



# CODEX: ADEPTA SORORITAS

## Indomitus Version 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

## DESIGNER'S NOTES

### WEAPON UPDATES

*Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.*

*Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.*

### STORM SHIELDS

*The rules for storm shields were updated in the 2020 edition of Codex: Space Marines. As a result, wherever the rules for a storm shield appear in this book, they should be replaced with the following:*

**'Storm Shield:** The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.'

Note this also applies to the Gotfred de Montbard datasheet from *Blackstone Fortress: Escalation*.

## UPDATES & ERRATA

**Page 77** – Canoness, Wargear Options

Change the first wargear option to read:

'This model can be equipped with 1 plasma pistol, 1 power sword and 1 rod of office instead of 1 bolt pistol and 1 chainsword.'

**\*Page 79** – Triumph of Saint Katherine, Solemn Procession

Add the following sentence to this ability:

'In addition, for the purposes of any terrain traits (e.g. Dense Cover, Obscuring), this model is considered to have a Wounds characteristic of 9, not 18.'

**Page 92** – Mortifiers

Change the second sentence of the unit description to read:

'It can additionally contain up to 3 Mortifiers (**Power Rating +3** per model).'

**\*Page 92** – Mortifiers, Abilities, Blaze of Agony

Change to read:

'When you choose this unit to shoot with in your Shooting phase, you can choose for heavy bolters that models in this unit are equipped with to have a Type characteristic of Assault 3 until the end of that phase.'

**\*Page 95** – Battle Sanctum, Abilities, Adeptus

Ministorum Structure

Change to read:

'After this model is set up, it becomes an Area Terrain feature with the following terrain traits: Breachable; Heavy Cover; Light Cover; Scalable (see the Warhammer 40,000 Core Book).'

**\*Page 101** – Devout Serenity, rules text

Change the first sentence to read:

'Each time a Combat Attrition test is taken for this unit, it is automatically passed'

**Page 103** – A Heroine in the Making

Change the second sentence to read:

'Select one **ADEPTA SORORITAS CHARACTER** (other than your **WARLORD**, Celestine, Junith Eruita, **EPHRAEL STERN** or the Triumph of Saint Katherine) and generate one Warlord Trait for it; it is regarded as your **WARLORD** for the purposes of that Warlord Trait.'

**Page 103** – Divine Intervention

Change the first sentence of this Stratagem to read:

'Use this Stratagem when an **ADEPTA SORORITAS CHARACTER** model (other than Celestine, **EPHRAEL STERN**, a Geminae Superia, Junith Eruita or the Triumph of Saint Katherine) from your army is destroyed (before any Miracle dice are gained as a result).'

IMPERIAL ARMOUR INDEX: FORCES OF THE ADEPTUS

ASTARTES ERRATA

**Page 54** – Sororitas Repressor, Abilities

Change the first line to read:

'**Acts of Faith, Sacred Rites, Shield of Faith** (see *Codex: Adepta Sororitas*)'

**\*Page 109 – Relics of the Ecclesiarchy, Martyrs’ Vengeance, rules text**

**Change this Relic’s ability to read:**

**‘Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.’**

*Q: Assuming there are no modifiers to its Attacks characteristic, how many hit rolls are made by a Mortifier equipped with 2 penitent flails?*

*A: 15.*

## FAQs

*Q: When making attacks with a unit, how many Miracle dice can be used when making several rolls simultaneously using fast dice rolling?*

*A: One. Note, however, that if the unit was equipped with a Simulacrum Imperialis or within range of the Triumph of Saint Katherine’s Icon of the Valorous Heart ability, this would allow multiple simultaneous rolls to be replaced with Miracle dice, up to the number of Acts of Faith that unit is permitted to perform during that phase.*

**Designer’s Note:** *Where the Acts of Faith ability states players can choose to use ‘one or more Miracle dice’, this is in reference to replacing one or more of the dice for a roll that involves multiple dice (e.g. a charge roll). Utilising fast dice rolling does not enable the player to treat several rolls made simultaneously as a ‘single roll’ for this purpose. For example, four hit rolls made simultaneously are still considered to be four separate rolls, and so only one of the roll’s dice can be replaced with a Miracle dice.*

*Q: When determining a randomised number of mortal wounds (e.g. D3), is this treated as a damage roll for the purposes of Acts of Faith?*

*A: No.*

*Q: If I use the Moment of Grace Stratagem to modify a hit roll or wound roll, why would I discard more than 1 Miracle dice, given that these rolls cannot be modified by more than -1 or +1?*

*A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.*

*For example, a model makes an attack against a unit hiding in a terrain feature that has the Dense Cover terrain trait (see the Warhammer 40,000 Core Book). The terrain feature applies a -1 modifier to that attack’s hit roll, and so the model’s controlling player uses the Moment of Grace Stratagem and discards 2 Miracle dice to also give a +2 modifier to the roll. Applying both of these modifiers to the hit roll results in a final modifier of +1.*

*Q: If I use the Faith and Fury Stratagem, is reusing the same Miracle dice for the wound roll of that attack treated as an additional Act of Faith?*

*A: No.*

*Q: If I use the Storm of Retribution Stratagem to affect a Retributor unit when they fire Overwatch, are attacks made with heavy bolters by models in the unit affected by the modifier to the hit roll?*

*A: No.*

# WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer						Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta						Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma						Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hand flamer	12"	Pistol D6	3	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Inferno pistol	6"	Pistol 1	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.
Meltagun	12"	Assault 1	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.
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.
Plasma pistol						Before selecting targets, select one of the profiles below to make attacks with.
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin multi-melta	24"	Heavy 4	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.
<b>MELEE WEAPONS</b>	<b>RANGE</b>	<b>TYPE</b>	<b>S</b>	<b>AP</b>	<b>D</b>	<b>ABILITIES</b>
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-