Template hits this model it inflicts 3 Hits instead of 1. This model takes 8 Transport Capacity.
Special Wargear: Storm Shield – Sv-1 (Improves by 1), 4+ Invulnerability Save.	**Special Wargear Upgrades:**	

Censor of the Sacred Rose – Psychic Powers that target this unit suffer -3 To Cast. Icon of the Valorous Heart – 6" Aura, this model and target unit may reroll 1s for Invulnerability Saves. Petals of the Bloody Rose – 6" Aura, this model and target unit gain +1 To Hit. Praesidium Protectiva – 6" Aura, this model and target unit gain a 5+ Feel No Pain. Simulacrum of the Ebon Chalice – This model may Deny the Witch at Psychic Mastery Level 3. Simulacron of the Ardent Shroud – 6" Aura, this model and target unit may reroll failed Charge rolls. The Fiery Heart – 6" Aura, this model and target unit automatically passes all Ld Tests.		

Selection	Name	Range	S	AP	Rules
M	Relic Blade	Melee	+2	2+	None
M	Attendants	Melee	User	-	Auxiliary, Extra Attack 19

Imperial Fortress Gate Gate Towers Walls Towers	**M WS BS S T W I A Ld Sv** - - 4+ - 8 20 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+ - - 4+ - 8 30 - - - 3+	**Points: 2339** **Composition:** **1 Gate** **2 Gate Towers** **2 Walls** **2 Towers**
Wargear Gate: Heavy Gate Gate Tower: 2 Linked Heavy Bolters Wall: None Tower: 2 Linked Autocannons	**Options** May add as many sets of 1 Gate and 2 Gate Towers as you want for +967 points May add as many Walls as you want for +299 points each May add as many Towers as you want for +387 points	**Rules** Gate: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gate Tower: Building Titanic

		Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear Wall: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Tower: Building Titanic Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 10 – 4 Fire Ports Front, Sides, Rear. Access Rear
Special Wargear: Heavy Gate – In your Command Phase you may declare if the Gate is Open or Closed. Models may not move through the Gate when it is Closed. The Gate cannot be Closed if models are Obstructing the Gate.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret
H	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret

Primaris Redoubt Primaris Redoubt	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - - 3+	**Points: 629** **Composition:** **1 Primaris Redoubt**
Wargear Primaris Redoubt: 2 Linked Turbolaser Destructors	**Options**	**Rules** Primaris Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – Access Rear
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Turbolaser Destructors	96	D	1+	Heavy 1 x2, 5” Blast, Destroyer, Monsterbane, Turret

Fortification 0-1/1000 points

Monument Monument	**M WS BS S T W I A Ld Sv** - - - - 7 20 - - - -	**Points: 209** **Composition:** **1 Monument**
Wargear Monument: none	**Options**	**Rules** Monument: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Honour the Fallen – 6” Aura, target unit gains Fearless.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**

Aegis Weapon Emplacement Platform	**M WS BS S T W I A Ld Sv** - - 4+ - 7 5 - - - 3+	**Points: 66** **Composition:** **1 Aegis Weapon Emplacement**
Wargear Aegis Weapon Emplacement: Long Lascannon	**Options** May swap Long Lascannon for H	**Rules** Aegis Weapon Emplacement: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Gun Emplacement – This Fortification does not replace an existing piece of Terrain in your Deployment Zone like normal, it is placed with the Terrain instead.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Long Lascannon	72	9	2+	Heavy 1, Monsterbane, AA, Turret
H +28 points	2 Linked Long Lascannons	72	9	2+	Heavy 1 x2, Monsterbane, AA, Turret
H +34 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, AA, Turret
H +40 points	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, AA, Turret

Aquila Strongpoint Aquila Strongpoint	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - - 3+	**Points: 448** **Composition:** **1 Aquila Strongpoint**
Wargear Aquila Strongpoint: Plasma Obliterator	**Options**	**Rules** Aquila Strongpoint: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front. Access Rear The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like

		normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Plasma Obliterator	72	8	2+	Heavy 1, 7” Blast, Monsterbane, Turret
H +63 points	Macro Cannon	72	D	1+	Heavy 1, 5” Blast, Destroyer, Monsterbane, Turret
H +271	Deathstrike Missile Silo	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, Turret

Firestorm Redoubt Firestorm Redoubt	**M WS BS S T W I A Ld Sv** - - 4+ - 8 20 - - - 3+	**Points: 397** **Composition:** **1 Firestorm Redoubt**
Wargear Firestorm Redoubt: Punisher Gatling Cannon Punisher Gatling Cannon	**Options** May swap any Punisher Gatling Cannon for H	**Rules** Firestorm Redoubt: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 10 Fire Ports Front. Access Rear
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Punisher Gatling Gun	24	5	-	Heavy 20, Turret
H +12 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret
H +44 points	4 Linked Long Lascannons	72	9	2+	Heavy 1 x4, Monsterbane, AA, Turret

Imperial Bastion Imperial Bastion	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - - 3+	**Points: 429** **Composition:** **1 Imperial Bastion**
Wargear Imperial Bastion: 4 Heavy Bolters	**Options**	**Rules** Imperial Bastion: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 30 – 6 Fire Points Front and Back, 5 Fire Points each Side. Access Rear
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Heavy Bolter	36	5	4+	Heavy 3, Hull

Plasma Obliterator Plasma Obliterator	**M WS BS S T W I A Ld Sv** - - 4+ - 8 30 - - - 3+	**Points: 474** **Composition:** **1 Plasma Obliterator**
Wargear Plasma Obliterator: Plasma Obliterator	**Options**	**Rules** Plasma Obliterator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Transport 20 – 4 Fire Points Front, Sides, and Rear. Access Rear
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Plasma Obliterator	72	8	2+	Heavy 1, 7” Blast, Monsterbane, Turret

Vengeance Weapon Battery Vengeance Weapon Battery	**M WS BS S T W I A Ld Sv** - - 4+ - 8 20 - - - 3+	**Points: 249** **Composition:** **1 Vengeance Weapon Battery**
Wargear Vengeance Weapon Battery: Avenger Gatling Cannon	**Options** May swap Avenger Gatling Cannon for H	**Rules** Vengeance Weapon Battery: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Avenger Gatling Cannon	36	6	3+	Heavy 12, Turret
H +30 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret

Void Shield Generator Void Shield Generator	**M WS BS S T W I A Ld Sv** - - 4+ - 8 20 - - - 3+	**Points: 307** **Composition:** **1 Void Shield Generator**
Wargear Void Shield Generator: none	**Options**	**Rules** Void Shield Generator: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Shield Generator – 6” Aura, this model (and any models on top of this Terrain Feature) and target unit gain 5+ Invulnerability Save.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**