

Derek Johnson Adepta Sororitas

: Combined Arms Detachment (Primary Detachment)

159pts 7 Retributor Squad (*Simulacrum Imperialis* + Heavy Flamer x4)

1 Veteran Retributor Superior (Melta Bombs + Combi-Flamer x1)

45pts 1 Sororitas Rhino (Dozer Blade)

AOF: Rending

125pts 1 Exorcist

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75pts 4 Battle Sister Squad (Flamer + Flamer)

1 Sister Superior, (Melta Bombs)

50pts 1 Rhino (**Hunter-killer Missile**)

AOF: Preferred Enemy

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1 Sister Superior, (Melta Bombs)

50pts 1 Sororitas Rhino (**Hunter-killer Missile**)

AOF: Preferred Enemy

113pts 6 Sisters Repentia

Mistress of Repentance (2xNeural Whips which have Shred against MAJORITY LD 8or less)

50pts 1 Sororitas Rhino (**Hunter-killer Missile**)

AOF: 3+ Feel No Pain

150pts 1 Ecclesiarchy Battle Conclave (2 Crusaders with Storm Shields, 8 Death Cult Assassin)

50pts 1 Sororitas Rhino (**Hunter-killer Missile**)

AOF: None.

100pts 1 Uriah Jacobus (Warlord, automatic Trait makes his units Shield of Faith saves a 5+ instead of 6+)

120pts 1 Canoness (Combi-Flamer x1+ Melta Bombs+ Rosarius gives 4+ invul save, 1 Mantle of Ophelia making her Eternal Warrior)

AOF: Hatred

45pts 1 Ministorum Priest (Note: Zealot. Melta Bombs, 1 Litanies of Faith makes Acts of Faith and War Hymns automatic)

179pts 7 Dominion Squad (*Simulacrum Imperialis* + Meltagun x4)

1 Veteran Dominion Superior (Melta Bombs + Combi-Meltagun x1)

40pts 1 Sororitas Rhino

AOF: Ignore Cover

179pts 7 Dominion Squad (*Simulacrum Imperialis* + Meltagun x4)

1 Veteran Dominion Superior (Melta Bombs + Combi-Meltagun x1)

50pts 1 Sororitas Rhino (Laud Hailer, which gives a 12" radius Re-roll on Acts of Faith)

AOF: Ignore Cover

179pts 7 Dominion Squad (*Simulacrum Imperialis* + Meltagun x4)

1 Veteran Dominion Superior (Melta Bombs + Combi-Meltagun x1)

40pts 1 Sororitas Rhino

AOF: Ignore Cover

Total Points: 1999

Total Kill Points: 21

Total Models: 72

War Hymns (Uriah and the Priest can each execute one of these every turn):

1. Re-roll Armor and Invul saves in the unit, during close combat
2. Grant Smash to themselves in close combat (AP2, and can also trade in all attacks for 1 with STR x2 if they want)
3. Shred for the unit, in close combat