

Tournament (Warhammer 40,000 9th Edition) [52 PL, 5CP, 999pts]

Battalion Detachment OCP (Imperium - Adepta Sororitas) [52 PL, 5CP, 999pts]

Configuration [6CP]

Battle Size [6CP]

Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Order Convictions

Selections: Order: Our Martyred Lady

Categories: CONFIGURATION

Abilities: *The Blood of Martyrs*

Abilities	Description	Ref
The Blood of Martyrs	- At the end of any phase (other than the Morale phase) in which any units with this conviction were destroyed, you gain 1 Miracle dice (pg 91). This is in addition to any Miracle dice gained at the end of a phase in which a CHARACTER unit with this conviction was destroyed (see Sacrifice, page 91). - Each time an attack is made by a model with this conviction, if this unit is below its Starting Strength, add 1 to that attack's hit roll.	Codex: Adepta Sororitas 9th Edition p58

No Force Org Slot [3 PL, 50pts]

Hospitaller [3 PL, 50pts]

Selections: Bolt pistol, Chirurgeon's tools, Relic: Book of St. Lucius

Categories: FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, CHARACTER, HOSPITALLER, FACTION: IMPERIUM, INFANTRY, SANCTIFIED, NO FORCE ORG SLOT

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

Abilities: *Medicus Ministorum (Aura), Non-Militant Order, Relic: Book of St. Lucius, Sacred Healing*, **Unit:** *Hospitaller*, **Weapon:** *Bolt pistol, Chirurgeon's Tools*

Abilities	Description	Ref
Medicus Ministorum (Aura)	While a friendly ADEPTUS MINISTORUM INFANTRY UNIT is within 3" of this model, each time a model in that unit would lose a wound, roll one D6; on a 6, that wound is not lost.	Codex: Adepta Sororitas 9th Edition p107
Non-Militant Order	If your army is Battle-forged, then for each Detachment that includes either a CANONESS or CANONESS SUPERIOR unit, one HOSPITALLER unit can be included in that Detachment without taking up a Battlefield Role slot.	Codex: Adepta Sororitas 9th Edition p107
Relic: Book of St. Lucius	Add 3" to the range of the bearer's aura abilities (to a maximum of 12").	Codex: Adepta Sororitas 9th Edition p74
Sacred Healing	At the end of your Movement phase, this model can heal one friendly ADEPTUS MINISTORUM INFANTRY model whos unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.	Codex: Adepta Sororitas 9th Edition p107

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hospitaller	6"	4+	3+	3	3	4	3	8	3+	Codex: Adepta Sororitas 9th Edition p107

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1 -	
Chirurgeon's Tools	Melee	Melee	User	-1	1	-	Codex: Adepta Sororitas 9th Edition p107

HQ [21 PL, -1CP, 415pts]

Canoness [4 PL, -1CP, 85pts]

Selections: Blessed Blade [10pts], Bolt pistol, Frag & Krak grenades, Stratagem: Saint in the Making [-1CP], Warlord Trait: 2. Righteous Rage

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, CHARACTER, HQ, FACTION: IMPERIUM, INFANTRY, CANONESS, STRATAGEMS

Rules: Acts of Faith, Sacred Rites, Shield of Faith

Abilities: Lead the Righteous (Aura), Righteous Rage, Rosarius, Stratagem: Saint in the Making, **Unit:** Canoness, **Weapon:** Blessed Blade, Bolt pistol, Frag grenades, Krak grenades

Rapturous Blows [1 PL, 25pts]

Selections: Blessing, Miraculous ability

Abilities: Rapturous Blows: Blessing, Rapturous Blows: Miraculous ability

Abilities	Description	Ref
Lead the Righteous (Aura)	While a friendly <ORDER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	Codex: Adepta Sororitas 9th Edition p95
Rapturous Blows: Blessing	Add 1 to the Strength and Damage characteristics of all melee weapons this model is equipped with (excluding relics).	Codex: Adepta Sororitas 9th Edition p70
Rapturous Blows: Miraculous ability	While a friendly <ORDER> CORE or <ORDER> CHARACTER unit is within Miracle range of this model, each time a model in that units makes a melee attack, an unmodified wound roll of 6, that attack inflicts one mortal wound in addition to the normal damage.	Codex: Adepta Sororitas 9th Edition p70
Righteous Rage	Each time this WARLORD makes a melee attack, you can re-roll the hit roll and you can re-roll the wound roll.	Codex: Adepta Sororitas 9th Edition p72
Rosarius	This model has a 4+ invulnerable save.	Codex: Adepta Sororitas 9th Edition p91
Stratagem: Saint in the Making	Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS MINISTORUM keyword. Select one ADEPTUS MINISTORM CHARACTER model from your army (excluding named characters) and determine one Warlord Trait for it (this must be a Warlord Trait that it can have); that model is only regarded as your WARLORD for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).	Codex: Adepta Sororitas 9th Edition p67

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoness	6"	2+	2+	3	3	5	4	9	3+	Codex: Adepta Sororitas 9th Edition p95

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blessed Blade	Melee	Melee	+2	-3	2	-	Codex: Adepta Sororitas 9th Edition p77
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Celestine and Geminae Superia [10 PL, 200pts]

Categories: HQ, FACTION: IMPERIUM, FACTION: ADEPTUS MINISTORUM, ADEPTA SORORITAS

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

Abilities: *Angelic Saviour, Divine Guardians, Healing Tears, Lifewards, Miraculous Intervention, Sainly Blessings (Aura), Sky Strike, The Armour of Saint Katherine*

Celestine

Selections: The Ardent Blade

Categories: INFANTRY, CHARACTER, FLY, LIVING SAINT, SANCTIFIED, JUMP PACK, CELESTINE

Unit: *Celestine*, **Weapon:** *The Ardent Blade (melee), The Ardent Blade (shooting)*

2x Geminae Superia

Selections: 2x Bolt pistol, 2x Frag & Krak grenades, 2x Power sword

Categories: CHARACTER, FLY, GEMINAE SUPERIA, INFANTRY, JUMP PACK, SANCTIFIED

Unit: *Geminae Superia*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Power sword*

Warlord

Selections: Warlord Trait: 5. Indomitable Belief (Aura)

Categories: WARLORD, WARLORD - ORDER OF OUR MARTYRED LADY

Abilities: *Indomitable Belief*

Abilities	Description	Ref
Angelic Saviour	This unit is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this unit makes a Heroic Intervention move, its models can move up to 6" instead of 3". All other rules for Heroic Interventions still apply.	Codex: Adepta Sororitas 9th Edition p98
Divine Guardians	GEMINAE SUPERIA models have a 4+ invulnerable save.	Codex: Adepta Sororitas 9th Edition p98
Healing Tears	While a model in this unit has any lost wounds, or while this unit is below its Starting Strength, CELESTINE can attempt the following action: HEALING TEARS (ACTION): This unit can start this action at the end of your Command phase. The action is complete at the end of your shooting phase provided CELESTINE is still on the battlefield. Once completed: If a model in this unit has lost any wounds, all of that model's lost wounds are restored. If this unit is below its Starting Strength, 1 GEMINAE SUPERIA model is returned to the unit with their full wounds remaining.	Codex: Adepta Sororitas 9th Edition p98
Indomitable Belief	While a friendly <ORDER> CORE INFANTRY unit is within 6" of this WARLORD, the invulnerable save models in that unit receive from the Shield of Faith ability is improved by 1 (to a maximum of 4+).	Codex: Adepta Sororitas 9th Edition p72
Lifewards	While this unit contains any GEMINAE SUPERIA models, each time an attack successfully wounds this unit, that attack must be allocated to one of those models. The destruction of GEMINAE SUPERIA models is ignored for the purposes of Morale tests. If CELESTINE is ever destroyed, any remaining GEMINAE SUPERIA models in this unit are also destroyed.	Codex: Adepta Sororitas 9th Edition p98
Miraculous Intervention	The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, return this model to play with all its wound remaining, placing it as close as possible to its previous position and more than 1" from any enemy models.	Codex: Adepta Sororitas 9th Edition p98
Saintly Blessings (Aura)	While a friendly IMPERIUM INFANTRY unit is within 6" of CELESTINE, models in that unit have a 6+ invulnerable save.	Codex: Adepta Sororitas 9th Edition p98
Sky Strike	During deployment, you can set up this unit in the skies instead of setting it up on the battlefield, if you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.	Codex: Adepta Sororitas 9th Edition p98,111
The Armour of Saint Katherine	CELESTINE has a 4+ invulnerable save. Each time an attack is allocated to CELESTINE, subtract 1 from the Damage characteristic of that attack.	Codex: Adepta Sororitas 9th Edition p98

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Celestine	12"	2+	2+	3	3	6	6	9	2+	Codex: Adepta Sororitas 9th Edition p98
Geminae Superia	12"	3+	3+	3	3	2	3	8	2+	Codex: Adepta Sororitas 9th Edition p98

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power sword	Melee	Melee	+1	-3	1	-	
The Ardent Blade (melee)	Melee	Melee	+4	-4	2	Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.	
The Ardent Blade (shooting)	12"	Assault D6	6	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.	

Junith Eruita [7 PL, 130pts]

Selections: 2x Ministorum Heavy Flamer

Categories: VEHICLE, HQ, FACTION: IMPERIUM, FACTION: ADEPTUS MINISTORUM, FACTION: ORDER OF OUR MARTYRED LADY, CHARIOT, CHARACTER, FLY, CANONESS SUPERIOR, JUNITH ERUITA

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

Abilities: *Explodes (6/6"/1), Fiery Conviction, Lead the Righteous - Martyred Lady (Aura), Rosarius, The Pulpit of Saint Holline's Basilica (Aura), Unit: Junith Eruita, Weapon: Ministorum Heavy Flamer*

Abilities	Description	Ref
Explodes (6/6"/1)	When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.	Codex: Adepta Sororitas 9th Edition p94,96
Fiery Conviction	In your Command phase, select one friendly ORDER OF OUR MARTYRED LADY CORE or ORDER OF OUR MARTYRED LADY CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.	Codex: Adepta Sororitas 9th Edition p96
Lead the Righteous - Martyred Lady (Aura)	While a friendly ORDER OF OUR MARTYRED LADY CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	Codex: Adepta Sororitas 9th Edition p96
Rosarius	This model has a 4+ invulnerable save.	Codex: Adepta Sororitas 9th Edition p91
The Pulpit of Saint Holline's Basilica (Aura)	While a friendly ADDEPTA SORORITAS INFANTRY unit is wholly within 6" of this model, each time a ranged attack is made against that unit, it is treated as having the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).	Codex: Adepta Sororitas 9th Edition p96

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Junith Eruita	10"	2+	2+	3	4	7	4	9	3+	Codex: Adepta Sororitas 9th Edition p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Ministorum Heavy Flamer	12"	Heavy D6	6	-1	1		Codex: Adepta Sororitas 9th Edition p122

Troops [12 PL, 230pts]

Battle Sister Squad [3 PL, 55pts]

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, INFANTRY, TROOPS, BATTLE SISTER SQUAD, FACTION: IMPERIUM, CORE

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

4x Battle Sister [44pts]

Selections: 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

Unit: *Battle Sister*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

Sister Superior [11pts]

Selections: Chainsword, Frag & Krak grenades

Unit: *Sister Superior*, **Weapon:** *Chainsword, Frag grenades, Krak grenades*

Bolt Pistol & Boltgun

Selections: Bolt pistol, Boltgun

Weapon: *Bolt pistol, Boltgun*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	Codex: Adepta Sororitas 9th Edition p101
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	Codex: Adepta Sororitas 9th Edition p101

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Battle Sister Squad [6 PL, 120pts]

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, INFANTRY, TROOPS, BATTLE SISTER SQUAD, FACTION: IMPERIUM, CORE

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

7x Battle Sister [77pts]

Selections: 7x Bolt pistol, 7x Boltgun, 7x Frag & Krak grenades

Unit: *Battle Sister*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

Battle Sister w/ Special or Heavy Weapon [16pts]

Selections: Artificier-crafted storm bolter [5pts], Bolt pistol, Frag & Krak grenades

Unit: *Battle Sister*, **Weapon:** *Artificier-crafted storm bolter, Bolt pistol, Frag grenades, Krak grenades*

Battle Sister w/ Special Weapon [16pts]

Selections: Artificier-crafted storm bolter [5pts], Bolt pistol, Frag & Krak grenades

Unit: *Battle Sister*, **Weapon:** *Artificier-crafted storm bolter, Bolt pistol, Frag grenades, Krak grenades*

Sister Superior [11pts]

Selections: Chainsword, Frag & Krak grenades

Unit: *Sister Superior*, **Weapon:** *Chainsword, Frag grenades, Krak grenades*

Bolt Pistol & Boltgun

Selections: Bolt pistol, Boltgun

Weapon: *Bolt pistol, Boltgun*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	Codex: Adepta Sororitas 9th Edition p101
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	Codex: Adepta Sororitas 9th Edition p101

Weapon	Range	Type	S	AP	D	Abilities	Ref
Artificier-crafted storm bolter	24"	Rapid fire 2	4	0	2		Codex: Adepta Sororitas 9th Edition p122
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Battle Sister Squad [3 PL, 55pts]

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, INFANTRY, TROOPS, BATTLE SISTER SQUAD, FACTION: IMPERIUM, CORE

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

4x Battle Sister [44pts]

Selections: 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

Unit: *Battle Sister*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

Sister Superior [11pts]

Selections: Chainsword, Frag & Krak grenades

Unit: *Sister Superior*, **Weapon:** *Chainsword, Frag grenades, Krak grenades*

Bolt Pistol & Boltgun

Selections: Bolt pistol, Boltgun

Weapon: *Bolt pistol, Boltgun*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	Codex: Adepta Sororitas 9th Edition p101
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	Codex: Adepta Sororitas 9th Edition p101

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Heavy Support [9 PL, 174pts]

Retributor Squad [9 PL, 174pts]

Selections: 2x Armourium Cherub [10pts]

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, RETRIBUTOR SQUAD, HEAVY SUPPORT, INFANTRY, CORE

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

Abilities: *Armourium Cherub, Storm of Retribution*

2x Retributor [24pts]

Selections: 2x Bolt pistol, 2x Boltgun, 2x Frag & Krak grenades

Unit: *Retributor*, **Weapon:** *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

Retributor Superior [12pts]

Selections: Chainsword, Frag & Krak grenades

Unit: *Retributor Superior*, **Weapon:** *Chainsword, Frag grenades, Krak grenades*

Bolt Pistol & Boltgun

Selections: Bolt pistol, Boltgun

Weapon: *Bolt pistol, Boltgun*

Retributor w/ Heavy Weapon [32pts]

Selections: Bolt pistol, Frag & Krak grenades, Multi-melta [20pts]

Unit: *Retributor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Multi-melta*

Retributor w/ Heavy Weapon [32pts]

Selections: Bolt pistol, Frag & Krak grenades, Multi-melta [20pts]

Unit: *Retributor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Multi-melta*

Retributor w/ Heavy Weapon [32pts]

Selections: Bolt pistol, Frag & Krak grenades, Multi-melta [20pts]

Unit: *Retributor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Multi-melta*

Retributor w/ Heavy Weapon [32pts]

Selections: Bolt pistol, Frag & Krak grenades, Multi-melta [20pts]

Unit: *Retributor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Multi-melta*

Abilities	Description	Ref
Armourium Cherub	If this unit has an Armourium Cherub, then after a model in this unit shoots with a ranged weapon, that Armourium Cherub can reload that model's weapon. If it does, that Armourium Cherub is removed from play and that model can immediately shoot with that ranged weapon again.	Codex: Adepta Sororitas 9th Edition p114
Storm of Retribution	Each time a model in this unit makes an attack with a Heavy weapon, the target does not gain the benefits of cover against that attack.	Codex: Adepta Sororitas 9th Edition p114

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Retributor	6"	4+	3+	3	3	1	1	7	3+	Codex: Adepta Sororitas 9th Edition p114
Retributor Superior	6"	4+	3+	3	3	1	2	8	3+	Codex: Adepta Sororitas 9th Edition p114

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	

Dedicated Transport [7 PL, 130pts]

Immolator [7 PL, 130pts]

Selections: Heavy bolter, Immolation flamers [10pts]

Categories: FACTION: <ORDER>, FACTION: ADEPTA SORORITAS, FACTION: ADEPTUS MINISTORUM, FACTION: IMPERIUM, DEDICATED TRANSPORT, IMMOLATOR, VEHICLE, TRANSPORT, HALLOWED, SMOKESCREEN

Rules: *Acts of Faith, Sacred Rites, Shield of Faith*

Abilities: *Explodes (6/6"/D3)*, **Transport:** *Immolator*, **Unit:** *Immolator [1] (6+ wounds remaining), Immolator [2] (3-5 wounds remaining), Immolator [3] (1-2 wounds remaining)*, **Weapon:** *Heavy bolter, Immolation flamers*

Abilities	Description	Ref
Explodes (6/6"/D3)	When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	Codex: Adepta Sororitas 9th Edition p119

Transport	Capacity	Ref
Immolator	This model has a transport capacity of 6 <ORDER> INFANTRY, CULT IMPERIALIS INFANTRY or SANCTIFIED INFANTRY models. It cannot transport JUMP PACK models.	Codex: Adepta Sororitas 9th Edition p119

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Immolator [1] (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+	Codex: Adepta Sororitas 9th Edition p119
Immolator [2] (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+	Codex: Adepta Sororitas 9th Edition p119
Immolator [3] (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+	Codex: Adepta Sororitas 9th Edition p119

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Immolation flamers	18"	Heavy 2D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	Codex: Adepta Sororitas 9th Edition p119

Selection Rules

Acts of Faith: Once per phase, one unit from your army with this ability can perform one Act of Faith using Miracle dice on the following dice rolls: Advance, Charge, Hit, Wound, Saving throw, Damage; Morale test

There's an ENTIRE PAGE of rules for Acts of Faith/Miracle dice in the Codex on page 91. I'm not typing that in, and you should have them memorized by now, anyway.

(Codex: Adepta Sororitas 9th Edition p91)

Sacred Rites: This unit gains a bonus depending on which sacred rites are active for your army. After players have determined their mission, you must select one sacred rite from the following table to be active for your army. Alternatively, you can randomly determine two sacred rites from the table to be active for your army by rolling two D6 and looking up the results (if a double is rerolled, roll both dice again until two different results are rolled). In either case, these sacred rites are active for your army until the end of the battle. Some rules can make additional sacred rites become active for a unit during the battle. Duplicated active sacred rites on that unit have no additional effect.

1. Hand of the Emperor:

While this sacred rite is active, add 1 to Advance rolls and charge rolls made for this unit.

2. Spirit of the Martyr:

While this sacred rite is active, each time a model in this unit is destroyed by a melee attack and does not explode, roll one D6, on a 6, after the attacking model's unit has finished making its attacks, it suffers 1 mortal wound (a unit can suffer a maximum of 6 mortal wounds per phase as the result of this ability).

3. Aegis of the Emperor:

While this sacred rite is active, each time this units uses its Shield of Faith ability to take a Deny the Witch test, if the result of that test was an unmodified result of 5+, or it was greater than the result of the Psychic test, that Deny the Witch test is passed.

4. Divine Guidance:

While this sacred rite is active, each time a model in this units makes a ranged attack, or an unmodified wound roll of 6, the Armour Penetration characteristic of that attack is improved by 1.

5. The Passion:

While this sacred rite is active, each time a model in this unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.

6. Light of the Emperor:

While this sacred rite is active, you can ignore any or all modifiers to this unit's Leadership characteristic, and each time a Combat Attrition test is

taken for this unit, you can ignore any or all modifiers.
(Codex: Adepta Sororitas 9th Edition p93)

Shield of Faith: Models in this unit have a 6+ invulnerable save.

In your opponent's Psychic phase, this unit can attempt to deny one psychic power as if it were a PSYKER. Each time a Deny the Witch test is taken for this unit, roll one D6 instead of 2D6: if the result of that test was an unmodified result of 6, or if it was greater than the result of the Psychic test, that Deny the Witch test is passed. (Codex: Adepta Sororitas 9th Edition p90)

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