


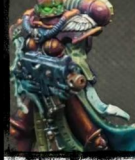


Ecclesiarchy



	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	3+	8

Boltgun	4	3+	3/4
Gun butt	3	4+	2/3



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Ecclesiarchy



Operative

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BATTLE SISTER WARRIOR



	M	APL	GA
	3	2	1
DF	SV	W	
3	3+	8	

Boltgun	4	3+	3/4
Gun butt	3	4+	2/3


BATTLE SISTER WARRIOR



	M	APL	GA
	3	2	1
DF	SV	W	
3	3+	8	

Boltgun	4	3+	3/4
Gun butt	3	4+	2/3

BATTLE SISTER (ICON BEARER)




	M	APL	GA
	3	2	1
DF	SV	W	
3	3+	8	

Boltgun	4	3+	3/4
Gun butt	3	4+	2/3

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour.

Icon of Purity (1AP): Until the end of the Turning Point, while this operative is Visible to and within 1 of a friendly ADEPTA SORORITAS operative, that friendly operative is inspired by purity. While an operative is inspired by purity, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.

BATTLE SISTER GUNNER



	M	APL	GA
	3	2	1
DF	SV	W	
3	3+	8	

Meltagun	4	3+	6/3
Rng	AP2		! MW4
Gun butt	3	4+	2/3

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BATTLE SISTER GUNNER



	M	APL	GA
	3	2	1
DF	SV	W	
3	3+	8	

Ministorum flamer	5	2+	2/3
Rng  Torrent			
Gun butt	3	4+	2/3

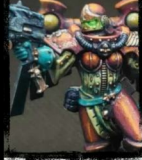
BATTLE SISTER GUNNER



	M	APL	GA
	3	2	1
DF	SV	W	
3	3+	8	

Storm bolter	4	3+	3/4
Relentless			
Gun butt	3	4+	2/3


BATTLE SISTER HEAVY GUNNER



	M	APL	GA
	3	2	1
DF	SV	W	
3	3+	8	

Heavy bolter	5	3+	4/5
Heavy Fusillade			! P1
Gun butt	3	4+	2/3

BATTLE SISTER HEAVY GUNNER



	M	APL	GA
	3	2	1
DF	SV	W	
3	3+	8	

Ministorum heavy flamer	6	2+	2/3
Heavy Rng  Torrent			
Gun butt	3	4+	2/3

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BATTLE SISTER SUPERIOR



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	3+	9	

Combi Plasma

42+5/6

AP1 Limited

Overcharge

42+5/6

AP2 Hot Limited

Power Weapon

42+4/6

Lethal 5+

Boltgun

42+3/4

BATTLE SISTER SUPERIOR



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	3+	9	

Plasma pistol

42+5/6

AP1 Rng

Overcharge

42+5/6

AP2 Hot Rng

Power Weapon

42+4/6

Lethal 5+

 |

SISTER REPENTIA



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	6+	7	

Penitent eviscerator

44+5/6

Brutal

! Reap 2

Solace in Anguish: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

SISTER REPENTIA



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3	6+	7	

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SISTER REPENTIA



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REPENTIA SUPERIOR



M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	9

Neural whips

5 3+ 2/3

Lethal 5+ Rng ③

! Stun

Neural whips

5 3+ 2/3

Lethal 5+

! Stun

Whip Into Fury (1AP): Select one friendly SISTER REPENTIA operative within ③ of and Visible to this operative. Add 1 to that friendly operative's APL and, until the end of that operative's next activation, add ② to that friendly operative's Movement characteristic.

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ARCO-FLAGELLANT



M	APL	GA
3 ②	2	1
DF	SV	W
3	6+	10

Arco-flails	5	3+	3/4
Ceaseless			! Reap 1

Berserk Killing Machine:
► Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.
► This operative cannot perform mission actions or Pick Up actions.
► Unless otherwise specified, this operative cannot be equipped with equipment.

ARCO-FLAGELLANT

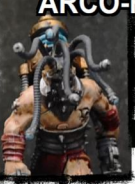


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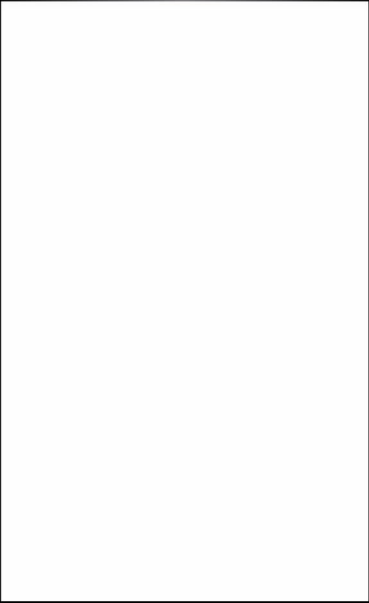
ARCO-FLAGELLANT



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3	6+	10

Arco-flails	5	3+	3/4
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Berserk Killing Machine:
► Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.
► This operative cannot perform mission actions or Pick Up actions.
► Unless otherwise specified, this operative cannot be equipped with equipment.



EXTREMIS TRIGGER WORD

Strategic 1CP

Until the end of the Turning Point:
► Each time a friendly ARCO-FLAGELLANT operative performs a Dash or Charge action, it can move an additional ▲ for that action.
► Arco-flails that friendly ARCO-FLAGELLANT operatives are equipped with gain the Lethal 5+ special rule.

You can only use this Strategic Play once.

ARCO-FLAGELLANT fast and lethal

PENANCE THROUGH DEATH

Tactical 1CP

Use this Tactical Play when a friendly SISTER REPENTIA or ARCO-FLAGELLANT operative is incapacitated in combat by an enemy operative. Before that friendly operative is removed from the killzone, select one melee weapon it is equipped with and roll one attack dice as if it is fighting in combat. If the result is a successful hit, you can immediately strike an enemy operative within Engagement Range of it. Then remove that friendly operative from the killzone as normal.

Strike on Death

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Tac Op

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Strategic

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Tactical

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STORM OF RETRIBUTION

Tactical 1CP

Use this Tactical Ploy when a friendly BATTLE SISTER GUNNER or friendly BATTLE SISTER HEAVY GUNNER operative is activated. Until the end of that operative's activation, ranged weapons it is equipped with lose the Heavy special rule (if they have it) and gain the No Cover special rule.

No Cover and No Heavy

DIVINE INTERVENTION

Tactical 1 CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat or shooting attack, when an attack dice would inflict damage on a friendly ADEPTA SORORITAS operative. Ignore the damage inflicted from that attack dice.

Ignore 1 Dice

EMPEROR'S GUIDANCE

Strategic 1CP

Until the end of the Turning Point, each time a friendly ADEPTA SORORITAS operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if you retain any critical hits, you can re-roll one of your attack dice.

Crit allows reroll

DIVINE SHIELD

Strategic 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly ADEPTA SORORITAS operative, in the Roll Defence Dice step of that shooting attack, if you retain any critical saves, you can re-roll one of your failed saves.

Df Crit allows reroll

Tactical

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Tactical

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Strategic

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Strategic

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SCOURGING BARBS

Max: 1

2EP

SISTER REPENTIA operative only.
The operative gains the following ability for the battle:
Scourging Barbs: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice. If the result of that re-roll is a 1 or 2, this operative suffers 1 mortal wound.

Risky Melee Reroll

FRAG GRENADE

Max: 1

2EP

The operative is equipped with the following ranged weapon for the battle:

Frag grenade	4	3+	2/3
Rng		Blast	② Indirect Limited

KRAK GRENADE

Max: 1

3EP

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade	4	3+	4/5
Rng		AP1 Indirect Limited	

PURITY SEAL

3EP

The operative gains the following ability for the battle:
Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy without spending any CP.

Reroll

Equipment

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Equipment

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Equipment

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Equipment

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PURITY SEAL

3EP

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Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy without spending any CP.

Reroll

ROSARIUS

Max: 1

2EP

LEADER operative only.

The operative gains the following ability for the battle:

Rosarius: This operative has a 4+ invulnerable save.

4++ Sv

PHIAL OF RESTORATION

Max: 1

2EP

The operative gains the following ability for the battle:

Phial of Restoration: Once per battle, when this operative is activated, it can use this ability. If it does so, it regains up to 2D3 lost wounds

Heal 2D3

SCOURING BARBS

Max: 1

2EP

SISTER REPENTIA operative only.

The operative gains the following ability for the battle:

Scouring Barbs: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice. If the result of that re-roll is a 1 or 2, this operative suffers 1 mortal wound.

Risky Melee Reroll

Equipment

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SISTER REPENTIA operative only.
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Scourging Barbs: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice. If the result of that re-roll is a 1 or 2, this operative suffers 1 mortal wound.

Risky Melee Reroll

ECCLESIARCHY

Seek and Destroy, Security

2 Fire Teams (inc 1 leader)

BATTLE SISTER FIRE TEAM
5 Sisters inc 1 gunner and 1 icon bearer
Unlocks Security


BATTLE SISTER FIRE TEAM 2
5 Sisters inc 1 gunner and 1 heavy gunner

REPENTIA FIRE TEAM
5 SISTER REPENTIA (leader is REPENTIA SUPERIOR)

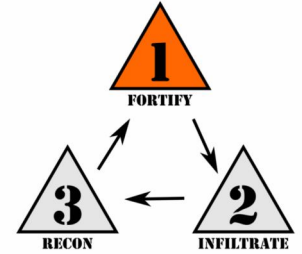
ARCO-FLAGELLANT FIRE TEAM
5 ARCO-FLAGELLANT

Faction Ability

FORTIFY

Matched Play
Set up one additional barricade within  of your drop zone

Critical Ops
Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



Equipment

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Team

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Abilities

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Scouting

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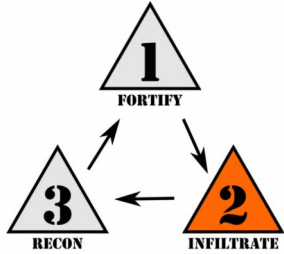
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



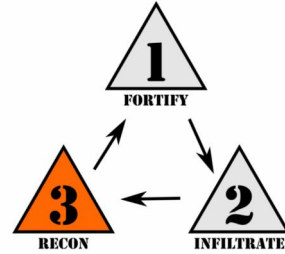
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
 - READY OPERATIVES
 - DETERMINE INITIATIVE
- STRATEGY PHASE
 - GENERATE COMMAND POINTS
 - PLAY STRATEGIC PLOYS
 - TARGET REVEAL
- FIREFIGHT PHASE
 - PERFORM ACTIONS

Scouting

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Scouting

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Matched

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Matched

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SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
		2	3
		3	4

PHIL TEAM

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Scorecard

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Credits

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