

WARHAMMER

40,000

CODEx



A D E P T A
S O R O R I T A S



THE SISTERS OF BATTLE

The Adepta Sororitas, also known as the Sisters of Battle, are an elite sisterhood of warriors raised from infancy to adore the Emperor of Mankind. Their fanatical devotion and unwavering purity is a bulwark against corruption, heresy and alien attack, and once battle has been joined they will stop at nothing until their enemies are utterly crushed.

Battle Sisters will stride through fire if need be, their bolters spitting staccato bursts of destruction every step of the way. Not even death can stay the wrath of the Adepta Sororitas - indeed, the blood of martyrs only strengthens the resolve of Battle Sisters, spurring them to greater acts of heroism in the name of the honoured fallen.

The Adeptus Ministorum - or the Ecclesiarchy as it is generally known in the Imperium - is a monolithic organisation founded on the worship of the Emperor as the saviour of Mankind and the preaching of the Imperial Creed throughout the whole galaxy. The Sisters of Battle are the army of the Ecclesiarchy. Clad in ceramite power armour, they carry an awesome array of weaponry with which to vanquish their enemies; the incredible wealth of the Ecclesiarchy ensures that they are equipped with the best wargear the Imperium has to offer. The Sisters of Battle are trained to the peak of human ability and stand amongst Mankind's most dedicated and disciplined warriors. Wherever there are foes of the Emperor, the Sisters of Battle will be found fighting with faith and steel.

When not actively prosecuting the Ecclesiarchy's wars, the Battle Sisters of the Orders Militant divide their time between rigorous training and devout worship of the Emperor. Indeed, to the Adepta Sororitas, the disciplines are nigh inseparable, for whilst combat drills and studies of battle tactics can hone the body and the mind, only penitent prayer can bolster the spirit, and all three are required to defeat the Imperium's foes. The combination of combat doctrine and prayer is most evident on the battlefield, where Battle Sisters loudly proclaim their faith in hymn and verse as they march to war, calling upon the Emperor to aid them in the fight against their enemies.

The fervid, unquestioning nature of this faith is a potent weapon indeed, manifesting as divine inspiration that drives the Sororitas to unprecedented feats of martial prowess. Sisters of Battle gripped with holy fervour banish worldly fears from their minds, shrug

off mortal wounds, and summon preternatural strength to smite their foes. The Sisters of Battle believe their faith to be a weapon stronger than any steel, and those who witness their battlefield miracles are left in no doubt that the spirit of the Emperor indeed walks with these pious warriors. Once battle has been joined, the Adepta Sororitas will stop at nothing until their enemies are utterly crushed.



SCHOLA PROGENIUM

The Schola Progenium is responsible for the care and education of orphans of Imperial servants. By the time a Progena reaches early adolescence, they will have displayed skills in a specific direction, and their subsequent tutelage will hone them to a career in one of the Imperial organisations.

Most of the Progena will end up in the Adeptus Terra as scribes, clerks or overseers. However, a few will be assigned to higher positions. Male Progena may become

Commissars or soldiers in the Imperial Guard, petty officers in the Imperial Navy or enter the priesthood of the Adeptus Ministorum. Female Progena may well be entered into the Adepta Sororitas. Progena of both sexes may be recruited into the Inquisition or even the Officio Assassinorum. Though the lifestyle of the teachers and pupils is strict and puritan, it is a great honour to pass through the Schola Progenium, and those who do are well aware of their privilege.







THE ORIGINS OF THE ADEPTA SORORITAS

The Adepta Sororitas were founded during the turbulent times known as the Age of Apostasy. During the 36th Millennium, the power of the Ecclesiarchy was absolute. Its authority was virtually unchallenged, though the Administratum had fought against this continued dominance for centuries. Much of the Imperium at this time was gripped by pre-apocalyptic gloom as internal revolt, alien invaders and Chaos renegades took advantage of the turmoil wracking the galaxy. As world after world succumbed, entire populations turned to flagellation cults and horrifying acts of self-sacrifice in desperate attempts to rekindle the Emperor's light. Onto this doom-laden stage stepped the insane 361st High Lord of the Administratum, Goge Vandire. He was a brutal tyrant who took control of the Ecclesiarchy in a military coup and assumed the dual roles of Ecclesiarch and High Lord of the Administratum, driving the Imperium into the bitterest period of civil war and rebellion since the Horus Heresy – the Reign of Blood.

Early in his tyrannical rule, Vandire discovered an all-female order of warriors known as the Daughters of the Emperor on the backwater world of San Leor. Vandire coveted this community, seeing in it a deadly army, if only he could bend it to his will. Through deceit and deception, he convinced the Daughters that he was actually a pious man chosen by the Emperor to lead the Imperium. So it was that the Daughters of the Emperor became Vandire's personal bodyguards, protecting him from assassination by his enemies.

Countless millions burned in the fires of Vandire's Reign of Blood. It was during this dark, forbidding time that a sect known as the Confederation of Light emerged and denounced Vandire as a traitor. Led by the preacher Sebastian Thor, the Confederation of Light spread its message to a brutalised people only too ready to throw off the yoke of oppression. An orator of supreme skill, Sebastian Thor swayed whole worlds to his cause and turned the tide against Vandire. As Thor's crusade smashed aside those who remained loyal to the Ecclesiarch, the Space Marines and the Adeptus Mechanicus, both of whom had remained largely on the defensive during the Age of Apostasy, were finally able to join forces with Thor and close on Terra.

The Ecclesiarchal Palace came under attack, but for months, Vandire's army withstood every assault. The madness only ended when the commander of the Adeptus Custodes—

the praetorian guard of the Emperor himself – sought out Alicia Dominica and her most trusted companions, the leaders of Vandire’s bodyguard. The Custodes took them before the Golden Throne and the God-Emperor, and though no written histories tell of what transpired there, it was evident that some great truth was passed to Dominica and her fellow warriors. When they emerged from the bowels of the palace they marched with barely-controlled fury to Vandire’s audience chamber. There, they found him in the midst of yet another insane tirade and, pausing only to condemn him for his crimes against the Emperor, Dominica cut the head from the traitor’s shoulders. The Reign of Blood was over.



‘You have committed the ultimate heresy. Not only have you turned your back on the Emperor and stepped from his light, you have profaned his name and almost destroyed everything he has striven to build. You have perverted and twisted the path he has laid for Mankind to tread. As your decrees have stated, there can be no mercy for such a crime, no pity for such a criminal. I renounce your lordship, you walk in the darkness and cannot be allowed to live. Your sentence has been long overdue and it is now time for you to die.’

- Alicia Dominica to High Lord Goge Vandire



THE REFORMATION OF THE ECCLESIArchY

In the wake of Vandire’s downfall, Sebastian Thor was declared Ecclesiarch and the Imperium began the long process of rebuilding. One of the first acts of the new High Lords of Terra was to issue the Decree Passive, which forbade the Adeptus Ministorum from controlling any ‘men under arms’. Never again would the Ecclesiarchy threaten the continued rule of the Administratum. Due to its all-female membership, the Daughters of the Emperor did not technically break this ban and thus were incorporated into the ranks of the Adeptus Ministorum. Renamed the Orders Militant of the Adepta Sororitas, the Sisterhood became true defenders of the faith and a very physical reminder of the power of the Ecclesiarchy.

During the first years of the Sisterhood’s existence, Alicia Dominica, who founded the Orders Militant at Thor’s behest, led wars of faith against the alien invaders that had exploited the Imperium’s weakness during the Reign of Blood. Silvana, Mina, Lucia, Katherine and Arabella - those Sisters who had joined her before the Golden Throne - accompanied Dominica. Under their combined leadership, the Sororitas were filled with a righteousness of purpose that the Imperium had not witnessed since the legendary days of the Great Crusade. Countless enemies fell as the armies of the Sororitas brought the

divine judgement of the Ecclesiarchy to the darkest corners of the galaxy, and to this day, the Sisters of Battle have stood as faithful and loyal defenders of the Ecclesiarchy, and the Imperium.



THE ORDERS MILITANT

Following Sebastian Thor's Reformation, the newly founded Adepta Sororitas were split between the Convent Prioris on Holy Terra and the Convent Sanctorum on Ophelia VII. Both of these Convents are massive fortresses housing tens of thousands of Sisters. In time, the Orders Militant grew into larger and more powerful organisations and Sebastian Thor's successor, Ecclesiarch Alexis XXII, decreed that the two Convents each be divided into two Orders Militant. The Convent Prioris was split to become the Order of the Ebon Chalice, whose founder was Dominica, and the Order of the Argent Shroud, led by Silvana. The Convent Sanctorum was divided into the Order of the Fiery Heart, led by Katherine, and the Order of the Valorous Heart, led by Lucia. Though all these Orders could trace their origins back to the original teachings of the Daughters of the Emperor, a small degree of variance in terms of organisation and combat doctrine began to manifest as the outlook and persona of the founding leaders asserted itself. The Order of the Fiery Heart, for example, started to reflect the vengeful nature of Katherine, while the Sisters of the Argent Shroud became renowned for their heroic acts of self-sacrifice, echoing the selfless nature of Silvana.

By late M36, the Adepta Sororitas had become synonymous with the power of the Ecclesiarchy, implementing its dogma and prosecuting its wars across the galaxy. The Orders Militant spread, establishing subsidiary convents on key worlds across the Imperium. Dominica, Katherine, Silvana and Lucia, all of whom had been declared Living Saints in their own lifetimes, performed legendary acts and led their Orders in countless, bloody victories. But such legends seldom end happily, and first Dominica, then Silvana and Lucia were martyred at the hands of Chaos worshippers and barbaric aliens.

In mid M38, Ecclesiarch Deacis VI created two more Orders Militant, the Order of the Bloody Rose and the Order of the Sacred Rose, based at the Convents Sanctorum and Prioris respectively. Both were formed from groups of Sisters who venerated the remaining two companions of Dominica - Mina and Arabella - and although these long-dead martyrs never led their Orders in battle, each was founded in one of their names; the Bloody Rose in honour of Mina, and the Sacred Rose after Arabella. During this time, numerous other Orders Militant - the Orders Minoris - were founded across the Imperium, and they established their own traditions, doctrines, livery and titles.

An Order's warriors rarely fight together as a single unit, but instead are commonly spread throughout the galaxy, guarding various shrine worlds, prosecuting Wars of Faith and waging other battles. The Greater Orders Militant maintain subsidiary convents across the Imperium, the largest of which are referred to as Preceptories - a military force that can overcome all but the most terrible foes. This term is also used to describe an organisational unit of up to one thousand Battle Sisters cloistered together at one location and it is not unknown for a Preceptory to adopt subtle variations of their Order's livery or traditions.

The duties of the Adepta Sororitas are many and varied and the Orders Militant must

necessarily spread their forces thin. Every concentration of the Adeptus Ministorum's power must be defended, and a force of Battle Sisters will be present to guard every shrine and fortress-cathedral in the Imperium, as well as the priceless sacred relics housed within them. The complement of these garrisons may vary from a few hundred warriors to guard a reliquary-stronghold to a single Battle Sister maintaining a constant vigil over the bones of a fallen saint.

The Adepta Sororitas also provides the protectors of the Ecclesiarchy's priesthood, and they are tasked with affording them any security and military support that may be required. At the behest of the Ministorum's priesthood, the Sisters of Battle are called upon to escort hierarchs through hostile war zones, eliminate heretical leaders or launch surgical strikes to recover long-lost relics and artefacts from enemy hands. When the Ecclesiarch himself declares a War of Faith, it is the fanatically loyal Adepta Sororitas who provide its military might, slaying the Emperor's enemies without mercy or compassion.

Many cardinals call upon the Battle Sisters to enforce tithe requirements on their diocese, and to remind the Imperium's populace of their duties to the Adeptus Ministorum. Consequently, the power armoured, bolter-wielding Sisters of Battle that are most strongly identified with the incontrovertible power of the Ecclesiarchy; warriors who enforce doctrine at the barrel of a gun and secure for the Ministorum those worlds that cannot be won over with words alone.

The Orders Militant also form an internal policing force for the Ecclesiarchy itself. The Battle Sisters may be dispatched to deal with a troublesome cardinal who has lost his way, either through their mere presence and the threat it implies, or in more serious cases by forcibly and permanently removing them from power.

THE ORDER OF THE EBON CHALICE

The Order of the Ebon Chalice is the oldest of the Orders Militant, founded at the birth of the Adepta Sororitas by Alicia Dominica – the patron saint of the Sisterhood. Dominica led her warriors in countless crusades against the enemies of the Imperium, and she was the first heroine to be proclaimed a Living Saint by the Ecclesiarchy. The uniforms of Dominica's Order are based on the original garments worn by the Daughters of the Emperor and their combat doctrines – based on equal parts religious devotion and training – have remained largely unchanged for four thousand years. The Order's symbol is a flaming, skull-filled chalice, a representation of the terrible knowledge imparted to Dominica when she was brought before the Golden Throne.

THE ORDER OF THE VALOROUS HEART

The Sisters of the Order of the Valorous Heart believe they must atone for the unwitting sedition committed by the Daughters of the Emperor during Vandire's Reign of Blood. The Order's founding saint, Lucia, was the most penitent of Dominica's companions, and her Battle Sisters strive to emulate her example, demanding expiation for the slightest

perceived sin. As a result, a disproportionate number of its Battle Sisters willingly exile themselves and seek redemption as a Sister Repentia. Saint Lucia is often depicted holding the skull of the executed Lord Vandire – a reminder to never hearken to the words of false prophets – and with a drop of blood running down her cheek, representing the blood sacrifice expected of every Battle Sister.

THE ORDER OF THE ARGENT SHROUD

Silvana was the first of Dominica's bodyguard to be martyred – assassinated shortly after the Order of the Ebon Chalice was divided into two Orders Militant. A silvery image of Silvana's skull was left imprinted on her death shroud, and the newly formed Order took the Argent Shroud as their image and title. Silvana was renowned for her altruistic spirit and her stoic faith. She seldom spoke, believing that deeds on the battlefield spoke more of a warrior's devotion than any words. The Sisters of the Argent Shroud likewise rarely speak, and they are famed for their selfless acts of heroism. As such, the Order fields a high number of Celestian and Seraphim squads, their faith a shield as strong as their silver armour and their righteousness a weapon as potent as bolter fire.

THE ORDER OF OUR MARTYRED LADY

Katherine was regarded as Dominica's second-in-command. Her order was originally entitled the Order of the Fiery Heart, in reference to Katherine's fierce persona, but so deeply did the Battle Sisters mourn her death that they renamed themselves the Order of Our Martyred Lady, and for many centuries thereafter they wore only black. The red cloth of their livery was adopted by the majority of the Order's Preceptories in remembrance of the Sisterhood's losses during the Third War for Armageddon. Even amongst the devout warriors of the Sororitas, the Sisters of Our Martyred Lady have a reputation for incredible determination, inspired by their desire to avenge the deaths of their fallen. This inner fire drives them to destroy their enemies utterly, and those not consumed with cleansing flames are ruthlessly put to the sword.

THE ORDER OF THE BLOODY ROSE

The Order of the Bloody Rose was not formally created until two and a half millennia after the founding of the Adepta Sororitas, and by this time, its patron saint, Mina, was long dead. Mina was known as a dark and brooding warrior, quick to anger and deadly in combat. She was the most aggressive and impetuous of Dominica's comrades and her symbol was accordingly a blood red rose, prominent with thorns, placed upon a pair of crossed swords. The Battle Sisters of the Bloody Rose, resplendent in their deep crimson power armour, echo Mina's desire to slay their enemies as quickly as possible, and the Order's Dominion squads are renowned for the ferocity of their assaults.

THE ORDER OF THE SACRED ROSE

Like the Order of the Bloody Rose, the Order of the Sacred Rose was not established during the existence of its patron saint – Arabella. In her lifetime, Arabella earned the honorific of 'Liberator' and many Battle Sisters, especially Retributors, are known to pray

to her spirit for liberation from doubt and rash action when a cool, logical head is required. Of all Dominica's bodyguards, Arabella was known as a particularly disciplined, even-tempered Sister. However, behind her serenity lay the determination of a resolute warrior, and her symbol was thus a white rose, held aloft in a mailed gauntlet. The white armoured Sisters of the Sacred Rose embody these same virtues, facing down alien hordes and Warp-spawned monsters with bolters calmly levelled where lesser warriors would panic and falter.

THE ORDERS MINORIS

Although the original six Orders are by far the most numerous and active of the Orders Militant, there are numerous other Orders Militant – the Orders Minoris – that have established their own traditions, doctrines, livery and titles inspired by one of the Sisterhood's patron saints. These Orders Militant vary in size, from barely a hundred Battle Sisters to a thousand, but each is dedicated to its mission to serve the Ecclesiarchy's will, and by extension, that of the Emperor.



WARS OF FAITH

The following list of events gives a few brief details about some of the campaigns, wars and notable actions involving the armies of the Adepta Sororitas during the latter part of the 41st Millennium. This collection represents only a small fraction of the countless battles fought during this blood-soaked time.

799.M41 THE SAN LEOR MASSACRE

A Red Corsairs strike force invades San Leor, the original home world of the Daughters of the Emperor. The Chaos Space Marines are unprepared for the fury of the Sororitas reprisal, as they come under assault from nine separate Orders Militant and are utterly annihilated by the combined counter-attack.

833.M41 THE BATTLE OF FIRE AND BLOOD

During the Vinculus Crusade, Black Templars join forces with the Order of the Bloody Rose to purge the heretical warrior-cults of the Peleregon cluster.

835.M41 THE WAR FOR PIETY

The shrine world of Piety rematerialises after being swallowed by a Warp storm two centuries earlier. The planet is, however, almost unrecognisable, having transformed into a hideous Daemon world. Canoness Sariah of the Order of the Sacred Rose immediately leads a force of Battle Sisters to the planet to retrieve artefacts from the Reliquary of Hope, one of the few sites on the whole world to have withstood the corrupting touch of Chaos. As the rest of her forces establish a formidable perimeter around the reliquary, Sariah leads several Celestian and Dominion squads into the labyrinthine corridors beneath it. For three days, Canoness Sariah and her Sisters battle through monster-infested passageways; bolters cut down scores of blood-hungry Daemon-hounds and flamers burn swathes of Nurglings and bloated plague-beasts. Only Sariah and two Celestians survive to rejoin the Battle Sisters on the surface, having recovered the left thigh bone of Saint Dolan and three pages of the ominous Lexicon of Falsehoods from a stasis vault. The surviving Battle Sisters withdraw to orbit with their prizes just as a fleet of Grey Knights vessels arrives and lays waste to the planet with cyclonic torpedoes.

858.M41 THE DEFENCE OF DIMMAMAR

Dimmamar, birth world of Sebastian Thor, comes under attack from the Eldar of Craftworld Ulthwé without any warning or apparent reason. Seraphim Superior Amelda of the Order of the Bloody Rose immediately retaliates, leading her squad of Seraphim in a daring attack to slay the enemy commander – Farseer Kauerith. The Seraphim's pistols blast a bloody path through a score of black-clad Eldar before the Sisters are engulfed in a hurricane of psychic lighting. Though many of her companions fall, Amelda refuses to yield and defiantly advances through the edritch storm, slaying the Eldar Farseer with a single bolt round to the head.

876.M41 THE BLOODTIDE MARTYRS

Chaos comes to the Basilica of St. Mariel on the world of Van Horne in the shape of the Bloodthirster known as the Lord of the Bloodtide. The first to oppose the Daemon's legions are the Battle Sisters of the Order of the Ebon Chalice, but soon after battle is joined, all contact is lost with the Adepta Sororitas. The Daemons are eventually vanquished with the arrival of the 4th Brotherhood of Grey Knights. Upon their victory, contact with the Imperium is re-established and it is discovered that every Battle Sister on the planet has been killed. The slain are officially elevated into the ranks of honoured martyrs in the eyes of the Sisterhood.



897.M41 THE SLAUGHTER AT SANCTUARY 101

Fortress-sanctuary 101 and all the Sisters of Battle within are destroyed by the Necrons.

938.M41 THE BATTLE OF THE PENITENT

The Orders of the Valorous Heart and Ebon Chalice suffer great losses against Warboss Blackaxe's Orks and are pushed back to the walls of the Cathedral of Saint Dufaux. The attackers are held back only due to the unyielding determination and sacrifice of hundreds of Sisters Repentia. However, their martyrdom buys time for the Battle Sisters to open the vast cathedral gates. The greenskins are slaughtered shortly thereafter as two dozen Penitent Engines rampage across the battlefield, staining it with Ork blood.

980.M41 THE PROMETHIUM WAR

The Order of the Ebon Chalice reinforces Space Marines of the Salamanders Chapter who are engaged in a brutal urban war against the dread Black Legion on the world of Heletine. The enemy is put to the torch as dozens of Immolators and Land Raider Redeemers burn a path through several war-torn cities. Despite the strength of their combined forces, the Imperium's advance is halted when Lord Gralastyx – the Daemon Prince leading the Chaos forces – unleashes a legion of possessed Chaos Space Marines. As the frenzied Chaos horde rips through the Imperium's ranks, Battle Sisters and Space Marines fight back-to-back, their bolters and flamers defiantly blazing away as every warrior endeavours to sell their life dearly. However, the allied forces are saved when Saint Celestine appears, falling upon the Chaos horde like an avenging angel. The Living Saint carves a bloody path through the baying horde towards Lord Gralastyx, before plunging her fiery blade through his tainted heart. With the death of Gralastyx, the Chaos horde is banished into the Warp, but of Celestine there is no sign, for she has vanished as mysteriously as she appeared.

991.M41 THE MARTYRDOM OF PRAXEDES

Canoness Praxedes of the Order of Our Martyred Lady reinforces the Imperial Guard on the cardinal world of Okassis, soon after the start of the Second Tyrannic War. As the Tyranids of Hive Fleet Kraken assault the Ecclesiarchal Cathedral, the combined fire of Retributor squads and Exorcist tanks obliterates the first wave, but the second manages to breach the Cathedral's fortress-walls. As Tyranids pour through, Praxedes confronts a monstrous Hive Tyrant. During the fighting, the Canoness is dealt a mortal wound, but even as her blood pours onto the floor, Praxedes summons the strength to land one final blow, caving in the Hive Tyrant's skull with a thunderous strike from her power mace. With the Tyrant's destruction, the Tyranid swarm loses all direction. The Battle Sisters waste no time in pressing the assault, determined to avenge the death of their beloved leader. Such is the fury of their counter-attack that the remaining aliens are swept aside, buying the time needed to evacuate the Ecclesiarchy's priests from Okassis.

998.M41 THE THIRD WAR FOR ARMAGEDDON

The Orders of the Argent Shroud and Our Martyred Lady stand amongst the Imperium's

defenders as Ghazghkull Thraka invades the world of Armageddon once more.



THE SISTERHOOD AT WAR

This section details the forces used by the Adepta Sororitas – their weapons, their units, the special characters that lead them to war, and the ancient relics they carry. Each entry describes a unit and gives the specific rules you will need to use it in your games of Warhammer 40,000. The Army of the Ecclesiarchy section refers back to these entries.

ADEPTA SORORITAS SPECIAL RULES

An Adepta Sororitas army uses a number of special rules that are common to several of its units. These are collected and explained here, in full, for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of *Warhammer 40,000: The Rules*.



ACT OF FAITH

The Adepta Sororitas can draw upon the wellspring of their faith and call upon the Emperor to guide their actions. So does absolute belief in the Imperial Creed allow the Sisters of Battle to perform the seemingly impossible upon the battlefield.

Yet miracles are not to be relied upon as a matter of course. At the heart of the Imperial Creed is the belief that the divine Emperor relies on his followers to create their own salvation, but also that if the situation is sufficiently bleak, he will intervene to deliver his true servants.

Some units are noted as having the Act of Faith special rule in their entry. Different units have different Acts of Faith, each of which is named in the unit's entry along with the specific rules it bestows when used, but all Acts of Faith use the rules listed here.

A unit with the Act of Faith special rule can attempt to use its Act of Faith immediately before it acts during a phase; i.e. immediately before the unit moves in the Movement phase, shoots (or runs) in the Shooting phase, or before any blows are stuck (either by friend or foe) in the Assault phase. To do so the unit must take a Leadership test.

If the test is failed, nothing happens and that unit cannot attempt to use that Act of Faith again for the rest of the battle. If the test is passed, the Act of Faith is successful; unless stated otherwise, all models in the unit will immediately gain a special rule until the end of the current phase. The special rule gained will be listed in that unit's Act of Faith entry, along with which phase(s) the Act of Faith can be attempted in.

Unless stated otherwise, a unit can only attempt to use an Act of Faith once per game and a unit cannot attempt to use more than one Act of Faith in the same phase. A unit can only attempt to use an Act of Faith if it is entirely comprised of models with either the Act of Faith or War Hymns special rules.

For example: If a unit of Celestians makes a successful Act of Faith test during the Assault phase, their The Hand of the Emperor Act of Faith grants them the Furious Charge special rule until the end of that Assault phase.

SHIELD OF FAITH

The Sisters of Battle are taught that faith is a shield stronger than any armour. Such is the power of their belief that the Emperor will protect them that the Adepta Sororitas can shrug off the most severe of wounds and resist the witchcraft of enemy sorcerers.

Models with the Shield of Faith special rule have a 6+ invulnerable save and the Adamantium Will special rule.

MARTYRDOM

The Sisters of Battle do not give in to despair when their leaders are slain. Instead, the blood of these martyred heroes only strengthens their resolve, the sacrifice inspiring them to great acts of heroism.

If a model with the Martyrdom special rule is your Warlord, and that model is removed as a casualty during the battle, all friendly units wholly comprised of models with the Act of Faith special rule automatically pass all Leadership tests until the end of your next turn.



WARLORD TRAITS

When generating Warlord Traits, an Adepta Sororitas Warlord may either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules*, or roll on the table below.

WARLORD TRAITS TABLE

D6 - Result

1 - Executioner of Heretics: *The Warlord has a fearsome reputation for hunting down the Ecclesiarchy's enemies and slaying them without mercy.*

The Warlord has the Fear special rule.

2 - Indomitable Belief: *This Warlord's inspirational belief is such that their followers refuse to yield before the Emperor's enemies.*

The Warlord, and all models in the Warlord's unit that have the Shield of Faith special rule, have a 5+ invulnerable save.

3 - Pure of Will: *Such is this Warlord's strength of will that enemy sorceries can find no purchase upon their soul.*

The Warlord's unit re-rolls unsuccessful Deny the Witch rolls.

4 - Righteous Rage: *The Warlord's contempt for the enemy has been fanned into a furious rage that they call upon to smite their foes on the battlefield.*

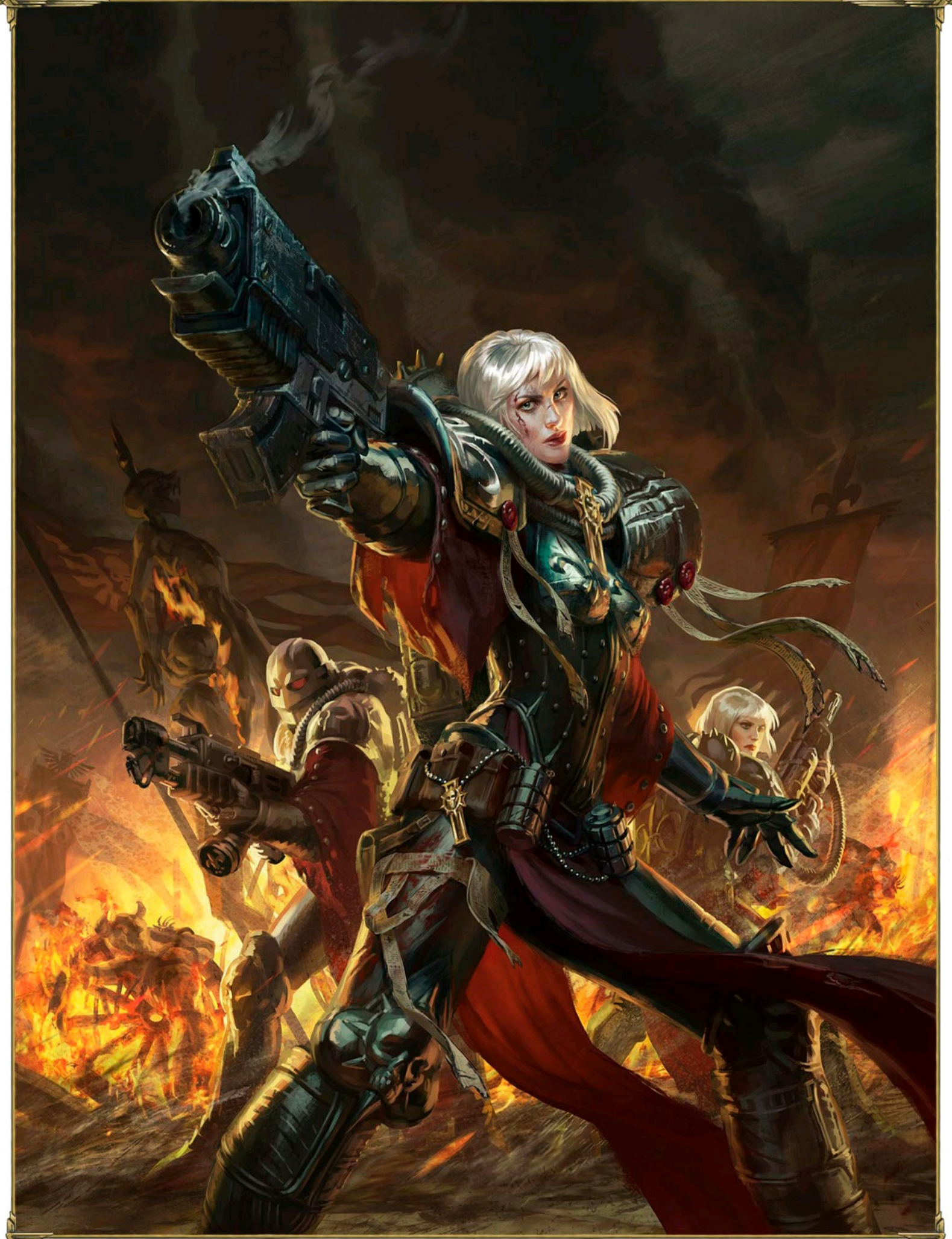
The Warlord has the Rage special rule.

5 - Beacon of Faith: *The Warlord is a shining beacon of faith, a spiritual as well as a military leader who inspires intense devotion in their warriors.*

All friendly models that are within 12" of the Warlord use the Warlord's Leadership value when taking Act of Faith or War Hymns Leadership tests, unless their own is higher.

6 - Inspiring Orator: *Those who hear the Warlord's stirring words are inspired to great feats of bravery.*

All friendly models within 12" of the Warlord have the Stubborn special rule.






CANONESSES

A Canoness is the overall commander of one of the Orders Militant, a shining example of purity and dedication of purpose. Each is a veteran warrior of many hundreds of battles who has risen to her position through a combination of strong leadership, shrewd tactical genius and sheer overarching faith in the Emperor. When the Ecclesiarchy sounds the call to arms, a Canoness boldly leads her warriors into the fray, refusing to take one step backwards whilst her enemies still draw breath. Under their command, the Sisters of Battle have crushed the foes of the Imperium across the galaxy.

Though she is ostensibly answerable to the Prioress of her Convent, a Canoness' superior knowledge of battle inevitably holds sway concerning military matters. A Canoness is also responsible for the spiritual well-being of the warriors under her command, and she is the principle guardian of her Battle Sisters' souls. A Canoness' non-military duties include leading the Order in its prayer services, performing rites of initiation and overseeing the running of the Order. As a result, a Canoness inspires intense devotion in her Battle Sisters, leading them from the fore whilst reciting the great hymns of the Ecclesiarchy.



	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	5	5	3	3	3	4	3	10	3+

UNIT TYPE: Infantry (Character).

SPECIAL RULES: Act of Faith, Independent Character, Martyrdom, Shield of Faith, Stubborn.

ACT OF FAITH:

The Passion: *A Canoness leads her Sisters through the chaos of melee, striking at their foes with a speed and hatred born of holy fervour.*

One use only. This Act of Faith can be used in either player's Assault phase. If successful, all models in the Canoness' unit gain the Hatred special rule until the end of the current phase.

WARGEAR: Power armour, bolt pistol, chainsword, frag grenades, krak grenades.

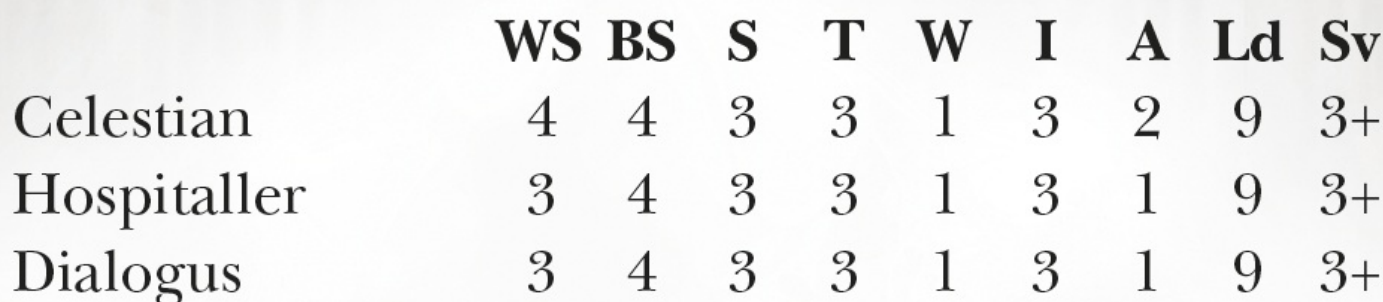




SORORITAS COMMAND SQUAD

A Sororitas Command Squad is formed from the ranks of the elite Celestians, for only the most dedicated and distinguished Sisters of Battle are granted the privilege of forming their leader's bodyguard. Having earned their scars and proven their merit on scores of battlefields, the Celestians of a Sororitas Command Squad are often given the honour of carrying the sacred standard of the Order into battle, or of safeguarding a revered relic – perhaps the bones of a long dead saint or an icon believed to have been touched by the Emperor himself – during the course of a campaign.

A Sororitas Command Squad may also be accompanied by Sisters from other, non-militant Orders, who act as advisors and specialists to the Canoness. These Sisters are commonly from the Orders Dialogus – skilled orators whose amplified voices can embolden the spirits of nearby troops – and the Orders Hospitaller. With her surgeon's tools, the medical ministrations from a Sister Hospitaller can staunch the bleeding from mortal wounds and purge many lethal poisons from a warrior's bloodstream, allowing a Battle Sister to return to the fray despite grievous injuries.



	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Hospitaller	3	4	3	3	1	3	1	9	3+
Dialogus	3	4	3	3	1	3	1	9	3+

UNIT TYPE: Infantry. Dialogus and Hospitaller are Infantry (Character).

SPECIAL RULES: Act of Faith, Shield of Faith, Stubborn.

ACT OF FAITH:

Endless Crusade - *Limbs do not tire when the spirit of the Emperor moves them, but find fresh strength in the righteous work to come.*

One use only. This Act of Faith can be used in your Assault phase. If successful, all models in the Sororitas Command Squad's unit gain the Fleet, Crusader and Move Through Cover special rules until the end of the current phase.

WARGEAR: Power armour, bolt pistol, boltgun (Celestians only), frag grenades, krak grenades, surgeon's tools (Hospitaller only), laud hailer (Dialogus only).





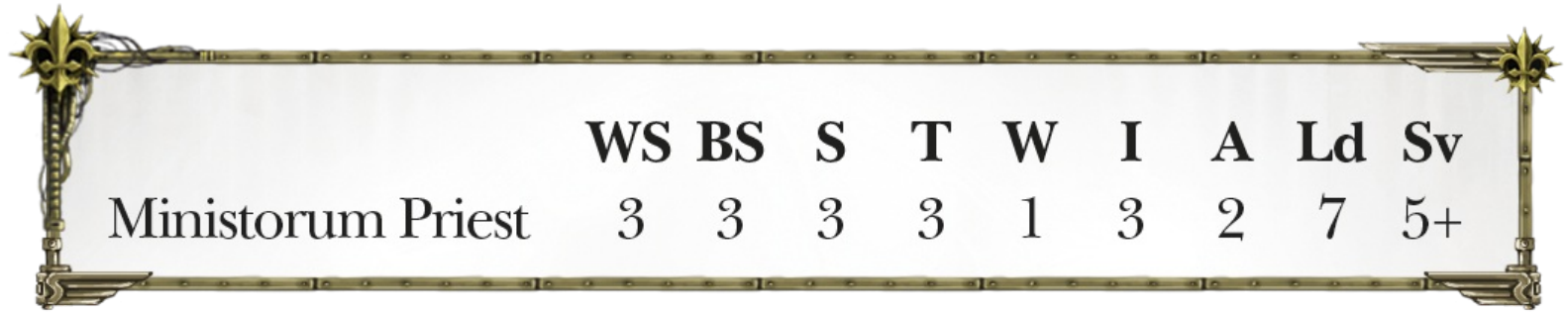
MINISTORUM PRIESTS

Adeptus Ministorum Priests often accompany the Orders Militant into battle. On occasion, it has even been known for them to lead Wars of Faith. There are many different titles within the Ecclesiarchy, from high-ranking confessors and lowly preachers to famed missionaries, but their role on the battlefield is the same: to harness the faith of the Ecclesiarchy's troops, with which to smite the Emperor's foes.

Confessors are extremely powerful and influential leaders within the Ecclesiarchy, and wherever they tread, a bodyguard of Battle Sisters is rarely far away. Some confessors prefer fiery speeches and rabble-rousing to incite a population into religious fanaticism, while others are more subtle, manipulating the heads of guilds and other organisations to form coalitions against the enemy.

Confessors are also charged with the training of more junior Ecclesiarchy priests, of which preachers are the most common rank. Under a confessors' tutelage, preachers learn the skill of steeling the faith of warriors in the heart of battle, and their litanies can be heard clearly over the roar of guns and chainblades.

Missionaries are part of the massive Missionarius Galaxia, and they stand at the forefront of the Imperium's expansion, accompanying the crusading armies as they discover new worlds and push back the frontiers of the Emperor's holy domain. Missionaries often encounter hostile alien races and long-lost civilisations of Humanity who refuse to willingly embrace the teachings of the Imperium. In such cases a missionary will call upon the Adepta Sororitas to present a very obvious, and often lethal, reminder of the Ministorum's true power.



	WS	BS	S	T	W	I	A	Ld	Sv
Ministorum Priest	3	3	3	3	1	3	2	7	5+

UNIT TYPE: Infantry (Character).

SPECIAL RULES: Independent Character, War Hymns, Zealot.

War Hymns: A model with this special rule can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war hymns to immediately take effect.

- The Emperor Protects - *As the Priest's impassioned calls ring out across the battlefield, the faithful feel the blessing of the God-Emperor upon them.*

The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.

- The Emperor's Strength - *Shouting out the prime canticle of Saint Brutos the Belligerent, the Priest calls upon the Emperor to help him smite his foes.*

The Ministorum Priest has the Smash special rule until the end of the phase.

- The Righteousness of the Emperor - *The Priest bellows psalms of vengeance into the faces of the foe, exhorting his followers to excel in the Emperor's sight.*

The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase.

WARGEAR: Flak armour, laspistol, close combat weapon, frag grenades, krak grenades, rosarius.





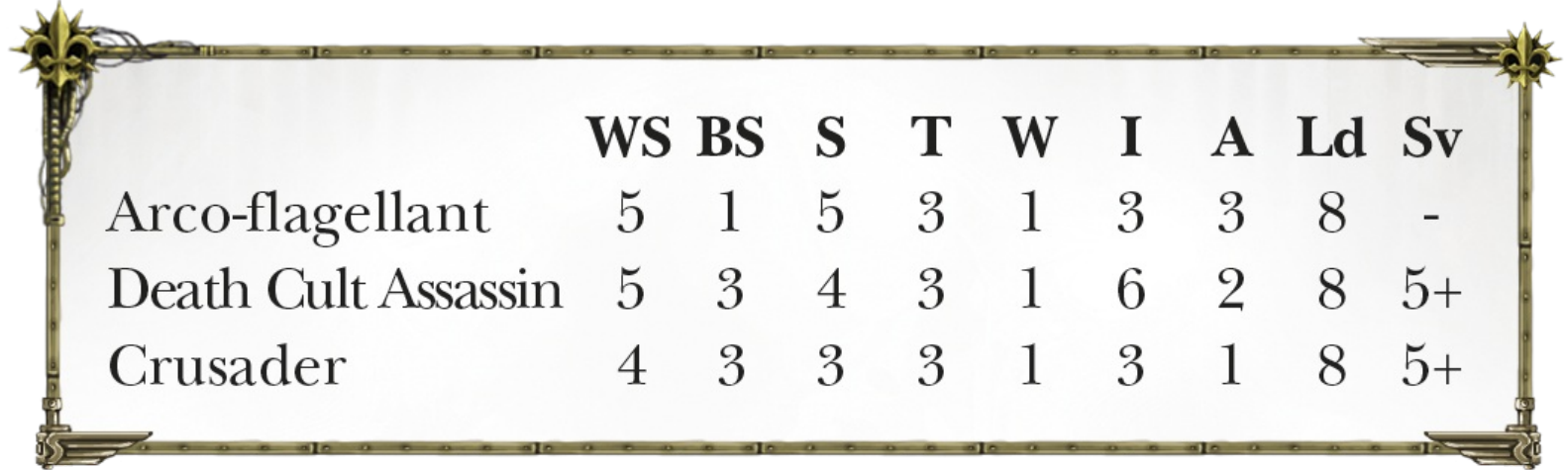
ECCLESIAARCHY BATTLE CONCLAVE

Ministorum priests can gather a band of skilled bodyguards to assist them in the execution of their duties (and heretics). Known as Battle Conclaves, these groups are necessarily small in size, numbering only a few personal protectors – anything larger would breach the prohibition of ‘men under arms’ as laid down in the Decree Passive. Even so, the Inquisition covertly monitors the formation of Battle Conclaves to safeguard the spirit of the Decree Passive, if not its letter.

Crusaders are recruited from the honour guard of the Cardinals Crimson, an ancient and mysterious order of the Ecclesiarchy famed for its unflagging devotion to the Emperor. Crusaders dedicate their lives to asceticism and martial perfection, making them ideal bodyguards. Crusaders stand ready to test sword and shield against Mankind’s greatest enemies.

Arco-flagellation is a punishment carried out on those found guilty of a multitude of crimes against the Ecclesiarchy. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with a fearsome array of weaponry and chemical stim injectors. Pacifier helms project soothing hymnals into Arco-flagellants’ brains to keep them under control until a trigger word is spoken. Once activated, an Arco-flagellant turns into a berserk killing machine that is completely insensible to pain and beholden only to the priest who controls him.

Death Cult Assassins are amongst a Battle Conclave’s most outlandish agents. Though many Death Cults are Chaos-spawned, others are fanatically dedicated to the Imperial Creed and offer up those they slay to the Emperor – a payment of the blood-debt Mankind owes him. Death Cult Assassins have perfected the art of blades, which when combined with their deep-rooted devotion to the Emperor and the Ecclesiarchy, makes them lethal and loyal followers.



	WS	BS	S	T	W	I	A	Ld	Sv
Arco-flagellant	5	1	5	3	1	3	3	8	-
Death Cult Assassin	5	3	4	3	1	6	2	8	5+
Crusader	4	3	3	3	1	3	1	8	5+

UNIT TYPE: Infantry.

SPECIAL RULES: Feel No Pain (Arco-flagellants only).

Uncanny Reflexes (Death Cult Assassins only): A Death Cult Assassin has a 5+ invulnerable save.

WARGEAR:

Crusader: Flak armour, power sword, storm shield.

Arco-flagellant: Two arco-flails.

Death Cult Assassin: Flak armour, two power swords.

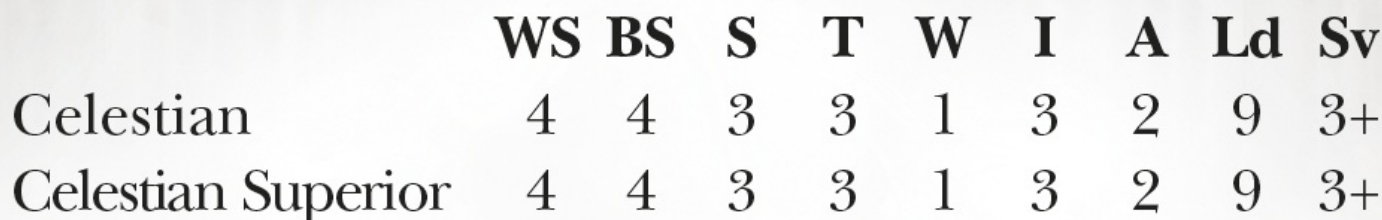




CELESTIANS

Celestians are the finest and noblest warriors of their Order – inspirational figures whose refusal to yield, even in the direst of situations, is legendary. The presence of such warriors does much to bolster the fighting spirit of nearby troops, and as such, the Orders Militant allow these distinguished veterans to bear devotional markings. The Sigil Sororitas is a commonly depicted symbol, worn either as a tattoo or as a badge adorning the front of helmets – an honour reserved for those Sisters who have performed with exceptional courage.

Only Battle Sisters who prove themselves to be exceptionally proficient in the arts of war may be deemed worthy of induction into the ranks of the Celestians. These elite warriors are deployed together in squads where their superior experience and skill at arms can turn the tide of battle. Amongst their number are those Sisters who once served as Dominions and Retributors, meaning that Celestian Squads are supported with the weapons and wargear necessary to face a wide variety of threats. However, Celestians believe that such weapons are as nothing compared to the power of their faith. Celestians are fervent adherents to the Imperial Creed, shining examples of righteousness that many Battle Sisters aspire to emulate. Celestians harness this ardour in battle, and it lends them the strength to split the skulls of alien savages in a single blow and smite hideous Daemons back into the Warp.



	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Celestian Superior	4	4	3	3	1	3	2	9	3+

UNIT TYPE: Infantry. Celestian Superior is Infantry (Character).

SPECIAL RULES: Act of Faith, Shield of Faith.

ACT OF FAITH:

Hand of the Emperor: *Celestians call upon the Emperor to grant them the strength to strike down their foes.*

One use only. This Act of Faith is used in a friendly Assault phase. If successful, all models in the Celestians' unit gain the Furious Charge special rule until the end of the current phase.

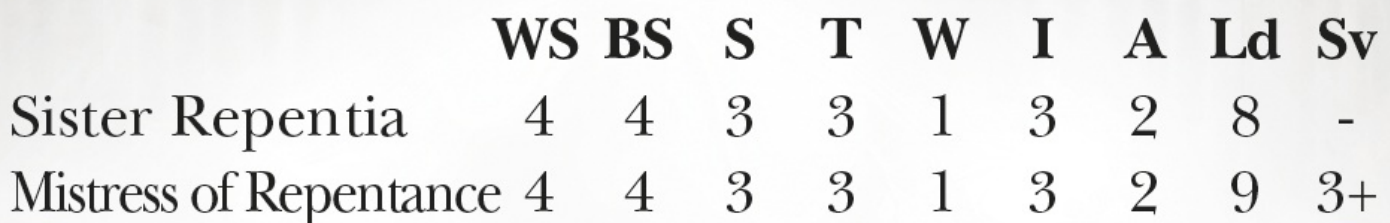
WARGEAR: Power armour, bolt pistol, boltgun, frag grenades, krak grenades.



SISTERS REPENTIA

Confession and prayer are as much a part of a Battle Sister's everyday existence as bolter drills and military discipline. Those who fall short of the Sisterhood's rigorous codes are subject to many punishments, but in the more serious of cases the transgressor may be exiled from their Order. These warriors, known as Sisters Repentia, are each cast out with only a handful of rags, a hood to cover their face and a ceremonial eviscerator with which to strike down the Emperor's enemies. Sisters Repentia band together into groups that seek redemption in the fires of battle, and they are led to war by a Mistress of Repentance – a harsh warrior who drives her charges onwards with a pair of neural whips. The Mistress judges each exiled Sister's deeds and occasionally, at battle's end, she may declare her sins atoned for. Although extremely rare, those few who return to the fold of their Order are held with great esteem by the Sisterhood.

To the Adepta Sororitas, those who seek forgiveness in the Emperor's eyes by treading the path of a Sister Repentia occupy a state of grace that many aspire to, yet few ever attain. Indeed, some Battle Sisters willingly exile themselves, finding fault in the smallest imagined transgression in order to join the ranks of the Repentia. These Sisters are possessed of a righteous zeal that knows neither pain nor fear. They will die when the Emperor is ready to accept their souls, and not a moment before. These Sisters' maniacal fervour inevitably means that they martyr themselves fighting against the most hopeless odds, finding in death the absolution denied to them in life.



	WS	BS	S	T	W	I	A	Ld	Sv
Sister Repentia	4	4	3	3	1	3	2	8	-
Mistress of Repentance	4	4	3	3	1	3	2	9	3+

UNIT TYPE: Infantry. Mistress of Repentance is Infantry (Character).

SPECIAL RULES: Act of Faith, Fearless, Fleet, Rage, Shield of Faith.

ACT OF FAITH:

Spirit of the Martyr: *Desperate for redemption, the Sisters refuse to succumb to their wounds until their foes have been slain.*

One use only. This Act of Faith can be used in either player's Assault phase. If successful, all models in the Sisters Repentia unit gain the Feel No Pain (3+) special rule until the end of the current phase.

WARGEAR (Sisters Repentia): Eviscerator.

WARGEAR (Mistress of Repentance): Power armour, two neural whips, frag grenades, krak grenades.

BATTLE SISTERS

The vast majority of an Order Militant is made up of Battle Sisters. Every Battle Sister is an orphan raised from birth to believe in the righteousness of their cause. They are the most physically adept and martial members of the Adepta Sororitas, and they form the mainstay of the Ecclesiarchy's fighting forces. Battle Sisters are well disciplined and highly devoted to the Emperor. Their greatest strengths are their superb weapons and armour, which they are trained in the use of from an early age. Battle Sisters fight in small units at close quarters, favouring bolters, flamers and meltaguns to eradicate their enemies utterly. When combined with their unquenchable faith, they are a force to be reckoned with, forming an army of totally incorruptible and highly motivated warriors who enforce the will of the Emperor, as interpreted by the Ecclesiarchy, with precise volleys of bolter fire.

Each squad of Battle Sisters is led by a Sister Superior. These warriors are ranked beneath the Canonesses of the Orders Militant and each is directly responsible for the conduct and training of her squad. When a Sororitas joins one of the Orders Militant, she will be adopted by a Sister Superior, and as she learns the ways of battle, it will be this mentor who looks after her physical and spiritual training. The most experienced Sisters Superior also assist the Canoness in the running of the Order, and many have specific duties and associated titles, including the Abbess of the Armoury, the Mistress of Recruits, the Ordinator of the Reliquary, and many more.

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	1	8	3+
Veteran Sister Superior	3	4	3	3	1	3	2	9	3+

UNIT TYPE: Infantry. Sister Superior and Veteran Sister Superior are Infantry (Character).

SPECIAL RULES: Act of Faith, Shield of Faith.

ACT OF FAITH:

Light of the Emperor: *The Sisters of Battle are filled with the knowledge that the only thing they need fear is failing the Emperor of Mankind. Armed with such faith, they are driven to unprecedented feats of prowess.*

One use only. This Act of Faith can be used either in your Shooting phase or in either player's Assault phase. If successful, all models in the Battle Sisters' unit gain the Preferred Enemy special rule until the end of the current phase.

WARGEAR: Power armour, bolt pistol, boltgun, frag grenades, krak grenades.



DOMINIONS

Battle Sisters who utilise specialised weaponry such as storm bolters, flamers and meltaguns are known as Dominions. They are amongst their Order's most aggressive warriors, driven by the need to destroy the Emperor's foes. Though their training has tempered the worse excess of their impetuosity, Dominions still yearn to fight at the fore of any Sororitas attack. As such the Orders Militant maintain several units who are almost solely comprised of such warriors. Dominion squads are the Sisters of Battle's shock troops and they are primarily tasked with leading the vanguard of Sororitas assaults, breaking through enemy front lines, destroying heavily defended fortifications and blunting the spearheads of any counter-attacks. The importance of such missions is commensurate with the dangers involved, and as such, Dominions typically ride to battle inside Rhino or Immolator personnel carriers, protected from the worst of incoming gunfire by the transports' armoured hulls. These tanks rumble to a halt mere yards from their target, and within seconds, a fully armed Dominion squad is storming their objective, annihilating the enemy with a deadly combination of bolter rounds, melta beams and searing flames.

Dominions do not hold objectives. Their task is simply to clear them of any enemy presence as quickly as possible and to lay down covering fire whilst other Sororitas squads move into position. The moment these locations have been secured by their fellow Battle Sisters the Dominions embark on their transports once more, eager to engage their next target.

	WS	BS	S	T	W	I	A	Ld	Sv
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Dominion	3	4	3	3	1	3	1	8	3+
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Dominion Superior	3	4	3	3	1	3	1	8	3+
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Veteran Dominion Superior	3	4	3	3	1	3	2	9	3+
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UNIT TYPE: Infantry. Dominion Superior and Veteran Dominion Superior are Infantry (Character).

SPECIAL RULES: Act of Faith, Scouts, Shield of Faith.

ACT OF FAITH:

Holy Fusillade: *Praying to the Emperor to channel his wrath through their weapons, the Dominions unleash a storm of firepower from which none can escape.*

One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Dominions unit have the Ignores Cover special rule until the end of the current phase.

WARGEAR: Power armour, bolt pistol, boltgun, frag grenades, krak grenades.



The candles flickered as the Sanctum door was quietly opened. The Adepta Sororitas novice padded softly across the marble floor through a cloud of incense, standing respectfully behind the kneeling Sister Superior. She waited patiently for acknowledgement.

‘Yes, my child?’ asked Sister Superior Carmina without looking up from her devotions.

‘The Orks approach, Sister,’ whispered the novice, her voice betraying her unease. ‘They will be at the gates soon.’

Sister Carmina remained kneeling as she concluded her prayers.

‘Give us strength, Divine Lord. May your will be done.’

She stood, turning from the effigy of the Emperor to face the young novice. ‘Fear not, my child. The Emperor is with us. We shall prevail.’

Within minutes the stout, wooden doors of the cathedral were thrown open as the Battle Sisters marched onto its steps, chanting hymns to the Emperor and raising their ritually blessed weapons of faith. Bolter shells rained down the steps and arcane weaponry spouted cleansing fire. High above, the angelic forms of Seraphim dropped from the dark, towering spires, bolt pistols spitting death.

Sister Superior Carmina stood at the top of the marble steps, her bolter kicking in her arms as she pumped shell after shell into the greenskin horde. The light from inside the cathedral framed her in a glowing halo of brilliance.

‘Death to the Defilers!’



RETRIBUTORS

Retributors are armed with the Order's heaviest weaponry. Believing that the Emperor himself guides their aim, these Sisters annihilate the Ecclesiarchy's foes with overwhelming firepower. Retributors are commonly armed with heavy bolters to provide long-ranged support to squads of Battle Sisters, cutting down hordes of enemy infantry with a staggering rate of fire. However, in the close confines of urban warfare, or where the foe are wont to shelter behind armoured bulwarks, Retributors prefer to rely upon heavy flammers, unleashing searing infernos that burn their opponents out of cover and reduce them to charred corpses. Finally, completing the Holy Trinity of bolter, flamer, and melta, Retributors are also adept at wielding deadly multi-meltas, whose roaring thermal blasts can reduce the mightiest of battle tanks into molten slag.

Retributors are the most logical and level-headed of all Sororitas, a trait that serves them well on the battlefield as they prioritise and despatch their targets with calm efficiency. Although it is usual to attach individual Retributors to Battle Sisters squads, many Sororitas Commanders maintain a core of dedicated heavy weapon squads. By concentrating a disproportionate number of the Order's biggest guns in this manner, the Sister Superior leading the squad is more readily able to direct their combined firepower to where it will cause the most damage to the enemy. Retributor squads often enter the fray in Immolators, further bolstering their firepower as they lay waste to any foes foolish enough to stray into their gunsights.

	WS	BS	S	T	W	I	A	Ld	Sv
Retributor	3	4	3	3	1	3	1	8	3+
Retributor Superior	3	4	3	3	1	3	1	8	3+
Veteran Retributor Superior	3	4	3	3	1	3	2	9	3+

UNIT TYPE: Infantry. Retributor Superior and Veteran Retributor Superior are Infantry

(Character).

SPECIAL RULES: Act of Faith, Shield of Faith.

ACT OF FAITH:

Divine Guidance: *Guided by the will of the Emperor himself, the Retributors' shots shatter the armour of the enemy with contemptuous ease.*

One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Retributors unit gain the Rending special rule until the end of the current phase.

WARGEAR: Power armour, bolt pistol, boltgun, frag grenades, krak grenades.

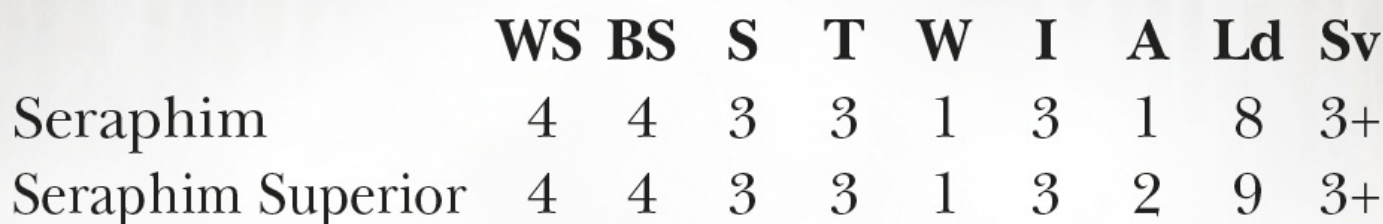


SERAPHIM

Amongst the highly devoted warriors of the Orders Militant there are those Battle Sisters whose faith burns so brightly that it appears as if the Emperor himself guides their actions. These angelic warriors are known as Seraphim, and they are exclusively trained to use jump packs. More importantly, they are also taught the co-ordination, dexterity and control to fire two pistols at once. These warriors dedicate many painstaking years to perfecting these arts. Time and again Seraphim have struck like avenging angels, descending into the thickest of fighting upon wings of fire, their bolt pistols spitting death at their foes.

Seraphim are schooled in their Order's most ancient fighting techniques, learning to wield their sidearms in brutal melees as other warriors brandish knives and swords. Seraphim deflect the strikes of their foes with fluid grace before landing a killing blow of their own, typically with a point-blank headshot from a bolt pistol.

Seraphim Superior are highly respected warriors amongst the Order and their advice is rightly heeded by the Canoness in councils of war. As befits veterans of such standing, Seraphim Superior wield some of their Order's most vaunted weapons, from golden-bladed power swords inscribed with litanies of faith to sacred pistols once carried into battle by Living Saints. These revered heirlooms are irreplaceable and Seraphim Superior fight all the harder to ensure they do not fall into enemy hands.



	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	4	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	3	2	9	3+

UNIT TYPE: Jump Infantry. Seraphim Superior is Jump Infantry (Character).

SPECIAL RULES: Act of Faith, Angelic Visage, Hit and Run, Shield of Faith.

Angelic Visage: Models with this special rule re-roll failed invulnerable saves granted by the Shield of Faith special rule.

ACT OF FAITH:

The Emperor's Deliverance: *As the Seraphim recite rites of destruction, their aim faithfully falls where it will cause the most harm – every shot becoming a mortal blow that condemns another heretic to oblivion.*

One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Seraphim unit gain the Shred special rule until the end of the current phase.

WARGEAR: Power armour, two bolt pistols, frag grenades, krak grenades, jump pack.

PENITENT ENGINES

Penitent Engines are towering, bipedal vehicles that rampage through the enemy's battle lines, leaving death and carnage in their wake. The machines' arm-mounted flamers blaze a trail of fiery destruction as they thunder towards their foes, and their gigantic, razor-edged buzz saws carve through armour, flesh and bone with every frenzied swipe.

To be a pilot of a Penitent Engine is to have committed a terrible crime, one so heinous that punishment such as imprisonment, exile, arco-flagellation or execution is deemed too lenient. Many of the unfortunates sentenced to pilot a Penitent Engine were once members of the Ecclesiarchy – priests fallen from grace or Battle Sisters who have, through failure of duty or faith, caused the deaths of their fellows. A multitude of wires and chemical injectors are implanted into the condemned pilots' spines, and when they are not ripping through the ranks of their enemies, lances of pain and images of guilt shoot directly into their brains, reminding them of their sins. Driven by their pilots' frantic need for forgiveness, Penitent Engines charge towards the closest foe in sight heedless of any danger, knowing that only in death – theirs or the enemy's – can forgiveness finally be earned.

Penitent Engines often charge into battle beside the ranks of the Orders Militant. The Sisters of Battle consider it their sacred duty to witness these great machines in the fires of combat, observing the actions of their fallen brothers and sisters as they atone for past sins and seek redemption.

┌ Armour ┐

	WS	BS	S	F	S	R	I	A	HP
Penitent Engine	4	2	5	11	11	10	3	3	3

UNIT TYPE: Vehicle (Walker, Open-topped).

SPECIAL RULES: Rage, Shield of Faith, Unstoppable.

Unstoppable: Penitent Engines ignore the effects of any Crew Shaken and Crew Stunned results on the Vehicle Damage table (but will still lose a Hull Point for each glancing or penetrating hit inflicted).

WARGEAR: Two Dreadnought close combat weapons (each with a built-in heavy flamer).





SORORITAS RHINO

The Rhino personnel carrier is the most common transport vehicle at the disposal of the Sisters of Battle, allowing units to move swiftly to where they are most needed, be it to seize an objective or strike deep into the heart of an enemy force. This tried and tested vehicle is famously robust, easy to repair and utilised extensively by the Imperium's most elite fighting forces such as the Adeptus Astartes and the Adepta Sororitas. The Rhino is fully capable of interacting with power armour, recharging power cells and downloading tactical battle information as troops are transported into the thick of battle.

Rhinos, like all Sisters of Battle vehicles, are bedecked with holy symbols and relics in addition to military insignia denoting squad and Order markings. The door hatches of the Order's Rhinos are often emblazoned with the Sigil Sororitas – the icon of the Sisters of Battle.



	└─ Armour ─┐				
	BS	F	S	R	HP
Sororitas Rhino	4	11	11	10	3

UNIT TYPE: Vehicle (Tank, Transport).

TRANSPORT: Ten models. It cannot transport models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: Two models may fire out of the Rhino's top hatch.

Access Points: Rhinos have one Access point on each side of the hull and one at the rear.

SPECIAL RULES: Repair, Shield of Faith.

Repair: If a Rhino is Immobilised, then in subsequent turns, it can attempt to repair

itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

WARGEAR: Storm bolter, searchlight, smoke launchers.




IMMOLATOR

The Immolator battle tank is a design exclusive to the Adeptus Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly, but short ranged, twin heavy flamers that cleanse the battlefield of all but the toughest of foes. The sight of such a tank rumbling into sight has disrupted more than one enemy battle line as warriors try in vain to evade an Immolator's fearsome inferno.

Sisters of Battle favour bolters, flamers and meltas to eradicate their enemies – the so-called 'holy trinity' of weapons. As a result, some Immolators are armed with a pair of tank-busting multi-meltas instead of the traditional heavy flamers, whilst others mount heavy bolters to cut down enemy infantry formations at range.

Immolators are tactically versatile vehicles and the tank of choice for many Sororitas commanders, for in addition to their prodigious armaments, their armoured hulls can carry squads of Battle Sisters, deploying them onto vital objectives and then supporting them with heavy weapons fire.



	└─ Armour ─┐				
	BS	F	S	R	HP
Immolator	4	11	11	10	3

UNIT TYPE: Vehicle (Tank, Transport).

TRANSPORT: Six models. It cannot transport models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: None.

Access Points: Immolators have one Access point on each side of the hull and one at the rear.

SPECIAL RULES: Shield of Faith

WARGEAR: Twin-linked heavy flamer, searchlight, smoke launchers.



Faeruithir crouched low behind the shattered wall of a human building and spoke to his squad of Warp Spiders.

‘The Mon-keigh cannot mark our passing, and their poor aim cannot seek us within these walls. The slaughter will be vast and our death spinners will sing a lament of blood. Prepare yourselves for another jump, I shall assign targets.’

As the Exarch stepped onto a pile of bricks and stuck his head over the ruined wall, he saw a human tank clumsily skidding through the scattered rubble, its tracks churning through the mounds of stone and throwing up a cloud of gritty dust. Faeruithir ignored the vehicle for a moment; whatever crude weapons the tank possessed would not harm him behind the thick wall.

As Faeruithir noted the squads of the armoured human females moving through the woods, his attention was drawn back to the tank by the whining sound of its turret motors. He glanced back and saw the twin nozzles of some primitive weapon. Just as he turned to step down from the impromptu ledge the Immolator opened fire and gouts of flame poured over the wall, lapping round the shattered windows to engulf the whole squad.

The Immolator rolled onwards, crushing the charred bodies of the Eldar beneath its steel tracks.






EXORCIST

An Exorcist is one of the Adepta Sororitas' unique weapons of war, a vehicle that unleashes volleys of explosive, armour-piercing judgement upon the foes of the Imperium. They are, however, unpredictable machines that are only vaguely understood by the Tech-Priests who must continuously service them. Many Exorcists have been in service since the Age of Apostasy, further adding to their erratic nature. The Exorcist missiles fired by these revered vehicles are capable of splitting open enemy battle tanks or destroying entire squads of heavy infantry in one punishing salvo, provided, of course, that the Exorcist's temperamental machine spirit does not malfunction.

Most vehicles in the Sisters of Battle's armoury serve multiple purposes, for in addition to being weapons of war, they are mobile shrines adorned with devotional icons and carvings. The Exorcist is perhaps the most ornate example of this. Each is an individual work of art whose battlefield role of providing devastating long-range fire support is secondary to its significance as a potent, divine symbol of the power and glory of the Ecclesiarchy.

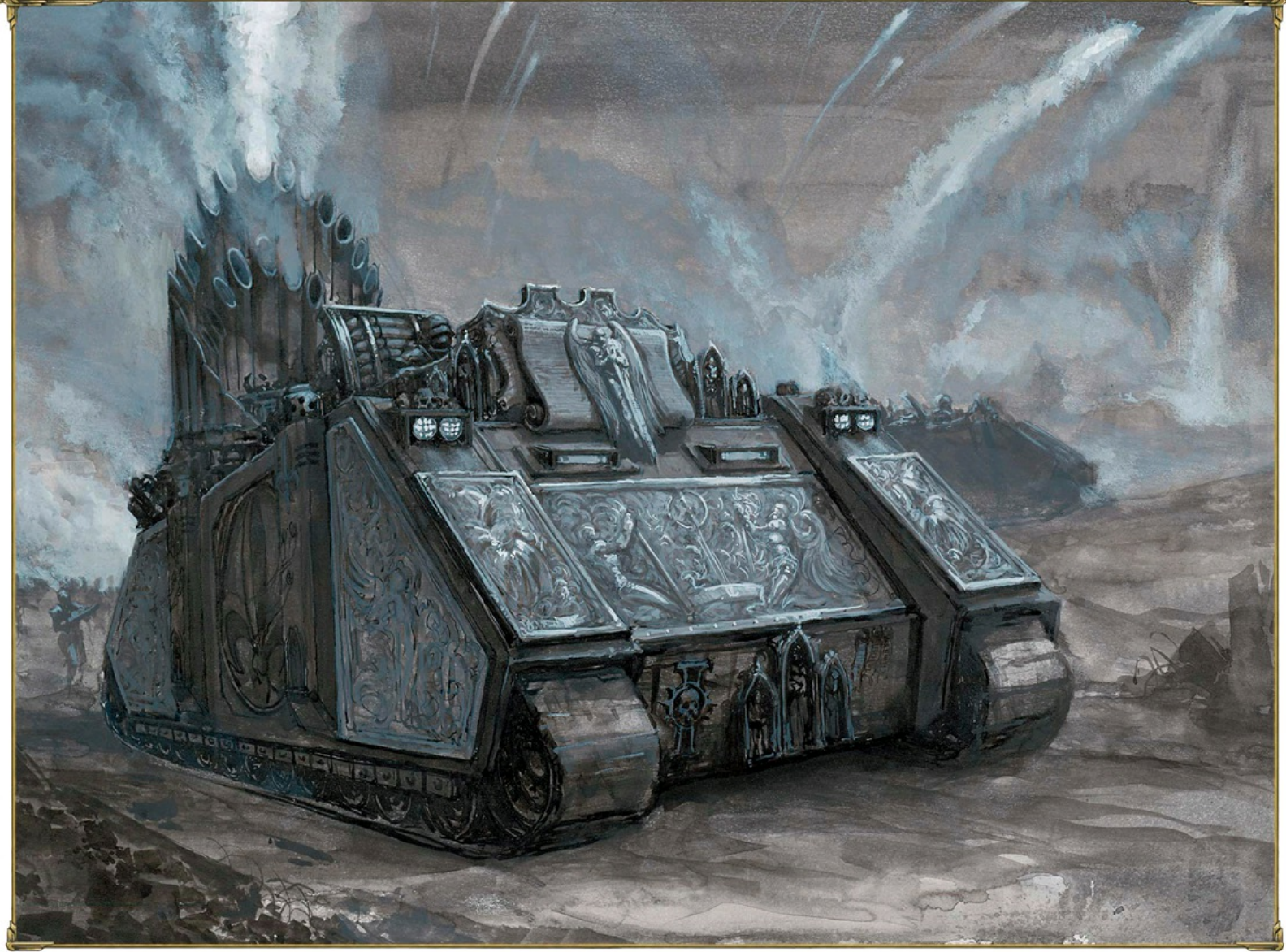


	┌ Armour ┐				
	BS	F	S	R	HP
Exorcist	4	13	11	10	3

UNIT TYPE: Vehicle (Tank).

SPECIAL RULES: Shield of Faith

WARGEAR: Exorcist missile launcher, searchlight, smoke launchers.



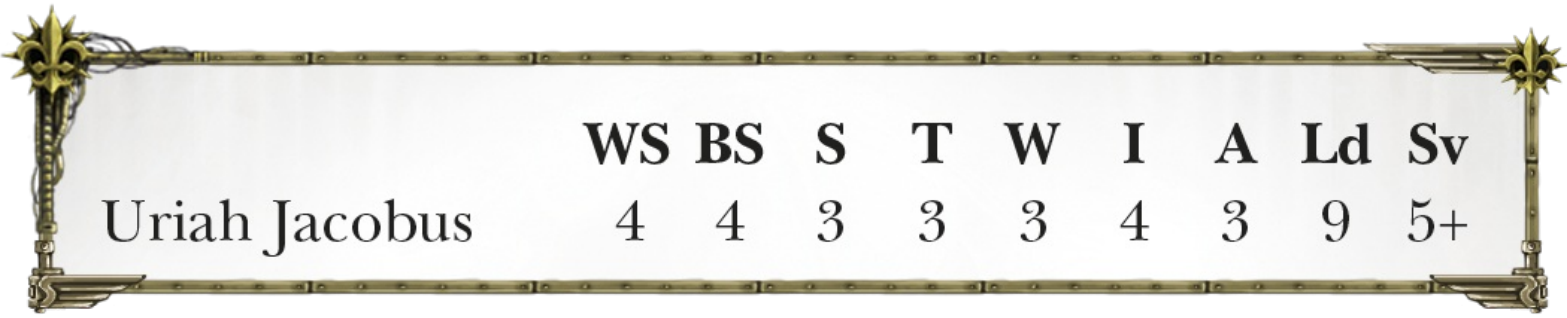


URIAH JACOBUS

PROTECTOR OF THE FAITH

There are many types of missionary: from the young, fervent hopefuls stepping out to spread the word of the Imperium for the first time, to the ancient, toughened members of the Missionarus Galaxia. Uriah Jacobus is of the latter breed; an instinctive survivor who has fought in countless battles against alien savages and Chaos worshippers, as he performs his duties on the fringe of the Imperium. Jacobus is a grizzled man famed for his hardy endurance, no-nonsense practicality and quiet, but solid, faith. He is as stubborn as a mule, but his talent for bringing lost worlds back into the fold of Imperial rule is unsurpassed. Some in the Ecclesiarchy believe that the Emperor himself guides Jacobus, whilst others, most notably the Sisters of Battle who are required to support him in hostile war zones, simply think he has a knack for finding trouble.

When the bullets start flying, Uriah Jacobus can be found at the forefront of battle, muttering to himself as he blows another cursed enemy to oblivion with the Redeemer, his trusty shotgun. Jacobus carries with him the Banner of Sanctity, a holy symbol said to have been blessed by Sebastian Thor, and all who see the old man fighting in the thick of battle are inspired to great feats of courage and bravery.



	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	4	4	3	3	3	4	3	9	5+

UNIT TYPE: Infantry (Character).

WARLORD TRAIT: Indomitable Belief.

Indomitable Belief: The Warlord, and all models in the Warlord's unit that have the Shield of Faith special rule, have a 5+ Invulnerable save.

SPECIAL RULES: Independent Character, Martyrdom, Protector of the Faith, Shield of Faith, War Hymns, Zealot.

Protector of the Faith: Once per game, Uriah Jacobus' unit can attempt to use a bonus Act of Faith, even if his unit has already used all its Acts of Faith. The Leadership test for this bonus Act of Faith is automatically passed and the unit's Act of Faith resolves as per its bestiary entry. Only the unit's Act of Faith can be used in this way, not that of any Independent Characters that have joined the unit. Uriah Jacobus can use this bonus Act of Faith even if his unit contained a model with a Simulacrum Imperialis that has been removed as a casualty. Using Uriah Jacobus' bonus Act of Faith does not prevent his unit from attempting to use any remaining Acts of Faith it has in subsequent phases.

WARGEAR: Flak armour, bolt pistol, chainsword, frag grenades, krak grenades, rosarius.

ECCLESIARCHY RELICS

The Redeemer: *This massive shotgun shares many traits with its wielder – it's crude, loud and leaves a trail of destruction in its wake.*



The Banner of Sanctity: *This banner was woven by the Daughters of Solstice from the finest threads and is thought to have been sanctified by none other than Sebastian Thor himself. It is therefore one of the holiest relics remaining in the possession of the Ecclesiarchy.*

Friendly models within 12" of Uriah Jacobus have the Fearless and Counter-attack special rules whilst he is alive.



THE ARCH-CONFESSOR

The Ecclesiarchy's Arch-confessor, Redemptor Kyrinov, is known as the scourge of blasphemers and heretics across a hundred worlds. It is said that he incited the uprising that thwarted the Molovian Heresy, initiated the rebellion that overthrew the Chaos Demagogue of Valaan, and led the War of Faith that crushed Waaagh! Deffstomp.

Kyrinov's fame comes from an unflinching adherence to Ecclesiarchal doctrine and fiery speeches that can whip entire populaces into manic fervours. Kyrinov's patience and shrewd mind serve him better than any amount of sermonising and

lambasting of the masses. It is claimed that he could wait until the stars grow cold if it meant that an enemy of the Ecclesiarchy would fall from grace. Kyrinov's well known wild gestures and melodramatic acts of faith hide a very cold and logical approach to defeating his foes. The Arch-Confessor is a prime manipulator of people, a dangerous foe who is almost impossible to out-think or placate.

For all his rabble-rousing, Kyrinov knows that actions speak louder than words, and he fearlessly strides the battlefields of the Imperium with a battle-prayer on his lips. Wherever the Arch-confessor's booming sermons can be heard, those around him redouble their efforts, calling upon a righteous anger to utterly destroy their enemies.





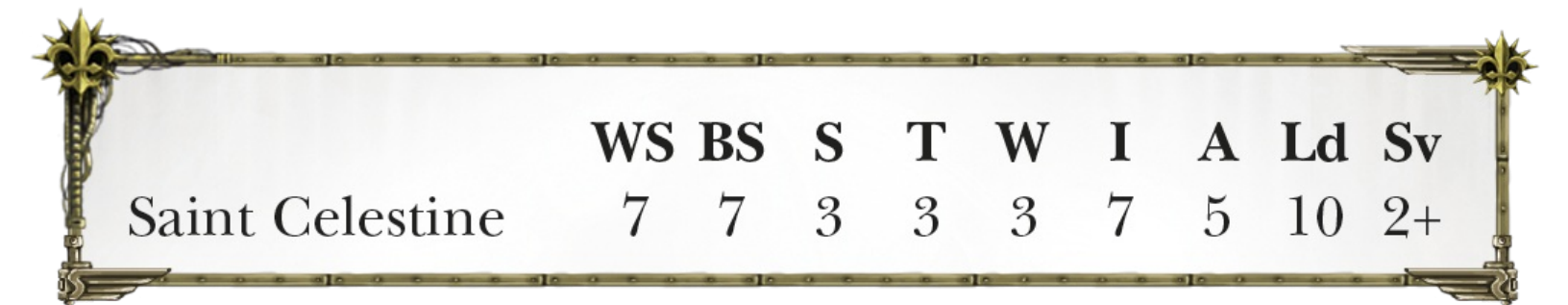
SAINT CELESTINE

HIEROMARTYR OF THE PALATINE CRUSADE

Very little is known of Celestine's life before she was declared a Living Saint, but following her apotheosis during the Palatine Crusade she became a warrior imbued with the divine power of the Emperor.

Celestine is borne aloft on a column of divine radiance and attended by cherubs and doves. She is clad in a suit of shining golden armour, and wields a blade wreathed in fire – a blade so bright none can bear to look upon it. All of noble heart who gaze upon Celestine and dare meet her eyes are filled with adoration, whilst those whose souls harbour evil and corruption are struck with terror. Celestine's influence upon the Orders Militant, for whom she has become the focus of total veneration, is indeed miraculous. She is now a Living Saint, a mysterious warrior who appears in times of great need and whom the Sisters of Battle would willingly follow to the centre of the Eye of Terror were she to lead them there.

Saint Celestine has fought at the vanguard of numerous Wars of Faith, and hundreds of thousands of heretics have met a bloody end at the hands of her armies. It is said that she has fallen in combat several times, having been dealt a mortal blow by one of the Imperium's many enemies. However, each and every time she has miraculously returned to life, rising like a phoenix from the ashes. To the astounded faithful that see her rise again, Celestine has stated that she will die only when the Emperor himself claims her, and not a moment before.



	WS	BS	S	T	W	I	A	Ld	Sv
Saint Celestine	7	7	3	3	3	7	5	10	2+

UNIT TYPE: Jump Infantry (Character).

WARLORD TRAIT: Beacon of Faith.

Beacon of Faith: All friendly models that are within 12" of the Warlord use the Warlord's Leadership value when taking Act of Faith or War Hymns Leadership tests, unless their own is higher.

SPECIAL RULES: Act of Faith, Fearless, Hit and Run, Independent Character, Martyrdom, Shield of Faith.

ACT OF FAITH

Miraculous Intervention: *Not even death can stop the Emperor's chosen servants, and through his benevolence they rise again to serve the Master of Mankind's will.*

One use only. Unlike other Acts of Faith, Miraculous Intervention can only be used the first time Saint Celestine is removed as a casualty. This Act of Faith can even be used if her unit used another Act of Faith during the same phase. If successful, leave a suitable counter on the spot where Saint Celestine ‘died’. At the start of your next turn, place Saint Celestine back on the battlefield, all her Wounds restored, within 1" of the counter. If Saint Celestine would be placed within 1" of another model, move her by the minimum possible distance so that she is no longer within 1". Saint Celestine can act normally in a turn in which she ‘resurrects’. If Saint Celestine is your Warlord, her Martyrdom special rule will only take effect, and she will only award Victory Points for objectives such as ‘Slay the Warlord’, if she fails her Act of Faith test or if she has been removed as a casualty for the second time.

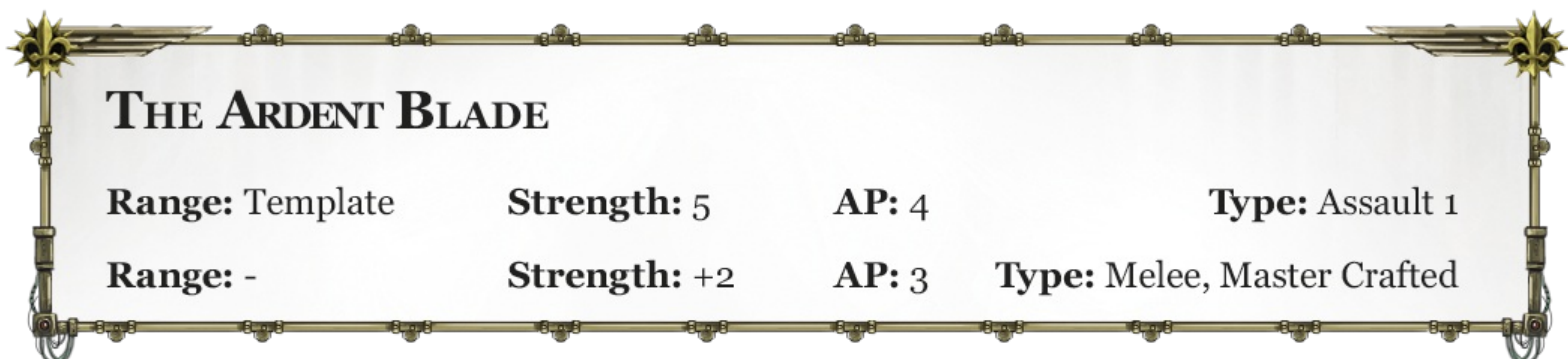
WARGEAR: Frag grenades, krak grenades, jump pack.

ECCLESIAIRCHY RELICS

Armour of Saint Katherine: *Ever since this revered suit of armour was anointed with a vial of blood from the martyred Saint Katherine it has been believed to have sacred powers of protection.*

The Armour of Saint Katherine confers Saint Celestine a 2+ Armour Save and a 4+ invulnerable save.

The Ardent Blade: *This flame-wreathed blade is said to be the Emperor's wrath made manifest.*





'She was an angel, pure as righteous destruction. She laid low the twisted and lifted the righteous. At her passing, a million voices cried out her name. Shall we ever again see her like?'

- Sister Patricia of the Order Famulous on the disappearance of Saint Celestine





RELIQUARY MINISTORUM

This section of *Codex: Adepta Sororitas* lists the weapons, wargear and relics used by Sisters of Battle along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named special characters is detailed in the appropriate entry in the Adepta Sororitas section, while weapons and equipment used by all the other types of units are detailed here.

RANGED WEAPONS

Rules for the following ranged weapons are listed in the reference section. Their full rules can be found in *Warhammer 40,000: The Rules*.

Bolt pistol, Boltgun, Combi-weapons, Flamer, Hand flamer, Heavy bolter, Heavy flamer, Inferno pistol, Laspistol, Meltagun, Multi-melta, Plasma gun, Plasma pistol, Shotgun, Storm bolter.

Autogun: *These automatic rifles are simple to maintain and ammunition is easy to produce, even on the more primitive worlds of the Imperium where Ministorum Priests are likely to travel.*



AUTOGUN

Range: 24"




Strength: 3

AP: -

Type: Rapid Fire

Condemnor Boltgun: *The condemnor boltgun is a highly specialised combi-weapon used almost exclusively by the operatives of the Ordo Hereticus and Adepta Sororitas. Combining a boltgun with a single-shot crossbow armature, these archaic-seeming weapons fire a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp. A direct hit from the crossbow will therefore not only deal a severe wound to a psyker, it will also send his power spiralling out of control to consume its user.*

A condemnor boltgun follows all the rules for combi-weapons. The primary weapon is a boltgun. The secondary weapon has the following profile:






CONDEMNOR BOLTGUN

Range: 24"

Strength: 5




AP: -

Type: Assault 1, Psi-shock,
One Use Only



Psi-shock: Any Psyker that takes an unsaved Wound from a stake crossbow shot suffers the Perils of the Warp in addition to any other effects.

Exorcist Missile Launcher: *Though notoriously unreliable, the exorcist missile launcher's volleys are considered by many to be the Adeptus Ministorum's final word in anti-armour firepower.*






EXORCIST MISSILE LAUNCHER

Range: 48"

Strength: 8

AP: 1

Type: Heavy D6



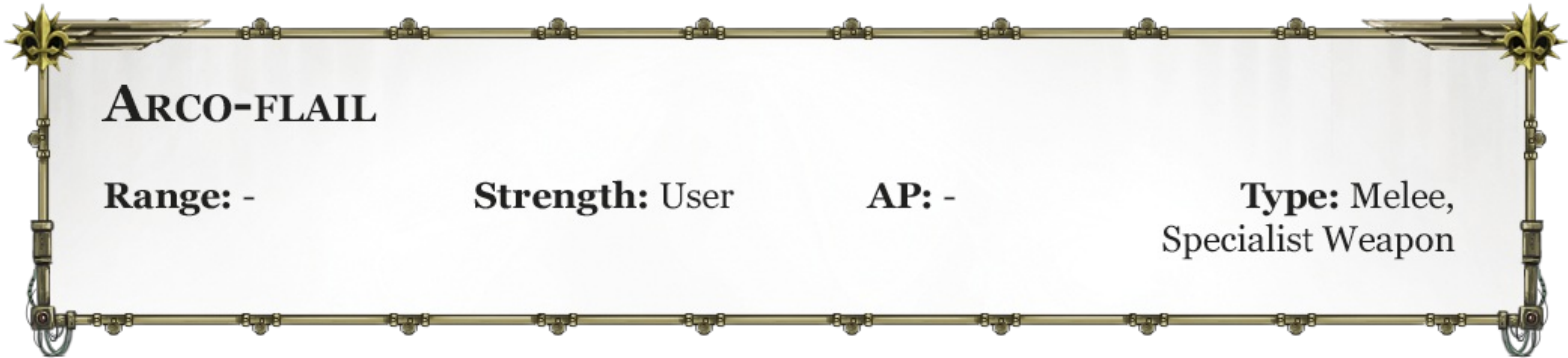


MELEE WEAPONS

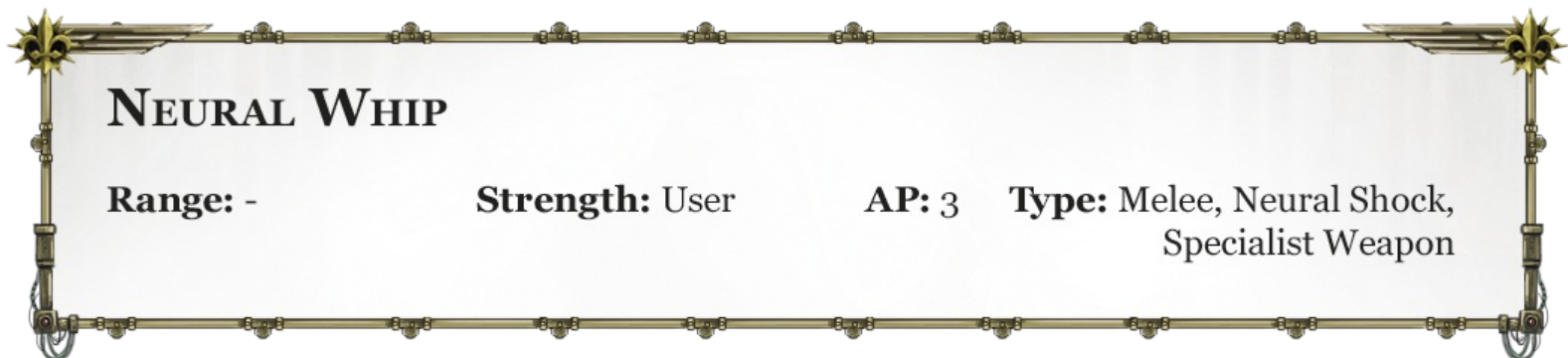
Profiles for the following Melee weapons are listed in the reference section. Their full rules can be found in *Warhammer 40,000: The Rules*.

Chainsword, Close combat weapons (e.g. swords and clubs), Dreadnought close combat weapon, Eviscerator, Power weapons

Arco-flail: *An Arco-flagellant's arms are often replaced with bionic whips, blades or flails.*



Neural Whip: *These psycho-conductive neural whips are often carried by Mistresses of Repentance and are as much symbols of rank as they are vicious weapons that can slice open armour and flesh alike.*



Neural Shock: Against non-vehicle units with a Leadership of 8 or less, a Neural Whip has the Shred special rule. If there are different Leadership values in the target unit, use the majority value.

SPECIAL ISSUE WARGEAR

Rules for the following items can be found in *Warhammer 40,000: The Rules*.

Frag grenades*, Krak grenades, Melta bombs

*See assault grenades

Blessed Standard: *The standards of the Adepta Sororitas are thrice blessed by the prioress of their convent before they march to war.*

Friendly units within 12" of the bearer re-roll failed Morale, Fear and Pinning tests.

Chirurgion's Tools: *Implements of both torture and salvation, the chirurgion's tools can restore the fallen so that they might fight once more.*

As long as the Hospitaller is alive, all models in her unit have the Feel No Pain special rule.

Jump Pack: *A jump pack enables the wearer to make great bounding leaps across the battlefield and make a boosted flight over short distances or to the tops of fortress walls. Jump packs also enable airdrop deployment – plummeting into battle on wings of fire like an avenging angel.*

A model equipped with a jump pack gains the Jump unit type as described in *Warhammer 40,000: The Rules*.

Laud Hailer: *Proclaiming the power of the Emperor in heavenly tones, a laud hailer bolsters the spirits of the faithful.*

All friendly units within 12" of a model with a laud hailer re-roll failed Leadership tests when attempting an Act of Faith.

Rosarius: *A rosarius is a gorget or amulet worn by some members of the Ecclesiarchy to protect them from physical and spiritual harm. It is believed that the stronger the bearer's belief in the might of the Emperor, the stronger the rosarius' force field will be.*

A rosarius confers a 4+ invulnerable save.

Simulacrum Imperialis: *These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones. They are wellsprings of inspiration and faith and it is a great honour to carry such an irreplaceable relic into battle.*

A unit with a Simulacrum Imperialis can attempt to use its Act of Faith twice during a battle instead of just once, regardless of whether or not the first attempt resulted in a passed or failed Leadership test. Note, however, that a unit can still only attempt to use one Act of Faith in the same phase. Also note that only the unit's Act of Faith can be attempted twice, not that of any Independent Characters that have joined the unit.

If a model with the Simulacrum Imperialis is removed as a casualty, its unit cannot attempt to use their Act of Faith for the rest of the battle (but any Independent Characters that have joined the unit that can use an Act of Faith can still attempt to do so).

Storm Shield: *A storm shield is a large, solid shield that has an energy field generator built into it. Though the bulk of the shield offers physical protection, the energy field is capable of deflecting even the most powerful attacks.*

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

ARMOUR

Power armour: *Constructed from thick ceramite plates, the power armour worn by the Adepta Sororitas is based upon the same archaic systems as that worn by the brethren of the Adeptus Astartes. It provides the same degree of armoured protection, yet must forego the more advanced support systems and strength enhancing abilities, for the Sisters of Battle do not possess a Space Marine's ability to interface directly with their own armour. Despite this, the Sisters of Battle are one of the few forces outside of the Adeptus Astartes to be granted the right to wear such formidable armour, and they are trained to use its abilities to deadly effect.*

Power armour confers a 3+ Armour Save.

Flak armour: *Cheap and easy to produce, flak armour comprises several layers of ablative thermoplastic materials and impact absorbent carbifibres.*

Flak armour confers a 5+ Armour Save.

ADEPTUS SORORITAS VEHICLE EQUIPMENT

Rules for the following vehicle upgrades can be found in *Warhammer 40,000: The Rules*:

Dozer blade, Extra armour, Hunter-killer missile, Searchlight, Smoke launchers, Storm bolter

Laud Hailer: *Proclaiming the power of the Emperor in heavenly tones, a Laud Hailer bolsters the spirits of the faithful.*

All friendly units within 12" of a model with a Laud Hailer re-roll failed Leadership tests when attempting an Act of Faith.

ECCLESIArchY RELICS

Ecclesiarchy Relics are items of incredible rarity, holy artefacts and revered tools of destruction that the Ecclesiarchy will go to any lengths to recover and protect. Such is their spiritual provenance that they are powerful weapons in the hands of the faithful, and in extreme circumstances they will be entrusted to the warriors of the Adeptus Ministorum. Only one each of the following relics can be chosen per army.

LITANIES OF FAITH

When Sebastian Thor was declared Ecclesiarch in the wake of the Age of Apostasy, his first sermon was transcribed onto scrolls by an army of scribes and a copy distributed to each cardinal world in the Imperium. Today, only a single original copy remains, kept in a stasis vault beneath the Convent Prioris on Terra and released only with the sanction of the Ecclesiarch himself. This unassuming parchment is one of the holiest relics in the Ministorum's charge, its mere presence enough to fill the hearts of the faithful with

righteous fervour.

The bearer, the bearer's unit and any Independent Character that has joined the bearer's unit automatically pass any Leadership test required when attempting to use either an Act of Faith or a War Hymn.

CLOAK OF ST. ASPIRA

Canoness St. Aspira of the Order of the Bloody Rose led her Battle Sisters in a War of Faith that liberated nearly one hundred worlds from the grip of the blasphemous tyrant Denescura. At the inception of the war, Aspira was presented with a magnificent cloak blessed in the Ecclesiarchal Palaces of Terra. Whilst this in itself marked the cloak as a treasured relic, small shards of the Emperor's own armour were woven into it to ward away the blows of the enemy, elevating it to a sacred garment of incomparable spiritual significance. St. Aspira wore the cloak throughout the War of Faith, striding into the fray heedless of her own safety, secure in her unwavering knowledge that the Emperor protects.

The wearer of the Cloak of St. Aspira re-rolls all failed armour saving throws and Shield of Faith invulnerable saving throws.

MANTLE OF OPHELIA

The Mantle of Ophelia was once the badge of office for the Prioress of the Convent Sanctorum and was worn by Helena the Virtuous, a Living Saint and one of the most revered leaders in the history of the Adepta Sororitas. The mantle is thought to have sacred powers of protection, for Helena was said to have anointed it with the Tears of the Emperor, a phial of blood-like liquid meticulously collected over a century from weeping statues of the Emperor found across the cardinal worlds of the Imperium.

The wearer of the Mantle of Ophelia has the Eternal Warrior special rule.

BLADE OF ADMONITION

This blessed power sword is the very blade carried into battle by Alicia Dominica – the founding saint of the Adepta Sororitas – and was famously used to cut the head from the arch-traitor Goge Vandire and bring an end to the Reign of Blood. St. Dominica wielded this blade in the decades following the reformation of the Ecclesiarchy, and a thousand more false prophets and heretics were slain upon its razor edge before Alicia's eventual martyrdom. The silver blade was recovered and polished to a mirror finish, and it is said that one who looks upon it can see the reflection of their own soul. Those who wield the sword cannot therefore fail to compare their worthiness to that of St. Dominica and so strive to emulate her peerless example.



BLADE OF ADMONITION

Range: -

Strength: +2

AP: 3

Type: Melee, Master-crafted

BOOK OF ST. LUCIUS

This great tome contains the complete writings of St. Lucius of Agathea, the first Arch-confessor, a priest who was justly known for his unbending zeal. Such was the Arch-confessor's devotion that his book was penned not in ink, but with his own blood. Even now, centuries after St. Lucius' death, it is believed that a fraction of his essence still pervades its pages, and one who holds the book speaks with all his holy authority. In dire times, certain passages can be read aloud from the book during a battle, the words banishing mortal fears in an instant and inspiring the warriors of the Ecclesiarchy to great acts of heroism.

All friendly units within 12" of the bearer automatically pass any Fear or Regroup tests they are required to take.

SACRED BANNER OF THE ORDER MILITANT

Each of the six great Orders Militant possesses a single ancient battle banner passed down through the generations from the time when their Order was first created. It is said that several strands of hair taken from each of the Order's founding saints are woven into these sacred banners, and as such their divine provenance is beyond doubt. Each banner represents the heritage and history of their respective Orders and the honour of carrying one is granted only to the most faithful and accomplished members of the Sisterhood. They are proudly borne to war, and the Battle Sisters who fight beneath their shadow are inspired to greater feats of glory, redoubling their efforts and refusing to retreat.

All friendly units within 12" of the bearer have +1 Attack and re-roll failed Morale, Fear and Pinning tests.

MACE OF VALAAN

The Mace of Valaan is an ornate weapon surrounded by a halo of glowing energy that is doom to the worshipers of Chaos and anathema to the foul denizens of the Warp. It was famously recovered by the Ecclesiarchy's Arch-Confessor, Redemptor Kyrinov, at the onset of his battles against the Demagogue Lord during the purge of Valaan. Since then, it has consigned a thousand heretics to oblivion, pulping skulls and shattering bodies with every crushing strike. It is now synonymous with the office of Arch-Confessor, and a priest who wields it is said to smite with all the fury and unbending zeal of Kyrinov himself.

Range	S	AP	Type
-	+2	4	Melee, Chaos Bane Concussive, Master-crafted

Chaos Bane

The Mace of Valaan gains the Fleshbane and Armourbane special rules when the wielder is within 6" of one or more models with the Daemon special rule.

THE ORDERS MILITANT

In this section you will find many examples of expertly painted Adepta Sororitas miniatures, showing the liveries of several different Orders Militant, to provide inspiration for your own collection.



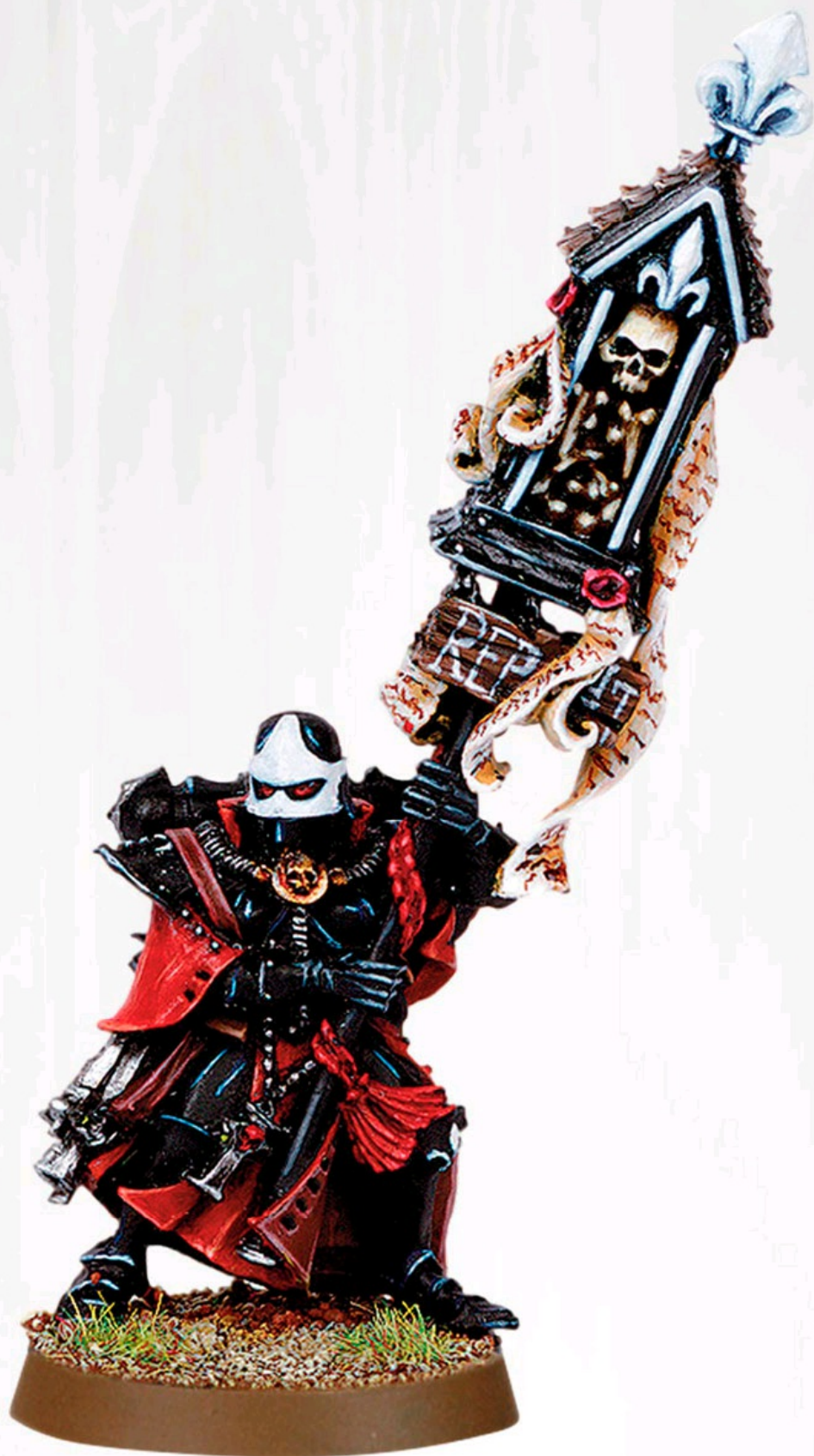








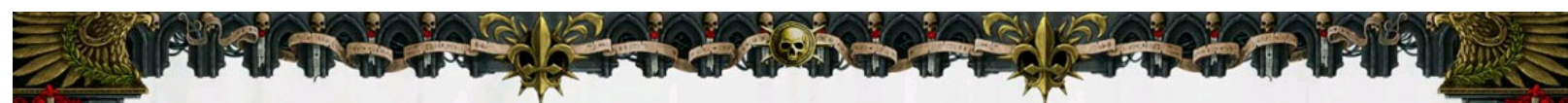
Battle Sister with Blessed Banner



Battle Sister with Simulacrum Imperialis



Hospitaller (top) and Dialogus (bottom)











Sister Superior with chainsword (top)

Celestian Superior with plasma pistol (bottom)



Veteran Superior with power sword and bolter



Veteran Superior with bolter (top)

Veteran Superior with power maul (bottom)



Battle Sister with bolter (top)

Battle Sister with storm bolter (bottom)



Battle Sisters with boltguns



Battle Sisters with boltguns



Battle Sisters with boltguns



Battle Sister with meltagun (top)

Battle Sister with flamer (bottom)



Retributor with multi-melta (top)

Retributor with heavy flamer (bottom)





Mistress of Repentance















THE ARMY OF THE ECCLESIAARCHY

The comprehensive army list in this section allows you to form your Adepta Sororitas collection into a formidable army that can fight your foes on the Warhammer 40,000 battlefield.

USING THE ARMY LIST

The Adepta Sororitas army list is split into six sections:

HQ

Troops

Dedicated Transports

Elites

Fast Attack

Heavy Support

All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective it is in battle.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit. More information about the background for the Sisters of Battle can be found in the Adepta Sororitas section, while examples of the Citadel miniatures you will need to represent them can be found in the Orders Militant section.

SERAPHIM SQUAD 1

	2	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim		4	4	3	3	1	3	1	8	3+
Seraphim Superior		4	4	3	3	1	3	2	9	3+

POINTS: 75

Unit Type: Jump Infantry. Seraphim Superior is Jump Infantry (Character). 3

Unit Composition: 5 Seraphim 4

Wargear: Power armour, two bolt pistols, frag grenades, krak grenades, jump pack 5

Special Rules: Act of Faith, Angelic Visage, Hit & Run, Shield of Faith 6

Act of Faith: The Emperor's Deliverance

Options: 7

- May include up to five additional Seraphim - 15 pts/model
- Two Seraphim may replace their two bolt pistols with one of the following:
- Two hand flamers - 10 pts
- Two inferno pistols - 30 pts
- May upgrade one Seraphim to a Seraphim Superior - 10 pts
- The Seraphim Superior may replace one of her bolt pistols with one of the following:
- Chainsword - free
- Power sword - 15 pts
- The Seraphim Superior may replace her other bolt pistol with:
- Plasma pistol - 15 pts
- The Seraphim Superior may take melta bombs - 5 pts

Each unit entry in the Adepta Sororitas army list contains the following information:

1 - Unit Name: At the start of each army list entry you will find the name of the unit.

2 - Unit Profile: This section will show the profile of any models the unit can include, even if they are upgrades, and it is followed by the points cost of the unit without any upgrades.

3 - Unit Type: This refers to the unit type rules in *Warhammer 40,000: The Rules*. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

4 - Unit Composition: Where applicable, this section will show the number and type of

models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word ‘Unique’, then you can only include one of this unit in your army.

5 - Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

6 - Special Rules: Any special rules that apply to the models in the unit are listed here.

7 - Options: This section lists all the upgrades you can add to the unit, and the associated points cost for each. Where an option states that you may exchange one weapon ‘and/or’ another, you may replace either or both, provided you pay the points cost for each. The abbreviation ‘pts’ stands for ‘points’ and ‘pts/model’ stands for points per model’.

Dedicated Transport: Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of *Warhammer 40,000: The Rules* explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry. If this unit is your Warlord, it will always have this Warlord Trait.

Ecclesiarchy Relics: Some entries have unique Ecclesiarchy Relics, listed here. These are already included in the unit’s points cost.

Act of Faith: Many entries list an Act of Faith, in which case it will be listed here in its army list entry.





ADEPTA SORORITAS WARGEAR

These lists detail the points values of various items of wargear, upgrades and Ecclesiarchy Relics available to units in your army. Many entries in the army list that follows may include the option to take items from one or more of these lists – in each instance, the army list entry will tell you (in bold) exactly which of these lists you can use.

MELEE WEAPONS

A model can replace one weapon with one of the following:

- Chainsword - *free*
- Power weapon - *15 pts*
- Eviscerator* - *30 pts*

RANGED WEAPONS

A model can replace one weapon with one of the following:

- Shotgun** - *1 pt*
- Storm bolter - *5 pts*
- Combi-flamer, -melta or -plasma - *10 pts*
- Condemnor boltgun - *10 pts*
- Plasma pistol - *15 pts*
- Inferno pistol*** - *15 pts*

SPECIAL WEAPONS

A model can replace its boltgun with one of the following:

- Storm bolter - *5 pts*
- Flamer - *5 pts*

- Meltagun - *10 pts*

HEAVY WEAPONS

A model can replace its boltgun with one of the following:

- Heavy bolter - *10 pts*

- Heavy flamer - *10 pts*

- Multi-melta - *10 pts*

ADEPTA SORORITAS VEHICLE EQUIPMENT

A model can take up to one of each of the following:

- Storm bolter - *5 pts*

- Dozer blade - *5 pts*

- Extra armour - *10 pts*

- Hunter-killer missile - *10 pts*

- Laud hailer - *10 pts*

ECCLESIArchY RELICS

A model can take one of the following. Only one of each Ecclesiarchy Relic can be taken per army.

- The Book of St. Lucius - *5 pts*

- The Litanies of Faith - *15 pts*

- The Cloak of St. Aspira - *20 pts*

- The Mace of Valaan** - *25 pts*

- The Mantle of Ophelia - *25 pts*

- The Blade of Admonition**** - *30 pts*

* *Canoness and Ministorum Priest only.*

** *Ministorum Priest only.*

*** *Canoness only.*

**** *Canoness only. Replaces one weapon carried by the wielder.*



The Imperial Creed

The main tenet of the Imperial Creed, also known as the Imperial Cult, is the veneration of the Emperor. Like any religion, the Imperial Creed is open to much interpretation, and Ecclesiarchy Priests are adept at incorporating and assimilating different cultural beliefs and methods of worship into the Ministorum's doctrine. The Ecclesiarchy supports everything from primitive sacrificial rituals to formal mantras, dogma and prayers, as long as the Emperor is the object of reverence.

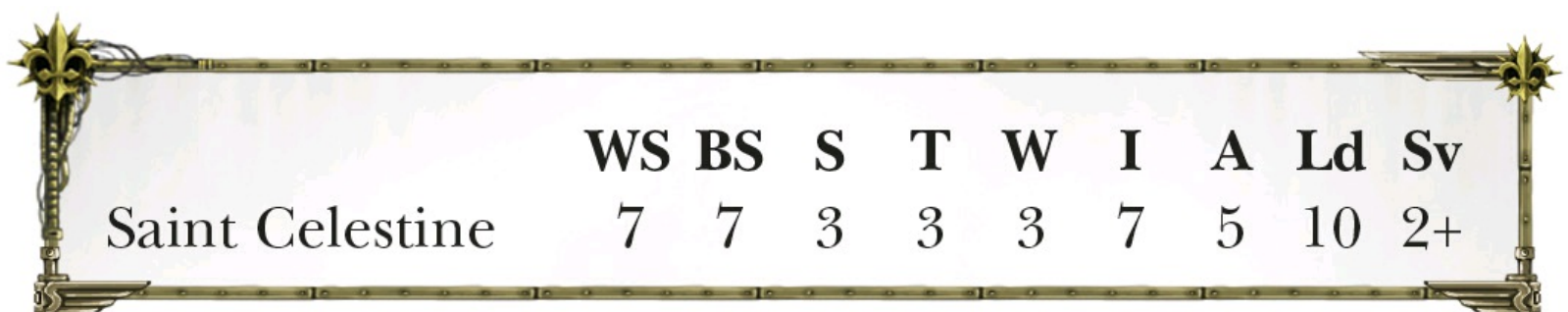
The Imperial Creed also lauds both the expansion of the Imperium and the protection of the Emperor's domain. So it is that in addition to enforcing religious canon across the Imperium, delegations of Ministorum Priests accompany the Emperor's armies, most commonly the Adepta Sororitas and the Imperial Guard, to battle. Sometimes, with special dispensation from the Ecclesiarch, priests have even been known to lead Wars of Faith, supporting the Sisters of Battle not only with rousing words, but also with a diverse array of warriors and weapons, from noble Crusaders to frenzied Penitent Engines.





HQ

SAINT CELESTINE



	WS	BS	S	T	W	I	A	Ld	Sv
Saint Celestine	7	7	3	3	3	7	5	10	2+

POINTS: 135

Unit Type: Jump Infantry (Character)

Unit Composition: 1 (Unique)

Wargear: Frag grenades, krak grenades, jump pack

Ecclesiarchy Relics: The Ardent Blade, Armour of Saint Katherine

Warlord Trait: Beacon of Faith

Special Rules: Act of Faith, Fearless, Hit & Run, Independent Character, Martyrdom, Shield of Faith

Act of Faith: Miraculous Intervention

‘Retreat? I have a score of the Emperor’s finest Battle Sisters at my command and you think a few hundred alien savages are cause to turn our back and flee? Let the enemy come, they shall find neither our resolve nor our aim wavering.’

- Sister Superior Lacena, Order of Our Martyred Lady



HQ

URIAH JACOBUS

	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	4	4	3	3	3	4	3	9	5+

POINTS: 100

Unit Type: Infantry (Character)

Unit Composition: 1 (Unique)

Wargear: Flak armour, bolt pistol, chainsword, frag grenades, krak grenades, rosarius

Ecclesiarchy Relics: The Redeemer, The Banner of Sanctity

Warlord Trait: Indomitable Belief

Special Rules: Independent Character, Martyrdom, Protector of the Faith, Shield of Faith, War Hymns, Zealot

OPHELIA VII

Oldest of the cardinal worlds, Ophelia VII is second in sanctity only to Holy Terra itself. Site of the Synod Ministra, its surface is covered in mile-high cathedrals and gothic bell towers linked by avenues lined with statues of the Imperium's thousands of saints. Far beneath the gilded architecture, the dungeons of Ophelia VII plunge deep into the bowels of the world. Here, heretics are made to repent their sins in a

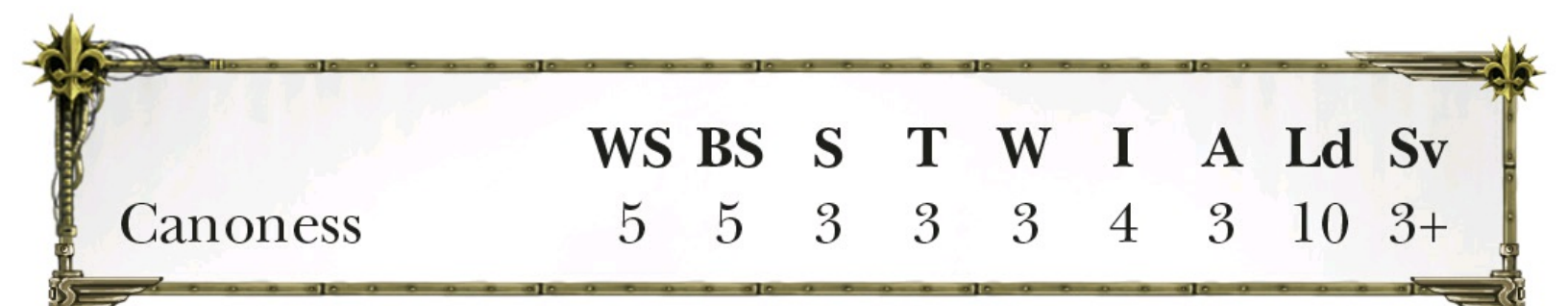
variety of spirit-cleansing ways such as arco-flagellation, death-masking, soul-scouring and internment in the machineries of a Penitent Engine.





HQ

CANONESS



	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	5	5	3	3	3	4	3	10	3+

POINTS: 65

Unit Type: Infantry (Character)

Unit Composition: 1 Canoness

Wargear: Power armour, bolt pistol, chainsword, frag grenades, krak grenades

Special Rules: Act of Faith, Independent Character, Martyrdom, Shield of Faith, Stubborn

Act of Faith: The Passion

Options:

- May replace bolt pistol with a boltgun - *free*
- May take a rosarius - *15 pts*
- May take melta bombs - *5 pts*
- A Canoness may take items from the **Melee Weapons**, **Ranged Weapons** and **Ecclesiarchy Relics** lists.



'We are beset by many terrible foes in these dark times, but we walk in the light of the Emperor, and we shall not let a single foe stay us from our duty. We are the Sisters of the great Ecclesiarchy, and we will fight to the bitter end.'

- Canoness Palmiro, Order of the Ebon Chalice



HQ

ECCLESIARCHY BATTLE CONCLAVE

You may take one Ecclesiarchy Battle Conclave for each Ministorum Priest in your army (including Uriah Jacobus). This selection does not use up a Force Organisation slot.

	WS	BS	S	T	W	I	A	Ld	Sv
Arco-flagellant	5	1	5	3	1	3	3	8	-
Death Cult Assassin	5	3	4	3	1	6	2	8	5+
Crusader	4	3	3	3	1	3	1	8	5+

POINTS: 30

Unit Type: Infantry

Unit Composition: 3 Arco-flagellants

Wargear:

Arco-flagellant:

Two arco-flails

Death Cult Assassin:

Flak armour, two power swords

Crusader:

Flak armour, power sword, storm shield

Special Rules: Feel No Pain (Arco-flagellants only), Uncanny Reflexes (Death Cult Assassins only)

Options:

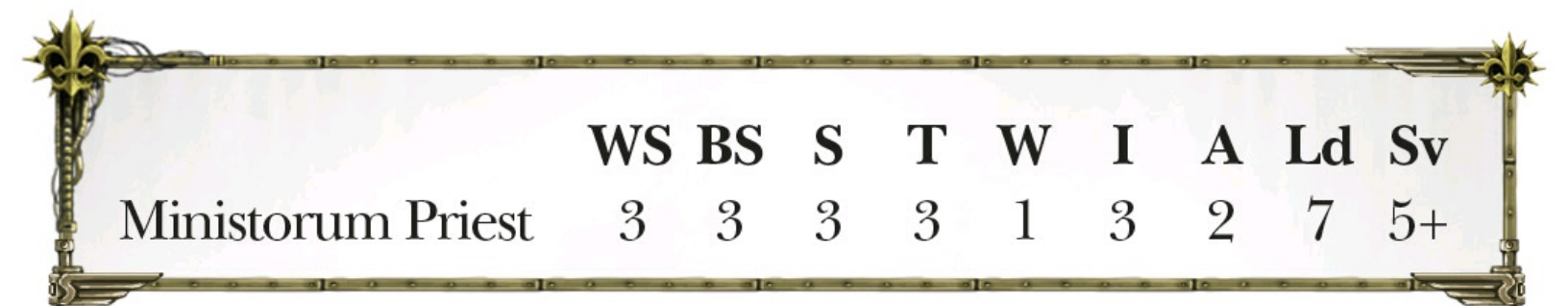
- May include up to seven additional Arco-flagellants - *10 pts /model*
- May replace any Arco-flagellant with a Death Cult Assassin - *5 pts /model*
- May replace any Arco-flagellant with a Crusader - *5 pts /model*
- The unit may select a Rhino or Immolator as a Dedicated Transport.



HQ

MINISTORUM PRIEST

An Adepta Sororitas Detachment may include 0-5 Ministorum Priests. They do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection.



	WS	BS	S	T	W	I	A	Ld	Sv
Ministorum Priest	3	3	3	3	1	3	2	7	5+

POINTS: 25

Unit Type: Infantry (Character)

Unit Composition: 1 Ministorum Priest

Wargear: Flak armour, laspistol, close combat weapon, frag grenades, krak grenades, rosarius

Special Rules: Independent Character, War Hymns, Zealot

Options:

- May replace laspistol with one of the following:
- Autogun - *free*
- Bolt pistol - *1 pt*
- Boltgun - *1 pt*
- Plasma gun - *15 pts*

- May take melta bombs - *5 pts*

- A Ministorum Priest may take items from the **Melee Weapons**, **Ranged Weapons** and **Ecclesiarchy Relics** lists.

‘Prayer may cleanse the soul, but pain cleanses the body. Both are necessary for the survival of Humanity.’

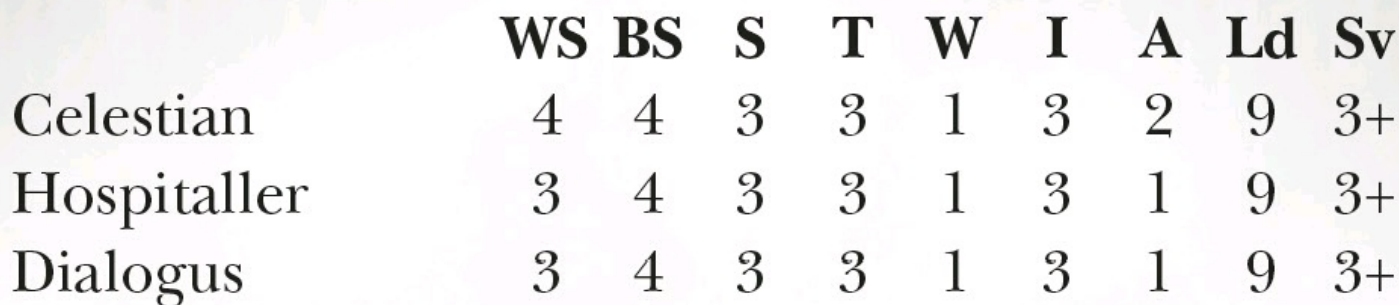
- Confessor Ganinimus



HQ

SORORITAS COMMAND SQUAD

You may take one Sororitas Command Squad for each Canoness in your army. This selection does not use up a Force Organisation slot.



	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Hospitaller	3	4	3	3	1	3	1	9	3+
Dialogus	3	4	3	3	1	3	1	9	3+

POINTS: 65

Unit Type: Infantry. Hospitaller and Dialogus are Infantry (Character).

Unit Composition: 5 Celestians

Wargear: Power armour, bolt pistol, boltgun, frag grenades, krak grenades

Special Rules: Act of Faith, Shield of Faith, Stubborn

Act of Faith: Endless Crusade

Options:

- One Celestian may be upgraded to a Hospitaller, replacing their boltgun with surgeon's tools - 10 pts

- One Celestian may be upgraded to a Dialogus, replacing their boltgun with a laud hailer - 5 pts

- The Dialogus may take items from the **Ecclesiarchy Relics** list.
- The unit may take melta bombs - *5 pts/model*
- One Celestian may take one of the following:
 - Blessed standard - *15 pts*
 - Sacred Banner of the Order Militant (one per army) - *40 pts*
 - One other Celestian may take a Simulacrum Imperialis - *10 pts*
- Any other Celestian may take items from the **Melee Weapons, Ranged Weapons, Special Weapons** and/or **Heavy Weapons** lists.
- The unit may select a Rhino or Immolator as a Dedicated Transport.

TROOPS

BATTLE SISTER SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	1	8	3+
Veteran Sister Superior	3	4	3	3	1	3	2	9	3+

POINTS: 60

Unit Type: Infantry. Sister Superior and Veteran Sister Superior are Infantry (Character).

Unit Composition: 4 Battle Sisters, 1 Sister Superior

Wargear: Power armour, bolt pistol, boltgun, frag grenades, krak grenades

Special Rules: Act of Faith, Shield of Faith

Act of Faith: Light of the Emperor

Options:

- May include up to fifteen additional Battle Sisters - *12 pts/model*
- One Battle Sister may take a Simulacrum Imperialis - *10 pts*
- One other Battle Sister may take one item from the **Special Weapons** list.
- One other Battle Sister may take one item from the **Special Weapons** or **Heavy**

Weapons list.

- May upgrade the Sister Superior to a Veteran Sister Superior - *10 pts*
- The Sister Superior or Veteran Sister Superior may take melta bombs - *5 pts*
- The Sister Superior or Veteran Sister Superior may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The unit may select a Rhino or Immolator as a Dedicated Transport.



DEDICATED TRANSPORT

SORORITAS RHINO



└─ Armour ─┐

BS	F	S	R	HP
4	11	11	10	3

Sororitas Rhino

POINTS: 40

Unit Type: Vehicle (Tank, Transport)

Unit Composition: 1 Rhino

Wargear: Storm bolter, searchlight, smoke launchers

Special Rules: Repair, Shield of Faith

Transport Capacity: Ten models

Options:

- Rhinos may take items from the **Adepta Sororitas Vehicle Equipment** list.



DEDICATED TRANSPORT

IMMOLATOR



└─ Armour ─┐

BS	F	S	R	HP
4	11	11	10	3

Immolator

POINTS: 60

Unit Type: Vehicle (Tank, Transport)

Unit Composition: 1 Immolator

Wargear: Twin-linked heavy flamer, searchlight, smoke launchers

Special Rules: Shield of Faith

Transport Capacity: Six models

Options:

- May take items from the **Adepta Sororitas Vehicle Equipment** list.
- May replace its twin-linked heavy flamer with one of the following:
- Twin-linked heavy bolter - *free*
- Twin-linked multi-melta - *free*

ELITES

CELESTIAN SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Celestian Superior	4	4	3	3	1	3	2	9	3+

POINTS: 70

Unit Type: Infantry. Celestian Superior is Infantry (Character).

Unit Composition: 4 Celestians, 1 Celestian Superior

Wargear: Power armour, bolt pistol, boltgun, frag grenades, krak grenades

Special Rules: Act of Faith, Shield of Faith

Act of Faith: Hand of the Emperor

Options:

- May include up to five additional Celestians - *14 pts/model*
- One Celestian may take a Simulacrum Imperialis - *10 pts*
- One other Celestian may take one item from the **Special Weapons** list.
- One other Celestian may take one item from the **Special Weapons** or **Heavy Weapons** list.
- The Celestian Superior may take melta bombs - *5 pts*
- The Celestian Superior may take items from the **Melee Weapons** and/or **Ranged**

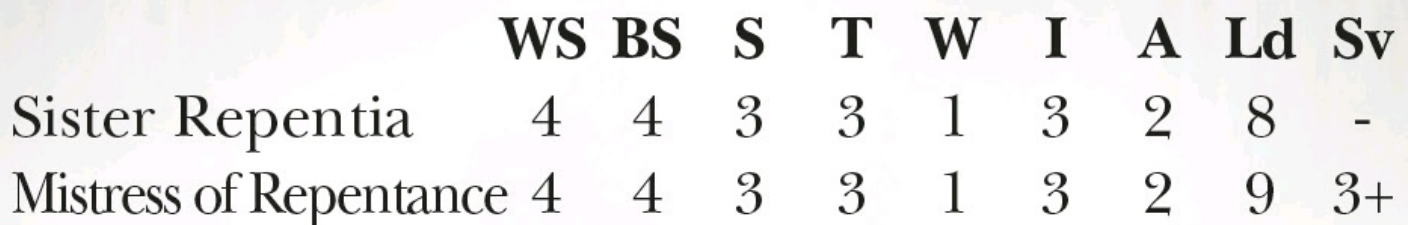
Weapons lists.

- The unit may select a Rhino or Immolator as a Dedicated Transport.



ELITES

REPENTIA SQUAD



	WS	BS	S	T	W	I	A	Ld	Sv
Sister Repentia	4	4	3	3	1	3	2	8	-
Mistress of Repentance	4	4	3	3	1	3	2	9	3+

POINTS: 85

Unit Type: Infantry. Mistress of Repentance is Infantry (Character).

Unit Composition: 4 Sisters Repentia, 1 Mistress of Repentance

SISTER REPENTIA

Wargear: Eviscerator

MISTRESS OF REPENTANCE

Wargear: Power armour, two neural whips, frag grenades, krak grenades

Special Rules: Act of Faith, Fearless, Fleet, Rage, Shield of Faith.

Act of Faith: Spirit of the Martyr

Options:

- May include up to five additional Sisters Repentia - *14 pts/model*
- The Mistress of Repentance may take melta bombs - *5 pts*
- The unit may select a Rhino or Immolator as a Dedicated Transport.

FAST ATTACK

SERAPHIM SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	4	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	3	2	9	3+

POINTS: 75

Unit Type: Jump Infantry. Seraphim Superior is Jump Infantry (Character).

Unit Composition: 5 Seraphim

Wargear: Power armour, two bolt pistols, frag grenades, krak grenades, jump pack

Special Rules: Act of Faith, Angelic Visage, Hit & Run, Shield of Faith

Act of Faith: The Emperor's Deliverance

Options:

- May include up to five additional Seraphim - *15 pts/model*
- Two Seraphim may replace their two bolt pistols with one of the following:
- Two hand flamers - *10 pts*
- Two inferno pistols - *30 pts*
- May upgrade one Seraphim to a Seraphim Superior - *10 pts*
- The Seraphim Superior may replace one of her bolt pistols with one of the following:

- Chainsword - *free*
- Power sword - *15 pts*
- The Seraphim Superior may replace her other bolt pistol with:
- Plasma pistol - *15 pts*
- The Seraphim Superior may take melta bombs - *5 pts*

FAST ATTACK

DOMINION SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Dominion	3	4	3	3	1	3	1	8	3+
Dominion Superior	3	4	3	3	1	3	1	8	3+
Veteran Dominion Superior	3	4	3	3	1	3	2	9	3+

POINTS: 65

Unit Type: Infantry. Dominion Superior and Veteran Dominion Superior are Infantry (Character).

Unit Composition: 4 Dominions, 1 Dominion Superior

Wargear: Power armour, bolt pistol, boltgun, frag grenades, krak grenades

Special Rules: Act of Faith, Scout, Shield of Faith

Act of Faith: Holy Fusillade

Options:

- May include up to five additional Dominions - *13 pts/model*
- One Dominion may take a Simulacrum Imperialis - *10 pts*
- Four other Dominions may take items from the **Special Weapons** list.
- May upgrade the Dominion Superior to a Veteran Dominion Superior - *10 pts*
- The Dominion Superior and Veteran Dominion Superior may take melta bombs - *5 pts*

-The Dominion Superior and Veteran Dominion Superior may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.

-The unit may select a Rhino or Immolator as a Dedicated Transport.

HEAVY SUPPORT

EXORCIST

└─ Armour ─┐

BS	F	S	R	HP
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Exorcist	4	13	11	10	3
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POINTS: 125

Unit Type: Vehicle (Tank)

Unit Composition: 1 Exorcist

Wargear: Exorcist missile launcher, searchlight, smoke launchers

Special Rules: Shield of Faith

Options:

- Exorcists may take items from the **Adepta Sororitas Vehicle Equipment** list.

'I will die when the Emperor is ready to accept my soul, and not a moment before.'

-Sister Repentia Aemillia, Order of Our Martyred Lady



HEAVY SUPPORT

PENITENT ENGINE



└ Armour ┐

	WS	BS	S	F	S	R	I	A	HP
Penitent Engine	4	2	5	11	11	10	3	3	3

POINTS: 80

Unit Type: Vehicle (Walker, Open-topped)

Unit Composition: 1 Penitent Engine

Wargear: Two Dreadnought close combat weapons with built-in heavy flamers

Special Rules: Rage, Shield of Faith, Unstoppable

Options:

- May include up to two additional Penitent Engines - *80 pts/model*

HEAVY SUPPORT

RETRIBUTOR SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Retributor	3	4	3	3	1	3	1	8	3+
Retributor Superior	3	4	3	3	1	3	1	8	3+
Veteran Retributor Superior	3	4	3	3	1	3	2	9	3+

POINTS: 60

Unit Type: Infantry. Retributor Superior and Veteran Retributor Superior are Infantry (Character).

Unit Composition: 4 Retributors, 1 Retributor Superior

Wargear: Power armour, bolt pistol, boltgun, frag grenades, krak grenades

Special Rules: Act of Faith, Shield of Faith

Act of Faith: Divine Guidance

Options:

- May include up to five additional Retributors - *12 pts/model*
- One Retributor may take a Simulacrum Imperialis - *10 pts*
- Four other Retributors may each take one item from the **Heavy Weapons** list.
- May upgrade the Retributor Superior to a Veteran Retributor Superior - *10 pts*
- The Retributor Superior and Veteran Retributor Superior may take melta bombs - *5 pts*

- The Retributor Superior and Veteran Retributor Superior may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The unit may select a Rhino or Immolator as a Dedicated Transport.



REFERENCE

All of the rules and tables in this section are condensed for ease of reference. If you need the full rule, see its entry in the relevant section of the book.

UNIT TYPES

Infantry = In, Jump unit = J, Open-topped = O, Tank = Tk, Transport = T, Walker = W, Character = (ch)

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Saint Celestine	7	7	3	3	3	7	5	10	2+	In, J (ch)
Uriah Jacobus	4	4	3	3	3	4	3	9	5+	In (ch)
Canoness	5	5	3	3	3	4	3	10	3+	In (ch)
Celestian	4	4	3	3	1	3	2	9	3+	In
Hospitaller	3	4	3	3	1	3	1	9	3+	In (ch)
Dialogus	3	4	3	3	1	3	1	9	3+	In (ch)
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ministorum Priest	3	3	3	3	1	3	2	7	5+	In (ch)
Arco-flagellant	5	1	5	3	1	3	3	8	-	In
Death Cult Assassin	5	3	4	3	1	6	2	8	5+	In
Crusader	4	3	3	3	1	3	1	8	5+	In

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Battle Sister	3	4	3	3	1	3	1	8	3+	In
Sister Superior	3	4	3	3	1	3	1	8	3+	In (ch)
Veteran Sister Superior	3	4	3	3	1	3	2	9	3+	In (ch)

DEDICATED TRANSPORTS

	Armour				HP	Unit Type
	BS	F	S	R		
Rhino	4	11	11	10	3	Tk, T
Immolator	4	11	11	10	3	Tk, T

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Celestian	4	4	3	3	1	3	2	9	3+	In
Celestian Superior	4	4	3	3	1	3	2	9	3+	In (ch)
Sister Repentia	4	4	3	3	1	3	2	8	-	In
Mistress of Repentance	4	4	3	3	1	3	2	9	3+	In (ch)

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Seraphim	4	4	3	3	1	3	1	8	3+	In, J
Seraphim Superior	4	4	3	3	1	3	2	9	3+	In, J (ch)
Dominion	3	4	3	3	1	3	1	8	3+	In
Dominion Superior	3	4	3	3	1	3	1	8	3+	In (ch)
Veteran Dominion Superior	3	4	3	3	1	3	2	9	3+	In (ch)

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Retributor	3	4	3	3	1	3	1	8	3+	In
Retributor Superior	3	4	3	3	1	3	1	8	3+	In (ch)
Veteran Retributor Superior	3	4	3	3	1	3	2	9	3+	In (ch)

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Exorcist	-	4	-	13	11	10	-	-	3
Penitent Engine	4	2	5	11	11	10	3	3	3

WEAPONS

Weapon	Range	S	AP	Type
Arco-flail	-	User	-	Melee, Specialist Weapon
Autogun	24"	3	-	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Chainsword	-	User	-	Melee

Weapon	Range	S	AP	Type
Close combat weapon	-	User	-	Melee
Condemnor boltgun	24"	5	-	Assault 1, Psi-shock, One use only
Dreadnought close combat weapon	-	x2	2	Melee
Eviscerator	-	x2	2	Melee, Armourbane, Two-handed,
Weapon	Range	S	AP	Type
Exorcist missile launcher	48"	8	1	Heavy D6
Flamer	Template	4	5	Assault 1
Frag grenade	8"	3	-	Assault 1, Blast
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Inferno pistol	6"	8	1	Pistol, Melta
Weapon	Range	S	AP	Type
Krak grenade	8"	6	4	Assault 1
Krak grenade (close combat)	-	6	4	-
Laspistol	12"	3	-	Pistol
Mace of Valaan	-	+2	4	Melee, Chaos Bane Concussive, Master-crafted
Melta bomb	-	8	1	Armourbane, Unwieldy
Meltagun	12"	8	1	Assault 1, Melta

Weapon	Range	S	AP	Type
Multi-melta	24"	8	1	Heavy 1, Melta
Neural whip	-	User	3	Melee, Neural Shock, Specialist Weapon
Power axe	-	+1	2	Melee, Unwieldy
Power lance	-	+1/U	3/4	Melee
Power maul	-	+2	4	Melee, Concussive

Weapon	Range	S	AP	Type
Power sword	-	User	3	Melee
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Shotgun	12"	3	-	Assault 2
Storm bolter	24"	4	5	Assault 2

Special Rules

ACT OF FAITH

Some units are noted as having the Act of Faith special rule in their entry. Different units have different Acts of Faith, each of which is named in the unit's entry along with the specific rules it bestows when used, but all Acts of Faith use the rules listed here.

A unit with the Act of Faith special rule can attempt to use its Act of Faith immediately before it acts during a phase; i.e. immediately before the unit moves in the Movement phase, shoots (or runs) in the Shooting phase, or before any blows are stuck (either by friend or foe) in the Assault phase. To do so the unit must take a Leadership test.

If the test is failed, nothing happens and that unit cannot attempt to use that Act of Faith again for the rest of the battle. If the test is passed, the Act of Faith is

successful; unless stated otherwise, all models in the unit will immediately gain a special rule until the end of the current phase. The special rule gained will be listed in that unit's Act of Faith entry, along with which phase(s) the Act of Faith can be attempted in.

Unless stated otherwise, a unit can only attempt to use an Act of Faith once per game and a unit cannot attempt to use more than one Act of Faith in the same phase. A unit can only attempt to use an Act of Faith if it is entirely comprised of models with either the Act of Faith or War Hymns special rules.

Divine Guidance (Retributors only): One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Retributors unit gain the Rending special rule until the end of the current phase.

Endless Crusade (Sororitas Command Squad only): One use only. This Act of Faith can be used in your Assault phase. If successful, all models in the Sororitas Command Squad's unit gain the Fleet, Crusader and Move Through Cover special rules until the end of the current phase.

Hand of the Emperor (Celestians only): One use only. This Act of Faith is used in a friendly Assault phase. If successful, all models in the Celestians' unit gain the Furious Charge special rule until the end of the current phase.

Holy Fusillade (Dominions only): One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Dominions unit have the Ignores Cover special rule until the end of the current phase.

Light of the Emperor (Battle Sisters only): One use only. This Act of Faith can be used either in your Shooting phase or in either player's Assault phase. If successful, all models in the Battle Sisters' unit gain the Preferred Enemy special rule until the end of the current phase.

Spirit of the Martyr (Sisters Repentia only): One use only. This Act of Faith can be used in either player's Assault phase. If successful, all models in the Sisters Repentia unit gain the Feel No Pain (3+) special rule until the end of the current phase.

The Emperor's Deliverance (Seraphim only): One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Seraphim unit gain the Shred special rule until the end of the current phase.

The Passion (Canoness only): One use only. This Act of Faith can be used in either player's Assault phase. If successful, all models in the Canoness' unit gain the Hatred special rule until the end of the current phase.

Angelic Visage: Models with this special rule re-roll failed invulnerable saves granted by the Shield of Faith special rule.

Chaos Bane: The Mace of Valaan gains the Fleshbane and Armourbane special rules when the wielder is within 6" of one or more models with the Daemon special rule.

Martyrdom: If a model with the Martyrdom special rule is your Warlord, and that model is removed as a casualty during the battle, all friendly units wholly comprised of models with the Act of Faith special rule automatically pass all Leadership tests until the end of your next turn.

Neural Shock: Against non-vehicle units with a Leadership of 8 or less, a Neural Whip has the Shred special rule. If there are different Leadership values in the target unit, use the majority value.

Psi-shock: Any Psyker that takes an unsaved Wound from a stake crossbow shot suffers the Perils of the Warp in addition to any other effects.

Repair: If a Rhino is Immobilised, then in subsequent turns, it can attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

Shield of Faith: Models with the Shield of Faith special rule have a 6+ invulnerable save and the Adamantium Will special rule.

Uncanny Reflexes: A Death Cult Assassin has a 5+ invulnerable save.

Unstoppable: Penitent Engines ignore the effects of any Crew Shaken and Crew Stunned results on the Vehicle Damage table (but will still lose a Hull Point for each glancing or penetrating hit inflicted).

WAR HYMNS

A model with this special rule can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war hymns to immediately take effect.

The Emperor Protects: The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.

The Emperor's Strength: The Ministorum Priest has the Smash special rule until the end of the phase.

The Righteousness of the Emperor: The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase.

Warlord Traits

- 1. Executioner of Heretics:** The Warlord has the Fear special rule.
- 2. Indomitable Belief:** The Warlord, and all models in the Warlord's unit that have the Shield of Faith special rule, have a 5+ invulnerable save.
- 3. Pure of Will:** The Warlord's unit re-rolls unsuccessful Deny the Witch rolls.
- 4. Righteous Rage:** The Warlord has the Rage special rule.
- 5. Beacon of Faith:** All friendly models that are within 12" of the Warlord use the Warlord's Leadership value when taking Act of Faith or War Hymns Leadership tests, unless their own is higher.
- 6. Inspiring Orator:** All friendly models within 12" of the Warlord have the Stubborn special rule.

Special Issue Wargear

Blessed Standard: Friendly units within 12" of the bearer re-roll failed Morale, Fear and Pinning tests.

Chirurgion's Tools: As long as the Hospitaller is alive, all models in her unit have the Feel No Pain special rule.

Jump Pack: A model equipped with a jump pack gains the Jump unit type as described in *Warhammer 40,000: The Rules*.

Laud Hailer: All friendly units within 12" of a model with a laud hailer re-roll failed Leadership tests when attempting an Act of Faith.

Rosarius: A rosarius confers a 4+ invulnerable save.

Simulacrum Imperialis: A unit with a Simulacrum Imperialis can attempt to use its Act of Faith twice during a battle instead of just once, regardless of whether or not the first attempt resulted in a passed or failed Leadership test. Note, however, that a unit can still only attempt to use one Act of Faith in the same phase. Also note that only the unit's Act of Faith can be attempted twice, not that of any Independent Characters that have joined the unit.

If a model with the Simulacrum Imperialis is removed as a casualty, its unit cannot attempt to use their Act of Faith for the rest of the battle (but any Independent Characters that have joined the unit that can use an Act of Faith can still attempt to do so).

Storm Shield: A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

ARMOUR

Power armour: Power armour confers a 3+ Armour Save.

Flak armour: Flak armour confers a 5+ Armour Save.

Adeptus Sororitas Vehicle Equipment

Laud Hailer: All friendly units within 12" of a model with a Laud Hailer re-roll failed Leadership tests when attempting an Act of Faith.

Ecclesiarchy Relics


Book of St. Lucius: All friendly units within 12" of the bearer automatically pass any Fear or Regroup tests they are required to take.

Cloak of St. Aspira: The wearer of the Cloak of St. Aspira re-rolls all failed armour saving throws and Shield of Faith invulnerable saving throws.

Litanies of Faith: The bearer, the bearer's unit and any Independent Character that has joined the bearer's unit automatically pass any Leadership test required when attempting to use either an Act of Faith or a War Hymn.

Mantle of Ophelia: The wearer of the Mantle of Ophelia has the Eternal Warrior special rule.

Sacred Banner of the Order Militant: All friendly units within 12" of the bearer have +1 Attack and re-roll failed Morale, Fear and Pinning tests.

An ornate border at the top of the page, featuring a central mechanical motif with a vertical spike and flanking biological structures with red glowing eyes and tentacles.

ALTAR OF WAR

ADEPTA SORORITAS



‘The Heretic and Blasphemer can offer no excuse for their crimes. Those who are pardoned merely live to further shroud Humanity from the Light of the Emperor with the Darkness of their souls.’

INTRODUCTION

Warhammer 40,000: The Rules already includes a set of Eternal War missions; when you multiply that by the different armies you might face, and the myriad different ways you can set up the terrain for your battle, there are hundreds, probably thousands of different ways to play. However, we feel that you can never have too much variety, so this book has three new missions you can use if you or an opponent has an Adepta Sororitas army. The new missions illustrate the different sorts of strategies used by the Sisters of Battle, and they will provide new tests of your tactical ability as a commander.

STRATEGY

Different armies use different strategies when they go to war, which affects the types of battle that they fight. The missions found here are themed around the Sisters of Battle and the way they fight. This gives you a chance to discover more about the strategies used by the Adepta Sororitas, and then to try these strategies out on the tabletop. It also means that the army you command can affect the types of battles you are likely to fight. This is highly appropriate – after all, you would expect to fight a very different sort of battle as an Adepta Sororitas Canoness than you would as an Ork Warboss.

The three Altar of War missions included in this book are designed to provide players with games that will really challenge their tactical ability. We’ve gone to some pains to make sure that each mission is as balanced as possible, and that they provide both sides with a new set of tactical challenges to overcome.

This means that, in order to win, you will need to be prepared to think on your feet and quickly adapt to the new circumstances the missions will throw at you. You may be called upon to spearhead an attack or fight to hold a defensive position deep behind enemy lines. Tried and trusted tactics will need to be rethought in the face of these new challenges, and you will need to be ready to think outside the box in order to win.

HOW TO USE ALTAR OF WAR MISSIONS

The Altar of War Missions part of this book is split into two sections: the section that you are reading now, which explains how to incorporate the *Altar of War: Adepta Sororitas* missions into your games of *Warhammer 40,000*, and the missions themselves.

It is very straightforward to use an Altar of War mission – it only requires a handful of minor modifications to the rules for Preparing for Battle in *Warhammer 40,000: The Rules*. These changes are explained in detail next, but they boil down to: roll-off if you want to use an Altar of War mission; if you win, you can roll on an Altar of War mission table instead of the Eternal War mission table. And that’s it!

THE MISSION

If either you or your opponent wish to use an Altar of War mission, then you must make a roll-off at the start of The Mission step of Preparing for Battle (as described in *Warhammer 40,000: The Rules*).

The winner of the roll-off can choose to either roll on the Eternal War mission table, or instead roll on the Altar of War mission table for their army. Other supplements also have new types of mission tables, and the winner of the dice roll-off could choose to roll on one of those, if they prefer and are allowed to do so. These rolls will determine which mission is used for the battle. Note that each set of Altar of War missions is linked to an army chosen from a specific codex; in order to use Altar of War missions, an army chosen from the appropriate codex must be the primary detachment. In the case of *Altar of War: Adepta Sororitas*, the missions are linked to armies chosen from this book.

For example, Phil and Simon have arranged to play a game of Warhammer 40,000. Phil has brought along this book, while Simon is using his Chaos Space Marines and has Eternal War missions from *Warhammer 40,000: The Rules*. They roll-off and Phil wins. He decides to roll on the Adepta Sororitas Mission table in this book. If Simon had won, he would have rolled on the Eternal War Mission table.

ALTAR OF WAR: ADEPTA SORORITAS MISSION TABLE

D6 - Mission

1-2 - Recover the Relics

3-4 - Defend the Shrine

5-6 - Purge the Arch-heretic

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for each Altar of War: Adepta Sororitas mission is included in the mission itself; unless otherwise stated, do not use the deployment maps in *Warhammer 40,000: The Rules*.

THE ENEMY

The player that won the roll-off and rolled on the Altar of War Mission table is known as ‘the Adepta Sororitas player’ in the rules and missions that follow, and their opponent is known as ‘the enemy player’. Note that the player that loses the roll-off counts as ‘the enemy’ for the purposes of an Altar of War mission, even if they have an Adepta Sororitas army too.

RESERVES

Altar of War missions follow all of the rules for Reserves; however, some specify different

limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

TO WAR!

These three changes aside, all of the rules for Preparing for Battle in *Warhammer 40,000: The Rules* are used as normal.



SELECTED BATTLE MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out a particular mission you haven't fought before or to hone your skills at missions you have previously fought.





RECOVER THE RELICS

‘None can doubt the importance of our mission nor the fervour of our actions.’

The history of the Ecclesiarchy stretches back for many thousands of years. During this time it has seen many saintly heroes who have vanquished the foes of the Emperor. Artefacts left by these great individuals have taken on the status of holy symbols, objects with great power and mystery surrounding them. In the Imperium today, there are many thousands of these relics, some of which are reliably connected with the greatest saints the Imperium has known. Such items can be small, unassuming things – a polished finger bone, a shard of a broken sword, a bloody death shroud – but to the Sisters of Battle they are revered, irreplaceable objects all, and they would fight to the death rather than allow a single one to be destroyed.

Should one of the Ecclesiarchy’s reliquaries fall to enemy bombardment, the Adepta Sororitas will be tasked with storming the ruins and recovering as many relics as possible. Such missions are desperate indeed; the Battle Sisters need to sift through the rubble quickly before approaching foes arrive to destroy the very artefacts the Sororitas are attempting to recover. However, if the Battle Sisters are quick, they may find amidst the ruins potent icons of faith to inspire them in their darkest hour, or perhaps even a sacred weapon to turn upon the defilers. Should they tarry, the Ecclesiarchy’s most valued artefacts may be lost forever.

THE ARMIES

Choose armies as described in the Preparing for Battle section of *Warhammer 40,000: The Rules*. The Adepta Sororitas player must choose a primary detachment from *Codex: Adepta Sororitas*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the

Preparing for Battle section of *Warhammer 40,000: The Rules*.

PLACE OBJECTIVE MARKERS

After setting up the terrain, starting with the Adepta Sororitas player, the players take it in turns to place a total of; D3+2 objective markers following the rules described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

Players should first roll for Warlord Traits and then Deploy Forces using the rules from *Warhammer 40,000: The Rules* and the deployment map included with this mission. Any unit that cannot be deployed on the table starts the game in reserve.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

This scenario uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

Players score Victory Points by searching the objective markers for holy relics, or by slaying the models carrying the holy relics, as described in the mission special rules.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord

MISSION SPECIAL RULES

Night Fighting, Reserves

Holy Relics:

An unengaged, non-vehicle unit can choose to search for a holy relic if it begins its Movement phase within 3" of an objective marker and there are no enemy units within 3" of the same objective marker. If a unit searches for a holy relic, it cannot move during its Movement phase. If a unit searches for a holy relic it cannot run or charge during that turn and can only fire snap shots in the shooting phase. If a unit chooses to search for a holy relic, remove the objective marker from play, roll a D6 and consult the table below to find out what is discovered.

D6 - Result of Search

1 - Nothing: *Despite a thorough search, no relics can be found.*

Neither player receives any Victory Points.

2-4 - Sainly Bones: *A small stasis field is discovered, within which are the assorted skeletal remains of a martyred saint.*

If an Adepta Sororitas unit discovered the Sainly Bones, make a note of which model in the unit will carry the holy relic – this model counts as having a Simulacrum Imperialis. If the model carrying the Sainly Bones is alive at the end of the game, the Adepta Sororitas player gains D3 Victory Points. If this model is removed as a casualty, or if the enemy player discovered the Sainly Bones first, the enemy player receives 1 Victory Point instead.

5 - Blessed Weapon: *Beneath a pile of rubble is found a gilded altar upon which lies a shining golden blade.*

If an Adepta Sororitas unit discovered the Blessed Weapon, make a note of which model in the unit will carry the holy relic – this model counts as counts as having a power sword that always wounds on a 4+ (unless a lower roll would be required). If the model carrying the Blessed Weapon is alive at the end of the game, the Adepta Sororitas player gains D6 Victory Points. If this model is removed as a casualty, or if the enemy player discovered the Blessed Weapon first, the enemy player gains D3 Victory Points instead.

6 - Ecclesiarchy Cardinal: *Instead of a holy artefact, the warriors find an aged cardinal kneeling in silent prayer to the Emperor.*

If an Adepta Sororitas unit discovered the Ecclesiarchy Cardinal, replace the objective with a model to represent him (a spare Ministorum Priest model is ideal) – this model has the same rules and profile as a Ministorum Priest, and is equipped with any wargear available to them. The Ecclesiarchy Cardinal is controlled by the Adepta Sororitas player from that point on. If the Ecclesiarchy Cardinal is alive at the end of the game, the Adepta Sororitas player gains D3+3 Victory Points. If this model is slain, or if the enemy player discovered the Ecclesiarchy Cardinal first, the enemy player receives D6 Victory Points instead.

RECOVER THE RELICS DEPLOYMENT MAP

*Enemy Deployment
Zone*

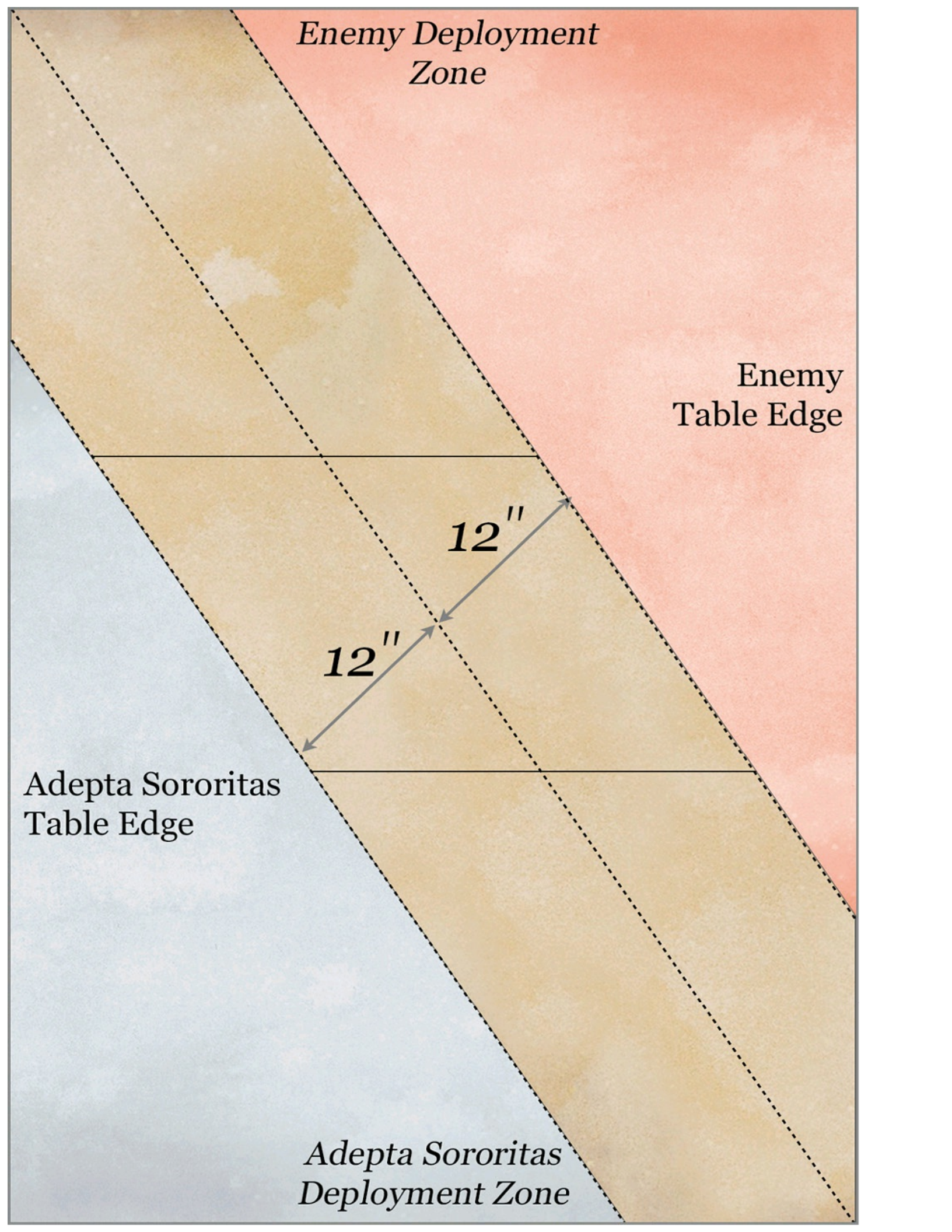
Enemy
Table Edge

12"

12"

Adepta Sororitas
Table Edge

*Adepta Sororitas
Deployment Zone*





DEFEND THE SHRINE

‘The enemy seeks to despoil the Emperor’s most holy treasures. Such an affront cannot be allowed to go unpunished.’

The shrine of a revered Ecclesiarchy saint is in danger of being overrun and defiled by an enemy force. Such desecration cannot be allowed and the Sisters of Battle immediately form a defensive circle and defiantly prepare to defend the holy site, no matter the cost. Though they are dug in, the Adepta Sororitas are surrounded on all sides and it will not be long before the enemy hauls their heavy weapons and artillery pieces into position. The shrine’s protectors must stand their ground and defend the shrine long enough for reinforcements to arrive, or one of the Imperium’s most sacred monuments will be destroyed.

The Battle Sisters fight before a shrine to one of the Emperor’s most loyal servants, a shining beacon of faith that inspires the Sororitas to great acts of heroism. So long as the shrine remains intact the Sisters of Battle will fight with an indomitable strength of spirit. However, should the enemy reach and desecrate the holy shrine it will surely be seen as a sign that their faith has been found lacking. To fail in this task therefore is to fail not only the Ecclesiarchy, but the Emperor himself, and for a Battle Sister there is surely no worse fate. So it is that as the enemy advances upon the isolated shrine the Battle Sisters offer up their prayers as they level their ritually blessed weapons. A moment later and they are raining bolter shells upon their approaching foes, the light from the shrine framing the defenders in a glowing halo of brilliance.

THE ARMIES

Choose armies as described in the Preparing for Battle section of *Warhammer 40,000: The Rules*. The Adepta Sororitas player must choose a primary detachment from *Codex: Adepta Sororitas*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the Preparing for Battle section of *Warhammer 40,000: The Rules*. In this mission, players can only place their Fortifications within their own deployment zones.

PLACE OBJECTIVE MARKERS

After setting up the terrain, place a single objective marker in the centre of the table. If the centre of the table is a building, place the objective marker anywhere on its battlements.

DEPLOYMENT

Players should first roll for Warlord Traits.

Then, the Adepta Sororitas player splits his force into two groups, with as close to half the total number of units in each group as possible. He then selects one of the groups; all units in this group are deployed using the rules from *Warhammer 40,000: The Rules* and the deployment map included with this mission (any unit that cannot be deployed starts the game in Reserve). All units in the other group are placed in Reserve (see the Mission Reserves rule).

Starting with the Adepta Sororitas player, the players should Deploy Forces using the rules from *Warhammer 40,000: The Rules* and the deployment map opposite. Any unit that cannot be deployed on the table starts the game in reserve.

FIRST TURN

The Adepta Sororitas player has the first turn unless their opponent can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

This scenario uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the player that controls the objective marker scores 3 Victory Points.

SECONDARY OBJECTIVES

First Blood, Linebreaker, Slay the Warlord

MISSION SPECIAL RULES

Night Fighting

Shrine of Faith:

Provided the Ministorum Shrine has not been desecrated, all friendly Adepta Sororitas units within 12" of the Ministorum Shrine re-roll Shield of Faith invulnerable saves and receive a +1 bonus to their Leadership.

Desecration:

The enemy player can attempt to desecrate the Ministorum Shrine during the game. Any unengaged scoring unit that is controlling the objective marker at the start of the Shooting phase can desecrate the Ministorum Shrine. If a unit desecrates the Ministorum Shrine it can do nothing else for the remainder of its turn. If the Ministorum Shrine is desecrated all friendly Adepta Sororitas units on the table immediately lose their Shield of Faith special rule and suffer a -1 penalty to their Leadership for the remainder of the game.

Line of Retreat:

In this mission, units fall back towards the nearest table edge.

Mission Reserves:

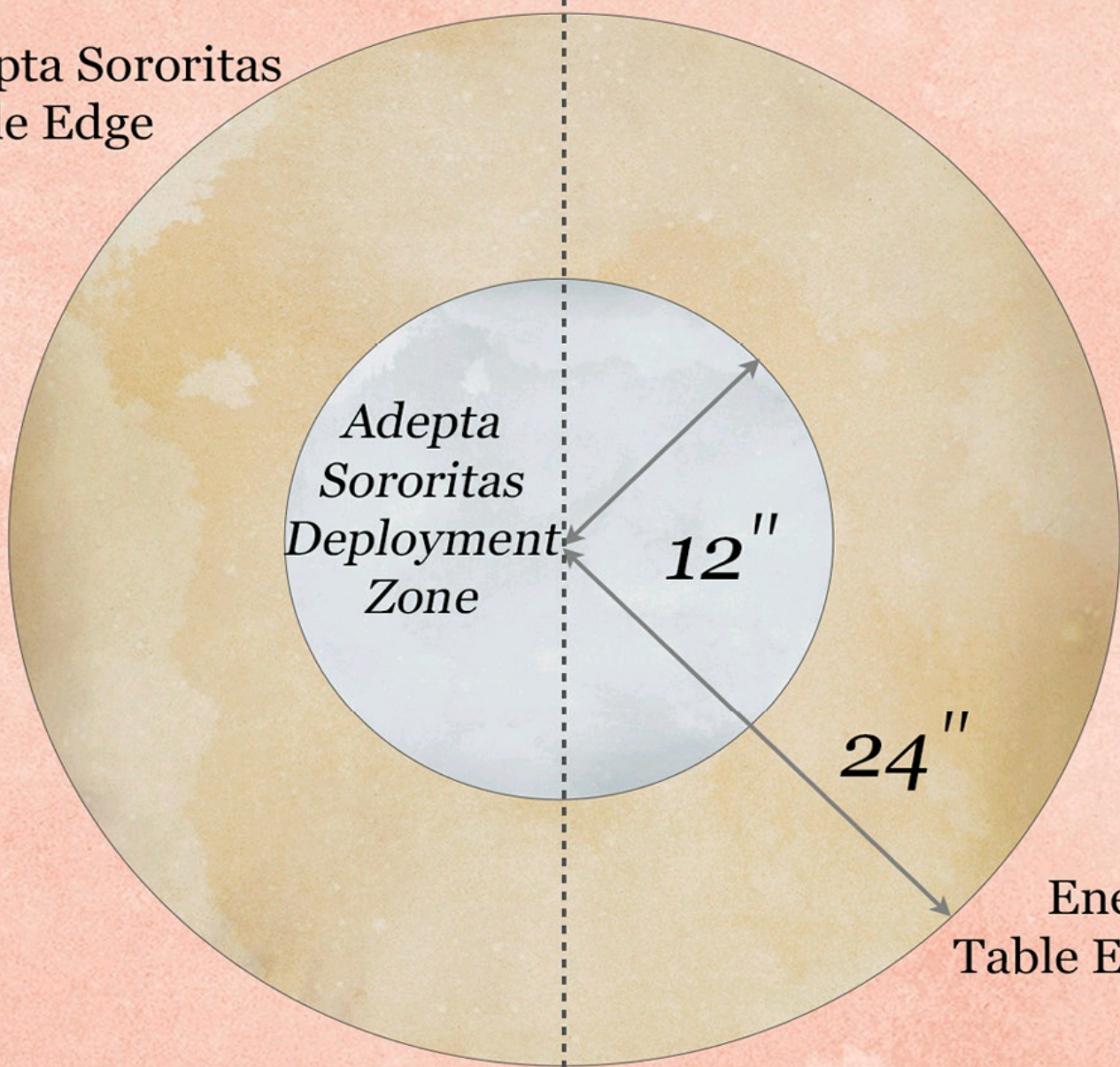
This mission uses the Reserves rules from *Warhammer 40,000: The Rules*, modified as follows:

- All of the units in the Adepta Sororitas player's second group must start the game in Reserve.
- Sisters of Battle units that arrive from Reserves can move on from any table edge.

DEFEND THE SHRINE DEPLOYMENT MAP

Adepta Sororitas
Table Edge

Enemy
Deployment Zone



Adepta Sororitas
Table Half

Enemy
Table Half



PURGE THE ARCH-HERETIC

‘Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver.’

Heretics take many forms. Most are lost humans, whose weak minds have been corrupted by the manifold temptations of a dark and sinister galaxy. None are immune – planetary governors, Imperial Guard commanders and even whole Space Marine Chapters have been declared heretic, and been exterminated as such by the Adepta Sororitas. Yet there is no stricture within the Ecclesiarchy that heresy is a purely human crime. Aliens can also be sanctioned as heretics – that the creed against which they transgress is not their own is of no account. Nevermore so is this true than of the alien who chances his army against the Emperor’s Will by inciting rebellion, subverting the will of Imperial subjects or invading by force. Genesis matters naught – all heretics are damned, and all must be purged with fire, lest their apostasy gather a following.

Heresy has begotten uprising, and uprising has begotten war. What began as a spark of unbelief and apostasy has become a guttering flame, one that will reduce a sector to tainted ash if it is not stopped, and stopped soon. Thus do the Sisters of Battle go to war; holy fervour lending them the strength to overcome the corrupt might of the insurrectionists. For lasting victory to be achieved, the Arch-heretic at the uprising’s core must be slain and his body submitted to flames lest his taint continues to spread. The Adepta Sororitas are tasked not merely with defeating this foe, but with utterly scouring him from existence. They must cleanse every pocket of resistance, leaving only the scorched bones of their enemies in their wake. Only in this way can the threat of heresy be truly eradicated.

THE ARMIES

Choose armies as described in the Preparing for Battle section of *Warhammer 40,000: The Rules*. The Adepta Sororitas player must choose a primary detachment from *Codex: Adepta Sororitas*.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the Preparing for Battle section of *Warhammer 40,000: The Rules*. In this mission, players can only place their Fortifications within their own deployment zones.

DEPLOYMENT

Players should first roll for Warlord Traits and then, starting with the enemy play, Deploy Forces using the rules from *Warhammer 40,000: The Rules* and the deployment map included in this mission. Any unit that cannot be deployed on the table starts the game in Reserve.

FIRST TURN

The enemy player has the first turn unless the Adepta Sororitas player can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

This scenario uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed. Units that are immobilised or falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game, the enemy player scores 1 Victory Point for each Adepta Sororitas character slain in a challenge by his Warlord.

At the end of the game, the Adepta Sororitas player scores D3 Victory Points if the enemy's Warlord suffered at least one unsaved Wound during the battle from a flamer weapon (as defined in *Warhammer 40,000: The Rules*) during the game.

At the end of the game, the enemy player scores D3 Victory Points if his Warlord is still alive and not falling back.

SECONDARY OBJECTIVES

Slay the Warlord*, First Blood, Linebreaker

* In this mission, the Adepta Sororitas player scores D3 Victory Points for slaying the enemy Warlord instead of just 1 Victory Point.

MISSION SPECIAL RULES

Night Fighting, Reserves

Arch-heretic:

The enemy player's Warlord is the Arch-heretic. The Arch-heretic has the Fearless and Hatred (Adepta Sororitas) special rules.

Abhor the Heretic:

All Adepta Sororitas units have the Preferred Enemy (Arch-heretic) special rule during this mission.



NON-MILITANT ORDERS

The Sisterhood is most commonly associated with the Battle Sisters of the Orders Militant. However, there are several major non-militant Orders of the Adepta Sororitas, most notably the Orders Famulous, Hospitaller and Dialogus, as well as many other minor Orders that may only number a hundred or so Sisters. Each Order dedicates itself to a specific role.

The Orders Hospitaller are highly dedicated to the preservation of life and they provide surgeons, physicians and nurses for many Imperial organisations. Speech and language are the specialties of the Orders Dialogus and its Sisters are expert translators, orators and negotiators who often aid discussion between organisations and individuals across the Imperium. Members of the Order Famulous are dedicated to the organisation of Imperial nobles, and they act as advisors and diplomats in matters pertaining to their houses, bloodlines and businesses.

With members in every aspect of society, the Sisterhood can maintain a close eye on the affairs of the Imperium and maintain a fairly tight control over some of the most important individuals in the Imperium. This makes the Adepta Sororitas a useful political as well as social tool, and with the armed might of the Orders Militant, the Sisterhood has the protection and power it needs to operate successfully.



PURGE THE ARCH-HERETIC DEPLOYMENT MAP

*Adepta Sororitas
Deployment Zone*

*Adepta Sororitas
Table Edge*

*Enemy
Deployment
Zone*

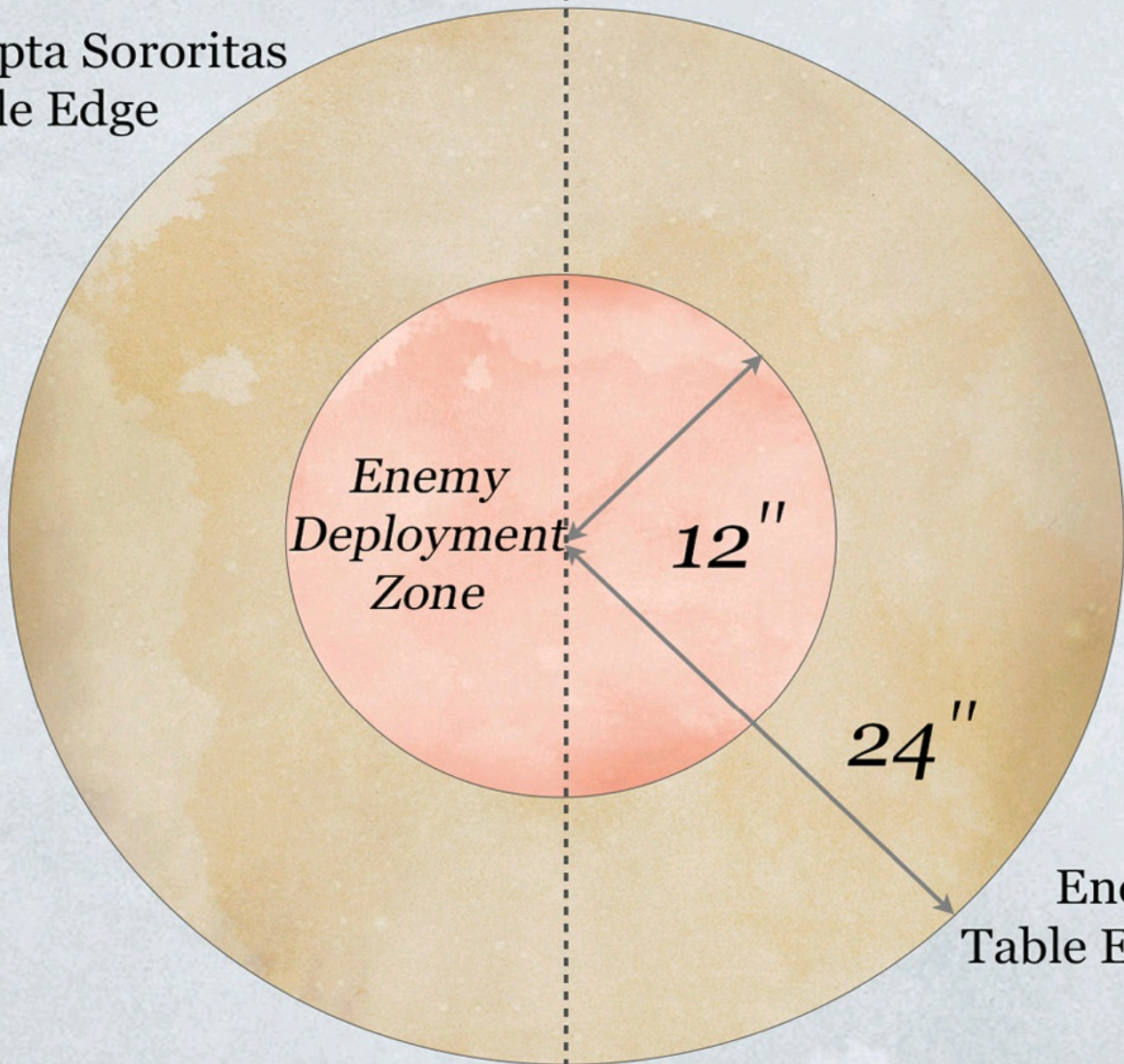
12"

24"

*Enemy
Table Edge*

*Adepta Sororitas
Table Half*

*Enemy
Table Half*





LIBER APOCALYPTICA: ADEPTA SORORITAS

In this section you will find three Apocalypse datasheets. These represent just some of the battle formations utilised by the Sisters of Battle when prosecuting Apocalyptic wars in the name of the Ecclesiarchy. In order to use these datasheets you will require a copy of *Warhammer 40,000: Apocalypse*.

The Apocalypse datasheets presented in this section are used in the same manner as those in *Warhammer 40,000: Apocalypse*, and all the normal rules pertaining to Apocalypse Formations and datasheets also apply to the ones presented here.

FORMATION TYPES

The datasheets presented in this section are all Battle Formations, which consist of a large collection of units and models. The rules for Battle Formations are described in *Warhammer 40,000: Apocalypse*.

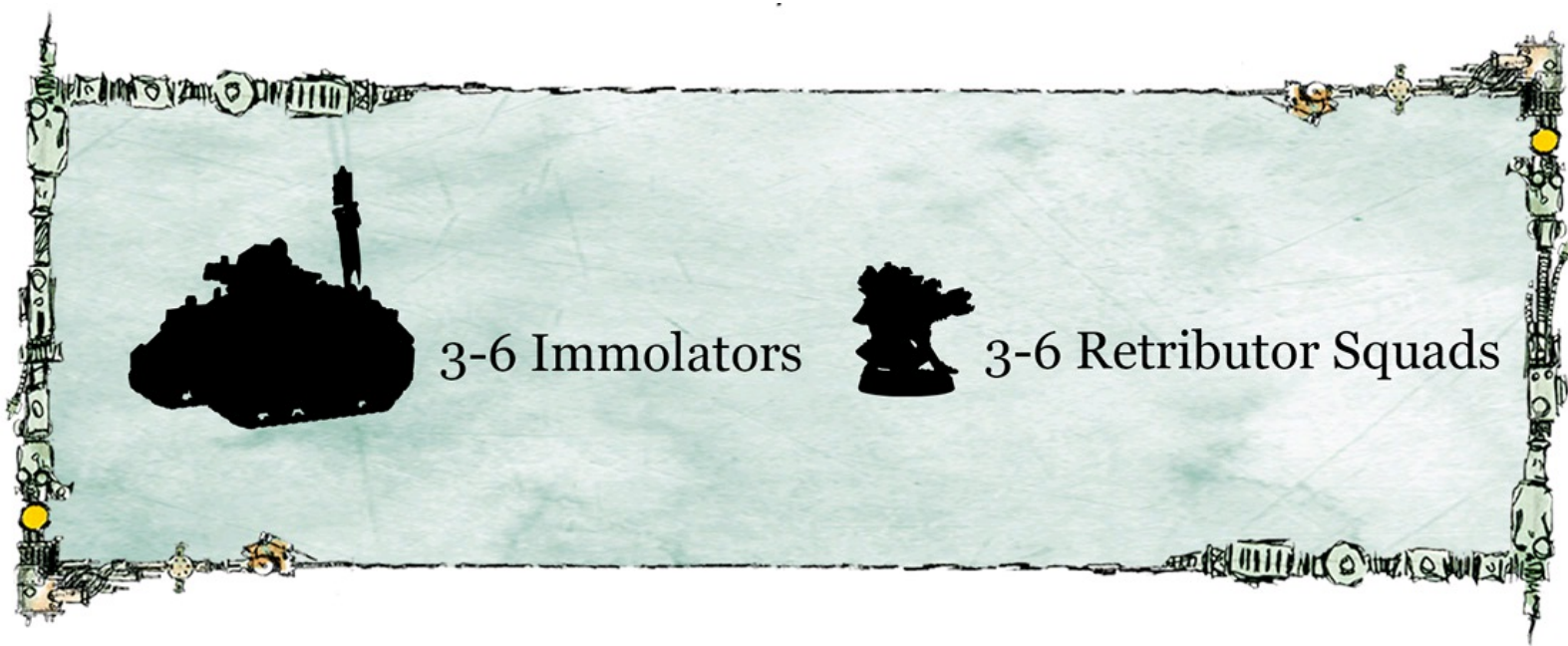




PURGE SQUADRON

In large-scale engagements, where the enemy is wont to overwhelm the Sisters of Battle's defence lines with an unstoppable application of force, a Canoness may sanction the formation of Purge Squadrons to cleanse the threat from the battlefield. Such an action is never taken lightly, for by deploying of the greater proportion of the Order's Retributors and Immolators in such a formation can leave other Sororitas units without heavy fire support of their own. However, there are few foes that can stand against the combined firepower of a Purge Squadron. Equipped with the Adepta Sororitas' holy trinity of weapons, they unleash a rolling wall of bolter shells, flames and melta blasts that devastates everything that dares to stand in its path.

FORMATION COMPOSITION



FORMATION RESTRICTIONS

All Retributor Squads must include four heavy weapons and include at least one heavy bolter, one heavy flamer and one multi-melta.

SPECIAL RULES:

Relentless

Fire and Faith:

If this formation combines their shooting attacks (see Wall of Fire below) and even a single unit makes a successful Divine Guidance Act of Faith roll, the combined shooting attack’s profile gains the Rending special rule.

Wall of Fire:

Six or more units in the formation can combine their shooting attacks into a single attack using one of the profiles below. All of the firing units must have at least one model that is in range and has line of sight to the target.

Weapon	Range	S	AP	Type
Bolter storm	36"	5	4	Heavy 1, Apocalyptic Blast
Flamer storm	Hellstorm	5	4	Heavy 1, Torrent
Melta storm	24"	8	1	Heavy 1, Melta, Large Blast
Holy trinity	24"	6	3	Heavy 1, Melta, Ignores Cover, Massive Blast

REPENTANT HOST

Repentant Hosts are typically formed when several Orders Militant have cause to join forces, such as when the Ecclesiarchy declares a War of Faith or a when a shrine world comes under attack. The Sisters Repentia and Penitent Engines that comprise a Repentant Host are rarely therefore from the same Order, but they are united in their desire to atone for their sins against the Ecclesiarchy and the Emperor. Individually a penitent warrior's desire for absolution borders on the maniacal, but when a Repentant Host is formed the collective need for redemption is amplified to new heights. As the fervour sweeps through the assembled masses they renew their efforts, refusing to die whilst there is even the slimmest chance of slaying the Emperor's foes and earning redemption.

FORMATION COMPOSITION



FORMATION RESTRICTIONS

All Repentia Squads must have 10 models.

SPECIAL RULES:

Rampage, It Will Not Die

Only In Death Does Duty End:

All models in this formation re-roll failed Feel No Pain rolls.

THE ANGELIC HOST

Saint Celestine is a warrior imbued with the divine power of the Emperor, a golden figure borne aloft on a column of divine radiance. Like all miracles, she appears in times of greatest need, and in the Sisters of Battle's darkest hours she will arrive at the head of a host of Seraphim to deliver the faithful from certain destruction. Descending to the fray like avenging angels, pistols blazing a hail of death upon the foes of Mankind. Celestine's influence upon the warriors of the Orders Militant, for whom she has become the focus of total veneration, is indeed phenomenal. She is a Living Saint whom the Sisters of Battle would willingly follow to the centre of the Eye of Terror were she to lead them there. Victory or martyrdom are the rewards for the Seraphim that fight beside her, and no Sister of Battle could ask for more.

FORMATION COMPOSITION



FORMATION RESTRICTIONS

All Seraphim Squads must have 10 models.

SPECIAL RULES:

Fearless

Victory Or Martyrdom:

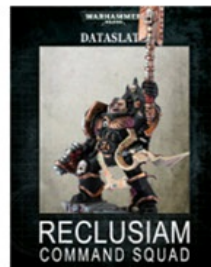
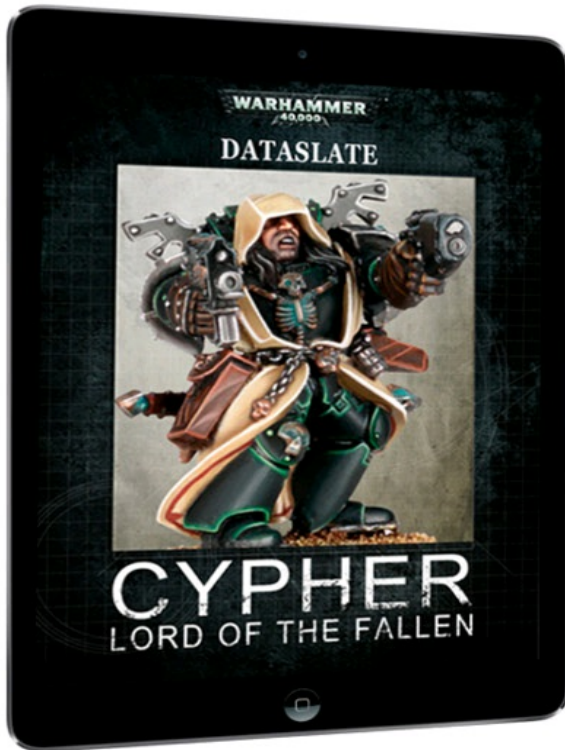
All models in this formation re-roll failed invulnerable saving throws.

Winged Deliverance:

If the unit is held in Strategic Reserve, they can Deep Strike at the start of any friendly turn. All weapons in the formation have the Shred special rule on the turn they Deep Strike.



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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-360-3

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Games Workshop Ltd - 13.06.14