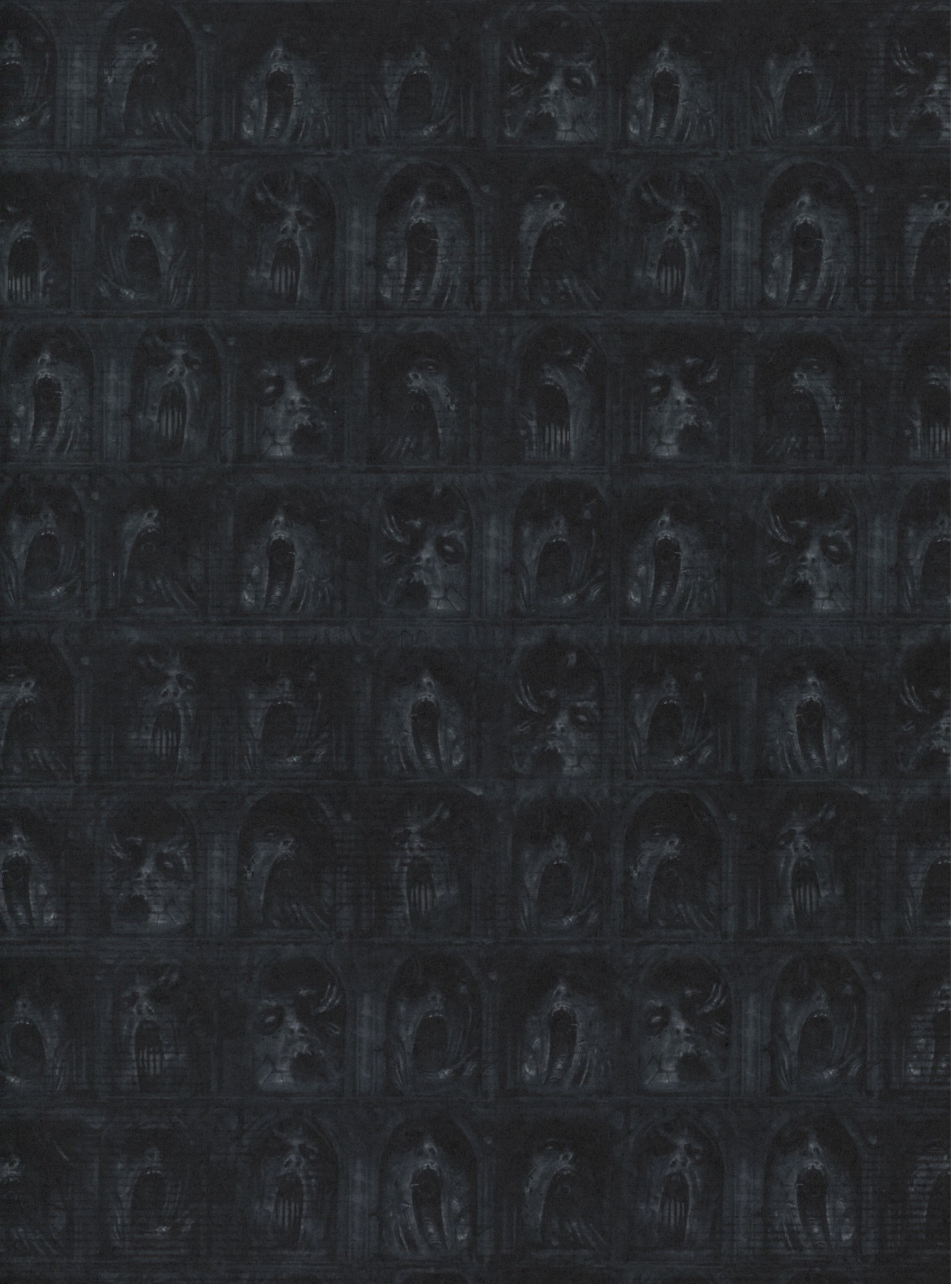
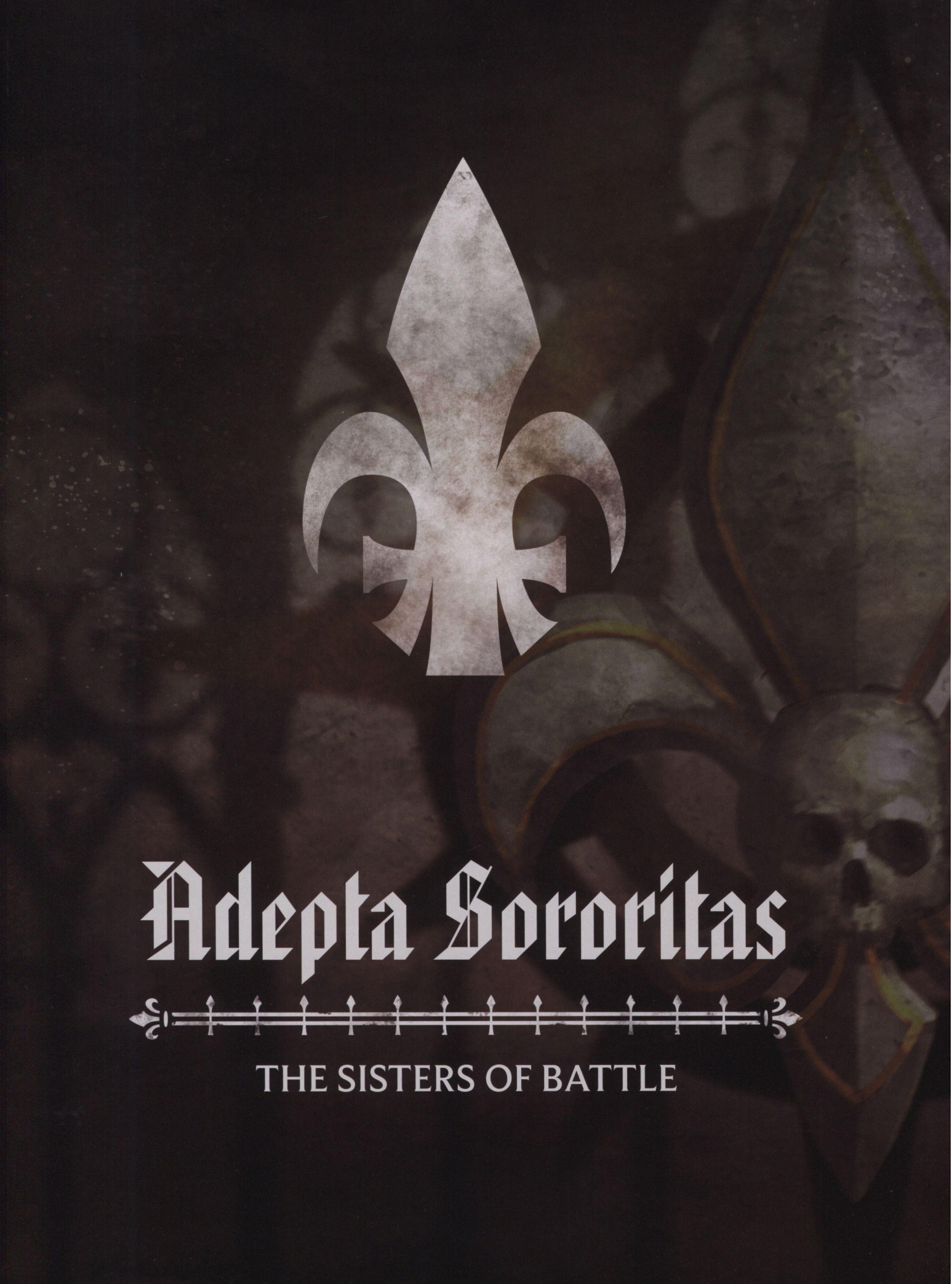


CODEX

ADEPTA SORORITAS






Adepta Sororitas
THE SISTERS OF BATTLE

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Warriors of the Faith

THE ORDERS OF THE ADEPTA SORORITAS ARE THE DEFENDERS OF THE IMPERIAL CREED. IN THE NAME OF THE GOD-EMPEROR OF MANKIND DO THEY WAGE WARS OF FAITH. TO BEAR WITNESS TO SUCH A CONFLICT IS TO BE AWESTRUCK WITH THE FORCE OF THE SISTERHOOD'S RIGHTEOUS FERVOUR AND UNWAVERING BELIEF. AS THESE HOLY WARRIORS MARCH TO WAR, BATTLE PSALMS RING OUT FROM CONSECRATED VOX-CASTERS, THEIR REFRAIN TAKEN UP BY EACH AND EVERY SISTER OF BATTLE. FROM THE FIRMAMENT, WARRIORS EQUIPPED WITH WINGED JUMP PACKS DESCEND ON COLUMNS OF FIRE TO METE OUT THE EMPEROR'S JUDGEMENT. THE SISTERS GO TO BATTLE EQUIPPED WITH ELABORATELY CRAFTED WARGEAR, THEIR TANKS AND TRANSPORTS ILLUMINATED WITH SACRED WRITINGS AND BEDECKED WITH HOLY RELIQUARIES.

THE BATTLE SISTERS OF THE ADEPTA SORORITAS BEAR WEAPONS SYNONYMOUS WITH THE IMPERIAL FAITH. THE BOLTER, THE FLAMER AND THE MELTA WEAPONS FORM A HOLY TRINITY OF DESTRUCTIVE FIREPOWER WITH WHICH TO OBLITERATE THE FAITHLESS. THE EMPEROR'S BLESSINGS ALSO ACCOMPANY THE ADEPTA SORORITAS TO WAR, HIS MIRACULOUS POWER MANIFESTING ITSELF IN DEEDS OF SUPERNATURAL FORTITUDE AND DIVINE STRENGTH.

THE BLASPHEMER; THE HERETIC; THE MUTANT AND THE XENOS; NO ENEMY OF THE FAITH IS SAFE FROM THE RIGHTEOUS WRATH OF THE ADEPTA SORORITAS. ALL FACE THE JUDGEMENT OF THE GOD-EMPEROR.





THE ECCLESIARCHY

To the teeming masses of Humanity, there is no more important a figure than the God-Emperor. It is he who defends them against the galaxy's many abominations and from whom they draw strength. The galaxy-spanning official religion that encompasses his worship is the Imperial Creed, its rite and ritual administered and overseen by the Ecclesiarchy and its sanctity defended by the Adepta Sororitas.

Across the vastness of the Imperium, from the halls of Terra to the farthest outpost worlds, the Imperial Creed is a constant unifying presence. From the Council of the High Lords of Terra to the unwashed masses toiling in polluted manufactorums, all strata of Imperial society offer ardent praise to the God-Emperor. Officially known as the Adeptus Ministorum, it is the Ecclesiarchy that provides the structure through which these prayers, rituals, rites and offerings are both demanded and made. The Ecclesiarchy is responsible for constructing the Imperium's places of worship, from small chapels to colossal cathedrums and shrines housing the relics of saints. They are also responsible for tending to the spiritual needs of the faithful. Whether preaching to thousands-strong congregations from hovering pulpits or to small groups of superstitious colonists clustered around a campfire, the priesthood maintains a presence on almost every Imperial world.

The Adeptus Ministorum is led by the Ecclesiarch, the spiritual leader who oversees the faith from their Ecclesiarchal palace on Holy Terra. Under the Ecclesiarch operate cardinals

of varying seniority, the highest ranking of whom control the dioceses on Holy Terra and Ophelia VII – the second most holy site in the Imperium after Terra itself. Lower ranking cardinals administer the many cardinal worlds that are spread across the Imperium. Beneath them are an array of priests, missionaries and lay clergy whose role it is to tend to the faithful and ensure that worship of the Emperor is conducted according to the tenets of the faith. Lower-ranking priests and missionaries are also responsible for spreading the Imperial Creed to newly rediscovered worlds, ensuring that long-isolated civilisations adhere to the Ecclesiarchy's teachings.

The priesthood is responsible for proselytising the Imperial faith on reconquered or resettled worlds. Wandering priests and missionaries ensure that each and every Human – no matter where they are in the galaxy – maintains their mandated faith in the God-Emperor. Regardless of their distance from Terra, the majority of Imperial citizens and soldiers are utterly convinced of the Emperor's divinity. These worshippers willingly offer their blood, sweat and lives in his name, for they fear the vengeful punishment they will receive should they fail to meet such tithes. As the myriad threats to the Imperium have persisted and increased, so has the zeal of Humanity's faithful. Upon every Imperial world, the influence of the Ecclesiarchy is inescapable.

DEFENDERS OF THE FAITH

Even within the Ecclesiarchy's many congregations, heresy, witchcraft and mutation remain an ever-present threat. Thus do the Ministorum's priests keep a careful eye upon their flocks, seeking out any trace of such flaws so that they may be punished accordingly. The Adeptus Ministorum has long possessed the authority to seize those it suspects of crimes against the Imperial Creed and subject them to torture and execution. These acts are often undertaken in the most horrific and public manner possible to discourage further deviance amongst the citizenry.

On occasion, however, even these extreme measures prove incapable of preventing mass rebellion and heresy. When widespread heresy erupts within the populace of an Imperial world or the Ecclesiarchy's sacred holdings come under threat, the Adepta Sororitas are unleashed. As the Ecclesiarchy's defenders, these most zealous warriors seek to purge the unbelievers with boltgun and holy fire. Commonly referred to as the Sisters of Battle, the Adepta Sororitas are an elite fighting force, the spiritual descendants of an ancient sect of fanatical holy warriors known as the Daughters of the Emperor.

Of all the many martial factions that worship the God-Emperor, the Adepta Sororitas are the most devout in their adherence to the teachings of the Adeptus Ministorum. They comprise several distinct Orders, the most numerous and well-known of which are the Orders Militant. The Orders Militant form the martial arm of the Adeptus Ministorum and it is they who are the fist of the Ecclesiarch, projecting their power in all corners of the Imperium, from the halls of the Ecclesiarchal Palace on Terra to the most distant of blood-soaked battlefields at the outer reaches of Humanity's realm.

To the citizenry of the Imperium, the Sisters of Battle are figures of reverence, awe and even fear. They are the divine servants of the Emperor whose piety and purity are beyond question and whose judgement – delivered with roaring chain blades, gouts of flame and overwhelming boltgun fire – is a fierce and terrible thing to behold.

PARIAH NEXUS 451/ZZ/13 THE RAMASUS SYSTEM

The Ramasus System lies at the outer edge of the Pariah Nexus. The shrine moon Alectia is home to a small mission of Battle Sisters from the Order of Our Martyred Lady. Subjected to a Necron invasion, the population of Alectia is almost completely annihilated. Only a handful of Sisters survive to greet the arrival of Battle Group Kallides, holding their position long enough to protect their cathedrum sanctuary's collection of holy relics.




ADEPTA SORORITAS

THE MATRIARCHS

In the dark centuries following the Horus Heresy, the citizens of the Imperium turned to their faith for solace and comfort. Worship of the Emperor as the God of Mankind proliferated across the galaxy. Throughout the Imperium, different sects of the Imperial Creed existed, including the infamous Daughters of the Emperor, who would later become the Adepta Sororitas.

The Age of Apostasy began with the dawning of the 37th Millennium. Lasting centuries, this era of Imperial history saw much strife between the powerful Ordos that administered the Emperor's realm. Eventually, through devious plotting, assassination and blackmail, one figure rose to power. Goge Vandire – 361st High Lord of the Adeptus Administratum and a megalomaniac of the highest degree – seized control of the Ecclesiarchy in a carefully orchestrated coup gaining ultimate authority. With it, according to pages within the Hagiographia Primus, he sought to bring the Imperium under his heel.

Vandire's rule subsequently came to be known as the Reign of Blood. It saw the armies of the Ecclesiarchy – the Frateris Templar – undertake a galaxy-spanning campaign of wanton violence at their insane master's command. During his bloody crusades of paranoid purgation, Vandire was to encounter the Daughters of the Emperor, a small all-female sect hailing from the little known agri world of San Leor. Illuminated biographies by Vandire's scribes describe how, by exploiting the technological ignorance of San Leor's populace, the arrogant Ecclesiarch utilised deceit to convince these highly skilled and zealous warriors that he held the Emperor's divine favour. Having sworn the Daughters to his cause, he furnished them with the finest weapons and armour, employing them as his personal guard. The Daughters of the Emperor were renamed the Brides of the Emperor and would become Vandire's constant guardians and executioners in the violence to come.

Long did Vandire's nightmarish purges continue, his insanity growing ever more obvious. Eventually, in the distant Segmentum Obscurus, determined resistance to his rule began to surface. Under the leadership of the mysterious figurehead of the rebellion – Sebastian Thor – entire systems were rallied against the Ecclesiarch. So charismatic was Thor, and so hated had Vandire become, that within a few Terran years, the rebels had gathered the strength required to topple the tyrant. Space Marines, the Adeptus Mechanicus and large portions of the Astra Militarum joined the rebel forces in their final assault upon Humanity's home.

The Brides of the Emperor, still convinced of Vandire's divinity, continued to fight in his name. Their leader, Alicia Dominica, spearheaded the defence of Terra. The fragmentary records of the conflict claim that Dominica and her bodyguard slew many of the rebels' greatest champions as they led the defence of the Ecclesiarchal Palace.

Though the exact events that occurred next have been obscured by the passage of thousands of years, partial surviving accounts suggest that the conflict ended with the intercession of the Emperor's own bodyguards – the Adeptus Custodes. The Emperor's guardians, having realised the depths of Vandire's madness and betrayal, infiltrated the Ecclesiarchal Palace and sought to parley with the Brides of the Emperor. It is believed that, to convince Vandire's bodyguard of his treachery, a single Custodian led Alicia Dominica and her five most trusted sisters into the heart of the Imperial Palace to the Emperor's Golden Throne. Of what occurred within that most holy chamber, no record remains, yet the Brides of the Emperor emerged utterly convinced of the Ecclesiarch's guilt.

Marching into Goge Vandire's chambers, Alicia Dominica renounced his leadership and proclaimed the mad Ecclesiarch a heretic before beheading him with a single blow from her power sword. Thus did the Reign of Blood come to an end.

The wake of Vandire's death saw a reformation of the Ecclesiarchy. Sebastian Thor was elevated to the position of Ecclesiarch, and at his instigation was the Decree Passive issued. No more could the Ecclesiarchy possess a standing army. Yet Thor believed that the Imperial Creed was Humanity's only hope in the face of increasing Chaos and xenos threats and that its defence would be of utmost importance. Thus did he order the formation of the Adepta Sororitas.

Led first by Alicia Dominica, the Adepta Sororitas were tasked with defending the Imperial faith, protecting its holy sites and fighting its Wars of Faith. In the centuries to follow, Dominica and the five sisters who had accompanied her to the Emperor's throne room – Mina, Arabella, Lucia, Katherine and Silvana – would each have an Order of Sisters founded in their name. Known as the Orders Majoris, the six founding Orders form the bulk of the Adepta Sororitas' strength, which soon encompassed millions of warriors across the Imperium. Each Order Majoris still venerates its founding Matriarch, utilising the methods of warfare and adhering to the teachings of these saints. Thus the Matriarchs continue to loom large over the Imperium long after their martyrdoms.

ORDO HERETICUS

At the end of the Age of Apostasy, the Inquisition formed a secret order within its ranks to watch the Ecclesiarchy more closely. While the Inquisition monitors every aspect of the Imperium, some agents of the Ordo Hereticus concern themselves with eliminating aberrant faith before it is allowed to run rampant. Though the Ecclesiarchy regulates itself and its followers closely – primarily through the Adepta Sororitas – the Ordo Hereticus provides another line of defence to ensure that those in power within the Ecclesiarchy do not abuse their positions to such an extent that they threaten the stability of the Imperium. Some Inquisitors watch Wars of Faith closely to ensure that the objectives laid down by the Ecclesiarch are both justified and not exceeded by those fighting. They also monitor the temporary armies known as Frateris Militia that rally behind the priesthood in theatres of conflict, ensuring that such forces disband after they are needed. In this way, the agents of the Ordo Hereticus ensure that the Ecclesiarchy's standing military does not reach the levels it did under Goge Vandire.

The Ordo Hereticus' close association with the Adepta Sororitas means that it is common for Inquisitors to call upon their services as bodyguards, enforcers and execution squads when rooting out and putting down heretical cults.

NACHMUND LF793/G6X
SANGUA TERRA

The continual escalation of the Black Legion's onslaught on the Nachmund Gauntlet eventually engulfs Sangua Terra, a strategically pivotal world. Junith Eruita - Canoness Superior of the Order of Our Martyred Lady - rushes to the war zone to take command of the planet's defence. Her presence serves to rally the faithful, yet the horrors arrayed against Sangua Terra are many. Its fate hangs in the balance.

THE SISTERHOOD AT WAR

The Orders Militant of the Adepta Sororitas are strictly organised and highly disciplined military organisations created and outfitted to meet any threat to the Imperial faith. They are elite forces whose members are amongst the most skilled of Humanity's unaugmented warriors. Empowered by their faith, these pious combatants seek to purge the heretic and slaughter the alien wherever they appear, preserving the sanctity of the Emperor's realm.

Depending on the forces available to them and the enemies they are faced with, the Orders Militant may call upon a variety of specialist units and formations to prosecute their wars. Whilst not as numerous as the soldiers of the Astra Militarum, the Adepta Sororitas is a galaxy-spanning organisation with sanctuary worlds located in almost every corner of the known galaxy. Although each Order trains sisters in its preferred methods of warfare, Adepta Sororitas armies are versatile indeed, capable of adapting to changing battlefield conditions at a moment's notice.

BATTLE SISTERS

Most Battle Sisters go to war clad in suits of ancient power armour possessed of the same formidable defensive qualities as that worn by the warriors of the Adeptus Astartes. The majority of Adepta Sororitas missions are anchored by squads armed with the reliable Godwyn-Deaz-pattern boltgun, their firepower supplemented by more potent weapons such as flamers, storm bolters or meltaguns. The strength of the Battle Sisters squad is in its versatility and resilience. Emboldened by their faith, a squad of Battle Sisters will hold ground with fearless determination or march through a hellish inferno to seize their objective.



Specialist units known as Dominions are deployed in the front lines, having been trained to bring their array of powerful weapons to bear at closer ranges, thereby maximising their holy wrath. Dominions are tasked with shattering enemy fortifications and breaking through the front line, relying upon their mobility to destroy their chosen target, moving on to the next before the enemy can reorganise. In their wake, squads of Battle Sisters move into the breach to defend the ground seized by their aggressive comrades. These Dominions are also leaders in many of the Order's rites of worship, their prayers on the battlefield often being the first intoned before being echoed by the other Sisters.

Retributor squads are equipped with heavy weapons such as multi-meltas, heavy bolters and Ministorum heavy flamers. These Sisters provide fire support as Adepta Sororitas forces advance, clearing fortifications with gouts of searing promethium, destroying enemy infantry with volleys of bolter fire and obliterating heavy war engines and tanks with white-hot beams of superheated energy.

LEADERS OF THE FAITHFUL

When an Adepta Sororitas force takes to the battlefield, it is led by a powerful champion of the Imperial faith, ordinarily a Canoness. Each Canoness is a veteran of many conflicts, possessed of indomitable faith and strength of conviction.

Canonesses bear to battle many holy relics of their Order and wield sacred weapons blessed with the blood of martyrs in ancient ceremonies. A Canoness is as much a spiritual leader as she is a martial one, and her presence upon the battlefield inspires acts of selflessness and heroism amongst her pious troops. Some Canonesses utilise jump packs, enabling them to traverse the battlefield far more swiftly than they could on foot and ensure their presence is felt where it is most keenly required. Smaller forces may be led instead by a Palatine, subordinate to the Canoness, but scarcely less capable. Palatines lead by pious example, often placing themselves to the fore, where the fighting is thickest and their martial prowess and firm guidance may bolster flagging Battle Sisters or inspire a breakthrough.

All squads of Battle Sisters are led by a Sister Superior. These holy warriors have demonstrated a tactical acumen and gift for command that has seen them earmarked for leadership. Many will go on to serve as Celestians and Celestians Superior, further honing their talent for governance under the close watch and spiritual guidance of their Canoness. Those who survive long enough may even rise to one day fill the role of a fallen commander. Sisters Superior commonly wield melee weapons such as chainswords, or power weapons including power mauls and power swords that are wreathed in crackling disruption fields. Other preferred weapons include plasma, inferno and bolt pistols as well as other rare arms drawn from the vaults of the Order's sanctuaries. These armaments allow the Sister Superior to focus her efforts on guiding her Sisters' fire from range, whilst providing the squad with additional killing power should the foe dare to come close.

SISTERS PENITENT

Amongst the Sisterhood, even the most minor transgression may lead to censure. The punishments for those who commit cowardice, disobedience or suffer crises of faith can be severe.

A Sister – of any Order – who refuses or disobeys the demand of a superior or otherwise fails in her duties is a disgrace in the eyes of her Sisterhood. These warriors are gathered together and handed over to the Orders Militant, where they undergo intensive spiritual reconditioning.

Stripped of their armour, the Repentia are outfitted with giant two-handed eviscerator chainswords and placed at the forefront of infantry assaults. They are supervised in battle by Repentia Superior, veteran Sisters who have the solemn task of driving their shamed Sisters forward and watching for remaining signs of sinfulness amongst their charges. Clad in rags and filled with a desperate need to atone for their sins, the Repentia charge headlong into their foes. The path to redemption is long and bloody, and few Repentia survive more than a single battle.

Those Repentia who flee from battle face an even more terrible fate, for they are likely to be wired into the crucible of a Mortifier. These walking engines bear neuro-agoniser arrays and obloquial enhancers that amplify the pilot's self-loathing. Metallic bolts driven into the entombed Sister's bones prevent movement and speech, whilst baffle hoods prevent her from hearing the words spoken by her Sisters. Driven by the anguish of their pilots, Mortifiers rush headlong into the foe, mutilating all in their path. For the entombed, the only hope of release is death.





THE NATURE OF FAITH

The Imperial Creed teaches that those who display pious devotion to the Emperor may earn his favour and receive his blessings in their hour of need. Indeed, those who have fought alongside armies of the faith – particularly the Adepta Sororitas – report all manner of miraculous occurrences. Battle Sisters wreathed in haloes of golden light, eyes blazing with holy fire to ignite their enemies; flocks of white doves appearing from the aether to soar above the field of battle; the dead rising to strike a final blow in the name of their God-Emperor – all these events and more have been witnessed and recorded.

To most of the Imperium's citizens and Ordo Hereticus, these miracles are accepted as evidence of the God-Emperor's might. There are those, however, who look upon the miracles that proliferate in the presence of the Adepta Sororitas with suspicion. Ingrained paranoia has caused some Inquisitors of the Ordo Hereticus to suspect warp sorcery and heretical practice to be the root cause of such miraculous occurrences.

THE CELESTIAN ELITE

Battlefield commanders are often accompanied to war by small formations of veteran Battle Sisters known as Celestians. These soldiers are the most talented warriors of their Order, whose skill at arms has been tested against a wide range of foes in the most hideous of battlefield conditions and who have suffered and shed blood in the Emperor's name. Celestian Sacresants are questing warriors who journey across the Imperium, rooting out heresy and sedition or recovering holy relics. At times of war, they often act as bodyguards for Canonesses and Palatines. Their large ornate shields form an impenetrable wall before their assigned charge, whilst their hallowed maces and anointed halberds lash out to slay any unbeliever foolish enough to come within range. The most honoured Celestians may seek the service of a Paragon Warsuit. Regarded as sacred, these machines are believed by the Sisters of Battle to possess a noble will of their own. Any Celestian who wishes to pilot a Paragon Warsuit must delve into the catacombs that lie beneath their Order's sanctuaries. Here, amidst the remains of saintly warriors, the statuesque warsuits stand within reliquary chapels, their names and deeds carved into the stone that surrounds them. Kneeling before her chosen warsuit, the Sister must offer a whispered prayer. Should she be judged worthy, the Paragon Warsuit lays its blade across her shoulder in a miraculous blessing. Only then may the Celestian embark within the war machine and unleash its array of deadly weapons upon the Emperor's foes.

ARMOURED VEHICLES

The Adepta Sororitas operate numerous patterns of armoured vehicles, foremost amongst them the standard Rhino transport, utilised to protect the Sisters of Battle as they advance towards their objective. The vehicles operated by the Adepta Sororitas are often elaborately decorated with religious iconography, holy relics and symbols of the Order from which they hail. The Immolator sacrifices some of its transport capacity for greater firepower, with its flamers



incinerating swathes of enemies before its cargo of warriors disembark to finish any survivors.

Should the enemy field many armoured vehicles or cower behind their fortifications, the Order may call upon its Castigator battle tanks or Exorcists. The Castigator mounts autocannons for decimating enemy infantry or a potent battle cannon that is more than capable of puncturing heavy armour. The Exorcist, meanwhile, serves as a mobile artillery platform. Its hull-mounted missile launcher resembles the instruments found in many of the Adeptus Ministorum's places of worship. It can launch rockets and missiles high into the sky, raining the Emperor's judgement down upon the foe.

The vehicles of the Adepta Sororitas additionally serve as ornate mobile shrines, their presence inspiring the faithful and devout. Many are fitted with laud hailers, through which battle hymns are blared aloud, their fiery invective encouraging the Battle Sisters to perform selfless acts of heroism.

ECCLESIARCHY BATTLE CONCLAVES

Though the Decree Passive prohibits the Ecclesiarchy from maintaining their standing armies of old, it does not prevent the priests of the Adeptus Ministorum from assembling temporary retinues of fighters. Small in number yet deadly combatants, these inveterate warriors dedicate themselves body and soul to serving the Imperial Creed, their fanaticism driving them forward even when death seems certain.

Pious warrior-knights chosen for their martial skill and utter devotion to the Imperial Creed, Crusaders act as the bodyguards and champions of their priestly figurehead. They are often seen fighting alongside the Adepta Sororitas in their Wars of Faith, spilling the blood of heretics and witchkin with great sweeps of their heavy broadswords, bullets and blades deflecting harmlessly from their large powered shields.

Amid raging Wars of Faith, the priesthood and their retinues are often accompanied to war by

KABRISS SUB-SECTOR X66/16G A CRISIS OF FAITH

On the agri world of Vorgundreel, a mission of the Order of the Sacred Rose is driven from its sanctuary by a tide of heretic cultists, leaving altar and statuary to be despoiled by the traitors. The survivors, overcome by the shame of their defeat, submit themselves to the justice of their Canoness and are stripped of their rank. Now reduced to the lowly position of Sisters Repentia, they spearhead the first wave during the world's reconquest and are slain to the last, restoring their honour in death.

OCTARIUS X/551.5Z SIGMA-ULSTARI

At the outset of the Octarius conflict, the Sisters of the Order of the Blue Robe came to the defence of the forge world Sigma-Ulstari. Successive invasions by both the Orks and Tyranids were repelled at terrible cost. The arrival of a task force under the command of High Marshal Helbrecht of the Black Templars turned the tide. With the foes driven back, the High Marshal himself commended the Order for its sacrifice and seconded the battle-hardened survivors to serve alongside his own crusade.

a mass of penitents who have committed crimes against the Imperial Creed and been punished for their sins. These tortured souls howl in agony as they join the battle, inspiring fear in the foe. Amongst them are Arco-flagellants who lope alongside the armies of the faith in packs, their limbs whipping back and forth. Arco-flagellation is but one method employed by the Adeptus Ministorum to punish heretical thought and action. Subjected to agonising spiritual cleansing and physical modification, those sentenced to this fate are fitted with cybernetic augmentations and subdermal stimm injectors. Their pacifier helms subdue their abused psyches with floods of sacred sensory input. When battle is joined, their priestly masters utter a trigger word that deactivates the helm and pumps a cocktail of chemicals through the Arco-flagellant, sending them into a frenzy. Pain suppressors also wash through their system, rendering them insensate to the foe's desperate blows.

Penitent Engines are another grisly reminder of the power wielded by the Ecclesiarchy, and the dangers of drawing its ire. Those convicted of heinous crimes against the faith are wired into the machine's torturous innards. Pain amplifiers and neural injectors torment the bodies of those within, their agony driving the clanking engine into the foe. Heedless of danger, they lay about the enemy with gigantic blades and gouts of holy fire, seeking absolution in death – whether theirs or the enemy's.

WARS OF FAITH

The greatest expression of the Ecclesiarchy's divine wrath are its Wars of Faith. Declared by the Ecclesiarch, these wars are waged in the name of retribution, liberation and wrathful hatred. When such a war begins, those Orders who can respond to the call send their best warriors to obliterate the heretics and traitors marked for death.

Should rebellion, predatory xenos or the star-spanning campaigns of the agents of Chaos be judged to present a particularly potent threat to the Imperial Creed, the High Lords of Terra may declare a crusade. On such occasions, a clarion call goes out, summoning soldiers and equipment from all wings of Mankind's military machine and unleashing them upon the enemy in question. The various elements of the Adeptus Ministorum often accompany such crusades, reasoning that any threat to the Imperium is a threat to the Creed. However, the Ecclesiarch and Abbess Sanctorum also have the right to issue their own call to arms when the sanctity of the faith is imperilled. These mobilisations are referred to as Wars of Faith.

The mustering of the Ecclesiarchal war host is undertaken swiftly, with fleets of vessels given over to the assembled faithful and bearing them to the planet, system or sector that is the target of the Ecclesiarch's ire. The Orders Militant form the disciplined spearhead of these assaults. Armoured Battle Sisters descend to battle aboard colossal invasion cathedrums, the spires of which bristle with turrets. Laud hailers broadcast the Invocation of the Fede Imperialis at deafening volume and smouldering braziers seed the atmosphere with holy incense, emboldening the Sisters and causing the eyes of their enemies to stream with caustic tears. From within these colossal transports emerge flocks of winged cherubim that act as scouts, seeking out the enemy and marking them for swift destruction. Then the Sisters march forth, advancing with purpose through the awestruck enemy and dispensing the Emperor's merciless justice upon the heretical masses.

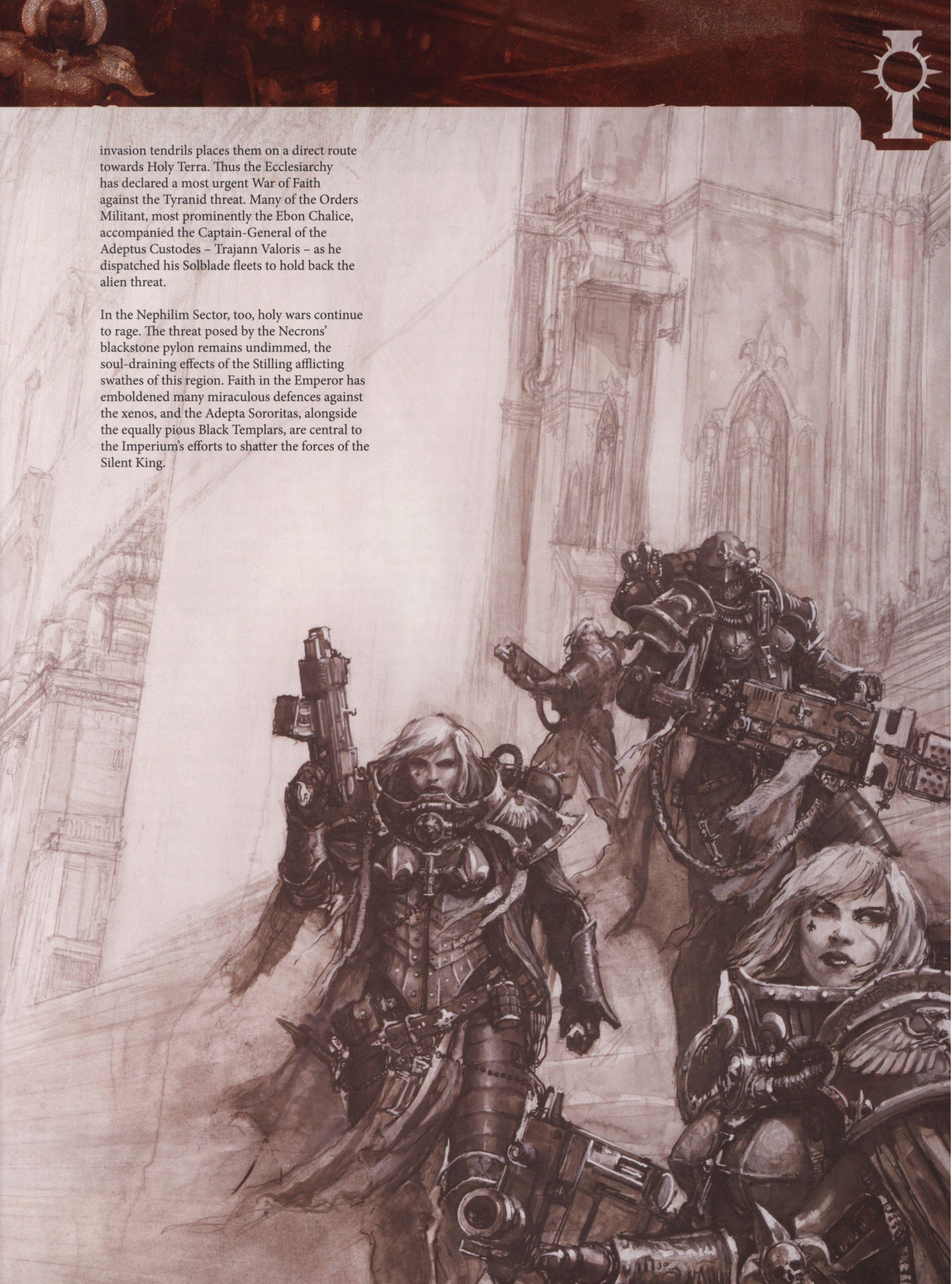
The Sisters of Battle rarely prosecute Wars of Faith alone. The clarion call of the Ecclesiarch is heard by the unwashed masses as clearly as by the sanctuaries of the Orders Militant. Bellowing streams of righteous invective, missionaries and priests lead Frateris Militia to battle. These ad-hoc formations of warrior monks and other zealous adherents to the Imperial Creed seek to ally their fanatical hatred to the disciplined might of the Orders Militant. Many are veterans of dozens of holy wars. Others compensate for their lack of martial training with sheer fanaticism and bloody-mindedness. When whipped up into a frenzy of intolerance and rage, these battle hosts sweep across worlds in a storm of fury, their exultant prayers drowning out the screams of their victims.

In the wake of the opening of the Great Rift and the subsequent proliferation of warp storms and witchery throughout the galaxy, many crusades and Wars of Faith have been declared. The Liberation of San Leor saw massed ranks of Frateris Militia come together to assist the Order of the Sacred Rose in their assault on the besieged agri world. Together the faithful burned heretics by the million, forcing the traitors' Alpha Legion overlords to withdraw. The Abbess Sanctorum, Morvenn Vahl, has herself led campaigns deep into benighted regions of the galaxy. During the crusade against the traitor worlds of the Philosopher's Belt, she united elements of all six Orders Majoris, leading from the front as her armies of faith swept through spire and fortress, putting all who opposed them to the sword.

Hive Fleet Leviathan's invasion of the Bastior Sub-sector is of utmost concern to the Adeptus Ministorum for the trajectory of the xenos'

invasion tendrils places them on a direct route towards Holy Terra. Thus the Ecclesiarchy has declared a most urgent War of Faith against the Tyranid threat. Many of the Orders Militant, most prominently the Ebon Chalice, accompanied the Captain-General of the Adeptus Custodes – Trajann Valoris – as he dispatched his Solblade fleets to hold back the alien threat.

In the Nephilim Sector, too, holy wars continue to rage. The threat posed by the Necrons' blackstone pylon remains undimmed, the soul-draining effects of the Stilling afflicting swathes of this region. Faith in the Emperor has emboldened many miraculous defences against the xenos, and the Adepta Sororitas, alongside the equally pious Black Templars, are central to the Imperium's efforts to shatter the forces of the Silent King.



Sister Danica picked herself up from the rubble-strewn ground and glanced, dazed and bloodied, at her surroundings. What had once been a damaged but standing hab-block had been reduced to a skeletal shell in a single punishing artillery salvo. A cloud of choking dust had been thrown up by the explosive barrage, reducing visibility to no more than a few feet. Through the thick smoke and ash, she could make out the flickering orange colour of fires around her. As her hearing returned, she was greeted by a chorus of moaning and anguished cries. Ahead, a figure shambled forward, head bowed, body engulfed in flames, and collapsed to the floor. Friend or foe, she could not tell as the flames crawled across the now still form.

Danica felt her skin tingle. Burns covered the right side of her face. Her Sabbat-pattern helm had been split open by the impact of debris and the seal broken. She reached up to remove the ruined device and mag-locked it to her belt. Had she not been wearing it, her head would have been reduced to a pulp. The tingling of her burns had become an incessant throbbing pain. Rather than fight the agony, she channelled it to stoke the fires of her hatred.

Danica's secondary vox-bead, located in her left gauntlet, emitted nothing but a stream of hissing static. She ignored the device and stooped to collect her boltgun from the ground. She could see almost nothing, and the miasma of filth would take some time to settle. Taking a few painful steps, she raised a hand to shield her eyes from the swirling grit and ash. The grimy air irritated her throat, no doubt the result of toxins or burning fuel, and she stifled a cough.

Shaking her head to clear a ringing in her ears, she raised her boltgun and scanned the choking cloud. She could hear the voices of her scattered Sisters filtering through the obscuring ash. Others were moving, too. Ahead, she could hear the barked voices of the foe and the rattle of autogun fire as the heretics followed up on their artillery strike.

She stepped forward, squinting to prevent the still-settling dust from getting into her eyes. She passed the bodies of fallen Sisters, many partially covered by rubble, others ripped apart by the explosive impact. A few yards ahead, a white-robed Sister Hospitaller crouched low amongst the scattered bodies and debris, digging a jagged shard of shrapnel from the flank of a wounded Battle Sister.

As the dust began to settle, stirring litanies and prayers rose above the rattle of autogun fire. Emerging from the obscuring cloud, Danica could make out the spire of the city's solitary chapel, which appeared miraculously unharmed by the devastating bombardment. The chanting emanated from the place of worship. The faithful within had weathered the storm. She made out the forms of Battle Sisters emerging from the structure alongside Retributors wielding heavy flamers. Already they were firing at an unseen foe.

Danica didn't have to wait long for the enemy to be revealed. From half-collapsed structures and burning side streets, a mutant rabble rushed forth. They were a hideous sight to behold, a slithering, loping mass of twisted, monstrous things. The last vestiges of their humanity were barely visible beneath heaving masses of bruised purple flesh, clawed limbs and flailing tentacles. They surged over shattered foundations and rubble, hissing, screeching and wailing as they came.

The Sisters fired upon them with boltguns. Gobbets of gore erupted from their cursed forms, showering the ground with steaming viscera and armour.

Danica raised her boltgun, bringing the sight up to her eye and tracking a tentacled mutant as it clambered over jagged armaglass. It seemed oblivious to the blood flowing from the many wounds upon its body. She centred her crosshairs on its face and squeezed the trigger. Her shot struck it in the head. It fell mid-stride and slid down a mound of rubble, leaving a trail of blood.

At that moment, Danica's wrist-mounted vox-unit crackled to life once more, static, tinny voices emanating from its speaker.

'*Close ranks! Prepare to repel them!*' the Palatine commander's voice came over the encrypted channel.

The nightmare rabble clambered claw-over-fist towards the Battle Sisters, surging over their own dead in their thirst for slaughter. Sister Superior Ursula raised her power maul aloft, roaring a litany of purification at the top of her lungs, her bionic eye glimmering brightly.

'Let perdition take the unclean. Bathe them in the fires of purification!' she screamed.

Having advanced out of the chapel and towards the fighting, a squad of five Retributors emerged from a side street and hefted their heavy flamers, taking up wide stances as they aimed the colossal weapons into the clambering cultists. As one, they opened fire. The searing torrent of heat washed over the mutated bodies, engulfing howling traitors in blazing purifying fire. The stench of burning flesh and promethium filled the air.

Many of the heretics were reduced to ash by the onslaught. A few managed to press through the inferno, their bodies aflame, to hurl themselves towards the Sisters. A creature with two distended jaws lunged towards Danica, closing both maws around her left pauldron and grinding its teeth against the hardened ceramite plate. One of her assailant's heads was Human, the other that of a

warp-spawned terror. As the creature's daemonic head gnawed at her armour, the mortal component swung a metal pipe into her flank. She lashed out with the stock of her boltgun, striking the Human head. The monstrous creature reeled as bone splintered, lurching backwards as if feeling the pain of its conjoined host. A shout went up from Danica's right, and a trio of Battle Sisters opened fire. Their volley hit the mutant beast and pitched it back down the incline where it rolled over and crushed several club-wielding cultists, pinning them beneath its fleshy bulk.

Reloading her boltgun, Danica moved to join her saviours, forming a line to repel the assailants. She saw that several Battle Sisters had been struck down, their armour splintered by crushing claws and muscular limbs. The wave of accursed mutants had begun to thin. In their wake came the architects of this world's misery.

Towering above the Battle Sisters, their scab-red armour redolent with shimmering warp energy came the Chaos Space Marines. They chanted as they advanced, incanting prayers in their twisted tongue.

The Sisters of the Order of the Bloody Rose took up their own cry in response.

'Hearts of steel! Fists of iron!'

Danica's boltgun roared again, her fire scything through the broken pack of mutants. The heretics returned fire in kind. Despite their grotesque appearance, the traitorous Space Marines possessed discipline, order and terrible efficiency. Macabre Legionaries, their ceramite plate coated in runic script, strode purposefully forwards, firing as they moved. Boltgun shells crashed into the Sisters and detonated, some deflecting from ceramite plate with sharp cracks, others punching through armour. Several of Danica's fellow Sisters fell to the ground, never to rise again.

The stench of blood and smoke filled Danica's nostrils. At the sight of the fallen she felt the anger rise within her, begging for release. She swallowed hard, gritted her teeth and focused her fury, bringing her boltgun up to fire. Aiming at the horned helm of one of the towering warriors, she targeted a glowing lens and fired. The foe fell under the boots of its allies. She fired once more, her second shot deflected by ceramite armour. Return volleys struck her in the left leg, ripping a chunk of plate away and causing her to fall to one knee.

As she stood again, one of the heretics lunged forward with a speed belied by its armoured bulk and thrust with a jagged bayonet. Danica scrambled backwards, the tip of the weapon piercing her breastplate and digging into the flesh beneath. She managed to free herself, wrenching from the impaling blade before a second strike – this time from the stock of the Traitor's firearm – slammed into her left arm and knocked her weapon from her grasp. The foe kicked the boltgun aside.

'Worm,' the heretic spat, raising a boot to stamp down upon her.

Before the ceramite-clad foot could descend, a stream of heavy bolter fire pitched him from his feet.

With a pneumatic hissing of pistons and the clangour of pounding metal feet a trio of Paragon Warsuits thundered past the line of Battle Sisters and into the traitors' ranks. A cry of exultation went up from those Sisters who still stood. The warsuits crashed into the Chaos Space Marines. Their leader's blade lashed out to pierce the breastplate of a Legionary and lifted the dying warrior from his feet before casting his broken form aside.

As the Paragon Warsuits pressed home their assault, the words of the Fede Imperialis rippled across the bloody ridge, its verses stoking the fires of hatred in their hearts.

'From the lightning and the tempest, our Emperor deliver us,' she rasped, rising steadily to her feet and drawing a bolt pistol from its holster.

'*From plague, temptation and war, our Emperor deliver us,*' the recitation continued.

Danica shuffled forwards, fired her pistol and let out a cry of satisfaction as a cultist's head exploded like a ripe fruit. Then she was amidst the foe. No longer did she confine her fury. Swinging the stock of her boltgun like a leaden club, she rained blows upon cowled foes with righteous fury, each strike accompanied by a wordless howl of fury, the white of her robes now drenched in blood.

The Sisterhood's prayer reached its crescendo, deafeningly loud above the violence.

'*That thou wouldst bring them only death, that thou shouldst spare none, that thou shouldst pardon none, we beseech thee, destroy them!*'



Hierarchy of the Adepta Sororitas

The Adepta Sororitas is organised in a way that allows it to exert the will of the Ecclesiarchy across the breadth of the Imperium. Individual Orders have spheres of influence in different parts of the galaxy, and though these Orders have their own traditions and rites of worship, they are each bound by similar structures and chains of command.

Some Orders, notably the six Orders Majoris, maintain subsidiary sanctuaries, the largest of which are referred to as Preceptories. The term is also used to define the largest organisational unit an Order is ever likely to field, numbering up to one thousand Sisters of Battle, cloistered together at one location. The Canoness who commands a preceptory has the title of Canoness Preceptor.

A Militant Order typically maintains its own fleets of orbital assault vessels and macro-landers, but larger battleships and interstellar transports are seconded from the Navis Imperialis. These ships may be assigned to an Order for decades or even centuries, but are still officially not part of the Ecclesiarchal military.

2nd Preceptory

PRECEPTORY COMMAND
Canoness Preceptor
(Preceptory Commander)
Preceptory Command Squad
(Imagifier and Celestian Bodyguard)

1st Preceptory

3rd Preceptory

Etc.

1st Commandery

2nd Commandery

3rd Commandery

4th Commandery

COMMANDERY COMMAND
Canoness Commander
(Commandery Commander)
Commandery Command Squad
(Imagifier and Celestian Bodyguard)

5th Commandery

Commanderies are smaller sanctuaries, often housed within moderately defended fortresses or shrine-bunker complexes. A commandery is subordinate to a preceptory, and the term is also used as a company-level subdivision of a preceptory. Each commandery consists of up to two hundred Sisters, and the Canoness who leads them is referred to as a Canoness Commander.

Commandery Assets

- Sisters Dialogus
- Sisters Hospitaller
- Battle Tank Squadrons
- Missionarius Galaxia Agents
- Ministorum Preacher Congregations
- Ecclesiarchy Battle Conclaves
- Crusaders
- Arco-flagellants and Penitent Engines

Etc.

1st Mission

Mission Assets

- Rhino Transports
- Retributors
- Immolators
- Exorcists
- Sisters Repentia
- Novitiates
- Ministorum Priests
- Frateris Militia Bands
- Arco-flagellants and Penitent Engines

2nd Mission

MISSION COMMAND
Palatine
(Mission Commander)
Mission Command Squad
(Imagifier and Celestian Bodyguard)

1st Squad

2nd Squad

3rd Squad

4th Squad

5th Squad

3rd Mission

4th Mission

A mission is the smallest organisational unit of the Adepta Sororitas, and normally consists of a number of squads assembled to achieve a specified objective. A mission may be led by a Palatine, or by a Canoness, depending on the importance of the objective.

This hierarchy is also applicable to the non-militant Orders, such as the Orders Dialogus, Hospitaller and Famulous. These Orders generally operate at the lower levels, mainly mission and commandery, with preceptory being a largely organisational tier. For example, a mission from an Order Famulous may consist of only a handful of Sisters engaged in an inter-house trade delegation, while a commandery from an Order Hospitaller may be a staff of Sisters working in a battlefield hospital.

The God-Emperor

Abbess Sanctorum of the Adepta Sororitas

Prioress

The Orders of the Adepta Sororitas are divided amongst the Convent Prioris based on Terra, and the Convent Sanctorum based on Ophelia VII. Each Convent is commanded by a Prioress, outranked only by the Abbess Sanctorum of the Adepta Sororitas.

An Order is led by a Canoness, who often has the title Canoness Superior. A Canoness of an Order Minoris is in theory outranked by the Canoness of the Order Majoris from which it was formed.

Order Command

Canoness Superior
(Order Commander)
Order Command Squad
(Imagifier and Celestian Bodyguard)

Order Assets

- Frateris Templar Battleships
- Cruiser Squadrons
- Secondary Escort Squadrons
- Confessors-militant
- Tempestus Scion Companies
- Frateris Militia Auxiliary Forces

Etc.

4th Preceptory | 5th Preceptory | 6th Preceptory | 7th Preceptory

The Adepta Sororitas as a whole serves at the behest of the Ecclesiarch, and has a sacred duty to follow the dictates of whoever holds that office.

Ecclesiarch

The Adepta Sororitas

Convent Sanctorum

Orders Militant
Order of Our Martyred Lady
Order of the Valorous Heart
Order of the Bloody Rose

Orders Hospitaller
Order of the Eternal Candle
Order of Serenity

Orders Famulous
Order of the Key
Order of the Gate

Orders Dialogus
Order of the Holy Word
Order of the Quill

Minor Orders

Convent Prioris

Orders Militant
Order of the Ebon Chalice
Order of the Argent Shroud
Order of the Sacred Rose

Orders Hospitaller
Order of the Cleansing Water
Order of the Torch

Orders Famulous
Order of the Holy Seal
Order of the Sacred Coin

Orders Dialogus
Order of the Sacred Oath
Order of the Lexicon

Minor Orders



Beacons of Faith

HEROES AND MARTYRS

It is a cornerstone of the Adepta Sororitas' martial culture to revere saints and martyrs and to strive to live up to the examples set by the Matriarchs. A willingness to suffer and die for the cause is prevalent in every one of their Orders and thus their ranks produce many storied champions.

To serve within the ranks of the Adepta Sororitas is to face hardships untold, and to walk in the shadow of death. Only the most devout and resilient graduates of the Schola Progenium are judged worthy of joining one of its many Orders. Most who don the power armour of the Orders Militant will die on one of the galaxy's innumerable battlefields, their names and deeds unremembered by the wider Imperium. With each generation of warriors, however, a few individuals rise above their peers, whether through their martial skill, the intensity of their faith, their gift for inspirational leadership or the miraculous events that occur in their presence.

The most renowned of the Adepta Sororitas' heroes are warriors belonging to the Orders Militant, for tales of conflict carry further and linger longer in the minds of the Imperial citizenry. Yet the Sisters of non-militant Orders are no less pious in their adherence to the Imperial Creed or courageous in their willingness to face death in the course of duty. The Orders Hospitaller tend to the wounded on blood-drenched battlefields, often under heavy fire and in horrifying conditions. So do those of the Orders Pronatus count many virtuous paragons of the faith amongst their ranks, none more prominent than Aestred Thurga – bearer of the Auto-Tapestry of the Emperor's Judgement – and her near-constant companion the Hagiolater, Agathae Dolan. In many Holy Wars and punitive crusades, the Reliquant at Arms has borne this relic standard in battle, never once letting it fall as the Hagiolater faithfully inscribes the miraculous feats she witnesses in its sight.

HONOURING THE FALLEN

The Matriarchs of the Orders Majoris are revered as the greatest heroes to have ever served within the ranks of the Adepta Sororitas. Tales of their deeds, both spiritual and martial, serve as an example for all others to follow. Since the martyrdoms of these holy warriors, many others have risen to earn the respect and devotion of their Sisters. Such is the martial nature of the Sisterhood that the majority of their most widely revered champions earned iconic status in death. With each generation, some earn the Emperor's favour in their martyrdom and are honoured in the statuaries and shrines of their Order's sanctuaries. There do their remains, relics and effigies wrought from stone stand as silent and solemn reminders of the standards expected by each and every Sister, from lowly Novitiate to Abbess Sanctorum.

Tales of the most notable of these fallen champions of the faith are recorded and recounted by the Sisters of their Order as well as Imperial preachers and priests. Many of these near-mythical heroes have since been canonised for their actions. The Order of the Ebon Chalice still speak in reverential awe of Canoness Ermina who, whilst defending the Sepulchre of the Sacred Light, was crowned by a halo of blazing fire and in all her effulgent glory slew a dozen Khorne Berzerkers before falling beneath the heretic tide. The Order of the Bloody Rose recalls the deeds of Sister Repentia Alina Orphydea, who landed the killing blow upon the Witch-Queen of Szarinth, enabling her Order to free Torbick's World from the sorcerer's malign influence. This feat of arms wiped the stain from Orphydea's soul and cemented her legacy as a pure exemplar of Matriarch Mina's teachings.

LIVING PARAGONS

The aggressive nature of the manner in which they make war leads the Adepta Sororitas to suffer high rates of attrition, even amongst their commanders. Thus, each era of recruits must produce its own warriors and leaders of renown capable of leading and inspiring the Sisterhood in their endless holy wars. In the dying days of the 41st Millennium, with the near entirety of the galaxy in the grip of constant warfare, the Sisterhood requires champions as never before.

The figureheads of the Adepta Sororitas serve as an inspiration not only to their Sisters but to the wider followers of the Imperial Creed. Should Morvenn Vahl, Junith Eruita or any other such storied member of their Order lead a War of Faith, they will surely rally vast numbers of priests, pilgrims and Frateris Militia to their banner, keen to bestow the Emperor's justice on those found wanting. In the presence of such blessed figures, the zealous fanaticism of the unwashed masses can triumph over the most dreaded enemies. The survivors of these bloody conflicts carry with them tales of the Sisters' deeds, further serving to enhance their reputations amongst the populace.

In the most benighted regions of the Imperium, the Ecclesiarchy's missionaries and lay clergy work to recount the deeds of these champions of the Imperial faith, providing a glimmer of hope to their flocks of worshippers in an era of misery and suffering.

LIVING SAINTS

Across the territories of Humanity, many loyal servants of the God-Emperor have been canonised. Such is the martial culture of the Imperium that many of their number were once warriors of the faith. The majority earned their sainthood through martyrdom, yet it is not unheard of for a living being to be granted this most holy honour.

To be named a living saint by the Ecclesiarch, the subject must perform miraculous acts in the service of the God-Emperor in the presence of the faithful. These manifestations of divinity are many and varied and have included the appearance of stigmata, the summoning of storms of holy fire and the resurrection of the fallen.

Given the depth of their faith in the God-Emperor and their position as guardians of the Creed, it is no surprise that, of the few devout servants to have been declared living saints, several were once Sisters of the Adepta Sororitas.

MORVENN VAHL

ABBESS SANCTORUM OF THE ADEPTA SORORITAS

As Abbess Sanctorum, it is Morvenn Vahl who commands the Orders Militant. Stern and uncompromising, she refuses to direct their crusades and Holy Wars from afar and instead leads from the front – dispensing the Emperor's retribution at the end of her own weapons.

THE PANOPLY OF FAITH

Morvenn Vahl's ancient Paragon Warsuit, Purgator Mirabilis, is the most powerful and finely crafted of its kind. The Fabricator General of Mars in M37 poured the resources of his forge temples for two centuries into its restoration before gifting it to the Adepta Sororitas for their salvation of the fallen forge world of Gehn Quora. Its holy spirit responds only to the most pious and battle-hardened of the Emperor's servants. The suit's pilot launches righteous volleys of holy missiles from shoulder guards inscribed with verses from the Fede Imperialis, while the underslung heavy bolter, Fidelis, pronounces its lethal sentence upon scores of faithless heretics. The embossed gun shield – marked with the names of the two Convents over which the Abbess has authority – is said to shine with the Emperor's own light, throwing back the hateful spite of unbelievers and twisted monstrosities.

From the reliquaries of the Imperial Palace, the golden Custodians of the Emperor presented Morvenn Vahl with the Lance of Illumination. Only the Adeptus Custodes know its true legacy and import. It is said that a day even darker than those which blight the Imperium now will need the Lance's enlightenment. If the Adeptus Custodes have shared the nature of this coming threat with the Abbess, the notoriously taciturn Vahl has kept it to herself.

Though youthful of countenance, her features unblemished by the scars of war, Morvenn Vahl carries herself with the stern confidence of a born leader. Her devotion to the God-Emperor, and protecting the sanctity of the Imperial Creed, has been tested beyond question. She is the figurehead to whom the Sisterhood looks for spiritual and martial guidance, a true exemplar of Alicia Dominica's eternal legacy. She has demonstrated a flair for command and skill at arms that match any of the Imperium's mightiest champions. Her responsibilities extend far further than a single campaign or war zone, however. As the guardian of the Imperial Creed, she must oversee the defence of the Imperial faith across all of Humanity's territories, a terrible burden for a single being to bear.

Morvenn Vahl's elevation to Abbess Sanctorum took place in the wake of tragedy. The opening of the Great Rift saw huge regions of the galaxy riven by warp storms. Her predecessor's voidship was stricken by such an empyric cataclysm whilst en route from Ophelia VII to Holy Terra, leaving the Adepta Sororitas without leadership in its hour of greatest need. As the ruinous after-effects of the Noctis Aeterna receded, and the scale of the bloodshed and chaos was revealed, it swiftly became clear to the Ecclesiarchy that a new Abbess was desperately needed.

Of those put forward as prospective replacements, Morvenn Vahl was by far the youngest and most inexperienced. A Celestian Superior of the Order of the Argent Shroud, she had earned the approval of her Order by fighting with exemplary bravery and dedication against the tides of ravening foes unleashed upon the galaxy by recent events. Ever riven by intrigue and competing agendas, the hierarchy of the Ecclesiarchy saw in the young warrior an opportunity. Surely one so politically inexperienced as Morvenn Vahl would be easily manipulated, allowing the Ecclesiarchy's leadership to exert undue influence over the Sisters' operations. Those who conspired to promote Vahl to the position of Abbess would soon be disabused of these beliefs.

Morvenn Vahl was embroiled in the Roskard Purgation when the Ecclesiarchal delegation reached her. She stood impassively before the Ministorum's representatives as they presented their declaration through ostentatious ceremony and archaic ritual. Still clad in her battle-worn and fire-blackened silver power armour, Vahl listened in silence as the offer was made. The assembled confessors, priests and hierarchs were shocked when the Celestian Superior requested a period of prayer to consider her response, but they had little choice but to accede to her request. For three days did Vahl seclude herself within her Mission's shrine to Saint Silvana, letting the assembled priests pace anxiously as they awaited her response. When she emerged from her reverie, Morvenn Vahl seemed to walk taller, with even greater confidence and possessed of a cold and stern determination that caused the clergy to bow before her. With brevity befitting a Sister of the Argent Shroud, she accepted the appointment. Nominating a successor to serve as Canoness, Vahl boarded the priests' transport vessel to begin her new duties. Her abrupt departure left the assembled priests – who had planned many days of ceremony and worship to mark the appointment – stunned.

In the months after her arrival on Holy Terra, the newly appointed Abbess Sanctorum proved herself utterly beyond manipulation. Refusing to don ceremonial robes, she continued to perform her duties clad in full power armour. Her manner brusque, her aspect stern, her glare pitiless, she intimidated even the most senior representative of the Ecclesiarchy. Disinterested in politics, Vahl soon turned her attention to re-establishing contact with those Orders cut off by the Great Rift. Analysing reams of data submitted by the Orders Militant, Vahl began to redirect troops to key war zones and dispatch reinforcements to relieve besieged sanctuaries within those regions of the Imperium Sanctus with which contact had been re-established.

On Terra, the Abbess Sanctorum soon began to chafe at her inaction. She saw no reason why her Sisters should fight and die whilst she stood idle. Even her elevation to the status of High Lord of Terra – instigated by Roboute Guilliman himself – did little to cool her lust for battle. It was, therefore, no great surprise to her subordinates when Vahl declared herself the commander of the Ecclesiarch's holy crusade against the traitorous worlds of the Philosopher's Belt. Vahl has scarcely returned to Terra since. At the height of the Charadon Campaign, she



led Battle Group Tarsus in their assault upon Fathom, defeating the forces of Lord Discordant Akhorath Zeid. Following this triumph, the Abbess Sanctorum and a large contingent of Adepta Sororitas warriors joined Indomitus Crusade Fleet Secundus on its journey towards the Gorandahl Sub-sector.

Vahl leads by example, eschewing inspiration, oration and chanted prayer in favour of violent action. She relies upon a command staff containing senior sisters from the Orders Dialogus and Famulous to deal with generals, planetary governors and other officials whilst she concerns herself with the business of war. Morvenn Vahl refuses to commit herself or her armies to unwinnable conflicts. She believes that martyrdom, whilst a release from duty, is not an end that should be pursued for its own sake. The rank of Abbess Sanctorum is far too important for its incumbent to recklessly throw their own life away. Vahl's burden can only be set aside when the last heretics, mutants, xenos and daemons have been wiped from existence. Only then will she return to the relative anonymity of her former position.



SAINT CELESTINE

ETERNAL CHAMPION OF THE GOD-EMPEROR

Sculpted wings spread wide, halo blazing and Ardent Blade in hand, Saint Celestine is an embodiment of the God-Emperor's might. She shines like a star amidst the smoke and fumes of the battlefield, radiating holy light. The faithful are filled with strength and courage by her presence even as heretics recoil in terror.

Of Saint Celestine's life before she was declared a living saint, very little is known. It is believed that she was a Sister Repentia of the Order of Our Martyred Lady, one of the many warriors who fell in war against the heretics of the Palatine Schism. But after her body was cleansed of the blood and filth of battle, she rose again, standing flawless before the faithful in attendance. Celestine was thereafter hailed as the Palatine Crusade's figurehead. Inspired by her zeal, the armies of the Imperial Creed scoured the system not only of the traitors but of every being they deemed unworthy of existing upon the worlds of Humanity.

Inquisitor Lord Ansgar, the crusade's leader, sought to bring the holy war to a conclusion upon the capital world of the Palatine Sector, but Celestine insisted upon first liberating a small backwater world named Sanctus Lys. Unknown to all but her, the world was home to the ancient Shrine of the Fiery Heart, once visited by Saint Katherine. Here, beneath a ruined altar, she revealed the entrance to a hidden crypt. Descending alone down dusty steps that none had trodden for millennia, she reached the hallowed shrine within. As first light broke, Celestine emerged from the tomb, borne aloft on a column of divine radiance and attended by cyber-cherubim and snow-white birds. She was now clad in a suit of shining golden armour, and wielded a blade wreathed in sweet-scented petals, its blade so bright none could bear to look upon it. All who dared meet her eyes were struck down by equal parts adoration and infernal terror.

After her apotheosis, Lord Ansgar and his retinue of Thorian Inquisitors declared Celestine a living saint. In the remainder of the campaign, her divine presence invested the armies of the faith with great fervour, and hundreds of thousands of heretics were purged by her armies. Many of the faithful were fearful in her presence, for to stand before her was to submit to the judgement of one whose example could never be emulated. Celestine has fought the faithless over long centuries and in all corners of the Imperium. Many times it has appeared that she has been struck down in battle, but whenever she has fallen, she has eventually risen once more to continue the eternal fight against the Imperium's foes.

Each time the Living Saint rises from the dead, she appoints a pair of champions to fight at her side. Known as the Geminae Superia, these warriors possess a portion of Celestine's grace and would lay down their lives to protect her. Should one or both of her attendants fall in battle, Celestine selects replacements from the most virtuous Sisters of the Orders Militant. It is hard to predict where Celestine and her Geminae Superia will appear but, wherever they go, the Emperor's will is made manifest.

AGAINST THE BLACK LEGION

When Abaddon the Despoiler's Thirteenth Black Crusade crashed through the Eye of Terror on a collision course with Cadia, Saint Celestine appeared at the head of an Adepta Sororitas host thought lost to the warp centuries prior. Though she could not save Cadia from its fate, Celestine guided a band of survivors – including the Archmagos Dominus Belisarius Cawl, Inquisitor Greyfax and Marshal Amalrich of the Black Templars – to safety, escaping with the unexpected aid of the Aeldari. Celestine was later present on Macragge for the resurrection of Roboute Guilliman and accompanied the reborn Primarch as he embarked upon his Terran Crusade.



The Living Saint has since battled tirelessly in defence of the Imperium, engaging heretics on San Leor, Ophelia VII, Tsadrekha and dozens of other worlds besides. She and her Geminae Superia appeared on Vigilus and fought the Black Legion invaders, proving particularly pivotal in the purging of Hivesprawl Dontoria, whose citizens and defenders had been transformed into shambling hordes of Poxwalkers. The subsequent violence saw the entire hivesprawl set aflame, turning it into a beacon of faith for the defenders of Vigilus and a symbol of defiance against Abaddon the Despoiler's invading forces. The latest reports from Vigilus speak of increasingly intensive Chaos assaults, and the planet's fate appears grim. Were it not for the presence of Celestine, however, Vigilus would surely have fallen already.

EPHRAEL STERN

AND KYGANIL OF THE BLOODY TEARS

Ephrael Stern has fought insurrectionists, mutants, abominations of the warp and xenos monstrosities beyond count in defence of the Imperial Creed. Her skill at arms is beyond question, though accusations of heretical powers manifesting in her presence have led her and her Aeldari comrade Kyganil to an existence as nomadic, outcast warriors.

The Thrice-born; the Daemonifuge; holy saviour and heretical witch; all these terms have been used to describe Ephrael Stern. Though she once served as a Seraphim of the Order of Our Martyred Lady, records of her existence have been purged from the sanctuary in which she once trained and prayed. If any survive, then perhaps they can be found within the Convent Sanctorum's deepest shrines, or in the personal archives of one of the Inquisitors of the Ordo Hereticus.



Long before arousing the suspicion of the Inquisition, Stern was part of an expedition to discover the fate of a lost Order Pronatus. On the planet Parnis, Stern discovered the presence of a greater daemon of Slaanesh. The daemon had captured the seven hundred Sisters of the lost Order and fused them into a flesh-prison. The sisters who formed this monstrosity, named the Screaming Cage by the daemon's followers, suffered endless agonies. Yet despite the torturous misery of their existence, the fusing of their mortal forms had also combined and amplified their faith. Stern was overwhelmed and slain by the daemon's minions. Yet her sacrifice stirred the Sisters of the Screaming Cage to life. They channelled their collective spiritual energy into her broken body in a final act of faith. Amidst a blaze of holy light, Ephrael Stern was reborn, and with the power vested in her by the daemon's victims, she obliterated the malefic being and its followers.

Since her rebirth, Stern has displayed many strange and seemingly supernatural powers that have drawn suspicion in certain quarters of the Imperium. She appears stronger and faster than any of her Sisters, can unleash bolts of holy judgement upon her foes and, when slain, has returned to life. That she keeps the company of xenos – in the form of the outcast Aeldari Harlequin, Kyganil – further condemns her in the eyes of the Inquisition. Whilst the purpose behind her alliance with the alien warrior remains a closely guarded secret, with his help Stern has visited the Black Library and made contact with the Ynnari. Agents of the Ordos Malleus, Hereticus and Xenos have all attempted at one time or another to apprehend or kill Stern. However, some amongst the Inquisition take the view that Stern may well be a force of purity, an Emperor-sent saviour who will prove crucial in the defence of the Imperium.

Despite the mistrust and suspicion that follow her, Ephrael Stern has fought with distinction in many war zones, most recently in the Nephilim Sub-sector, where her incredible abilities have remained undimmed by the effects of the Pariah Nexus. This has made her a thorn in the side of the ascendant Necrons, with the master Cryptek Illuminor Szeras in particular frustrated by his inability to understand the origins of her power or to develop an effective counter to it.

JUNITH ERUITA

VOICE OF THE MARTYRED

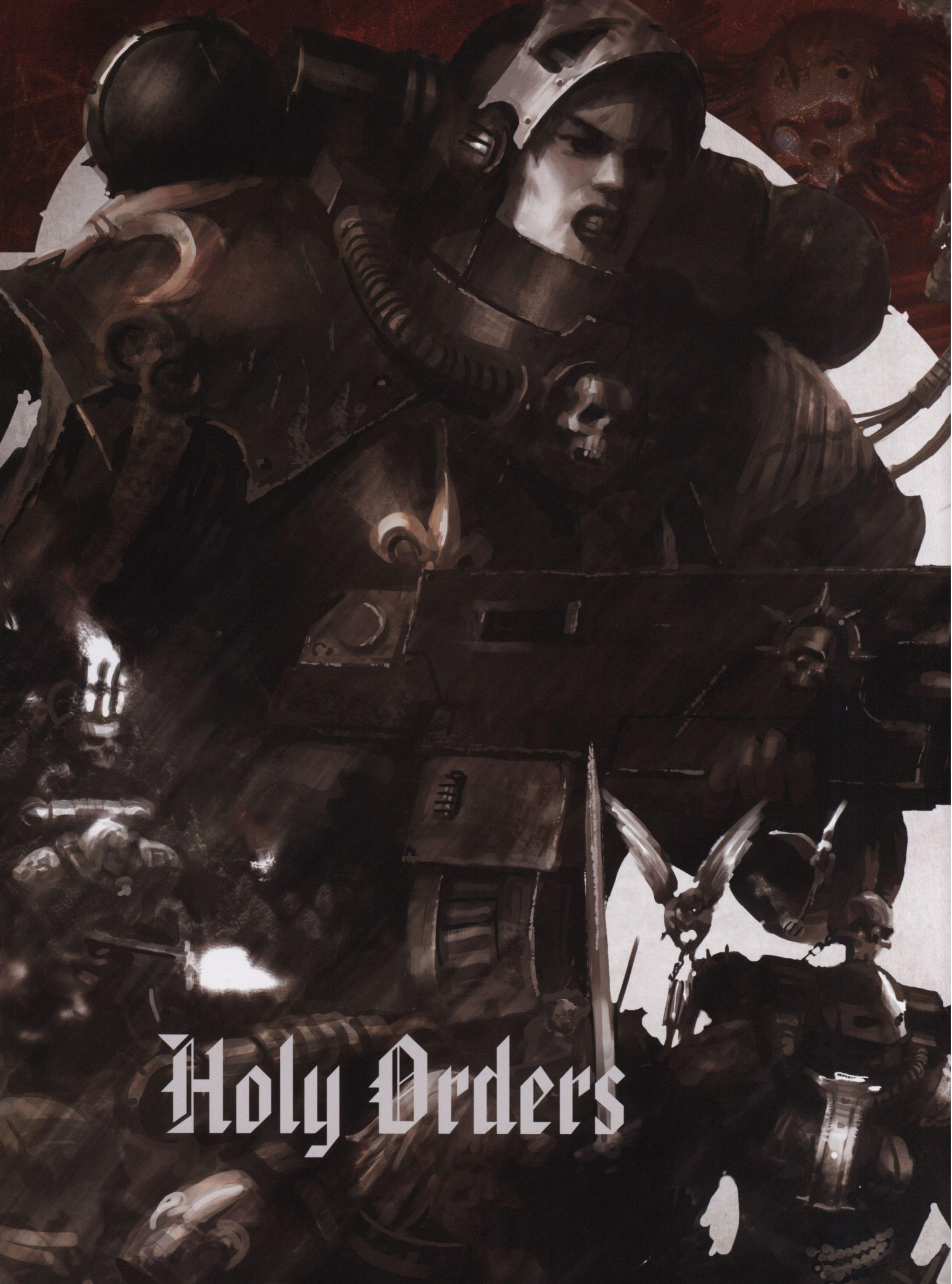
Junith Eruita sweeps into battle wreathed in holy fire and holding high the Mace of Castigation. Riding within the Pulpit of Saint Holline's Basilica, she hovers across the battlefield upon thrumming waves of holy energy. The pulpit's heavy flamers swivel seemingly of their own accord, seeking out the heretical and the faithless, immolating them without mercy.

From her first days in the Schola Progenium, it was remarked that Junith Eruita exhibited an almost frightening intensity of faith. Orphaned during the Gethsephone Massacres, Eruita's traumatic experiences had scarred her. Yet she did not break but rather focused her rage against Mankind's enemies while cleaving to the absolute belief that the Emperor watched over his people. By the time she joined the ranks of the Order of Our Martyred Lady, Eruita was already being watched with keen interest by its then-Canoness Superior, Marya Somnatian. Eruita's talent for inspirational address; her intensity of faith; her somewhat maniacal fondness for, and prodigious skill with, flamer weaponry; all had been noted by her Drill Abbots, and suggested great things to come.

Somnatian was not disappointed. Sister Eruita took to the role of Retributor with fervour, becoming both the inspirational linchpin of her squad and a truly ferocious warrior with her anointed heavy flamer. In the fullness of time, Eruita rose to the position of Celestian, plying her flames of purgation as one of the Canoness Superior's bodyguards. In that role, she fought at Somnatian's side across the killing fields of Ph'doro, through the purge of the Nightmare Hive and even to the gates of the City of the Poisoned King. Then came Holline's Hope, and a fateful advance under fierce shelling from the heretical Iron Warriors. The Sororitas had just secured the blasted shell of Saint Holline's Basilica when a salvo of missiles crashed down upon it. The vaulted roof collapsed. The tall bastion towers fell. Hundreds of Sisters died as the structure caved in, and Somnatian was among them. It was then that the wounded Sister Eruita scaled the stair leading to the miraculously untouched pulpit from which Saint Holline had once preached. Fire rained down around her but neither shot nor shell touched the pulpit as Eruita delivered a blistering address to her surviving Sisters. Every eye lit with faith renewed and, with a mighty cry, the warriors of the Order of Our Martyred Lady swept onwards to a costly but decisive victory. Junith Eruita ascended to replace Marya Somnatian that day, appointed by the grace of the Emperor himself. The pulpit from which Junith Eruita broadcast her fiery invective was removed from situ, and fitted with weaponry and grav-suspensors to transform it into a mobile platform. The Canoness Superior has ridden to war in the blessed pulpit ever since.

Junith Eruita has since been deployed to Sangua Terra to marshal its defenders and hold back the forces of Chaos. Arriving upon the benighted world, the Canoness Superior found a battle-scarred hellscape overrun by daemons and traitors. The full extent of her fiery oration, unwavering faith and martial wrath will be required if Sangua Terra is to be saved.





Holy Orders

THE ORDERS MILITANT

Spread across the galaxy, the Adepta Sororitas is a sprawling organisation of multiple Orders. Its Orders Militant are the martial wing of the Sisterhood. Possessing sanctuaries in every corner of the Imperium, they can respond to and combat threats to the Imperial faith wherever they arise.

The first four Orders Militant of the Adepta Sororitas were founded in the decades following the death of Goge Vandire at the hands of Alicia Dominica. They were named the Fiery Heart – later to become the Order of Our Martyred Lady – the Ebon Chalice, the Valorous Heart and the Argent Shroud. It wasn't until the 38th Millennium that two further Orders – the Order of the Sacred Rose and the Order of the Bloody Rose – were raised into existence by Ecclesiarch Deacis VI. These six Orders were each founded in honour of one of the six Matriarchs and are collectively known as the Orders Majoris.

The Orders Majoris still remain the most well-known Orders of the Adepta Sororitas across the Imperium. Every Sister within their ranks is a potent warrior dedicated to achieving purity of spirit through martial perfection. To this end, the Sisterhood undertake stringent and punishing training regimes and study the doctrine of their Order's Matriarch with the painstaking attention of true scholars. Every ordained Sister of the Orders Militant possesses incredible skill at arms and tactical awareness, their martial cohesion and ferocious determination driven by their intense faith in the Imperial Creed.

Each of the Orders Majoris maintains a nominal headquarters within one of the two Great Convents, the huge fortified shrine complexes which between them govern all lesser subdivisions of the Adepta Sororitas. The Convent Prioris on Terra hosts the Orders of the Argent Shroud, Ebon Chalice and Sacred Rose. The Convent Sanctorum on Ophelia VII – the oldest of the cardinal worlds – is hailed as the traditional home of the Orders of Our Martyred Lady, the Bloody Rose and the Valorous Heart. Yet beyond these gargantuan holy structures, the Orders hold stewardship over divisions of the Imperium referred to as parishes. Within their designated parishes, each Order has established scores of fortified sanctuaries – spiritual and military holdfasts from which to strike at their enemies. Parishes vary in size, with the largest covering immense areas of space. Yet Wars of Faith do not stop at parish boundaries whilst there are heretics to burn and xenos to purge. All of the Orders Majoris possess several smaller chapels well beyond the borders of their assigned territories. These additional outposts are established and maintained to extend the influence of their Order and by extension the Ecclesiarchy.

The manifestation of the Great Rift and the division of the Imperium into Sanctus and Nihilus has led to many sanctuaries of the Orders Militant being cut off. Unable to contact their convent or call upon reinforcements, many of these isolated forces were consumed by warp storms or slaughtered by rampaging Chaos entities. Others, however, continued to fight alone against the myriad threats that assailed their sanctuaries or protected worlds, standing as beacons of Human defiance amidst the encroaching despair.

The mustering of the Indomitus Crusade Fleets, considered the most holy of endeavours by the Ecclesiarch, saw great numbers of Battle Sisters mustered from the Orders Militant at the behest of the Adeptus Ministorum. Fleet Secundus counts the greatest number of Adepta Sororitas warriors amongst its ranks. This fleet has forged a bloody path – known as the Road of Martyrs – towards the Eye of Terror, restoring the Emperor's light to dozens of worlds and rallying fanatical warbands of Frateris Militia to its cause. Fleet Secundus has drawn the ire of many a Chaos warlord and continues to both inflict and suffer terrible losses as it pursues its brutal campaign of righteous vengeance across the stars.

THE WRIT ILLUMINAT

The weapons, war engines and exquisitely crafted battle gear of the Orders Militant are supplied by the Tech-Priests of the Cult Mechanicus. Under a millennia-old treaty known as the Writ Illuminat, the Adeptus Mechanicus ensure that the elite warriors of the Ecclesiarchy are armed in perpetuity. The Writ Illuminat symbolises the communion between the Adepta Sororitas and the Machine Cult, and by its sacred words, the Sisters know the adepts of Mars to be loyal servants of the God-Emperor – despite their unconventional devotions.

All wargear supplied must be blessed before it can be borne to battle. This act should take place in the Convent Prioris or Sanctorum. However, since the opening of the Great Rift, the Orders Militant have been forced to be more flexible in their traditions. Thus blessings now occur on cardinal worlds, in the bowels of forge worlds and even on the front lines, but always under the supervision of high-ranking priests. Weapons are anointed with sacred oils and polished with cloths touched by saints. Every bolt and chainsword tooth is inscribed with verses from the Battle Hymn of the Adepta Sororitas. The hulls of fearsome battle tanks and the ceramite plating of sculpted power armour are adorned with the Order's traditional colours and illuminated with script from devotional books.



ORDER OF OUR MARTYRED LADY

THE GOD-EMPEROR'S FIERY SWORD

The blazing fires of vengeance burn brightly within every Sister of the Order of Our Martyred Lady. They are the deliverers of the Emperor's divine justice, committed to his service regardless of the sacrifices they must make. To the sound of impassioned prayer do they rain unrelenting destruction upon his enemies.

The missions and preceptories of the Order of Our Martyred Lady are distributed widely across the galaxy, their name known by the ruling elites and toiling masses alike on countless Imperial worlds. The Order is aggressive and tenacious in its pursuit of any who defy the Emperor or inflict harm upon his realm of its subjects. All transgressors, be they xenos, heretic or mutant apostate, are subjected to the Sisters' pitiless fury and their bodies heaped upon the pyre.

Initially led by Saint Katherine, the Order of Our Martyred Lady was one of the first of the Orders Majoris to be founded. First known as the Order of the Fiery Heart, the Order was renamed in the wake of its Matriarch's martyrdom during one of its many Wars of Faith. Such was the grief felt by the Order upon Katherine's demise that its Sisters resolved to embark upon an endless crusade of vengeance. In her honour, they became the Order of Our Martyred Lady and have sought to enact retribution upon the enemies of the Imperial Creed ever since. The death of Saint Katherine has fomented a cult of martyrdom amongst the Order that is unparalleled within the Sisterhood. All of the Emperor's faithful believe that death in his service is a glorious fate, yet the Order of Our Martyred Lady expresses this belief so openly that they often appear to possess a death wish in battle. Even in the face of certain doom, the Order's Sisters will stand tall and refuse to retreat, defiant prayers and boltgun fire continuing until the last of their Order has fallen, their souls offered willingly to the God-Emperor. Far from being disheartened, those Battle Sisters who witness such selfless acts of martyrdom are emboldened. Voices are raised in rapturous praise for the slain, for such faith and loyalty will surely earn the Emperor's blessings.

In battle, the Sisters are aggressive in their advances, attacking across wide fronts and spreading through the enemy line like wildfire. This aggression does not come at the cost of discipline. Just as their Matriarch was a student and teacher of military doctrine, so the Canonesses and Palatines who lead the armies are keen-minded commanders. When given, the Sisters under their charge can respond to complex Orders at a moment's notice.

'Pity not the unbelievers, Sisters, for they are unworthy of compassion. Unto the heretic and the blasphemer offer no quarter. With fire and bolter, we shall cleanse their stain from this world. Only in their final agonising moments, as the fires of damnation consume their souls and the lies of their patrons are revealed, shall these base heathens know the true cost of their treachery.'

- Sister Superior Amalia Novena, Order of Our Martyred Lady

The Order of Our Martyred Lady's sanctuaries are widely spread, but the established parish lies within the Segmentum Obscurus. Amidst Abaddon the Despoiler's Thirteenth Black Crusade, the Order was heavily involved in the war for Cadia and the conflict that continues to embroil the system. Large numbers of Sisters of Our Martyred Lady are also deployed to Armageddon, where they continue to engage in battles against Ork invaders and rampaging daemons. The Sisters have also proven a crucial element of the Imperium's war effort within the Nephilim Anomaly, their faith appearing to render them resistant to its soul-sapping effects.

ORDER OF THE VALOROUS HEART

THE BLESSED SCOURGE

The Sisters of the Valorous Heart are willing to bear tremendous pain and suffering in order to bring death to the Emperor's enemies. Just as their Matriarch, Saint Lucia, endured unimaginable tortures, so do they face gruelling hardship and attritional warfare with stoic defiance and pious fervour.

The practices of the Order of the Valorous Heart owe much to their Matriarch, Saint Lucia. Lucia was seen by Alicia Dominica as her most dependable ally, a calming presence whose serene nature kept in check the passion of her warlike sisters. Since its founding, the Order has gained a reputation for aggressively seeking out worlds in the grip of heresy, sorcery and mutation and setting themselves the thankless task of rooting out and destroying all traces of faithlessness and rebellion. The Order possesses the bloody-minded determination to engage in prolonged conflicts in abhorrent conditions, often in environs inimical to Human life. These tactics and methods of war, as effective as they are, are also a form of penance. In the first address to her fledgling Order, Saint Lucia explained that the Adepta Sororitas would carry the weight of atonement for the actions that their Matriarchs took in supporting Goge Vandire before his despicable heresy was revealed. The Sisters of the Valorous Heart bear this burden with stoic determination.

Lucia met her death at the hands of a heretic cult. Captured and tortured over many months, Lucia's eyes were gouged out and she was made to listen to the screams of a thousand innocents as they were tortured in increasingly elaborate and monstrous ways. Amongst those who met this fate were a group of her Sisters, none of whom uttered even a sound as they endured these horrors so as not to cause their Matriarch any more pain. Lucia eventually died, with the cultists claiming to have broken her spirit. Over the following decades, however, her Sisters tracked down and interrogated every cultist, all of whom admitted to lying about the Matriarch's lapse of faith. What became of the heretics is not known outside the Order, save that a contingent of Sisters Hospitaller from the Order of the Silent Vow has been seconded to the Sisters of the Valorous Heart ever since and have been putting their knowledge of life extension and pain enhancement to use deep beneath the sanctuary of Lucia's Reprisal.

'Suffering is to be expected and pain to be embraced. Each torturous agony inflicted upon our flesh brings us closer to the Matriarch. If we are to aspire to her example then we must endure as she endured. We must remain pure of heart and strong of faith, no matter the horrors inflicted upon our mortal forms. All praise to Saint Lucia! All praise to the God-Emperor!'

- Palatine Dorota Merydia, Order of the Valorous Heart

The Sisters of the Valorous Heart utilise unique strategies to confound and destroy their myriad foes, be them heretics, mutants or xenos. After praying to the Emperor and their Matriarch for the fortitude to endure the horrors of battle to come, the Order of the Valorous Heart launches targeted offensives that cut off the enemy's routes of supply and retreat. With their enemy's movements restricted, the Order begins to destroy any infrastructure that may support their foe in the coming war. Water supplies are drained or poisoned, fuel supplies are set ablaze and the atmosphere is seeded with noxious gases. Food production facilities and spaceports are also targeted, with materiel being seized or destroyed. The battlefield is turned into a barren desert, forcing the opponent to engage in the type of grinding war of attrition to which the Order's Sisters are already inured.



ABSOLUTION THROUGH PAIN

Battle Sisters known as Dogmata rigorously enforce their Sisterhood's prescribed regulations and ensure cast iron adherence to the most minute of sacred observances. Dogmata can denounce a fellow Battle Sister as wanting piety or skill. They carry pain shackles and torture implements to remind their fellow Sisters of their role in detaining and punishing those who fall beneath their strict standards.



ORDER OF THE BLOODY ROSE

THE FIRES OF RIGHTEOUS ANGER

The Order of the Bloody Rose are the embodiment of the Emperor's hatred towards the heretic, the psyker and the mutant. Their Wars of Faith are not waged to save the innocent, but to slaughter the guilty, for only in death can the vile be made pure.

In addition to her martial prowess, Saint Mina was known for her dark and brooding nature. Surviving records from the Age of Apostasy claim that she acted as Alicia Dominica's champion, and that during Sebastian Thor's assault on Terra, she fought some of Humanity's mightiest warriors. The most outlandish tales state that Mina duelled one of the mighty Custodians who sought to parley with the Daughters of the Emperor and that the two fought to a standstill before an accord was reached. The precise truths of these tales matter not to the Order of the Bloody Rose, who venerate their Matriarch as an exemplar of the martial virtues of the Daughters of the Emperor and strive to attain her skill at arms.

In contrast to their fellow Orders, the Sisters of the Bloody Rose are viewed not so much as protectors or saviours of the Imperial faith, but as vengeful executioners. They prioritise the destruction of their enemies over the liberation of the oppressed, reasoning that the swift slaughter of enemies is the surest way to prevent further evil. Only when the last enemy has been slain may time be spared for compassion.

Those inducted into the ranks of the Bloody Rose are taught to stoke their most violent impulses so that they may be unleashed upon enemies of the faith. As Sisters spar and engage in trials of combat and endurance, laud hailers broadcast the heretical deeds of the faithless and tales of treachery that inspire within the Sisters of the Bloody Rose a raw hatred. Where the Sisters of other Orders practise self-flagellation or sit in silent reverie and meditation, the Sisters of the Bloody Rose learn to summon a righteous fury, even when deprived of provocation. Sisters must learn to channel this inner fury with discipline, for loss of control is as great a sin as showing mercy to the heretic.

In battle, the Order of the Bloody Rose shows great discipline in the opening exchanges, advancing in tight formation, using the weight of fire to force a breakthrough, or enacting flanking manoeuvres and feints to draw their opponents out of their defensive positions. Only when the foe has overcommitted and left themselves exposed do the Sisters of the Bloody Rose charge into combat, bringing to bear chainswords and power weapons or bludgeoning their enemies to death with boltgun stocks, knees and elbows. The Sisters of the Order of the Bloody Rose believes sheer martial ferocity to be a manifestation of the Emperor's will.

'We arrived in Caramanth City to find a charnel pit the like of which I shall not soon forget. The dead carpeted the streets in their thousands, the ragged remnants of cultist revolutionaries laying side by side with the corpses of Frateris Militia. The starving populace crawled from hovel and ruin to prostrate themselves before us, begging desperately for food and water we could ill afford to spare. Of the Order of the Bloody Rose there was no sign, save for the burnt-out remains of a single Rhino transport. It later transpired that the Sisters had passed through the city in a brief and vengeful storm of righteous violence, putting every rebel to the sword and reducing this once-productive city to a ruinscape. According to the few survivors, the Sisters departed as swiftly as they had arrived, leaving Caramanth's decimated populace to fend for itself.'

- Lieutenant Idris Lotharn, Cadian 122nd

ORDER OF THE EBON CHALICE

THE PERFECTION OF SANCTITY

Steadfast in their adherence to tradition and indomitable in combat, the Sisters of the Ebon Chalice seek to perfect the martial disciplines of the Daughters of the Emperor. They employ tactics that have been honed over millennia to annihilate the enemies of the Imperium.

The Order of the Ebon Chalice was the first of the Orders Militant to be created, with its Sisters drawn from the Convent Prioris on Holy Terra. Its founder, leader and Matriarch was Alicia Dominica, the slayer of Goge Vandire and chosen of the Emperor. Under her leadership, the Sisters of the Ebon Chalice quickly established themselves as the exemplars against which all other Orders would be measured. From the Order's founding, Dominica herself served as its martial and spiritual leader. Under her command, the Sisters of the Ebon Chalice adhered strictly to the doctrines laid out by the Daughters of the Emperor, with the only alterations being those that employed advanced Imperial weapons and armour. All Sisters of the Order possess a burning desire to emulate the perfection of their Matriarch and show themselves, as she did, to be a worthy champion of the God-Emperor.

Unlike their fellow Sisters, who struck out across the galaxy, the Order of the Ebon Chalice took responsibility for protecting the sanctity of Terra and the Segmentum Solar. Over centuries, the Order expanded their parish by rooting out cults buried in the bowels of hive worlds, eradicating mutant infestations festering on distant outposts and cleansing shrine worlds overrun by xenos. The servants of Chaos were hunted with particular vigour and subjected to damning oaths and cleansing flames. Even those who claimed to be loyal were not safe, for the Sisters of the Ebon Chalice exposed any whose religious practices deviated from the Imperial Creed. Apostates and heretics were excoriated by the million, and where populations refused to conform to the one true faith, entire cities were burned to ash. No sinner was safe from Dominica's righteous Order.

Alicia Dominica was eventually martyred during the Scouring of Frideswide's World. Upon news of her demise, the bell tower of the Ecclesiarchal Palace tolled dolefully for days. Her martyrdom left a void in the command structure of the Adepta Sororitas that could never be truly filled. Whilst many have served as Canoness Superior of the Ebon Chalice since Dominica's demise, to possess this rank is not so much a mark of honour as a grave and thankless responsibility, for none consider themselves truly worthy to follow in the Matriarch's hallowed footsteps.

'Oh most holy Emperor, we are your eternal servants.

We beseech thee for the strength to slay the heretic, the mutant and the witch.

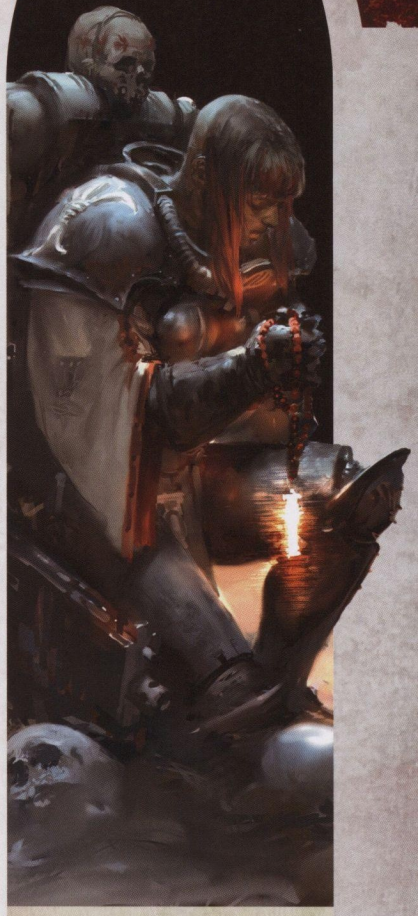
We daughters of Dominica pledge unto you soul and sword.

We shall carry your light into the darkness and with it purify the unclean.

We are your swords, your shields, your faithful, and we shall never be broken.'

- The Litany of Devotion

The Sisters of the Ebon Chalice have always strived to embody Dominica's perfection in all that they do. While they have waged Wars of Faith across the galaxy, many of their sanctuaries lie within the Segmentum Solar. They view themselves as the first and foremost of the Orders Militant, the example to which all others must aspire. On the rare occasion that a group of Sisters show deviant practice, it is the Order of the Ebon Chalice that is dispatched to mete out the Emperor's justice.



ROSARIUS

A rosarius contains a conversion field generator that the faithful believe amplifies the spiritual will of the wearer into a shield of energy. To the Adepta Sororitas, the rosarius symbolises the pact between the Daughters of the Emperor and Goge Vandire. It was Vandire's rosarius that swayed the Daughters to his cause, yet the same rosarius failed him when he was revealed as a traitor. The weight of a rosarius around a Canoness' neck is a constant reminder that true faith requires eternal vigilance against the faithless.



ORDER OF THE ARGENT SHROUD

THE SILVER SPEARHEAD

The Order of the Argent Shroud are renowned for the speed of their assaults, striking like silver bolts. They are often the first into the fray, where their faith in the Emperor and their protector saint shine brightly.

The Matriarch of the Argent Shroud is Silvana, the first of the Daughters of the Emperor to be martyred and the most mysterious of Dominica's bodyguards. Her service was tragically brief. Soon after Alicia Dominica had founded the Order of the Ebon Chalice, the remaining Sisters of the Convent Prioris were placed under Silvana's command, only for her to be struck down before she could launch a single War of Faith. The most reliable accounts of her death suggest that she was poisoned by a Death Cult assassin. The motives behind her murder are less clear. Some claim the killer was a traitor who remained loyal to Goge Vandire. Others posit that the Alpha Legion had a hand in her demise. The Sisters of the Argent Shroud remain convinced that the true target of the assassination was Alicia Dominica, and that Silvana sacrificed herself. The journal of Ecclesiarch Alexis XXII states that, in the wake of the Matriarch's death, the body lay in state within the inner sanctum of the Convent Prioris. After seven days, when the Sisters of the Order Vespila came to collect her corpse, they found it had mysteriously vanished. Only a faint silver image of her bones remained imprinted upon her death shroud and it is from this relic that the Order derives its name.

During her lifetime, Silvana was renowned for her acts of bravery and faithfulness, yet not a single word spoken by her has been recorded in any surviving transcription or account of the Age of Apostasy. Her Sisters follow the Matriarch's example, speaking only rarely and entering long periods of silence whenever they engage in combat training. As they march to battle, the Sisters of the Argent Shroud still utter hymns of wrathful purgation, but rarely beseech the Emperor for aid, believing that it is far more righteous to provide their service to the God-Emperor than to pray for his holy favour.

The Order of the Argent Shroud are fearless and bold in their methods of making war, eschewing complex strategies in favour of swift and direct action. Their invasion cathedrums plummet from orbit alongside formations of silver-armoured Sisters. Teeming masses of xenos, congregations of heretical cultists and bands of mutated Heretic Astartes are swept aside by the alacrity and intensity of the Argent Shroud's assaults. Jump-pack-equipped Seraphim and Zephyrim outflank the enemy to destroy artillery and slaughter command retinues whilst Dominion Squads sweep through fortifications. These swift assaults are followed by rapid withdrawals, leaving the foe to reel in confusion as the Sisters of the Argent Shroud reform and attack with renewed vigour. The Argent Shroud rarely communicate their battle plans to allied forces – to the ire of many Imperial commanders. However, their effectiveness in battle cannot be denied, and they have been the saviours of many an Imperial task force.

'The Orks came forth in their tens of thousands, a roaring mass of green flesh from which there seemed no escape. Our saviours appeared from the heavens, borne through the clouds on wings of flame. The Sisters of the Argent Shroud swept down upon the Orks like avenging angels. Their lilting prayers carried across the field of battle, lifting spirits and spurring soldiers to action. Their assault broke the Orks' resolve, and with lasgun and chainsword did we feed the stranglevines with xenos blood.'

- Xevros Drask, Armageddon Ork Hunter

ORDER OF THE SACRED ROSE

THE LIGHT OF BATTLE'S SERENITY

The Order of the Sacred Rose march to war singing hymns of hope and salvation, their lilting voices lifting the spirits of the beleaguered faithful, their boltguns and flamers unleashing their holy wrath in a storm of violence.

The Sisters of the Sacred Rose see themselves as more than simply devout servants of the God-Emperor. In their eyes they are conduits for his divine will, through their words are his teachings and wisdom passed to the masses and by their action is his glory made manifest. The Order teaches that victory is earned through faith alone. At the outset of each battle, war or crusade, the Sisters of the Sacred Rose trust that the righteous slaughter of their enemies has been preordained by their divine patron, Saint Arabella. They do not weep or mourn when one of their number falls, for they know that this too is part of the Emperor's plan. A single martyr can spark a fire in a thousand souls, giving rise to a blazing pyre of faith that cannot be extinguished.

These beliefs give the Sisters of the Sacred Rose an air of devout serenity that is reminiscent of that held by their Matriarch, Arabella. Known for being the most level-headed amongst Alicia Dominica's bodyguards, and referred to as Liberator by her followers, Arabella sought to free Humanity from fear, doubt and the evils of faithlessness. It is a widely held belief amongst the Sisterhood that Arabella was instrumental in negotiations between Dominica and the Custodian who led the Matriarchs before the Golden Throne. Though she was a formidable warrior in her own right, Arabella's true strength was in the many miraculous events that are said to have happened in her presence. Legends tell of foes gazing upon the Matriarch and screaming as they beheld her magnificent glory, blood streaming from their melting eyes. Others describe masses of xenos warriors being burned to ash by blazing beams of golden light.

Arabella was canonised posthumously, though she is said to have performed countless miracles during her lifetime. The circumstances of her martyrdom are not recorded in any existing Ecclesiarchal texts, but in the 38th Millennium, the Order of the Sacred Rose was founded in her name. In the Wars of Faith they have fought since they have brought the light of the Emperor to regions long thought lost to the darkness. They have freed the oppressed from the yoke of heretical tyrants, purged entire systems of insidious xenos invaders and upon these liberated territories established sanctuaries of their Order. These bastions of the faith serve as outposts of divinity in the most distant corners of the Imperium. The bulk of their strength is situated in the Ultima Segmentum, but like their Matriarch they bring their faith to bear across the galaxy. Many of the Order's holdfasts are located within the bounds of the Imperium Nihilus, yet few have succumbed to the nightmares unleashed upon this section of the galaxy by the opening of the Great Rift. The Sisters of the Order of the Sacred Rose stand as beacons of faith, purity and hope, preventing fear and despair from taking hold even in the face of myriad horrors.

The Order of the Sacred Rose often go to war alongside Ecclesiarchal battle conclaves and hastily assembled bands of Frateris Militia. These zealous fighters help boost the force available to the Order and ensure that even their smallest and furthest flung missions possess the numbers required to defend their holy shrines and consecrated sanctuaries.

'Scorn not the unwashed masses, for should their pious faith be pure, even the lowliest servant of the God-Emperor may rise to greatness.'

- Sister Superior Lyona Serena, Order of the Sacred Rose



THE LIGHT OF SAINT AGNAETHA

One of the Order's sacred relics, this brazier is inscribed with the deeds of Arabella and casts a blinding light that is anathema to the daemon. When raised aloft by its bearer, the brazier's glare sears and chars the flesh of the impure, causing their form to combust in a conflagration of holy fire.

Borne by Canoness Helena on Solemnia III, the brazier's light fell upon the planetary governor, revealing her daemonic possession and expelling the entity from her body in gory fashion.

ORDERS MINORIS

Spread across the Imperium are hundreds of smaller Orders Militant. Some have numbers enough to oversee large parishes, whereas others maintain only a single sanctuary. Each of these Orders Minoris is a spiritual descendant of one of the six original Orders but operates independently in prosecuting their Wars of Faith.



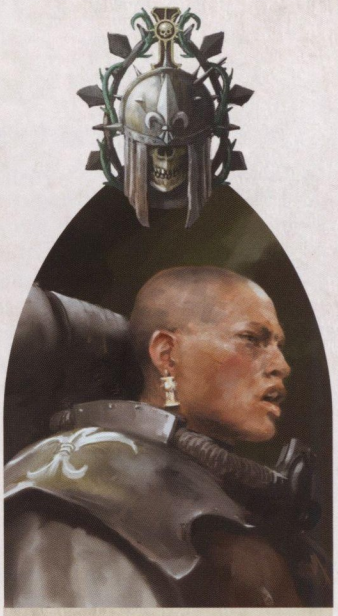
ORDER OF THE GLOWING CHALICE

As spiritual descendants of the Order of the Ebon Chalice, the Sisters of the Glowing Chalice are exacting in their standards of faith and martial prowess. They have established a chain of sanctuaries across the coreward portion of the Vedill Sub-sector, and have battled multiple Chaos incursions alongside the Scions of the 9th Iotan Gorgonnes. When launching assaults, these Sisters attack with the Terran dawn, striking when Terra rises over a war-torn world's horizon. Though the planets on which they battle are far too distant for the light of Sol to reach, the Sisters of the Glowing Chalice still feel the Emperor's illumination falling upon them. Thus emboldened, they fight with a furious zeal of which Saint Dominica herself would be proud.



ORDER OF THE THORN

The Order of the Thorn is a rampaging force that butchers its way to victory. Having adapted the martial practices of the Order of the Bloody Rose, Sisters of the Thorn enter prolonged states of fury, hacking and stabbing at foes until all are slaughtered before them, or until they are made martyrs. In this way they seek to recreate the last moments of Saint Mina's life, transforming themselves into whirlwinds of death before which the faithless cannot hope to stand. By battle's end, the pale armour worn by these Sisters is covered in crimson gore, while the skin of those placed to rest in the Order's crypts is left permanently covered with the ichor of their hated foes.



ORDER OF THE IRON VEIL

The Sisters of the Iron Veil are renowned for their mental and spiritual resilience. They specialise in launching surgical strikes into war zones where psychic warfare is being used to mutilate reality. Their Order was once a Preceptory of the Argent Shroud that was thought lost during the Cerebyte Uprisings. When the last Cerebyte Prince had been hunted down and killed, the Sisters were found intact. Their sanctuary had not only endured the horrors that had torn through the sub-sector, but had kept their world from devouring itself, and had even continued recruiting Battle Sisters. Shortly after they were named a new Order by decree of the Ecclesiarch.



ORDER OF THE ASHEN SHRINE

Where the Order of the Ashen Shrine march to war, pyric miracles soon follow. Many are the stories of the Sisters driving their enemy into volcanic fissures that have torn open on the battlefield, of burning meteorites raining down on the formations of their foes, and of war machines exploding into destructive infernos when fired upon. Like the Sacred Rose from which they were split, the warriors of the Ashen Shrine revere Saint Arabella, believing that the Emperor spoke through her. To emulate their Matriarch, the Sisters wield flamers, believing that the gouts of fire signify the Emperor's holy word. Thus do many of the Order's Sisters bear terrible burns upon their flesh, each a reminder of their deity's wrath.



ORDER OF THE WOUNDED HEART

Among the Orders that have split from the Valorous Heart, the Wounded Heart is unique in that its Sisters recite only a single verse from the Passion of Saint Lucia. The verse in question – verse 482 – describes how the Saint's right hand was flensed, and yet through her suffering, she remained faithful. As an act of communion, the Sisters of the Wounded Heart also deglove their own right hands, ritually stripping them of skin to keep the flesh and nerves raw. In this way they feel Lucia's pain whenever they grip their weapon and pull the trigger, allowing them to meditate on Saint Lucia's horrific excruciation as they unleash destruction and death upon the faithless.



ORDER OF THE GOLDEN LIGHT

One of the smallest of the Orders Militant, the Order of the Golden Light has nonetheless inspired great hope and fear across numerous Wars of Faith. They are a distant descendant of the Order of Our Martyred Lady, yet they continue to embody the fiery passion of the Matriarch Saint Katherine. On two separate occasions, the entire Order has been martyred in battle, only for the golden-clad Sisters to reappear in a nearby war zone. There are whispers that Schola Progenium databanks contain no record of the Order recruiting new members, giving rise to the belief that the Sisters of the Golden Light are all martyrs who have been resurrected.

NON-MILITANT ORDERS

The Daughters of the Emperor were more than a community of warriors and devoted themselves to a wide range of disciplines by which they could serve the God-Emperor. Many of these disciplines survived the Age of Apostasy, and have been further developed by the Adepta Sororitas through specialised categories of non-militant Orders.

Whilst the Orders Militant are the most obvious and well-known of the Sisterhood, they are ably assisted in their role as protectors of the faith by their less heralded non-militant Sisters. Whilst not classified as soldiers, these faithful servants of the Imperial Creed face many dangers and hardships in the pursuit of their duties.

ORDERS HOSPITALLER

The Sisters of the Orders Hospitaller provide surgeons, physicians and nurses to many arms of the Imperial military. The Sisters of these Orders express their faith by tending to the wounded in horrific battlefield conditions, performing surgery on warriors felled by jagged shrapnel, digging filth and contagion from open wounds and administering rites to those beyond salvation. Compassionate and dignified, the Sisters Hospitaller are often regarded as holy figures by those to whom they tend.

The talents of the Sisters Hospitaller are constantly tested as Humanity's myriad foes continue to unleash all manner of esoteric weaponry upon the armies of the Imperium. The parasitic living ammunition vomited forth by Tyranids, the flensing gauss technology of the Necrons and the empyric contagions borne to battle by the Death Guard – all of these have been studied by the Orders Hospitaller to better understand their devastating effects. Within the sanctuaries of the Orders Hospitaller are grand libraries filled with their accumulated findings. This research is often shared with others, particularly elements of the Inquisition, such as the Ordo Sepulturum, whose task it is to learn more about the many plagues and diseases afflicting Humanity's realm. The Orders Famulous often call upon the Sisters Hospitaller to map the genealogy of those afflicted by rampant mutation, ensuring that any aberrance is excised from the gene pool. So crucial is the work of the Orders Hospitaller that they have been granted special dispensation to delve into areas usually deemed heretical. Only an august body as devout as the Adepta Sororitas can be trusted to retain a purity of thought and deed when exposed to such unholy sciences.

The Sisters Hospitaller spend much of their time studying xenos species to pinpoint weaknesses in anatomy and biology. The most gruesome duties of the Orders Hospitaller, however, are undertaken on behalf of the Ecclesiarchy's confessors. To extract confessions from heretics, these pitiless interrogators require the lives of their detainees to be preserved as tortures are inflicted upon their minds and bodies. It is not uncommon for a Sister Hospitaller to reattach severed limbs, suture mortal wounds or violently resuscitate a subject dozens of times before a confessor can extract the information they seek.

ORDERS DIALOGUS

The Sisters Dialogus serve as scholars and advisers for the Sisterhood and elements of the wider Imperium. They are expert linguists and translators of texts both xenos and Human, heretical and holy, and spend many years learning languages used in esoteric scripts. Much of their study is spent collating and studying legends and myths of the God-Emperor before his internment within the Golden Throne. By piecing together these tales, they hope to glean information on this most holy age.

The Orders Dialogus are regularly called upon by the Sisterhood and the Ecclesiarchy for their expertise in cryptography and code-breaking. These skills are also utilised by commanders of the Astra Militarum, who are in constant need of an edge over their myriad foes. By unlocking obscure cyphers and uncovering patterns across reams of interstellar communication,

THE ORDERS PRONATUS

The Orders Pronatus specialise in retrieving, guarding, studying and repairing artefacts of value to the Ecclesiarchy. This includes the uncounted thousands of holy relics revered by the peoples of the Imperium, as well as items captured by its armies that are considered too powerful or significant to be allowed to fall into enemy hands. Sisters Pronatus have the responsibility of maintaining and blessing the many banners and symbols of the Orders Militant and have even been called upon to reconsecrate the livery of other Imperial bodies.

They are also entrusted with the security of some of the Ecclesiarchy's greatest holy objects, monitoring vaults and advising on their defence and preservation. In the case of the holiest relics – those borne to battle to demonstrate the God-Emperor's power – a detail of trained Sisters Pronatus is selected to accompany them. Some, like the revered guardians of the Triumph of Saint Katherine, are former Battle Sisters of the Orders Militant, now rededicated to one of the Orders Pronatus, and tasked with applying their skills to the protection of relics.

vox-transmissions and communiqués, the Orders Dialogus ensure that the Adepta Sororitas and the Ecclesiarchy possess valuable intelligence and remain one step ahead of their enemies, both within the Imperium and beyond. The Inquisition often avail themselves of the Orders Dialogus' services, for the agents of the Ordos are regularly required to find hidden meanings in the carefully coded messages and transmissions passed between heretic cultists. It is not uncommon for an Inquisitor to retain the permanent service of a Sister Dialogus.

When war calls, the Sisters Dialogus march to battle bearing reams of scrolls and illuminated tomes filled with inspiring prayers, psalms and litanies. Through laud hailers do they bellow these holy invocations, their voices projected above the din of battle. Sisters who hear the inspirational rhetoric find themselves filled with renewed vigour, the fires of righteous zeal stoked within their hearts. As this fanaticism rises to a crescendo amidst their ranks, the Sisters are driven to ever-greater acts of self-sacrifice and righteous violence.

The most senior Sisters of the Orders Dialogus tend to the ancient texts contained within the Vault of Origins, which lies beneath the Ecclesiarchal Palace. Only the highest-ranking members of the Adeptus Ministorum can gain access to this most holy archive, for it contains closely guarded secrets regarding the Age of Apostasy, Goge Vandire's Reign of Blood and the founding of the Adepta Sororitas.

OTHER NON-MILITANT ORDERS

Many other Orders provide additional services to the Adepta Sororitas, the Ecclesiarchy and other Imperial institutions deemed worthy of their aid. Some Orders are tasked with a particularly focused duty, as is the case with the Order Fenestrus who maintain the illuminated armaglass panes that adorn the Imperium's most holy shrines and cathedrums. Other Orders carry out sacred duties that give them a great deal of influence within the God-Emperor's domain.

The Orders Sabine operate at the fringes of the Imperium, accompanying Missionarius Galaxia to newly rediscovered Human territories. There they infiltrate any society that may oppose the arrival of the Imperium, setting themselves up as prophets of the Emperor, preaching the Imperial Creed in secret and inciting revolt against the religious leaders of a world before the arrival of the Missionaria Galaxia.

Some types of non-militant Orders are limited to specific regions of the Imperium. The Orders Princeps exist only within the hierarchy of the Convent Sanctorum on Ophelia VII. Their scholarly Sisters, with augmented neural interfaces, are a result of Sebastian Thor's reforms. They monitor the cardinals and their debates within the Holy Synod on Terra and the Synod Ministra on Ophelia VI, ensuring that the relay of Ecclesiarchal law is carried out without deviation and acting as guardians of its purity.



Barbed bands of metal cut into Sisters Agnietha's bare flesh, each one twisted tight enough to inflict a constant, dulling pain. Clad in little more than rags, she felt a chill and bitter wind whip across the battlefield. The purity seals affixed to her eviscerator chainsword flittered. She ran over the rough ground strewn with bodies and debris, blood streaming from lacerated legs, the thin soles of her shoes torn ragged by shattered glass and rusted scrap metal. She snarled as she saw the Ork positions looming out of the darkness. A blight upon the once-hallowed mission.

Agnietha sprinted at the head of a score or more Sisters Repentia, running directly into a hail of enemy fire. The Repentia ran through searing flames leaping from burned-out vehicles and over the torn and decaying corpses of battle-slain dead in their desperation to reach the foe.

Ahead, the spires of St Leonid's Rest rose amidst an angular mass of ramshackle Ork structures. Agnietha ran through the deafening storm of incoming bullets with teeth gritted. To her left and right, Sisters Repentia were struck and knocked from their feet. Some rose unsteadily, struggling on despite the severity of their gunshot wounds, desperate to strike a blow on behalf of the Emperor before death claimed them. Others lay still, having fought their last battle. None would weep for the fallen. In death had their sins been absolved.

She remembered then the words she had spoken, the vow she had made before her power armour had been stripped from her.

I leave the Sisterhood shamed by my actions, and it is by my actions alone that I shall regain my place amongst its most faithful.

The crack of the Repentia Superior's whip cut through the din of slaughter, her screams driving her charges forward.

'Absolution is earned only in blood. Forward, Repentia. Cleanse your sins with blood. Strike down the unbeliever and earn the God-Emperor's forgiveness!'

Agnietha could see the Orks now, firing from behind a low barricade. With a wild battle cry upon her lips, she sprinted harder, propelling herself headlong into the killing zone. The words of her vow continued to repeat themselves in her mind, echoing through her consciousness. She had failed the Emperor and the Sisterhood once. She would not do so again.

I shall seek the Emperor's forgiveness in the crucible of battle, and in death or glory I shall earn it, she thought to herself.

Ork aircraft raced overhead, their engines leaving trails of thick black smoke as they came roaring through the clouds to strafe the attackers. A trail of bullets thudded into the ground, shattering into fragments as they struck the rocky terrain and threw up clouds of dirt and dust. Deprived of cover and unable to avoid the furious rain of bullets, several Battle Sisters were cut down. Return fire struck one of the Ork aircraft, sending it into a tailspin. It crashed, exploding in a fireball. The conflagration consumed Battle Sisters and Orks in equal numbers, clouds of shrapnel accounting for the lives of even more.

On the Repentia charged, through the searing clouds of shrapnel and choking smoke, oblivious to the carnage unfolding around them. Agnietha crossed the open ground towards the Ork fortress in long strides and vaulted a defensive barricade to land amid a group of xenos foes. Swinging her eviscerator from left to right, she cut through the first opponent with an exclamation of raw fury. The weapon's teeth sheared through an armoured shoulder. The motor and chain growled and whined furiously as adamantine teeth ground through bone, ripping chunks of flesh and viscera from the alien's body. The Ork let out a final gargling cry of anguish and thrashed wildly before going limp.

Agnietha wrenched the weapon free, raised it above her head and brought it crashing down again. Its teeth bit into the iron helm of another foe. Sparks flew for a brief moment, then the adamantine teeth were through the thin layer of metal and buried in the xenos' skull. She kicked the body loose and pressed forward again, swinging her blade with wild abandon, giving no thought to protecting herself. So packed together were the Orks that she couldn't miss. The Orks pressed forward regardless of their casualties, stepping over their fallen to club and slash at the Repentia. Agnietha swung her eviscerator in wide arcs, struggling to hold back the surging tide of xenos. A glancing blow landed upon her shoulder, its impact enough to knock her off balance.

At that moment, her fellow Repentia crashed into the Orks, their howling battle cries accompanied by a chorus of roaring chainsword motors and gruesome whirring as the weapons did their deadly work. Xenos ichor erupted in such volume as to coat the Repentia in a layer of glistening crimson. The impact of the Sisters' charge drove the Orks back, forcing them to abandon their defensive position and cast aside their ranged weaponry in favour of fists, blades and clubs before striking



back with equal fury. Ork and Repentia fell by the dozen for just a few feet of vital ground.

The violence seemed only to spur the Orks to action. They clambered over their dead, their tiny, porcine eyes filled with glee as they swung cleavers and clubs, bludgeoning Sisters to the ground, hacking and stomping at the fallen. Agnietha felt several blows land upon her body. Deep lacerations, welts and blooming bruises covered her skin. Only adrenaline and fervent rage kept her moving, rendering her oblivious to pain. There would be no retreating from this battle.

A blunt weapon struck Agnietha in the left side, taking the wind out of her and pitching her against a jagged scrap metal stanchion. She felt rusty shards cut into her flesh and from the corner of her eye, caught sight of another Ork weapon descending. She ducked under the blow, reversed her grip upon the eviscerator and drove the weapon upwards. Its teeth chewed through the Ork's extended arm with ease. The limb, rusty cleaver and all, fell twitching to the ground. The creature grabbed at the stump and howled, an expression of shock and outrage upon its face. Baring its teeth, it lunged again, spittle flying from its foetid maw. The grip of its pistol smashed into Agnietha's arm. She felt bone crack under the impact.

Before the Ork could strike, a bolt pistol round thudded into its forehead and detonated with a wet boom. Fragments of skull, brain matter and shattered tusk sprayed in all directions. The body toppled forward, its dead weight propelled to the ground by the momentum of its overhand strike. Blood pumped from the ruined remains of its neck.

'Do not falter, Sisters!' the Repentia Superior cried out over the roar of battle, now fighting at Agnietha's side, her neural whip lashing the Orks and driving them further back. 'Redemption is at hand!'

Consumed by their desire for bloodshed, the Repentia had battled their way deep into the xenos positions, a swathe of dead foes in their wake. The roar of Rhino engines echoed through the scrap-citadel encircling the Imperial ruins. Adepta Sororitas vehicles were already grinding over the Orks' defences to exploit the advance. Boltgun rounds and shell fire from Castigator battle tanks smashed into defensive positions, bringing down walls and blasting Ork combatants from their feet. Ork field guns of bizarre design fired back, coruscating beams of green energy searing through armoured transports. A shimmering power field latched onto a Rhino transport, lifting it into the sky. The vehicle's tracks spun helplessly before it was slammed back to the ground and exploded in a ball of flame.

Agnietha scrambled over a mound of dead Orks, slipping on viscera. A single line of defence remained, forming a circular wall of steel around the sanctuary. The Ork fortifications were covered in crude graffiti and leering faces welded together from scraps of armour plate. Diminutive Orkoids scrambled over the defences, dragging belts of ammunition and explosives to and fro between their larger kin.

The few Repentia that remained swept on, cutting down straggling Orks and cutting a path for their allies. Agnietha stumbled forward after her Sisters, the eviscerator now heavy in her grasp. Sweat ran down her skin, seeping into open wounds, eliciting a constant burning pain. Whether through blood loss or combat fatigue, she could feel her energy reserves draining away. The Repentia Superior's lash struck her bare shoulder. She arched her back as a wave of pain coursed through her. She gritted her teeth. The pain brought with it focus. Her fatigue faded, a fresh wave of hatred spurring her on again.

Before the charging Repentia, a reinforced rusted door set into the Orks' fortifications opened wide, hauled up by a clanking system of pulleys and chains. Sallying forth from their scrap bastion came a group of hulking Orkoids carrying jagged close-combat weapons, each one clad in plates of twisted and battered metal. The largest of them raised a crackling power klaw, the jagged talons of which were caked with the dried blood of former quarries. It roared a deafening challenge at the top of its lungs and led its Boyz in a thunderous charge toward the Sisters. The Orks fired pistols and hurled stick-handled grenades as they closed the gap, turning the already chaotic battlefield into a maelstrom of explosions and violence.

Hot shards of shrapnel cut into Agnietha's legs. Still, she ran on, heart beating swiftly, the exultation of battle bringing her ever closer to the God-Emperor's forgiveness. She could almost feel his light upon her. The symphony of pain that had racked her body was now replaced by a comforting warmth.

Ork and Repentia met in a tempest of steel, muscles and blood. Eviscerators ground against power klaws and grimy blades, emitting a rain of sparks, igniting fuel puddles on the marred ground. The Ork leader grasped a flailing Repentia in its metallic talons and squeezed, shredding her body to ribbons before casting the remnants aside and searching for his next victim.

Agnietha cut down another Ork warrior and pressed towards the hulking xenos leader. She held her eviscerator in a white-knuckle grip. The Ork boss turned towards her and the two locked eyes. In the beast, she saw her fate. Death or redemption. Either would be welcome.

With the prayers of the Sisterhood ringing above the din of combat, she charged again, prepared to meet the destiny the Emperor had chosen.



Showcase

VESTMENTS OF PURITY

THE ADEPTA SORORITAS GO TO WAR CLAD IN THE TRADITIONAL COLOURS OF THEIR ORDER. ICONS, SIGILS AND OTHER TRAPPINGS OF THE IMPERIAL CREED ADORN THEIR FINELY CRAFTED POWER ARMOUR. SCROLLS AND SCRIPTURES TRAIL FROM THEIR POWER ARMOUR, INSCRIBED WITH HOLY PRAYERS, PSALMS AND BLESSINGS. EACH BATTLE SISTER IS A WALKING BEACON OF THE IMPERIAL CREED WHOSE COUNTENANCE INSPIRES AWE IN THE FAITHFUL.


DURA EXCIDES
CORDA INCENDIUM




YOU!





Battle Sister of the
Order of Our Martyred Lady



Battle Sister of the
Order of the Valorous Heart



Battle Sister of the
Order of the Bloody Rose



Battle Sister of the
Order of the Sacred Rose



Sister Superior of the
Order of the Ebon Chalice



Battle Sister of the
Order of the Argent Shroud







Dogmata of the
Order of Our Martyred Lady

Sister Hospitaller

The warriors of the Adepta Sororitas are utterly selfless in their defence of the Imperial faith. Rather than mourn for the fallen, they derive divine inspiration from their sacrifice, driven to undertake acts of holy heroism.

1 The Order of Our Martyred Lady presses through an Imperial city caught in the grip of a heretical rebellion. Armoured vehicles resembling mobile shrines rumble through the city streets, accompanied by heavily armed Sisters of Battle and deadly Paragon Warsuits. Utilising the balcony of a ruined building as a makeshift pulpit, a Sister of the Orders Dialogus chants wrathful prayers to inspire the faithful.

2 Tyranids of Hive Fleet Leviathan have besieged large regions of the Bastior Sub-sector. On the already-overrun planet Ganawa, Morvenn Vahl rallies a mission of Sisters from the Order of the Bloody Rose to drive back the Tyranid invaders with boltgun, flamer and righteous fury.







1

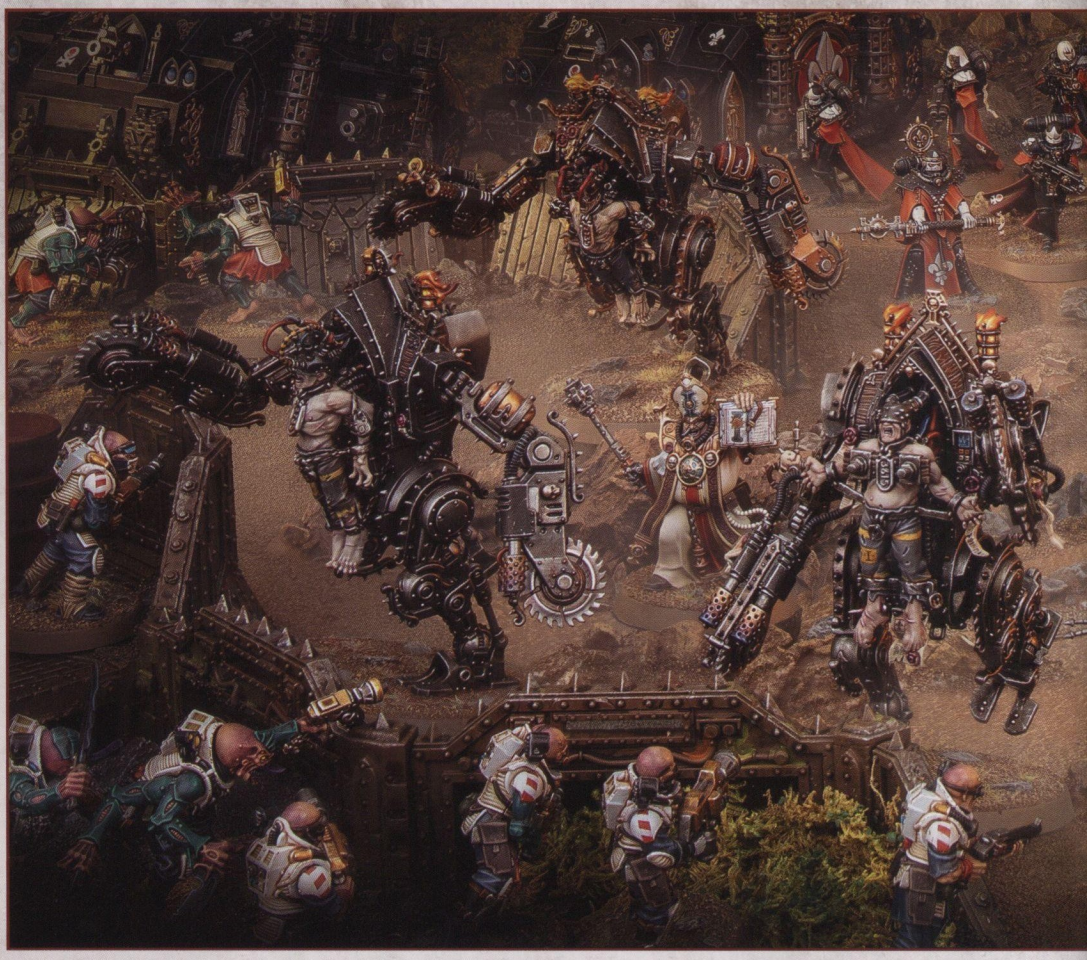


2

Armies of the faith contain within their ranks many penitent warriors, each desperate to absolve their sins in the blood of their enemies or to find peace in oblivion. These warriors hurl themselves upon the foe without concern for their own wretched lives.

3 Marshalled by a mission of Sisters from the Order of Our Martyred Lady, a host of penitent warriors descends upon the hybrid monstrosities of a Genestealer Cult. Penitent buzz-blades whirr and whine as they slice through mutant flesh. Arco-flagellants emit maddening cries, flailing at the xenocultists with whip-like weapons. The Sisters of Battle observe the unfolding carnage in solemn prayer, preparing to mop up survivors with boltgun and flamer.

4 Whipped into a zealous frenzy by their Repentia Superior, Sisters Repentia defend the steps of a cathedrum against the blasphemous Word Bearers and their cultist followers. Battle Sisters rush from the structure to join the fight, drawing inspiration from the fearless sacrifice of the Sisters Repentia.











Sister Repentia



Repentia Superior of the Order of Our Martyred Lady







Arco-flagellants



Penitent Engine

There is no weapon more blessed than holy fire. With melta and flamer do the Adepta Sororitas burn the taint of mutation, heresy, witchery and alien infestation from the worlds of the Imperium.

5 There are few foes more obstinate than the Ork. To scour their spoor from a world is no simple task. Retributors armed with Ministorum heavy flamers scramble from their Immolator transports to bring their weapons to bear on the xenos rabble. Meanwhile, Castigator battle tanks and Exorcist artillery tanks bombard the Ork horde. Only by reducing every last enemy to ash can victory be assured.

6 The festering Death Guard Lord of Contagion, Gorgax Glut, leads his pox-ridden vectorium in an assault on an Adepta Sororitas sanctuary. Junith Eruita, Canoness Superior of the Order of Our Martyred Lady, recites the words of the Fede Imperialis from her mobile pulpit as her sisters turn their weapons upon the infectious interlopers.



Junith Eruita

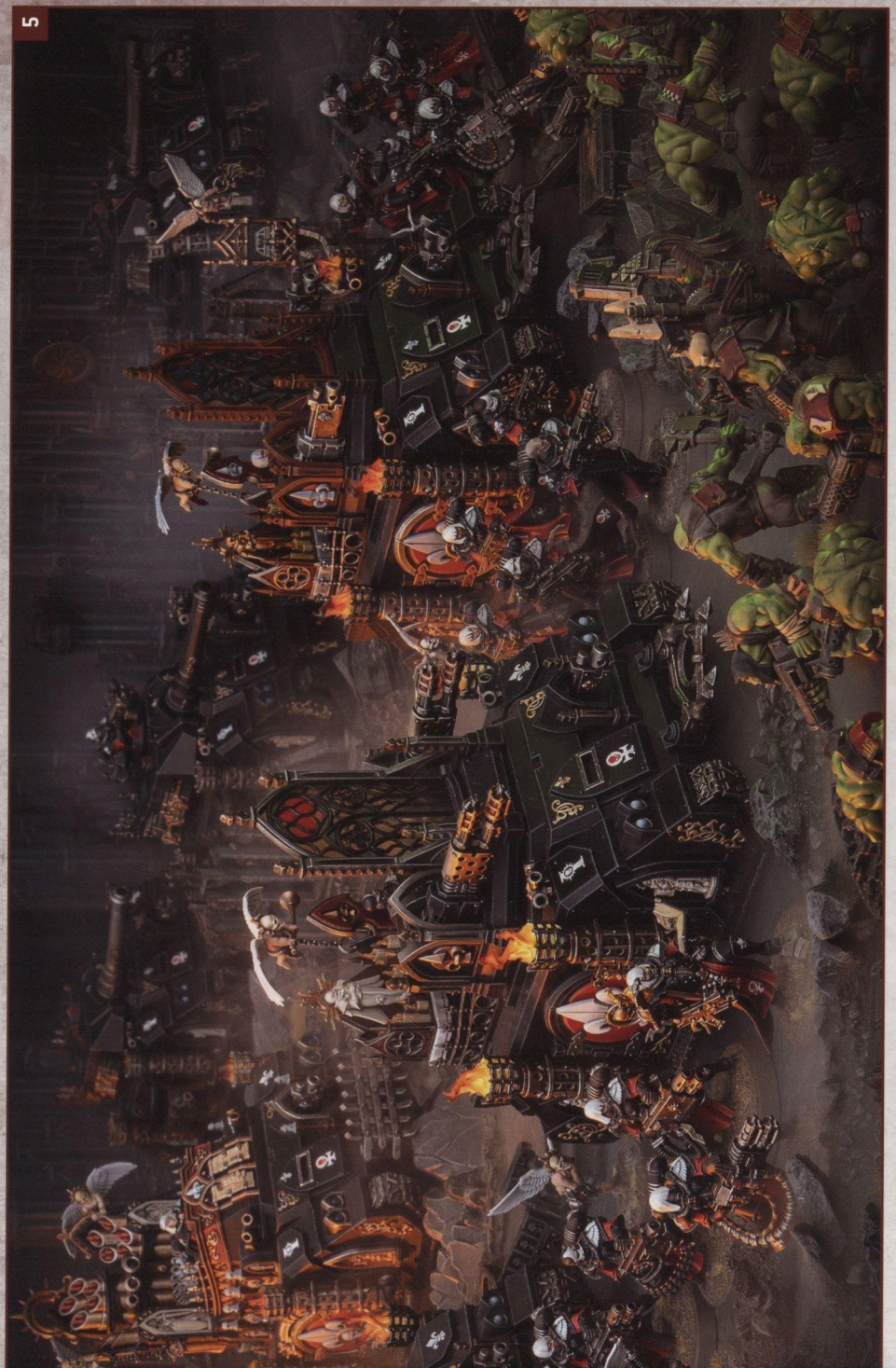




Exorcist of the Order of Our Martyred Lady



5



6



When drawn together en masse, the might of the martial devotees of the Imperial Creed is awe-inspiring. As the zeal of the thronging congregation swells, great miracles are wrought in the Emperor's name.

7 The Adepta Sororitas bear to battle many great relics of their Orders, but none are so sacred as the Triumph of Saint Katherine. In the blasted ruins of one of Vigilus' many hivesprawls, Saint Celestine and her Geminae Superia swoop low to defend this precious reliquary from the predatory Night Lords. Through the spires of the city, Seraphim and Zephyrim squads engage in aerial duels against Heretic Astartes Raptors.



Saint Celestine and Geminae Superior









Canoness with jump pack of the Order of Our Martyred Lady



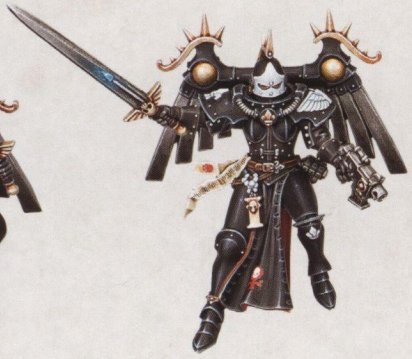
Seraphim Superior of the Order of Our Martyred Lady





Seraphim of the Order of Our Martyred Lady





Zephyrim of the Order of Our Martyred Lady

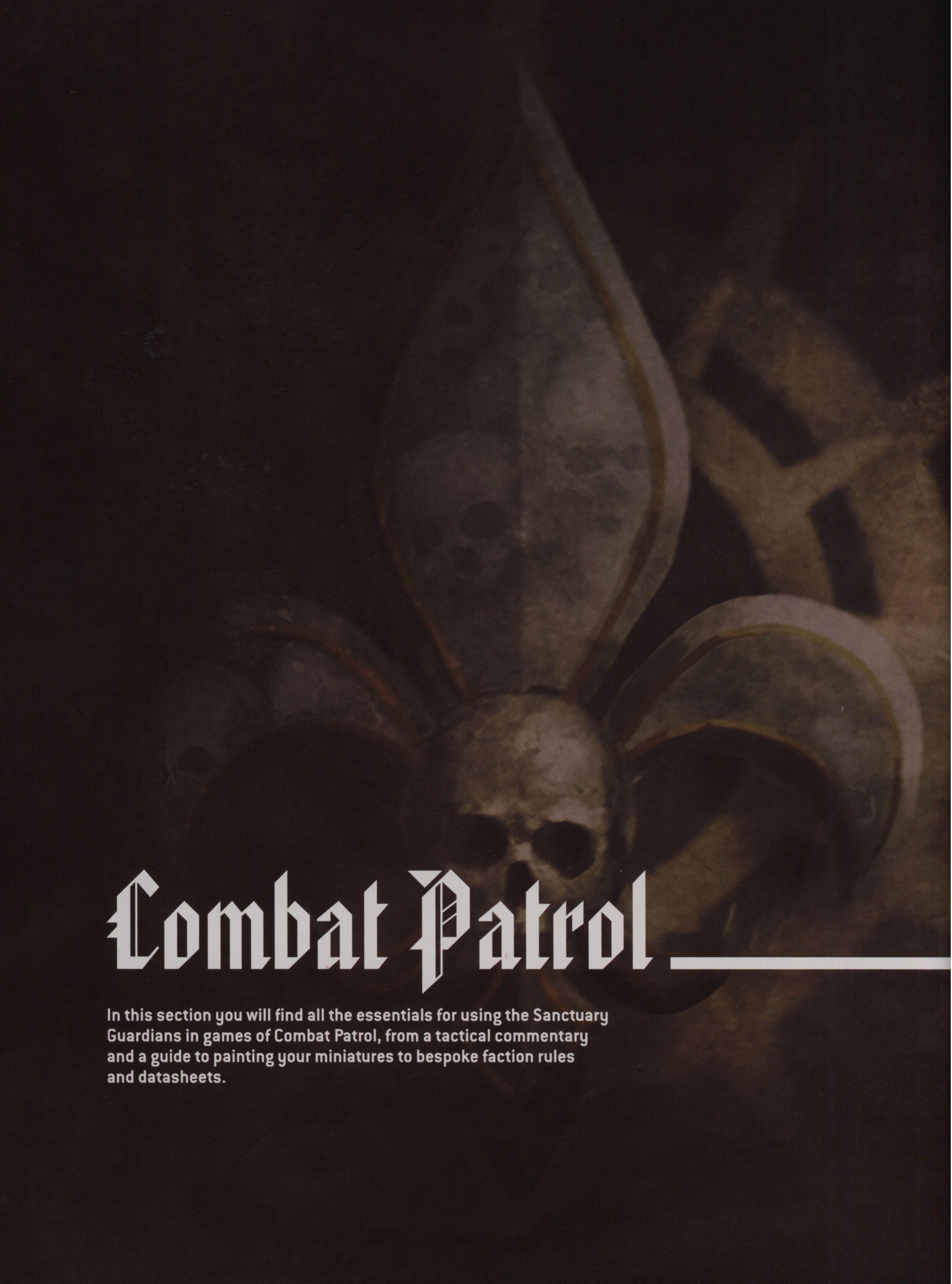


Zephyrim Superior of the Order of our Martyred Lady









Combat Patrol

In this section you will find all the essentials for using the Sanctuary Guardians in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



SANCTUARY GUARDIANS

CANONESS ADALYA (1 MODEL)

- **This model is equipped with:** condemnor boltgun; hallowed chainsword; null rod.

Your Canoness model can lead either the Battle Sisters or the Celestian Sacresants, and she brings some excellent synergy to both. If attached to the Battle Sisters Squad, the Defender of the Faith Enhancement can be a big boost to the unit's survivability, which is particularly beneficial if the unit is not split into separate Patrol Squads.

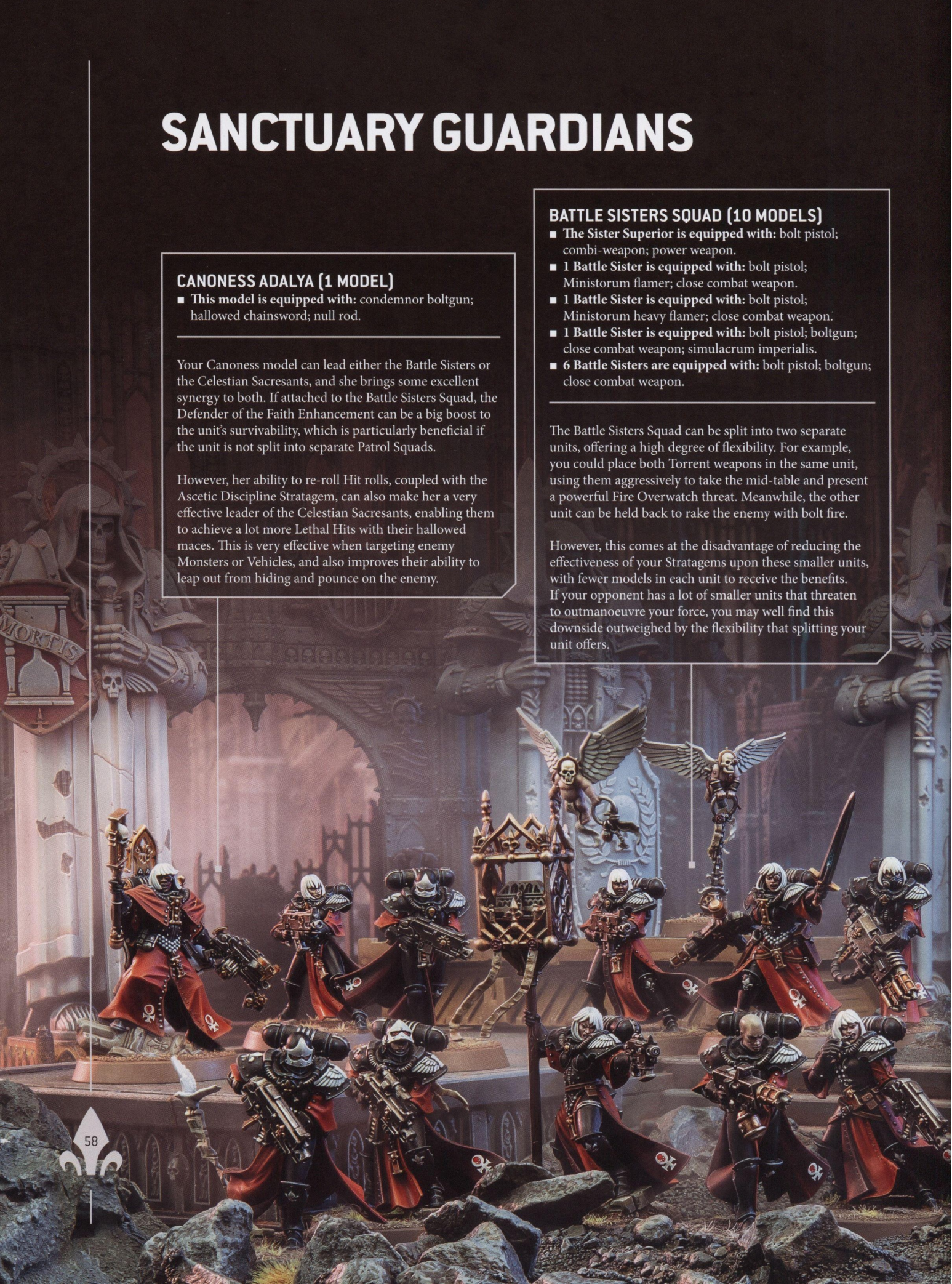
However, her ability to re-roll Hit rolls, coupled with the Ascetic Discipline Stratagem, can also make her a very effective leader of the Celestian Sacresants, enabling them to achieve a lot more Lethal Hits with their hallowed maces. This is very effective when targeting enemy Monsters or Vehicles, and also improves their ability to leap out from hiding and pounce on the enemy.

BATTLE SISTERS SQUAD (10 MODELS)

- **The Sister Superior is equipped with:** bolt pistol; combi-weapon; power weapon.
- **1 Battle Sister is equipped with:** bolt pistol; Ministorum flamer; close combat weapon.
- **1 Battle Sister is equipped with:** bolt pistol; Ministorum heavy flamer; close combat weapon.
- **1 Battle Sister is equipped with:** bolt pistol; boltgun; close combat weapon; simulacrum imperialis.
- **6 Battle Sisters are equipped with:** bolt pistol; boltgun; close combat weapon.

The Battle Sisters Squad can be split into two separate units, offering a high degree of flexibility. For example, you could place both Torrent weapons in the same unit, using them aggressively to take the mid-table and present a powerful Fire Overwatch threat. Meanwhile, the other unit can be held back to rake the enemy with bolt fire.

However, this comes at the disadvantage of reducing the effectiveness of your Stratagems upon these smaller units, with fewer models in each unit to receive the benefits. If your opponent has a lot of smaller units that threaten to outmanoeuvre your force, you may well find this downside outweighed by the flexibility that splitting your unit offers.



ARCO-FLAGELLANTS (10 MODELS)

- **Every model is equipped with:** arco-flails.

With their high volume of melee attacks, the Arco-flagellants are able to inflict wounds on a wide variety of targets by brute force. This also makes the Ascetic Discipline Stratagem particularly effective on this unit, helping to offset their arco-flails' lack of Armour Penetration when fighting against heavily armoured foes.

The Arco-flagellants' Wounds characteristic of 2 also makes them particularly durable against small arms fire, but watch out for elite enemy units with weapons of Damage 3 or higher, as these can quickly chew through this unit in spite of its Feel No Pain ability.

CELESTIAN SACRESANTS (5 MODELS)

- **Every model is equipped with:** bolt pistol; hallowed mace.

This unit, alongside the Arco-flagellants, represent the hardest hitting elements of the force. While the Arco-flagellants are a fairly blunt instrument, overwhelming the enemy with their sheer number of attacks and relying on the Feel No Pain ability for resilience, the Celestian Sacresants are a somewhat more nuanced unit.

Armed with hallowed maces, these models are particularly adept at taking on armoured enemies with multiple wounds, and as such it is critical to avoid them getting pinned down by less ideal targets, as their comparatively low number of attacks may prevent them from breaking free. While they have an excellent invulnerable save, if they get caught in the open and do not have a Canoness leading them to benefit from their Sworn Protectors ability, you should consider using the Holy Radiance Stratagem, which can really help them weather massed small arms fire.

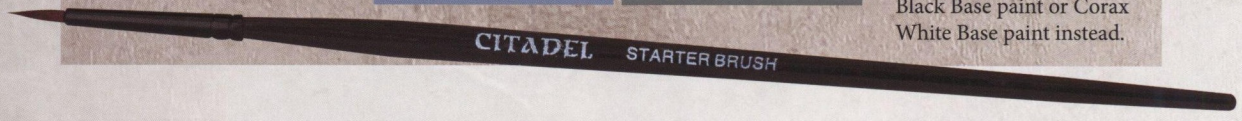
PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your Adepta Sororitas Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Order of Our Martyred Lady to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- NULN OIL
- CORAX WHITE
- CATACHAN FLESH
- ABADDON BLACK
- LEADBELCHER
- RUNEFANG STEEL
- EVIL SUNZ SCARLET
- MEPHISTON RED
- RETRIBUTOR ARMOUR
- REIKLAND FLESHSHADE
- FENRISIAN GREY
- ASTROGRANITE



Top Tip

Before you follow any other steps, we suggest priming the Canoness, Battle Sister Squad and Celestian Sacresants with Chaos Black Spray paint, and the Arco-flagellants with White Scar Spray paint. You can use multiple thin coats of Abaddon Black Base paint or Corax White Base paint instead.

Black Power Armour





1 If you sprayed your models with Chaos Black, apply an even coat of Abaddon Black Base paint to the power armour. You don't need to do this if you prepared your models with Abaddon Black Base paint. **2** Use a smaller brush to edge highlight the black armour with Fenrisian Grey. You could apply a gentle drybrush instead.

Robes







1 Basecoat the robes with multiple thin coats of Mephiston Red. **2** Use a larger brush to apply Nuln Oil over the robes. Start at the top of the robes and drag the loaded brush all the way to the bottom. **3** Using thinned Evil Sunz Scarlet, highlight the raised areas on the robes.

Metal Details



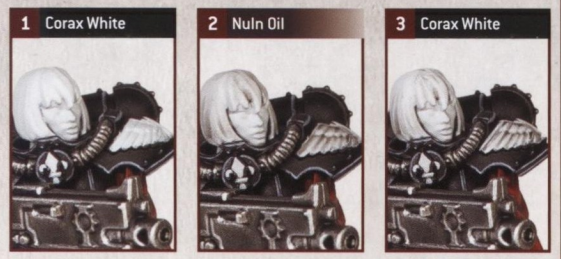






1 Basecoat all metal details with multiple thinned coats of Leadbelcher. Do not paint the metallic details on the Arco-flagellants until you have painted their skin. **2** Shade all of the painted metal details with Nuln Oil. **3** Apply more Nuln Oil to the weapon casings of the boltguns until they take on a noticeably darker shade. **4** Using a smaller brush, edge highlight all of the boltguns and other metal details with Runefang Steel. When highlighting larger or more prominent metal details – such as the Arco-flagellants' weapons – you can drybrush these taking care to avoid other finished details.

Hair and Icons



1 Thin Corax White and apply multiple coats to the Battle Sisters' hair and any icons they have. 2 Using slightly thinned Nuln Oil, shade the hair and icons, being careful not to let it pool. 3 Finally, use thinned Corax White highlight the raised areas, leaving Nuln Oil in the recesses.

Shields and Burnished Details



1 Basecoat all of the gold areas on the models with thinned Retributor Armour. 2 Use a large brush to apply Reikland Fleshshade to these areas, being careful not to let it pool. 3 Finally, gently drybrush with Runefang Steel, building up the highlight slowly.

Lighter Skin



1 For lighter skin, apply a basecoat of Corax White. Use multiple thin layers for a smooth, even finish. You don't need to do this if you prepared your models with Corax White Base paint. 2 Shade the skin with Reikland Fleshshade, making sure it flows into the recesses and doesn't pool too heavily on raised areas. 3 Relayer any raised areas with smooth layers of thinned Corax White.

Darker Skin



1 For darker skin, basecoat your models with Catachan Flesh. You will need to apply multiple thinned coats. 2 Shade the skin with Nuln Oil, making sure it flows into the recesses and doesn't pool too heavily on raised areas.

Basing



1 Apply Astrogranite to the surface of the bases. Be careful to avoid the feet of the models. 2 Leave the Astrogranite to dry then apply a wash of Nuln Oil. 3 Drybrush the surface of the base with Corax White. Finally apply multiple thin coats of Abaddon Black to the base edge to finish.



COMBAT PATROL
SANCTUARY GUARDIANS

ABILITIES

The datasheets required to use the Sanctuary Guardians can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Acts of Faith – that is referenced on each unit's datasheet, and is described below.

ACTS OF FAITH

It is said the Emperor's benediction touches the Adepta Sororitas, manifesting as a nimbus of holy light in which his power is revealed in miraculous deeds of fortitude and divine strength.

Each unit from your army can perform one Act of Faith per phase. This is done using Miracle dice.

Gaining Miracle Dice

You gain 1 Miracle dice:

- At the start of each turn.
- Each time an **ADEPTA SORORITAS** unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

Performing an Act of Faith

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead, the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll

ENHANCEMENTS

Your **CANONESS** model is your **WARLORD** and has the Defender of the Faith Enhancement. You can replace this with Righteous Fury.

DEFAULT ENHANCEMENT

DEFENDER OF THE FAITH

This commander has served in many Wars of Faith and by the Emperor's grace has survived against the odds. In her presence is the faith and resolve of the Sisterhood empowered and their resilience enhanced.

- Improve the Save characteristic of models in the bearer's unit by 1.
- In your Command phase, you can discard 1 Miracle dice. If you do, until the start of your next Command phase, add 1 to the Objective Control characteristic of models in the bearer's unit.

OR

OPTIONAL ENHANCEMENT

RIGHTEOUS FURY

This commander is a true warrior of the faith. She leads her warriors in furious charges, covering the ground with a speed borne of zealous hatred.

- The bearer's unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.
- In your Command phase, you can discard 1 Miracle dice. If you do, until the end of the turn, you can re-roll Charge rolls made for the bearer's unit.



SECONDARY OBJECTIVES

You will use the Hallowed Retribution secondary objective. You can replace this with Consecrated Ground.

DEFAULT SECONDARY OBJECTIVE

HALLOWED RETRIBUTION

The enemies of the Imperial Creed must be purged. Only with the slaughter of the faithless can the sanctity of the Imperium be protected.

You score 3VP each time an **ADEPTA SORORITAS** unit from your army destroys an enemy unit. If that unit from your army performed an Act of Faith this phase, you score 4VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

CONSECRATED GROUND

Sweeping aside their foes, the Adepta Sororitas advance into the heart of the battlefield, chanting prayers and dispensing clouds of incense to consecrate the territory they have seized.

From the second battle round onwards, at the end of your turn, you score 3VP if one or more **ADEPTA SORORITAS** units from your army (excluding Battle-shocked units) are within 6" of the centre of the battlefield. If one of those units is your **WARLORD**, you score 4VP instead.

STRATAGEMS

You can use the following Stratagems:

ASCETIC DISCIPLINE

SANCTUARY GUARDIANS – BATTLE TACTIC STRATAGEM

The Sisters of the Adepta Sororitas whisper mantras of concentration as they aim their boltguns towards the foe.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTA SORORITAS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 2.

A MARTYR'S DEATH

SANCTUARY GUARDIANS – BATTLE TACTIC STRATAGEM

Each and every Sister strives to strike one last blow against their foe before death claims them.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTA SORORITAS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Each time you use this Stratagem, you can discard 1 Miracle dice. Until the end of the phase, each time a model in your unit is destroyed, if that model has not shot or fought this phase, roll one D6, adding 1 to the result if you discarded a Miracle dice when using this Stratagem. On a 4+, do not remove the destroyed model from play; it can shoot or fight after the attacking unit has finished making its attacks, and is then removed from play.

HOLY RADIANCE

SANCTUARY GUARDIANS – EPIC DEED STRATAGEM

The Emperor's holy light illuminates these Sisters, its radiant aura bestowing upon them resilience just as it blinds the enemy with its shimmering brilliance.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTA SORORITAS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and models in your unit have the Feel No Pain 5+ ability against that attack.

CANONESS ADALYA

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	3	3+	4	7+	1

4+ INVULNERABLE SAVE



A veteran commander of vast experience, Canoness Adalya is a pious defender of the faith and a highly skilled warrior. A tactical and strategic genius, she leads the zealous warriors under her command with inspirational fearlessness and unbreakable determination.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Condemnor boltgun [ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1]	24"	1	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hallowed chainsword	Melee	5	2+	3	-1	1

LEADER

This model can be attached to the following units: **BATTLE SISTERS SQUAD**, **CELESTIAN SACRESANTS**

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Lead the Righteous: While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

WARGEAR ABILITIES

Null Rod: Models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, CANONESS, CANONESS ADALYA**

FACTION KEYWORDS: **ADEPTA SORORITAS**

BATTLE SISTERS SQUAD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	3	3+	1	7+	2

6+ INVULNERABLE SAVE



Battle Sisters of the Orders Militant are skilled and devout warriors. Wherever they advance, the light of the Emperor spreads like a holy dawn. Miracles manifest in their presence that turn aside the enemy's strikes, or consume foes in fires of retribution as the Sisters cut down heretics with thundering salvoes from their boltguns.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Ministorum flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1
Ministorum heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

PATROL SQUADS

Before the battle, at the start of the Declare Battle Formations step, this unit can be split into two units, each containing five models.

ABILITIES

FACTION: **Acts of Faith**

WARGEAR ABILITIES

Simulacrum Imperialis: At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice with a value equal to that result.

KEYWORDS: **INFANTRY, BATTLELINE, IMPERIUM, BATTLE SISTERS SQUAD**

FACTION KEYWORDS: **ADEPTA SORORITAS**

CELESTIAN SACRESANTS



Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	3	3+	1	7+	1

4+ INVULNERABLE SAVE

Part of the Celestian elite of the Orders Militant, Celestian Sacresants are close-combat specialists who – rather than serve as bodyguards – are charged with a holy quest. Whether that be to secure sacred relics or purge sites of the unclean, the Sacresants are relentless in their pursuit of victory.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hallowed mace [LETHAL HITS]	Melee	3	3+	4	-1	2

ABILITIES

FACTION: **Acts of Faith**

Sworn Protectors: While an **ADEPTA SORORITAS CHARACTER** is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

KEYWORDS: **INFANTRY, IMPERIUM, CELESTIAN SACRESANTS**

FACTION KEYWORDS: **ADEPTA SORORITAS**

ARCO-FLAGELLANTS



Combat Patrol Datasheet

M	T	SV	W	LD	OC
7"	3	7+	2	8+	1

Arco-flagellants are fitted with cybernetic weaponry and subdermal stimulant pumps as punishment for past misdeeds. When battle commences, their bodies are energised by means of a trigger word and they are unleashed on the enemy. Any foe they reach they lash to pieces with cyber-implanted flails.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Arco-flails [SUSTAINED HITS 1]	Melee	4	4+	5	0	1

ABILITIES

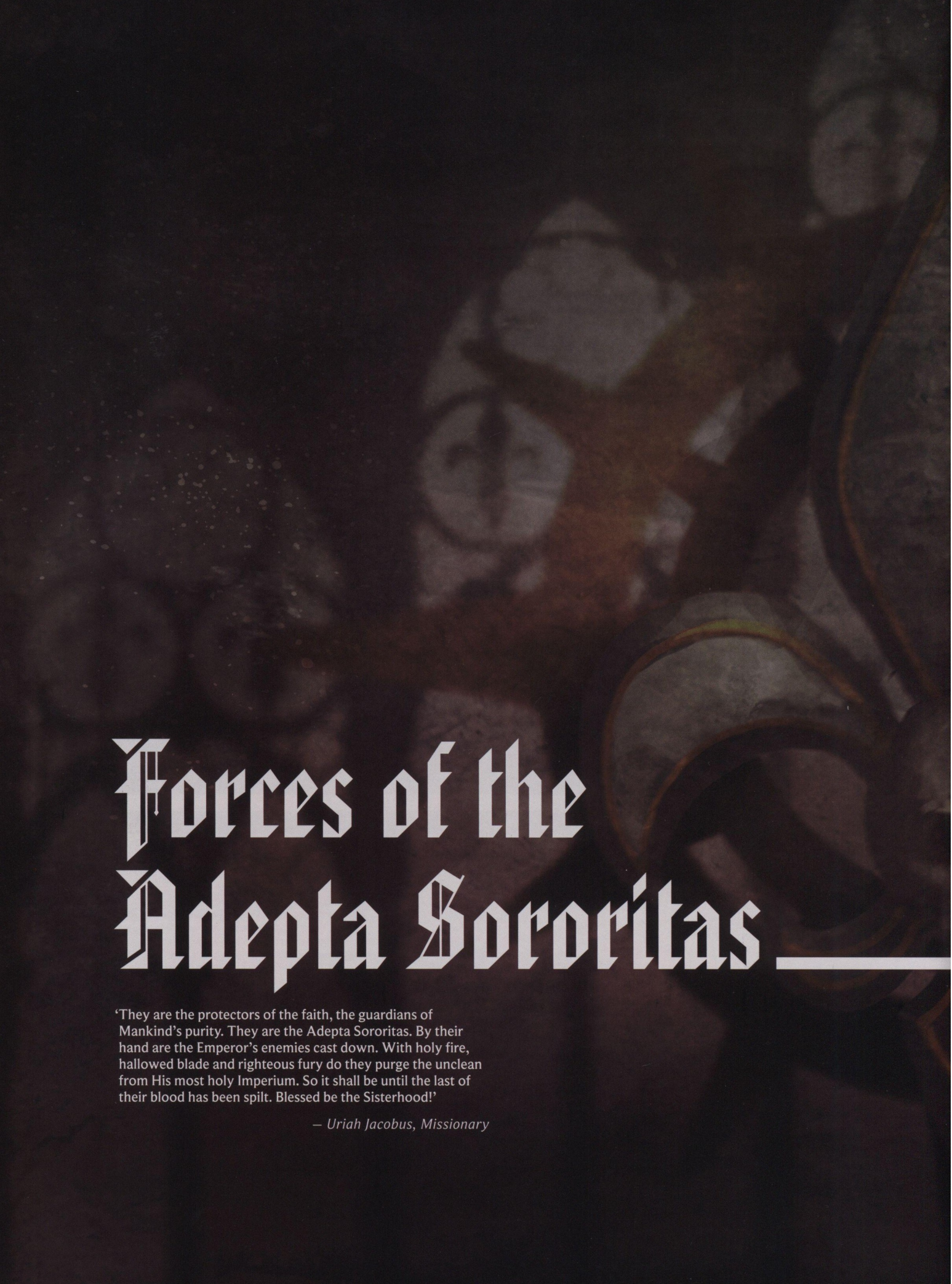
CORE: **Feel No Pain 5+**

FACTION: **Acts of Faith**

Extremis Trigger Word: Each time this unit is selected to fight, you can choose to invoke its extremis trigger word. If you do, then until the end of the phase, arco-flails equipped by models in this unit have an Attacks characteristic of 6 and the **[HAZARDOUS]** ability.

KEYWORDS: **INFANTRY, IMPERIUM, ARCO-FLAGELLANTS**

FACTION KEYWORDS: **ADEPTA SORORITAS**



Forces of the Adepta Sororitas

'They are the protectors of the faith, the guardians of Mankind's purity. They are the Adepta Sororitas. By their hand are the Emperor's enemies cast down. With holy fire, hallowed blade and righteous fury do they purge the unclean from His most holy Imperium. So it shall be until the last of their blood has been spilt. Blessed be the Sisterhood!'

– Uriah Jacobus, Missionary



INTRODUCTION

Welcome to the rules section of *Codex: Adepta Sororitas*. Whether forging your own tales of glory and piety with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Adepta Sororitas collection to life on the tabletop.

These include Detachment rules that Adepta Sororitas armies can use, along with the Adepta Sororitas army rule – Acts of Faith – which is common to your units. This section also includes datasheets for Adepta Sororitas units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **ADEPTA SORORITAS** Detachments you can select from to use in games of Warhammer 40,000, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by your chosen faction – the rules they include are as follows:

1 DETACHMENT RULE

If you select to use a Detachment, a Detachment rule listed here will apply either to your whole army or to particular units within it.

2 ENHANCEMENTS

If you select to use a Detachment, when mustering your army, you can upgrade **CHARACTERS** from your army using the Enhancements listed here. Details of how to do so are described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

If you select to use a Detachment, you will have access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.



ARMY RULE

ACTS OF FAITH

It is said the Emperor's benediction touches the Adepta Sororitas, manifesting as a nimbus of holy light in which his power is revealed in miraculous deeds of fortitude and divine strength.

If your Army Faction is **ADEPTA SORORITAS**, each unit from your army with this ability can perform one Act of Faith per phase. This is done using Miracle dice.

Gaining Miracle Dice

If your Army Faction is **ADEPTA SORORITAS**, you gain 1 Miracle dice:

- At the start of each turn.
- Each time an **ADEPTA SORORITAS** unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

Performing an Act of Faith

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead, the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll

> **Example:** *Instead of rolling 2D6 to take a Battle-shock test for a unit, you could use one dice from your Miracle dice pool. If the value of that dice was 4, the unit's Battle-shock test would be determined by rolling one D6 and adding 4 to it (i.e. it would be D6+4).*



HALLOWED MARTYRS

DETACHMENT RULE

THE BLOOD OF MARTYRS

The blood of martyrs is the life force of the Imperium. So do the tenets of this Order joyously proclaim, and in its warriors' darkest hour does the sacrifice of their fallen Sisters shine brightest.

Each time an **ADEPTA SORORITAS** model from your army makes an attack, add 1 to the Hit roll if that model's unit is below its Starting Strength, and add 1 to the Wound roll as well if that model's unit is Below Half-strength.

ENHANCEMENTS

SAINTLY EXAMPLE

With her final breath is another heroine elevated to the ranks of sainthood, her death stirring her companions to finish what she started.

ADEPTA SORORITAS model only. When the bearer is destroyed, you gain an additional D3 Miracle dice.

THROUGH SUFFERING, STRENGTH

With every wound inflicted on their mortal form does this holy warrior's strength grow, their suffering a prayer to the God-Emperor.

ADEPTA SORORITAS model only. Add 1 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons. If the bearer has lost one or more wounds, add 2 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons instead.

CHAPLET OF SACRIFICE

The most hallowed martyrs of the Sisterhood have added beads to this chaplet. Such a relic can be a burden, for it carries the righteousness of those who uphold everything the Sisterhood stands for.

ADEPTA SORORITAS model only. At the end of your Command phase, if the bearer is on the battlefield, you can re-roll 1 Miracle dice from your Miracle dice pool and return it to your Miracle dice pool showing the new result you rolled. When doing so, if the bearer's unit is below its Starting Strength, you can re-roll up to 3 Miracle dice in this way instead.

MANTLE OF OPHELIA

The Mantle of Ophelia is said to have sacred powers of protection. Saint Helena the Virtuous is 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.

CANONESS or **PALATINE** model only. Each time an attack is allocated to the bearer, change the Damage characteristic of that attack to 1.

A culture of self-sacrifice has always existed within the ranks of the Adepta Sororitas. Squads of Battle Sisters advance into hails of enemy fire, trusting in their power armour and unbreakable faith to deliver them from harm. Celestian Sacresants follow their pious commanders into the midst of the battle, dispensing death with blade and mace. The inevitable casualties suffered by the Sisterhood serve only to fill the surviving warriors with righteous hatred, which they unleash upon the foe without mercy. They do not weep for the dead but rejoice at their sacrifice and, by the example of the fallen, fight on without regard for their own lives. As their faith swells amidst the ranks, the Sisters of the Orders Militant shrug off terrible wounds, staving off death just long enough to mete out a final act of retribution upon the enemies of the God-Emperor. By boltgun, flamer and melta are their foes driven from the field.

DIVINE INTERVENTION

HALLOWED MARTYRS – EPIC DEED STRATAGEM

1CP

The pious believe that, in their moment of greatest need, the Emperor protects.

WHEN: Any phase.

TARGET: One **ADEPTA SORORITAS CHARACTER** unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Discard 1-3 Miracle dice. At the end of the phase, set the last destroyed model from your unit back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models. Roll one D3, adding 1 to the result for each Miracle dice you discarded. That model is set back up with that number of wounds remaining (up to its starting number of wounds).

RESTRICTIONS: You cannot select **SAINT CELESTINE** as the target of this Stratagem. You cannot select the same **CHARACTER** as the target of this Stratagem more than once per battle.

SUFFERING AND SACRIFICE

HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM

1CP

Suffering is a staple for the Adepta Sororitas, and a martyr's fate only brings glory to the God-Emperor.

WHEN: Start of the Fight phase.

TARGET: One **ADEPTA SORORITAS INFANTRY** or **ADEPTA SORORITAS WALKER** unit from your army.

EFFECT: Until the end of the phase, each time an enemy model whose unit is within Engagement range of your unit selects its targets, it must select your unit as the target of its attacks.

RIGHTEOUS VENGEANCE

HALLOWED MARTYRS – BATTLE TACTIC STRATAGEM

1CP

With the Emperor's light upon them, the righteous vengeance of the Sisters of Battle burns brighter.

WHEN: Fight phase.

TARGET: One **ADEPTA SORORITAS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a melee attack, you can re-roll the Hit roll and, if your unit is Below Half-strength, you can re-roll the Wound roll as well.

SANCTIFIED IMMOLATION

HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM

1CP

The enemy must perish, even if we perish with them. The enemy must burn, even if we burn with them.

WHEN: Any phase.

TARGET: One **ADEPTA SORORITAS VEHICLE** model from your army with the Deadly Demise ability that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

SPIRIT OF THE MARTYR

HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM

2CP

Even with their dying act, the Adepta Sororitas mete out the Emperor's judgement.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTA SORORITAS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

PRAISE THE FALLEN

HALLOWED MARTYRS – STRATEGIC PLOY STRATAGEM

1CP

The death of a Battle Sister only stirs the survivors to fight harder to exact swift vengeance.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **ADEPTA SORORITAS** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



PENITENT HOST

DETACHMENT RULE

DESPERATE FOR REDEMPTION

The penitent masses vow to wash clean their dishonour with their foe's blood.

At the start of the battle round, select one of the following Vows of Atonement to be active for your army until the start of the next battle round. You can only select each Vow of Atonement once per battle.

The Path of the Penitent

With psalms on their lips, the faithful hurl themselves forward.

Add 3" to the Move characteristic of **PENITENT** models from your army.

Absolution in Battle

The penitents smite the Emperor's foes with unmatched zeal.

Each time a unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Attacks and Strength characteristics of melee weapons equipped by **PENITENT** models in that unit.

Death Before Disgrace

Even the most grievous wound cannot stop a penitent warrior in their quest to earn redemption in the eyes of the Emperor.

Each time a **PENITENT** model from your army is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

ENHANCEMENTS

PSALM OF RIGHTEOUS JUDGEMENT

Invoking the strength of the God-Emperor, this warrior bellows psalms, which roar above the din of battle. Incited by these fire and brimstone recitations, the penitent warriors carve apart their enemies, every kill bringing them closer to redemption.

ADEPTA SORORITAS model only. While the bearer is on the battlefield, each time an enemy unit is destroyed by a **PENITENT** unit from you army, you can discard 1 Miracle dice then gain 1 Miracle dice showing a value of 6.

VERSE OF HOLY PIETY

As the sanctified verses of the Ecclesiarchy's holy psalms roar across the battlefield, divine might infuses the devout.

PENITENT model only. Once per battle, at the start of the battle round, select one Vow of Atonement (see left). Until the start of the next battle round, that Vow of Atonement is active for the bearer's unit in addition to any that is active for your army, even if you have already selected that Vow of Atonement this battle.

REFRAIN OF ENDURING FAITH

Faith is the shield of the righteous. The passionate benedictions of the pious may bestow the blessings of the God-Emperor.

PENITENT model only. While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

CATECHISM OF DIVINE PENITENCE

To share in the agonies of the penitent and guide them to redemption is a most holy undertaking. Thus do many of the Adepta Sororitas' commanders willingly fight by the side of those cast out by the Sisterhood.

CANONESS, **PALATINE** or **MINISTORUM PRIEST** model only. The bearer gains the **PENITENT** keyword and, during the Declare Battle Formations step, can be attached to a **REPENTIA SQUAD** unit.



The Ecclesiarchy has no mercy for apostates, traitors and enemies of the Imperial Creed. They condemn these unfortunates to serve as penitents in the armies of the faith. When Ecclesiarchal Battle Conclaves and Adepta Sororitas armies march to war, their Penitent Hosts often spearhead the charge. Sisters Repentia sweep forward by the dozen, seeking to absolve their sins by shedding the enemy's blood with their eviscerator chainswords. Cyborg Arco-flagellants sprint through hails of fire to swing whip-like weapons into their foes. Meanwhile, grotesque Penitent Engines and Mortifiers lope forward on metallic legs, unleashing gouts of flaming promethium into screaming enemies and spilling gore with whirring buzz blades. In the wake of the Penitent Host, Adepta Sororitas infantry and armoured vehicles grind forward to seize blood-soaked ground.

FINAL REDEMPTION

PENITENT HOST – EPIC DEED STRATAGEM

1CP

Those seeking absolution in the eyes of the Emperor will gladly give their last drop of blood to defy his enemies.

WHEN: Any phase.

TARGET: One **PENITENT** unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

PURITY OF SUFFERING

PENITENT HOST – BATTLE TACTIC STRATAGEM

1CP

Suffering is the penance by which the faithful affirm their devotions. To share in the agonies suffered by the God-Emperor and his saints without embracing death is the mark of fidelity to the Imperial Creed.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **PENITENT** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, **PENITENT** models in your unit have the Feel No Pain 4+ ability.

PASSION OF THE PENITENT

PENITENT HOST – BATTLE TACTIC STRATAGEM

1CP

The penitent are full of a burning passion to inflict suffering upon the faithless.

WHEN: Fight phase.

TARGET: One **PENITENT** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a **PENITENT** model in your unit makes a melee attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

LASH OF GUILT

PENITENT HOST – BATTLE TACTIC STRATAGEM

1CP

Agony and guilt drive these sinners forward. Only by meeting the enemy in combat may they find repentance or, failing that, the comfort of death.

WHEN: Your Movement phase, just before a **PENITENT** unit from your army Advances.

TARGET: That **PENITENT** unit.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced. If your unit has the **PENITENT ENGINES** keyword, do not make an Advance roll for it; instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

BOUNDLESS ZEAL

PENITENT HOST – STRATEGIC PLOY STRATAGEM

1CP

The urge to absolve their sins and destroy the enemy drives the penitents to push their tortured bodies beyond their mortal limits.

WHEN: Your Movement phase, just after an **ADEPTA SORORITAS** unit from your army Falls Back.

TARGET: That **ADEPTA SORORITAS** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Fell Back. If your unit has the **PENITENT** keyword, it is eligible to shoot and declare a charge in a turn in which it Fell Back instead.

DEVOUT FANATICISM

PENITENT HOST – STRATEGIC PLOY STRATAGEM

1CP

The God-Emperor's faithful followers, heedless of incoming fire, leap forth to deliver his furious judgement in the press of melee.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **PENITENT** unit from your army that was selected as the target as one or more of the attacking unit's attacks.

EFFECT: Roll one D6: your unit can be moved a distance in inches up to the result, but it must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, models in your unit can be moved within Engagement Range of enemy units.



BRINGERS OF FLAME

DETACHMENT RULE

FERVENT PURGATION

These warriors carry the fiery wrath of the Emperor into the darkest corners of his realm. Through the weapons of the faithful is the Master of Mankind's immortal anger made manifest. With the holy trinity of boltgun, flamer and melta weapons are his enemies purged from the Imperium's worlds.

Ranged weapons equipped by **ADEPTA SORORITAS** models from your army have the **[ASSAULT]** ability, and each time an attack made with such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

ENHANCEMENTS

RIGHTEOUS RAGE

This servant of the divine draws deeply from their faith, enhancing their physical might.

ADEPTA SORORITAS model only. Each time the bearer is selected to fight, you can first discard up to 3 Miracle dice. For each Miracle dice just discarded, until the end of the phase, add 1 to the Attacks and Strength characteristics of the bearer's melee weapons.

MANUAL OF SAINT GRISELDA

Within this tome are the collected writings of Saint Griselda the Pious. The lessons inscribed on its vellum pages teach focus and decisiveness during times of war.

ADEPTA SORORITAS model only. At the start of your Command phase, you can discard up to 2 Miracle dice. Then, add 1 Miracle dice to your Miracle Dice pool showing a value equal to the sum of the two Miracle dice you just discarded (to a maximum of 6).

FIRE AND FURY

This warrior is a firebrand zealot without comparison. At their command, the faithful unleash relentless fire upon their chosen foe.

ADEPTA SORORITAS model only. While the bearer is leading a unit, add 1 to the Attacks characteristic of Torrent weapons equipped by models in that unit, and all other ranged weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

IRON SURPLICE OF SAINT ISTALELA

Worked upon by generations of artificers, consecrated with holy oils and steeped in the smoke of sacred incense, this suit of power armour is amongst the most battle-proven relics held by the Orders Militant.

CANONESS or **PALATINE** model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

The Adepta Sororitas make war with varied armaments, but none inspire more terror than flamers and melta weapons. With these, they purge the heretic, the mutant, the witch and the alien with merciless hatred. Dominions lead the advance, obliterating front-line infantry with gouts of burning promethium and bringing down bunkers and armoured vehicles with their meltaguns. Immolator transports rumble into gaps in the enemy line, their pintle-mounted flamers spitting jets of adhesive fire, which burns with furious intensity. Retributors and Battle Sisters clamber from the bellies of their tracked transports to exploit the devastation, seizing positions from their decimated foes. Through it all, the prayers and litanies of their ferocious orators fill the air, stoking the blazing fury of the faithful as they prosecute their relentless advance.

SHIELD OF AVERSION

BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

The Sisters of Battle gird themselves with the strength of their faith. It is a shield of repulsion that rejects the heretical cunning of their enemies.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTA SORORITAS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

RIGHTEOUS BLOWS

BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

As the faithful strike their foes in righteous anger, they feel the Emperor's hand adding strength to their blows.

1CP

WHEN: Fight phase.

TARGET: One **ADEPTA SORORITAS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[LETHAL HITS]** ability. If one or more enemy models are destroyed as the result of attacks made by those weapons this phase, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

CARRY FORTH THE FAITHFUL

BRINGERS OF FLAME – STRATEGIC PLOY STRATAGEM

Congregated within a transport, the Battle Sisters recite bellowing prayers so that the whole vehicle echoes to furious piety.

1CP

WHEN: Your Movement phase, just before an **ADEPTA SORORITAS TRANSPORT** model from your army Advances.

TARGET: That **ADEPTA SORORITAS TRANSPORT** model.

EFFECT: Until the end of the turn, you can re-roll Advance rolls made for your **TRANSPORT**, and units can disembark from your **TRANSPORT** even though it Advanced. Units that do so count as having made a Normal move, and cannot declare a charge this turn.

CLEANSING FLAMES

BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

Burn the mutant. Burn the heretic. Burn the witch.

1CP

WHEN: Your Shooting phase.

TARGET: One **ADEPTA SORORITAS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, Torrent weapons equipped by models in your unit have the **[DEVASTATING WOUNDS]** ability.

RITES OF FIRE

BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

At close range, the Adepta Sororitas unleash the full devastating potential of their blessed weapons.

1CP

WHEN: Your Shooting phase.

TARGET: One **ADEPTA SORORITAS** unit from your army that disembarked from a **TRANSPORT** this turn and has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within 12" that is also within range of an objective marker, add 1 to the Wound roll. If one or more enemy models are destroyed as the result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

BLAZING IRE

BRINGERS OF FLAME – BATTLE TACTIC STRATAGEM

The transports of the Adepta Sororitas are mobile shrines. The Sisters within this vehicle recite psalms of righteous hatred and destruction before emerging to obliterate their foes.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **ADEPTA SORORITAS TRANSPORT** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: One unit embarked within your **TRANSPORT** can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



ARMY OF FAITH

DETACHMENT RULE

SACRED RITES

At times of war, the Adepta Sororitas make offerings to the Emperor in prayer, incense and blood. In such pious devotion, they may attract his blessings and enact miraculous deeds in his holy name.

Each **ADEPTA SORORITAS** unit from your army can perform up to two Acts of Faith per phase, instead of just one.

ENHANCEMENTS

LITANIES OF FAITH

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.

CANONESS or **PALATINE** model only. At the start of your Command phase, if the bearer is on the battlefield, take a Leadership test for the bearer. If that test is passed, you gain 1 Miracle dice.

BLADE OF SAINT ELLYNOR

Forged from thrice-blessed silver, this blade has the names and deeds of a thousand saints inscribed on one side on the molecular level, while the other has the entire Fede Imperialis etched into its form. The blade glows with righteous power and has slain heretics, mutants and xenos beyond counting.

ADEPTA SORORITAS model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1, and those weapons have the **[PRECISION]** ability. In addition, each time the bearer fights, if one or more enemy models are destroyed by those attacks, you gain 1 Miracle dice.

DIVINE ASPECT

Enemy warriors tremble before the radiant majesty of one blessed by the Emperor.

ADEPTA SORORITAS model only. In your Movement phase, you can select one enemy unit within 12" of the bearer; that unit must take a Battle-shock test. If that test is failed, you gain 1 Miracle dice.

TRIPTYCH OF THE MACHARIAN CRUSADE

Carried onto the most fire-swept of battlefields, the images of the Macharian Trinity glorifies three missionaries who saved thousands of lives. This adamantine-sheathed relic reminds the bearer that faith alone can weather the most grievous adversities.

ADEPTA SORORITAS model only. Each time the bearer uses an Act of Faith to substitute a saving throw, that saving throw is successful, irrespective of the value of the Miracle dice used.

There is no better weapon available to the armies of the Adeptus Ministorum than belief. The most pious warriors are shielded by their faith and empowered by their fervour. Thus, when a crusade of the faithful is raised and unleashed upon the foe, the Ecclesiarchy's enemies are met with an unrelenting tide of zealous fury. Advancing in columns, the footsoldiers of the faith bellow dedications to the most holy Emperor as they unleash his divine justice. The boltguns and flamers of the Adepta Sororitas erupt in a cacophony of destruction whilst their ceramite power armour turns aside the enemy's attacks. The Battle Sisters return fire with contempt. Their Paragon Warsuits crash through the enemy line, their armour bathed in holy light. Seraphim and Zephyrim plunge from above, angelic warriors in whose radiant presence miracles are wrought. As the fighting intensifies, the resolve of the faithful grows ever stronger, granting them the divine strength to hurl back whatever grotesque horror the enemy opts to throw at them.

SHIELD OF FAITH

ARMY OF FAITH – BATTLE TACTIC STRATAGEM

There is no armour as resilient as conviction itself.

1CP

WHEN: Any phase, just after an **ADEPTA SORORITAS** unit from your army suffers a mortal wound.

TARGET: That **ADEPTA SORORITAS** unit, or one friendly **ADEPTA SORORITAS JUMP PACK** unit within 3" of it.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds. If you targeted an **ADEPTA SORORITAS JUMP PACK** unit from your army with this Stratagem, then until the end of the phase, while a friendly **ADEPTA SORORITAS** unit is unit is within 3" of your unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

LIGHT OF THE EMPEROR

ARMY OF FAITH – BATTLE TACTIC STRATAGEM

The Emperor's radiance shines upon his warriors, magnifying their purity in their darkest hour.

1CP

WHEN: Command phase.

TARGET: One **ADEPTA SORORITAS** unit from your army.

EFFECT: Until the end of the turn, your unit is blessed. While a unit is blessed, it can ignore any or all modifiers to the following: the profile characteristics of its models; the Weapon Skill or Ballistic Skill characteristics of weapons equipped by its models; any roll or test made for it (excluding modifiers to saving throws). If your unit has the **JUMP PACK** keyword, until the end of the turn, while a friendly **ADEPTA SORORITAS** unit is within 3" of your unit, that friendly unit is also blessed.

FAITH AND FURY

ARMY OF FAITH – BATTLE TACTIC STRATAGEM

The righteous zeal of the Sisters of Battle burns bright as they charge towards their foes.

1CP

WHEN: Fight phase.

TARGET: One **ADEPTA SORORITAS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[LANCE]** ability. If one or more enemy models are destroyed as the result of your unit's attacks this phase, you gain 1 Miracle dice.

BLINDING RADIANCE

ARMY OF FAITH – STRATEGIC PLOY STRATAGEM

The Emperor's divinity manifests in golden halos, blinding the enemy with radiant light.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTA SORORITAS** unit from your army that was selected as the target of one or more of the attacking unit's attacks, or one friendly **ADEPTA SORORITAS JUMP PACK** unit within 3" of such a unit.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll. If you targeted an **ADEPTA SORORITAS JUMP PACK** unit from your army with this Stratagem, then until the end of the phase, while a friendly **ADEPTA SORORITAS** unit is unit is within 3" of your unit, each time an attack targets that unit, subtract 1 from the Hit roll.

DIVINE GUIDANCE

ARMY OF FAITH – BATTLE TACTIC STRATAGEM

With miraculous precision, the blows of the Sisters of Battle strike the weak points of enemy armour.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTA SORORITAS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1. If one or more enemy models are destroyed as the result of any of those attacks, you gain 1 Miracle dice.

ANGELIC DESCENT

ARMY OF FAITH – STRATEGIC PLOY STRATAGEM

On wings of fire do the angelic warriors of the Orders Militant descent to battle.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: One **ADEPTA SORORITAS JUMP PACK** unit from your army.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.

EXAMPLE ARMIES

These pages feature photographs of miniatures from several hobbyists' personal Adepta Sororitas collections, showing examples of striking colour schemes you can apply to your own Orders Militant.

1 Filip opted to test his skills by painting his Battle Sisters in the white of the Order of the Sacred Rose. He envisions his Battle Sisters as the defenders of a holy shrine or an errant force dispatched to recover a blessed relic. He has carefully customised the base of each Sister to enhance this aesthetic.

2 Robin is an experienced painter and avid Adepta Sororitas fan. This impressive-looking Order of Our Martyred Lady force, led by Morvenn Vahl herself, was his first attempt at incorporating Citadel Contrast paints into his painting.

3 Andrew's Sisters of the Order of the Argent Shroud, led by Canoness Eleanor Blanche, have sworn to recover territories lost to the foul followers of Chaos. Having joined Morvenn Vahl's Daemenor Crusade, the vengeful Canoness and her Sisters march forth to purge all enemies of the faith. Andrew has avoided using too many vibrant colours in his scheme, lending his Sisters a battle-worn aspect to reflect the many hardships suffered whilst prosecuting this War of Faith.

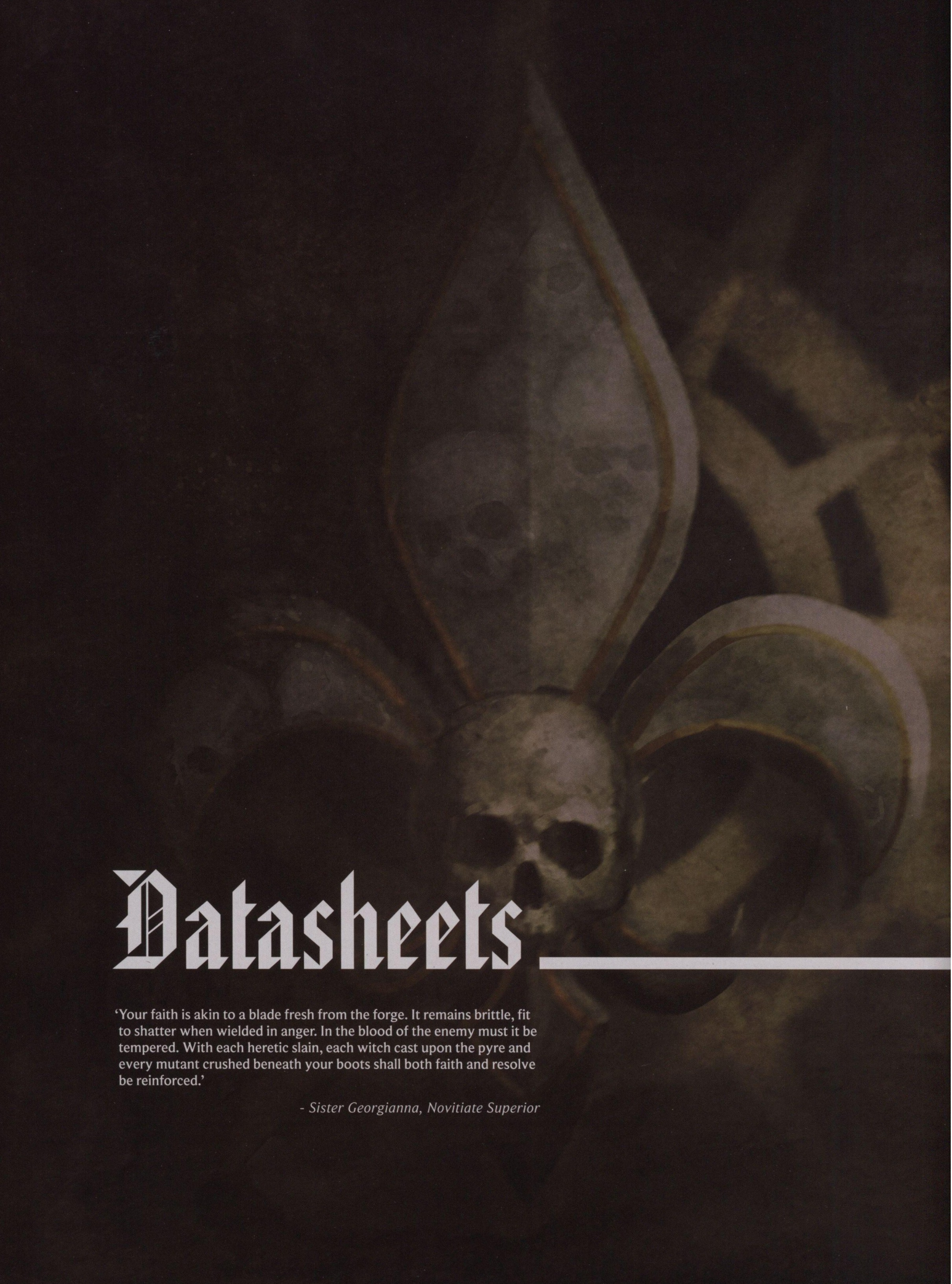






3





Datasheets

'Your faith is akin to a blade fresh from the forge. It remains brittle, fit to shatter when wielded in anger. In the blood of the enemy must it be tempered. With each heretic slain, each witch cast upon the pyre and every mutant crushed beneath your boots shall both faith and resolve be reinforced.'

- Sister Georgianna, Novitiate Superior





MORVENN VAHL

M	T	SV	W	LD	OC
8"	7	2+	8	6+	3

4+ INVULNERABLE SAVE

Aggressive and taciturn, Morvenn Vahl leads the Adepta Sororitas from the front. Taking to the field in an ancient Paragon Warsuit, she smites foe after foe with deafening bursts from Fidelis, devastating salvoes of missiles and pinpoint thrusts with the Lance of Illumination.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fidelis [SUSTAINED HITS 1]	36"	3	2+	6	-1	2
Paragon missile launcher – prioris	36"	2	2+	9	-2	D6
Paragon missile launcher – sanctorum [BLAST]	36"	2D6	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lance of Illumination – strike [DEVASTATING WOUNDS]	Melee	5	2+	8	-2	3
Lance of Illumination – sweep [DEVASTATING WOUNDS]	Melee	10	2+	5	-1	1

LEADER

This model can be attached to the following unit: **PARAGON WARSUITS**

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

ABILITIES

CORE: **Deadly Demise 1, Leader**

FACTION: **Acts of Faith**

Abbess Sanctorum: While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Righteous Repugnance: Each time this model's unit is selected to shoot or fight, you can discard 1 Miracle dice. If you do, until the end of the phase, add 3 to the Attacks characteristic of Fidelis and the Lance of Illumination. Each time an enemy unit is destroyed by this model, you gain 1 Miracle dice.

UNIT COMPOSITION

- **1 Morvenn Vahl – EPIC HERO**

This model is equipped with: Fidelis; Paragon missile launcher; Lance of Illumination.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **VEHICLE, WALKER, CHARACTER, EPIC HERO, IMPERIUM, MORVENN VAHL**

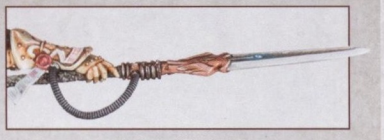
FACTION KEYWORDS: **ADEPTA SORORITAS**







Morvenn Vahl



Lance of Illumination



Fidelis

SAINT CELESTINE

M	T	SV	W	LD	OC	
12"	3	2+	5	6+	1	CELESTINE
12"	3	2+	2	7+	1	GEMINAE SUPERIA

4+ INVULNERABLE SAVE



Saint Celestine is a living embodiment of the Emperor's might, and she radiates holy light. Beneath her, the faithful are filled with courage while heretics experience overwhelming terror. Flanked by her chosen Geminae champions, her gestures can heal the sick or strike like the Emperor's judgement to smite the foe with divine strength.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
The Ardent Blade [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	4	3+	4	-2	1
The Ardent Blade [DEVASTATING WOUNDS]	Melee	5	2+	6	-3	2

LEADER

This unit can be attached to the following units: **Seraphim Squad, Zephyrim Squad**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Acts of Faith**

Healing Tears: While this unit contains a Celestine model, in your Command phase, if this unit is below its Starting Strength, either one destroyed Geminae Superia model or up to D3 other Bodyguard models are returned to this unit.

Lifewards: While this unit contains one or more Geminae Superia models, Celestine has the Feel No Pain 4+ ability.

Miraculous Intervention: The first time this unit's Celestine model is destroyed, roll one D6 at the end of the phase. On a 2+, set that Celestine model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

UNIT COMPOSITION

- **1 Celestine – Epic Hero**
- **2 Geminae Superia**

Saint Celestine is equipped with: the Ardent Blade.

Each Geminae Superia is equipped with: bolt pistol; power weapon.

KEYWORDS – ALL MODELS: **Infantry, Jump Pack, Fly, Grenades, Imperium**
– SAINT CELESTINE: **Character, Epic Hero, Saint Celestine**

FACTION KEYWORDS:
Adepta Sororitas

DAEMONIFUGE

	M	T	SV	W	LD	OC
EPHRAEL STERN	8"	3	3+	5	7+	1
KYGANIL OF THE BLOODY TEARS	8"	3	6+	3	7+	1

4+ INVULNERABLE SAVE



Ephrael Stern manifests strange powers, which some see as witchery. Yet she is a zealous defender of the Imperial Creed with unwavering devotion. Alongside her Aeldari companion, Kyganil, Stern pits her augmented strength and speed against the Emperor's enemies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sanctity [ANTI-CHAOS 2+, PRECISION]	Melee	4	2+	6	-2	2
The Outcast's Weapons [PRECISION]	Melee	6	2+	4	-2	1

UNIT COMPOSITION

- **1 Ephrael Stern – Epic Hero**
- **1 Kyganil of the Bloody Tears – Epic Hero**

Ephrael Stern is equipped with: bolt pistol; Sanctity.

Kyganil of the Bloody Tears is equipped with: the Outcast's Weapons.

ABILITIES

CORE: **Deep Strike, Fights First, Lone Operative**

FACTION: **Acts of Faith**

Holy Judgement: At the start of your Shooting phase, select one enemy unit within 12" of and visible to this unit's Ephrael Stern model. That unit must take a Battle-shock test, subtracting 2 from the result if it is a **Chaos** unit. If the test is failed, that enemy unit suffers 3 mortal wounds.

Mysterious Saviours: You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

KEYWORDS: **Infantry, Grenades, Character, Epic Hero, Imperium, Daemonifuge**

FACTION KEYWORDS: **Adepta Sororitas**

JUNITH ERUITA

M	T	SV	W	LD	OC
8"	5	2+	8	6+	2

4+ INVULNERABLE SAVE



Junith Eruita sweeps to war wreathed in holy fire, hovering above the battlefield within the pulpit of Saint Holline's Basilica. Her presence and voice inspire all around her, filling them with faith, while her heavy flamers douse her foes in purging fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin Ministorum heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mace of Castigation	Melee	4	2+	6	-2	2

LEADER

This model can be attached to the following units: **Battle Sisters Squad, Celestian Sacresants, Dominion Squad, Retributor Squad, Sisters Novitiate Squad**

ABILITIES

CORE: **Deadly Demise 1, Leader**

FACTION: **Acts of Faith**

The Pulpit of Saint Holline's Basilica: While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Fiery Conviction: If this model is on the battlefield at the start of your Command phase, you can choose one of the following:

- Discard 1 Miracle dice and gain 1CP.
- Take a Leadership test for this model; if that test is passed, gain 1CP.

UNIT COMPOSITION

- **1 Junith Eruita – Epic Hero**

This model is equipped with: twin Ministorum heavy flamer; Mace of Castigation.

KEYWORDS: **Mounted, Character, Fly, Epic Hero, Imperium, Junith Eruita**

FACTION KEYWORDS: **Adepta Sororitas**

TRIUMPH OF SAINT KATHERINE

M	T	SV	W	LD	OC
6"	3	3+	18	6+	6

4+ INVULNERABLE SAVE

At the centre of the Triumph is the blessed bier upon which lie the mortal remains of Saint Katherine beneath the sconce containing her fiery heart. Wherever the Triumph goes, the Emperor's radiance goes with it. The glory of the martyred Matriarch spreads, and Battle Sisters fill with conviction to purge the foes of Mankind.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistols [PISTOL]	12"	6	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Relic weapons	Melee	18	2+	5	-2	1

RELICS OF THE MATRIARCHS

The Fiery Heart (Aura): While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, add 2" to that unit's Move characteristic and add 1 to Advance and Charge rolls made for that unit.

Simulacrum of the Argent Shroud (Aura): While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, each time a model in that unit makes a ranged attack, re-roll a Wound roll of 1.

Censer of the Sacred Rose (Aura): While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Icon of the Valorous Heart (Aura): While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, models in that unit have the Feel No Pain 6+ ability.

Simulacrum of the Ebon Chalice (Aura): While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, that unit can perform up to two Acts of Faith per phase, instead of only one.

Petals of the Bloody Rose (Aura): While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

LEADER

This model can be attached to the following unit: **BATTLE SISTERS SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Relics of the Matriarchs: At the start of the battle round, select up to two of the abilities in the Relics of the Matriarchs section (see left). Until the start of the next battle round, this model has those abilities.

Solemn Procession: At the start of the battle round, if this model is on the battlefield, you gain 1 Miracle Dice showing a value of 6.

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, the Attacks characteristics of all of its weapons are halved, and you can only select one ability when using its Relics of the Matriarchs ability, instead of up to two.

UNIT COMPOSITION

- **1 Triumph of Saint Katherine – EPIC HERO**

This model is equipped with: bolt pistols; relic weapons.

KEYWORDS: **INFANTRY, GRENADES, CHARACTER, EPIC HERO, IMPERIUM, TRIUMPH OF SAINT KATHERINE**

FACTION KEYWORDS: **ADEPTA SORORITAS**



Petals of the Bloody Rose



Simulacrum of the Ebon Chalice



The Fiery Heart



Triumph of Saint Katherine



Icon of the Valorous Heart



Simulacrum of the Argent Shroud



Censer of the Sacred Rose

CANONESS

M	T	SV	W	LD	OC
6"	3	3+	4	7+	1

4+ INVULNERABLE SAVE



Martial and spiritual commanders of the Orders Militant, Canonesses are as much veteran warriors with decades of experience as they are shining examples of purity. Possessing impeccable leadership skills, tactical prowess and immense faith, Canonesses are beacons of both pious virtue and holy wrath.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Brazier of holy fire [IGNORES COVER, ONE SHOT, TORRENT]	12"	D6	N/A	6	-1	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Condemnor boltgun [ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1]	24"	1	2+	4	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blessed blade [LETHAL HITS]	Melee	4	2+	6	-2	2
Hallowed chainsword	Melee	5	2+	3	-1	1
Power weapon	Melee	4	2+	4	-2	2

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 condemnor boltgun
  - 1 inferno pistol
  - 1 plasma pistol
- This model's hallowed chainsword can be replaced with one of the following:
  - 1 blessed blade
  - 1 power weapon
- If this model is equipped with a hallowed chainsword, it can be equipped with one of the following:
  - 1 brazier of holy fire
  - 1 null rod
- If this model is equipped with a plasma pistol and a power weapon, it can be equipped with:
  - 1 rod of office

LEADER

This model can be attached to the following units: **Battle Sisters Squad, Celestian Sacresants, Dominion Squad, Retributor Squad, Sisters Novitiate Squad**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Sacred Command: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

The Emperor's Grace: Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.

WARGEAR ABILITIES

Null Rod: Models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

Rod of Office: Each time a model in the bearer's unit makes an attack, re-roll a Hit roll of 1.

UNIT COMPOSITION

- **1 Canoness**

This model is equipped with: bolt pistol; hallowed chainsword.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Canoness**

FACTION KEYWORDS: **Adepta Sororitas**



Null rod



Power weapon



Hallowed chainsword



Canoness with plasma pistol and brazier of holy fire



Condemnor boltgun



Inferno pistol



Rod of office

CANONESS *WITH JUMP PACK*

M	T	SV	W	LD	OC
12"	3	3+	3	7+	1

4+ INVULNERABLE SAVE



Many Canonesses go to battle equipped with jump packs, using them to descend from the heavens and mete out the Emperor's justice. They are the greatest and most experienced warriors of their Orders, combining strategic expertise with martial prowess. They lead flights of airborne warriors into the raging heart of the battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blessed halberd	Melee	5	2+	5	-2	2
Holy eviscerator [SUSTAINED HITS 1]	Melee	3	2+	6	-2	2
Power weapon	Melee	4	2+	4	-2	2

WARGEAR OPTIONS

- This model's blessed halberd can be replaced with one of the following:
  - 1 holy eviscerator
  - 1 Ministorum hand flamer and 1 power weapon

LEADER

This unit can be attached to the following units: **Seraphim Squad, Zephyrim Squad**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Acts of Faith**

Sacred Command: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

Divine Deliverance: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the **[DEVASTATING WOUNDS]** ability.

UNIT COMPOSITION

- **1 Canoness with Jump Pack**

This model is equipped with: blessed halberd.

KEYWORDS: **Infantry, Character, Jump Pack, Fly, Grenades, Imperium, Canoness**

FACTION KEYWORDS: **Adepta Sororitas**

'Oh Emperor, hear these words! Unto thee, I commend my mortal soul. In your most holy name, I cast aside hope and doubt and light the void they leave with righteous hatred and unquestioning devotion. From my next breath until my last, I am your eternal servant, in life and beyond.'

- the Sacred Oath of Induction



PALATINE

M	T	SV	W	LD	OC
6"	3	3+	4	7+	1

4+ INVULNERABLE SAVE



Palatines are highly capable and experienced commanders of Adepta Sororitas Missions. Unshakeable of faith and purpose, they are exemplars of the Imperial Creed. Their powerful belief inspires the zealous warriors they lead to victory.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Palatine blade	Melee	4	2+	4	-2	2

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with 1 plasma pistol.

LEADER

This model can be attached to the following units: **Battle Sisters Squad, Celestian Sacresants, Dominion Squad, Retributor Squad, Sisters Novitiate Squad**

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Fury of the Righteous: While this model is leading a unit, weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Rapturous Blows: Each time this model's unit is selected to fight, you can discard 1 Miracle dice. If you do, until the end of the phase, each time a melee attack made by this model scores a wound, the target of that attack suffers 1 mortal wound in addition to any normal damage.

UNIT COMPOSITION

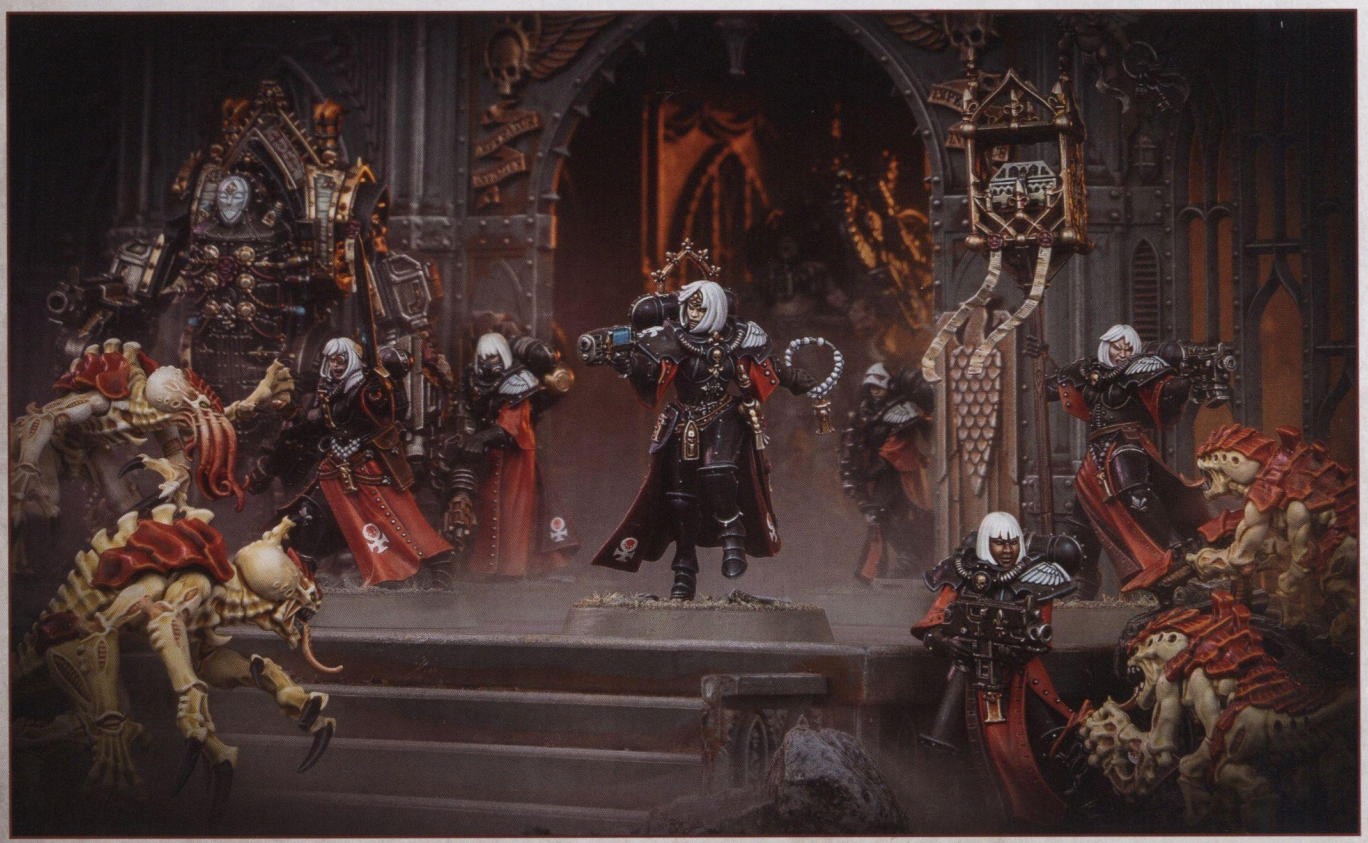
- **1 Palatine**

This model is equipped with: bolt pistol; Palatine blade.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Palatine**

FACTION KEYWORDS: **Adepta Sororitas**



AESTRED THURGA AND AGATHAE DOLAN

	M	T	SV	W	LD	OC
AESTRED THURGA	6"	3	2+	4	6+	1
AGATHAE DOLAN	6"	3	6+	3	7+	1

4+ INVULNERABLE SAVE

Aestred Thurga bears the Auto-Tapestry of the Emperor's Judgement, an ancient relic standard. The Sisters she fights alongside are inspired to carry out great deeds of faith in the presence of this banner; their feats are recorded by the Hagiolater, Agathae Dolan.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blade of Vigil	Melee	4	2+	5	-2	2
Scribe's staff	Melee	3	4+	4	0	1

LEADER

This unit can be attached to the following units: **Battle Sisters Squad, Celestian Sacresants, Dominion Squad, Retributor squad, Sisters Novitiate Squad**

UNIT COMPOSITION

- **1 Aestred Thurga – Epic Hero**
- **1 Agathae Dolan – Epic Hero**

Aestred Thurga is equipped with: bolt pistol; Blade of Vigil.

Agathae Dolan is equipped with: bolt pistol; scribe's staff.

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Auto-Tapestry of the Emperor's Judgement: While this unit is leading a unit and contains an Aestred Thurga model, weapons equipped by models in that unit have the **[DEVASTATING WOUNDS]** ability.

Recount the Deeds of the Saints: While this unit is leading a unit and contains an Agathae Dolan model, each time that unit destroys an enemy unit, you gain 1 Miracle dice. When that Agathae Dolan model is destroyed, you gain D3 Miracle dice.

KEYWORDS: **Infantry, Grenades, Character, Epic Hero, Imperium, Aestred Thurga, Agathae Dolan**

FACTION KEYWORDS: **Adepta Sororitas**



Blade of Vigil





Aestred Thurga



Agathae Dolan



Scribe's staff



IMAGIFIER

M	T	SV	W	LD	OC
6"	3	3+	3	6+	1

4+ INVULNERABLE SAVE



It is the most sacred role of the Imagifier to extol the virtues of fallen Sisters and preach tales of their saintly deeds. Imagifiers bear aloft great stanchions in the image of a martyr inscribed with holy texts and go wherever the fighting is thickest to recite litanies and inspire their fellow Sisters.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

LEADER

This model can be attached to the following units: **Battle Sisters Squad, Celestian Sacresants, Dominion Squad, Retributor Squad**

This model can be attached to a **Battle Sisters Squad**, *even if one* **Canoness, Palatine, Junith Eruita** *or* **Aestred Thurga** *unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Litany of Deeds: Each time you gain a Miracle dice as the result of an **Adepta Sororitas** unit or model from your army being destroyed, if that unit or model was destroyed within 12" of this model, you can re-roll the result of that Miracle dice before adding it to your Miracle Dice pool.

Stanchion of Holy Martyrs: While this model is leading a unit, models in that unit have a Save characteristic of 2+ and a 4+ invulnerable save.

UNIT COMPOSITION

- **1 Imagifier**

This model is equipped with: bolt pistol; boltgun; close combat weapon.

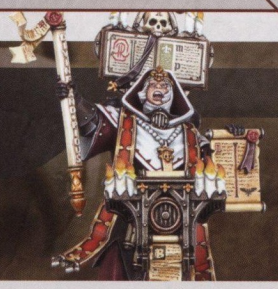
KEYWORDS: **Infantry, Grenades, Character, Imperium, Imagifier**

FACTION KEYWORDS: **Adepta Sororitas**

DIALOGUS

M	T	SV	W	LD	OC
6"	3	3+	3	6+	1

4+ INVULNERABLE SAVE



The Dialogus drowns out the war cries of the enemy with shouts of exalting praise to the God-Emperor. She broadcasts her liturgies to her Sisters through their vox-beads and sensor arrays, while her laud hailer amplifies the inspirational rhetoric of prayers and hymns all across the battlefield.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dialogus staff	Melee	3	4+	4	0	1

LEADER

This model can be attached to the following units: **Battle Sisters Squad, Celestian Sacresants, Dominion Squad , Retributor Squad, Sisters Novitiate Squad**

This model can be attached to a **Battle Sisters Squad**, *even if one* **Canoness, Palatine, Junith Eruita** *or* **Aestred Thurga** *unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Laud Hailer: Once per battle, at the start of any phase, you can select one friendly **Adepta Sororitas** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Stirring Rhetoric: While this model is leading a unit, each time that unit performs an Act of Faith, the value of one of the Miracle dice used in that Act of Faith is first changed to a 6.

UNIT COMPOSITION

- **1 Dialogus**

This model is equipped with: bolt pistol; Dialogus staff.

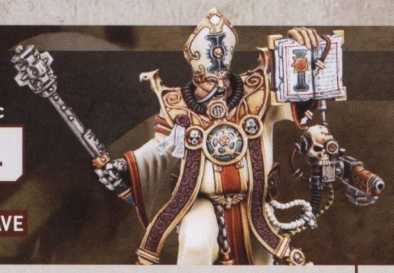
KEYWORDS: **Infantry, Character, Imperium, Dialogus**

FACTION KEYWORDS: **Adepta Sororitas**

MINISTORUM PRIEST

M	T	SV	W	LD	OC
6"	3	6+	3	7+	1

4+ INVULNERABLE SAVE



It is the role of Ministorum Priests to harness the faith of Imperial warriors in battle. They will often join Wars of Faith – though it is not unheard of for a Ministorum Priest to lead one. Filled with a fearsome religious fervour, they incite the faithful as they bellow catechisms of hatred.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Holy pistol [PISTOL]	12"	3	4+	4	0	1
Zealot's vindictor [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	4	-2	1
Zealot's vindictor	Melee	3	4+	5	-1	2

WARGEAR OPTIONS

- This model's zealot's vindictor can be replaced with 1 holy pistol and 1 power weapon.

LEADER

This model can be attached to the following units: **ARCO-FLAGELLANTS, BATTLE SISTERS SQUAD, DOMINION SQUAD, SISTERS NOVITIATE SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Righteous Smiting: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Zealot: Once per battle, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Attacks and Strength characteristics of melee weapons equipped by this model by 3.

UNIT COMPOSITION

- **1 Ministorum Priest**

This model is equipped with: zealot's vindictor.

HOLY MISSION

If this model is attached to a **DOMINION SQUAD** during the Declare Battle Formations step, it gains the Scouts 6" ability. If this model is attached to a **SISTERS NOVITIATE SQUAD** during the Declare Battle Formations step, it gains the Infiltrators ability.

KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, PENITENT, MINISTORUM PRIEST**

FACTION KEYWORDS: **ADEPTA SORORITAS**

HOSPITALLER

M	T	SV	W	LD	OC
6"	3	3+	3	7+	1

6+ INVULNERABLE SAVE



Hospitallers are physical and spiritual healers. They possess medicinal expertise and serve as a font of faith for those in need, whispering mantras of vigour to dull pain and intoning prayers to salve fevered minds. They move swiftly across the battlefield, working solemnly despite the harshest conditions.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chirurgeon's tools	Melee	3	4+	3	0	1

LEADER

This model can be attached to the following units: **Battle Sisters Squad, Celestian Sacresants, Dominion Squad, Retributor Squad, Sisters Novitiate Squad**

This model can be attached to a **Battle Sisters Squad**, *even if one* **Canoness, Palatine, Junith Eruita** *or* **Aestred Thurga** *unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Medicus Ministorum: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Sacred Healing: While this model is leading a unit, in your Command phase, you can return up to 1 destroyed model (excluding **Character** models) to that unit. If you wish, you can first discard 1 Miracle dice; if you do, you can return up to D3+1 destroyed models (excluding **Character** models) to that unit instead.

UNIT COMPOSITION

- **1 Hospitaller**

This model is equipped with: bolt pistol; chirurgeon's tools.

KEYWORDS: **Infantry, Character, Imperium, Hospitaller**

FACTION KEYWORDS: **Adepta Sororitas**



DOGMATA

M	T	SV	W	LD	OC
6"	3	3+	3	6+	1

6+ INVULNERABLE SAVE



With watchful eyes, the Sisters Dogmata seek out infractions in their Order. Feared and respected equally, Dogmatas can condemn a Sister to the Repentia with a single word. With shouted prayers and swings of their maces, they demonstrate the path of righteousness, showing what the Sisters should expect if they fail in their duties.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mace of the righteous	Melee	4	3+	5	-2	2

LEADER

This model can be attached to the following units: **Battle Sisters Squad, Celestian Sacresants, Dominion Squad, Retributor Squad**

This model can be attached to a **Battle Sisters Squad**, *even if one* **Canoness, Palatine, Junith Eruita** *or* **Aestred Thurga** *unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Acts of Faith**

Executioner of Heretics (Aura): While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1.

Unflinching Determination: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

UNIT COMPOSITION

- **1 Dogmata**

This model is equipped with: bolt pistol; mace of the righteous.

KEYWORDS: **Infantry, Grenades, Character, Imperium, Dogmata**

FACTION KEYWORDS: **Adepta Sororitas**



BATTLE SISTERS SQUAD

M	T	SV	W	LD	OC
6"	3	3+	1	7+	2

6+ INVULNERABLE SAVE



Battle Sisters of the Orders Militant are skilled and devout warriors. Wherever they advance, the light of the Emperor spreads like a holy dawn. Miracles manifest in their presence, turning aside the enemy's strikes or consuming foes in fires of retribution as the Sisters cut down heretics with thundering salvoes from their boltguns.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Condemnor boltgun [ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Ministorum flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1
Ministorum heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- The Sister Superior's boltgun can be replaced with one of the following:
  - 1 bolt pistol
  - 1 combi-weapon
  - 1 condemnor boltgun
  - 1 inferno pistol
  - 1 Ministorum hand flamer
  - 1 plasma pistol
- The Sister Superior can be equipped with one of the following:
  - 1 chainsword
  - 1 power weapon
- 1 Battle Sister's boltgun can be replaced with one of the following:
  - 1 artificer-crafted storm bolter
  - 1 meltagun
  - 1 Ministorum flamer
- 1 Battle Sister's boltgun can be replaced with one of the following:
  - 1 artificer-crafted storm bolter
  - 1 heavy bolter
  - 1 meltagun
  - 1 Ministorum flamer
  - 1 Ministorum heavy flamer
  - 1 multi-melta
- 1 Battle Sister equipped with 1 boltgun can be equipped with 1 simulacrum imperialis (that model's boltgun cannot be replaced).

ABILITIES

FACTION: **Acts of Faith**

Cherub: Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

Designer's Note: *Place a Cherub token next to the unit, removing it once this ability has been used.*

Defenders of the Faith: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

WARGEAR ABILITIES

Simulacrum Imperialis: At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

UNIT COMPOSITION

- **1 Sister Superior**
- **9 Battle Sisters**

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, GRENADES, BATTLELINE, IMPERIUM, BATTLE SISTERS SQUAD**

FACTION KEYWORDS: **ADEPTA SORORITAS**

SISTERS NOVITIATE SQUAD

	M	T	SV	W	LD	OC
NOVITIATE SUPERIOR	6"	3	3+	1	7+	2
SISTER NOVITIATE	6"	3	4+	1	8+	2

6+ INVULNERABLE SAVE



Sisters Novitiate are young recruits to the Adepta Sororitas. Trained by the Drill Abbots of the Schola Progenium, they are assigned to an Order Militant to gain combat experience and prove their mettle in the crucible of war.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Autogun [RAPID FIRE 1]	24"	1	3+	3	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Ministorum flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Novitiate melee weapons	Melee	2	4+	4	0	1
Power weapon	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- The Novitiate Superior's bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 power weapon
  - 1 plasma pistol and 1 power weapon
- 1 Sister Novitiate's autogun can be replaced with 1 sacred banner.
- 1 Sister Novitiate's autogun can be replaced with 1 simulacrum imperialis.
- Up to 2 Sisters Novitiate can each have their autogun replaced with 1 Ministorum flamer.
- Any number of Sisters Novitiate can each have their autogun and close combat weapon replaced with 1 Novitiate melee weapons.

ABILITIES

CORE: **Infiltrators**

FACTION: **Acts of Faith**

Impetuous Fervour: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

WARGEAR ABILITIES

Sacred Banner: You can re-roll Advance and Charge rolls made for the bearer's unit.

Simulacrum Imperialis: At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

UNIT COMPOSITION

- **1 Novitiate Superior**
- **9 Sisters Novitiate**

The Novitiate Superior is equipped with: bolt pistol; boltgun; close combat weapon.

Each Sister Novitiate is equipped with: autopistol; autogun; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, SISTERS NOVITIATE SQUAD**

FACTION KEYWORDS: **ADEPTA SORORITAS**



Sister Novitiate with Novitiate melee weapons



Sister Novitiate with autopistol and simulacrum imperialis



Sister Novitiate with Novitiate melee weapons



Novitiate Superior with plasma pistol and power weapon



Sacred banner

DOMINION SQUAD

M	T	SV	W	LD	OC
6"	3	3+	1	7+	1

6+ INVULNERABLE SAVE



Dominion Squads strike as swift and furious as lightning, clearing bunkers, capturing strategic locations and blunting counterattacks with vicious salvoes from their flamers and meltaguns. They are aggressive but not impetuous, matching their desire to kill with an awareness of tactical values and bringing righteousness where needed most.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter [RAPID FIRE 2, ASSAULT]	24"	2	3+	4	0	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1, ASSAULT]	24"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Condemnor boltgun [ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1]	24"	1	3+	4	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Meltagun [ASSAULT, MELTA 2]	12"	1	3+	9	-4	D6
Ministorum flamer [ASSAULT, IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- The Dominion Superior's boltgun can be replaced with one of the following:
  - 1 bolt pistol
  - 1 combi-weapon
  - 1 condemnor boltgun
  - 1 inferno pistol
  - 1 Ministorum hand flamer
  - 1 plasma pistol
- The Dominion Superior can be equipped with one of the following:
  - 1 chainsword
  - 1 power weapon
- Up to 4 Dominions can each have their boltgun replaced with one of the following:
  - 1 artificer-crafted storm bolter
  - 1 meltagun
  - 1 Ministorum flamer
- 1 Dominion equipped with 1 boltgun can be equipped with 1 simulacrum imperialis (that model's boltgun cannot be replaced).

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Scouts 6"**

FACTION: **Acts of Faith**

Cherub: Once per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

Designer's Note: *Place a Cherub token next to the unit, removing it once this ability has been used.*

Righteous Awareness: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

WARGEAR ABILITIES

Simulacrum Imperialis: At the end of your Command phase, for each objective marker you control that has one or more units from your army with this ability within range of it, roll one D6: on a 4+, you gain 1 Miracle dice showing a value equal to that result.

UNIT COMPOSITION

- **1 Dominion Superior**
- **9 Dominions**

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

HOLY VANGUARD

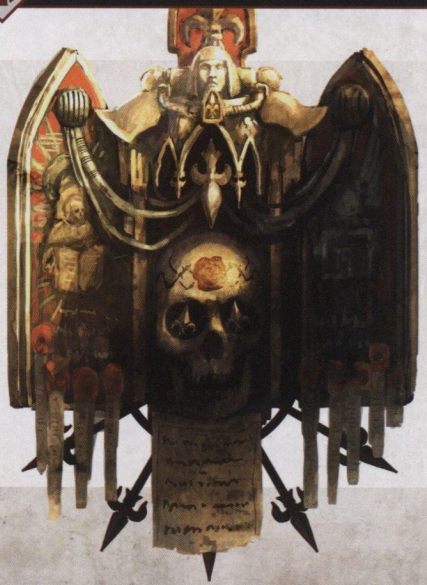
If this unit has a Leader unit attached to it during the Declare Battle Formations step and this unit starts the battle embarked within a **TRANSPORT**, that Leader unit gains the Scouts 6" ability.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, DOMINION SQUAD**

FACTION KEYWORDS: **ADEPTA SORORITAS**

'This world is a wretched and desolate place. Upon its barren surface, water does not flow, and life does not thrive. Yet its salted soil belongs to the Emperor, Sisters. For this reason, and this reason alone, we shall stand defiant and defend it with our lives.'

- Canoness Oseia, Order of the Sacred Rose



SERAPHIM SQUAD

M	T	SV	W	LD	OC
12"	3	3+	1	7+	1

5+ INVULNERABLE SAVE



The Seraphim fight in the Adepta Sororitas' advanced guard. Only Battle Sisters with superlative reflexes are selected to join their ranks, firing with pinpoint accuracy while moving at immense speeds. They must be able to land with incredible precision, cut down foes and retreat within a few heartbeats.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Ministorum hand flamer [PISTOL, TORRENT, IGNORES COVER]	12"	D6	N/A	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Power weapon	Melee	3	3+	4	-2	1

WARGEAR OPTIONS

- The Seraphim Superior's 2 bolt pistols can be replaced with one of the following:
  - 1 bolt pistol and 1 chainsword
  - 1 bolt pistol and 1 plasma pistol
  - 1 bolt pistol and 1 power weapon
  - 1 plasma pistol and 1 chainsword
  - 1 plasma pistol and 1 power weapon
- For every 5 models in the unit, up to 2 Seraphim can each have their 2 bolt pistols replaced with one of the following:
  - 2 inferno pistols
  - 2 Ministorum hand flamers

ABILITIES

CORE: **Deep Strike**

FACTION: **Acts of Faith**

Angelic Ascent: In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

UNIT COMPOSITION

- **1 Seraphim Superior**
- **4-9 Seraphim**

Every model is equipped with: 2 bolt pistols; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, SERAPHIM SQUAD**

FACTION KEYWORDS: **ADEPTA SORORITAS**

ZEPHYRIM SQUAD

M	T	SV	W	LD	OC
12"	3	3+	1	7+	1

5+ INVULNERABLE SAVE



Only those who experience a direct and persistent connection with the Emperor become Zephyrim. They are divine destroyers, figures of fathomless passion and integrity. On the battlefield, they strike down their foes with ruthless precision while their angelic singing drowns out the screams of the dying.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	4	-2	1

WARGEAR OPTIONS

- The Zephyrim Superior can be equipped with 1 sacred banner.
- The Zephyrim Superior's bolt pistol can be replaced with 1 plasma pistol.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike**

FACTION: **Acts of Faith**

Embodied Prophecy: Each time this unit is selected to fight, select one of the following abilities to apply to power weapons equipped by models in this unit until the end of the phase:

- **[SUSTAINED HITS 1]**
- **[LETHAL HITS]**

Before making your selection, if this unit made a Charge move this turn, you can discard 1 Miracle dice. If you do, until the end of the phase, both of the abilities above apply to power weapons equipped by models in this unit.

WARGEAR ABILITIES

Sacred Banner: You can re-roll Advance and Charge rolls made for the bearer's unit.

UNIT COMPOSITION

- **1 Zephyrim Superior**
- **4-9 Zephyrim**

Every model is equipped with: bolt pistol; power weapon.

KEYWORDS: **INFANTRY, JUMP PACK, FLY, GRENADES, IMPERIUM, ZEPHYRIM SQUAD**

FACTION KEYWORDS: **ADEPTA SORORITAS**



RETRIBUTOR SQUAD

M	T	SV	W	LD	OC
6"	3	3+	1	7+	1

6+ INVULNERABLE SAVE



Retributors are highly experienced warriors and amongst the finest sharpshooters in their Order. Only the most level-headed Battle Sisters join their ranks. Providing long-range fire support is a task that requires excellent target prioritisation skills, as well as the ability to optimise firing solutions and identify enemy weak points.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Condemnor boltgun [ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Ministorum heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- The Retributor Superior's boltgun can be replaced with one of the following:
  - 1 bolt pistol
  - 1 combi-weapon
  - 1 condemnor boltgun
  - 1 inferno pistol
  - 1 Ministorum hand flamer
  - 1 plasma pistol
- The Retributor Superior can be equipped with one of the following:
  - 1 chainsword
  - 1 power weapon
- Each Retributor's heavy bolter can be replaced with one of the following:
  - 1 Ministorum heavy flamer
  - 1 multi-melta

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Acts of Faith**

Cherubs: Twice per battle, after this unit has performed an Act of Faith, you gain 1 Miracle dice.

Designer's Note: *Place two Cherub tokens next to the unit, removing one each time this ability has been used.*

Storm of Retribution: Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1. If such an attack targets an enemy unit that has destroyed one or more **ADEPTA SORORITAS** units from your army during the battle, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- **1 Retributor Superior**
- **4 Retributors**

The Retributor Superior is equipped with: bolt pistol; boltgun; close combat weapon.

Each Retributor is equipped with: bolt pistol; heavy bolter; close combat weapon.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, RETRIBUTOR SQUAD**

FACTION KEYWORDS: **ADEPTA SORORITAS**



Retributor with multi-melta



Retributor with Ministorum heavy flamer



Retributor Superior with boltgun and power weapon



Retributor with heavy bolter



Retributor with multi-melta

CELESTIAN SACRESANTS

M	T	SV	W	LD	OC
6"	3	3+	1	7+	1

4+ INVULNERABLE SAVE



Part of the Celestian elite of the Orders Militant, Celestian Sacresants are close-combat specialists – rather than bodyguards – charged with a holy quest. Whether securing sacred relics or purging sites of the unclean, the Sacresants are relentless in their pursuit of victory.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Anointed halberd [SUSTAINED HITS 1]	Melee	3	3+	5	-2	1
Hallowed mace [LETHAL HITS]	Melee	3	3+	4	-1	2
Spear of the faithful	Melee	3	3+	5	-2	2

WARGEAR OPTIONS

- The Sacresant Superior's hallowed mace can be replaced with 1 spear of the faithful.
- The Sacresant Superior's bolt pistol can be replaced with one of the following:
  - 1 inferno pistol
  - 1 Ministorum hand flamer
  - 1 plasma pistol
- Any number of models can each have their hallowed mace replaced with 1 anointed halberd.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Acts of Faith**

Sworn Protectors: While an **ADEPTA SORORITAS CHARACTER** is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

UNIT COMPOSITION

- **1 Sacresant Superior**
- **4-9 Celestian Sacresants**

Every model is equipped with: bolt pistol; hallowed mace.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, CELESTIAN SACRESANTS**

FACTION KEYWORDS: **ADEPTA SORORITAS**



Plasma pistol



Ministorum hand flamer



Bolt pistol



Inferno pistol



Anointed halberd



Spear of the faithful



Celestian Sacresant with hallowed mace



Sacresant Superior with hallowed mace



Celestian Sacresant with hallowed mace

REPENTIA SQUAD

	M	T	SV	W	LD	OC
REPENTIA SUPERIOR	7"	3	3+	1	7+	1
SISTERS REPENTIA	7"	3	7+	1	8+	1

6+ INVULNERABLE SAVE



Sisters Repentia charge across the battlefield, filled with the need for atonement for past misdeeds, howling prayers and litanies. Overseen by a stern taskmaster in the form of a Repentia Superior, they exist only to slaughter the enemies of the Emperor, rushing forward without heed for their own safety.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Neural whips [ANTI-INFANTRY 4+]	Melee	4	3+	3	-1	1
Penitent eviscerator [SUSTAINED HITS 1]	Melee	2	4+	6	-2	2

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Acts of Faith**

Overseer of Redemption: While this unit contains a Repentia Superior model, each time a Sisters Repentia model in this unit makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Repentia Superior**
- **4-9 Sisters Repentia**

The Repentia Superior is equipped with: bolt pistol; neural whips.

Each Sister Repentia is equipped with: penitent eviscerator.

KEYWORDS: **Infantry, Grenades, Imperium, Penitent, Repentia Squad**

FACTION KEYWORDS: **Adepta Sororitas**

MORTIFIERS

M	T	SV	W	LD	OC
8"	6	4+	5	7+	2

6+ INVULNERABLE SAVE



The pilot of a Mortifier is a Sister Repentia who has fled from battle. Bolted within the Mortifier's armoured shell, they cannot move, speak or hear. Suffering endless shame and agony, they are driven by madness and pain to carve a path of mutilation and destruction through the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Mortifier flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Penitent buzz-blade [SUSTAINED HITS 1]	Melee	4	3+	10	-3	2
Penitent flail [SUSTAINED HITS 1]	Melee	8	3+	5	-1	1
Twin penitent buzz-blades [SUSTAINED HITS 1, TWIN-LINKED]	Melee	4	3+	10	-3	2
Twin penitent flails [SUSTAINED HITS 1, TWIN-LINKED]	Melee	8	3+	5	-1	1

WARGEAR OPTIONS

- 1 model can be equipped with 1 anchorite sarcophagus.
- Any number of models can each have their 2 heavy bolters replaced with one of the following:
  - 1 heavy bolter and 1 Mortifier flamer
  - 2 Mortifier flamers
- Any number of models can each have their twin penitent buzz-blades replaced with one of the following:
  - 1 twin penitent flails
  - 1 penitent buzz-blade and 1 penitent flail

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Acts of Faith**

Anguish of the Unredeemed: Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

WARGEAR ABILITIES

Anchorite Sarcophagus: The bearer has a Move characteristic of 7" and a Save characteristic of 3+.

UNIT COMPOSITION

- **1-2 Mortifiers**

Every model is equipped with: 2 heavy bolters; twin penitent buzz-blades.

KEYWORDS: **Vehicle, Walker, Imperium, Penitent, Mortifiers**

FACTION KEYWORDS: **Adepta Sororitas**

PENITENT ENGINES

M	T	SV	W	LD	OC
8"	6	4+	5	7+	2

6+ INVULNERABLE SAVE



Thanks to the torment amplifiers spliced into their synapses, the pilots of Penitent Engines are in constant and terrible agony. They blaze a trail of destruction with their flamers before charging headlong into the foe, guilt and pain driving them on, heedless of danger. All they leave in their wake is utter carnage.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Penitent flamers [ASSAULT, IGNORES COVER, TORRENT, TWIN-LINKED]	12"	2D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Penitent buzz-blade [SUSTAINED HITS 1]	Melee	4	4+	10	-3	2
Penitent flail [SUSTAINED HITS 1]	Melee	8	4+	5	-1	1
Twin penitent buzz-blades [SUSTAINED HITS 1, TWIN-LINKED]	Melee	4	4+	10	-3	2
Twin penitent flails [SUSTAINED HITS 1, TWIN-LINKED]	Melee	8	4+	5	-1	1

WARGEAR OPTIONS

- Any number of models can each have their twin penitent buzz-blades replaced with one of the following:
  - 1 penitent buzz-blade and 1 penitent flail
  - 1 twin penitent flails

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+**

FACTION: **Acts of Faith**

Endless Suffering: This unit is eligible to declare a charge in a turn in which it Advanced.

UNIT COMPOSITION

- **1-2 Penitent Engines**

Every model is equipped with: penitent flamers; twin penitent buzz-blades.

KEYWORDS: **Vehicle, Walker, Imperium, Penitent, Penitent Engines**

FACTION KEYWORDS: **Adepta Sororitas**

ARCO-FLAGELLANTS

M	T	SV	W	LD	OC
7"	3	7+	2	8+	1

6+ INVULNERABLE SAVE



Arco-flagellants are fitted with cybernetic weaponry and subdermal stimulant pumps as punishment for past misdeeds. When battle commences, trigger words energise their bodies and the Arco-flagellants launch on the enemy. They lash any foe they reach to pieces with cyber-implanted flails.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Arco-flails [SUSTAINED HITS 1]	Melee	4	4+	5	0	1

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Acts of Faith**

Extremis Trigger Word: Each time this unit is selected to fight, you can choose to invoke its extremis trigger word. If you do, until the end of the phase, arco-flails equipped by models in this unit have an Attacks characteristic of 6 and the **[HAZARDOUS]** ability.

UNIT COMPOSITION

- **3-10 Arco-flagellants**

Every model is equipped with: arco-flails.

KEYWORDS: **Infantry, Imperium, Penitent, Arco-flagellants**

FACTION KEYWORDS: **Adepta Sororitas**

PARAGON WARSUITS

M	T	SV	W	LD	OC
8"	7	2+	4	7+	2

4+ INVULNERABLE SAVE



A pilot must have immense faith for a Paragon Warsuit's spirit to trust them. They must also have incredible skill to handle its control system, which allows for highly complex and fluid movements. Mastering a Paragon Warsuit makes a Sister capable of engaging the most fearsome enemies and emerging victorious.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Ministorum heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Paragon grenade launchers [TWIN-LINKED]	24"	1	3+	9	-2	D3
Paragon storm bolters [RAPID FIRE 2, TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paragon war blade	Melee	4	3+	8	-2	2
Paragon war mace	Melee	3	3+	12	-1	3

WARGEAR OPTIONS

- Any number of models can each have their Paragon storm bolters replaced with 1 Paragon grenade launchers.
- Any number of models can each have their heavy bolter replaced with one of the following:
  - 1 Ministorum heavy flamer
  - 1 multi-melta
- Any number of models can each have their Paragon war blade replaced with 1 Paragon war mace.

ABILITIES

FACTION: **Acts of Faith**

Righteous Paragons: Each time a model in this unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll and add 1 to the Wound roll.

UNIT COMPOSITION

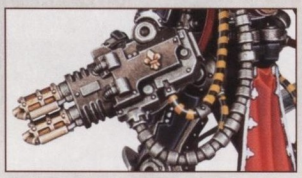
- **1 Paragon Superior**
- **2 Paragons**

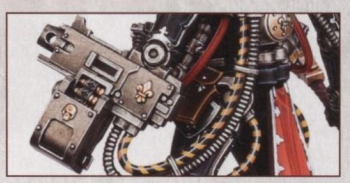
Every model is equipped with: bolt pistol; heavy bolter; Paragon storm bolters; Paragon war blade.

KEYWORDS: **VEHICLE, WALKER, GRENADES, IMPERIUM, PARAGON WARSUITS**

FACTION KEYWORDS: **ADEPTA SORORITAS**













Paragon Warsuit with Paragon war blade and multi-melta

Paragon Superior with Paragon war blade and Ministorum heavy flamer

Paragon Warsuit with Paragon war mace and heavy bolter

SORORITAS RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	7+	2

6+ INVULNERABLE SAVE



Rhinos are the mainstay transport of the Adepta Sororitas, with Enginseers and Ministorum Priests blessing each before battles. They are durable, robust and easy to operate, and thanks to their indomitable machine spirits, they rarely break down. They speed the warriors inside them across the battlefield wherever they are needed.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 2**

FACTION: **Acts of Faith**

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

UNIT COMPOSITION

- **1 Sororitas Rhino**

This model is equipped with: storm bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **Adepta Sororitas Infantry** models. It cannot transport **Jump Pack** models or the **Triumph of Saint Katherine**.

KEYWORDS: **Vehicle, Transport, Dedicated Transport, Smoke, Imperium, Sororitas Rhino**

FACTION KEYWORDS: **Adepta Sororitas**



Sororitas Rhino

IMMOLATOR

M	T	SV	W	LD	OC
12"	10	3+	11	7+	2

6+ INVULNERABLE SAVE



This Rhino variant has an aggressive machine spirit and an elaborate turret with a powerful weapons system; this makes it ideal for rapid advances to clear enemy strongpoints, providing fire support for the troops it transports to battle and acting as an outrider escort for armoured columns.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Immolation flamers [IGNORES COVER, TORRENT]	18"	2D6	N/A	6	-1	1
Twin heavy bolter [SUSTAINED HITS 2, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's immolation flamers can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin multi-melta
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Acts of Faith**

Purge and Cleanse: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

UNIT COMPOSITION

- **1 Immolator**

This model is equipped with: heavy bolter; immolation flamers; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **Adepta Sororitas Infantry** models. It cannot transport **Jump Pack** models or the **Triumph of Saint Katherine**.

At the start of the Declare Battle Formations step, you can select one **Battle Sisters Squad**, **Dominion Squad** or **Sisters Novitiate Squad** from your army. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this **Transport**; the other can start the battle embarked within another **Transport**, or it can be deployed as a separate unit.

KEYWORDS: **Vehicle, Smoke, Transport, Dedicated Transport, Imperium, Immolator**

FACTION KEYWORDS: **Adepta Sororitas**



EXORCIST

M	T	SV	W	LD	OC
10"	10	3+	11	7+	3

6+ INVULNERABLE SAVE

Every flurry of notes performed by the Exorcist's artillerist inloads targeting solutions and impact coordinates so that thrice-blessed rocket volleys bombard the enemy. More than artillery tanks, Exorcists are mobile shrines to the magnificence of the Emperor that project inspirational battle canticles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Exorcist conflagration rockets [BLAST, IGNORES COVER, INDIRECT FIRE]	36"	3D6	3+	6	-1	1
Exorcist missile launcher [INDIRECT FIRE]	36"	D6+2	3+	10	-3	D6
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

One Shot: The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's Exorcist missile launcher can be replaced with 1 Exorcist conflagration rockets.
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Acts of Faith**

Devastating Refrain: In your Shooting phase, after this model has shot, if one or more of those attacks made with an Indirect Fire weapon scored a hit against an enemy unit, that unit must take a Battle-shock test. Each time such an attack destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 5+ instead of on a 6.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

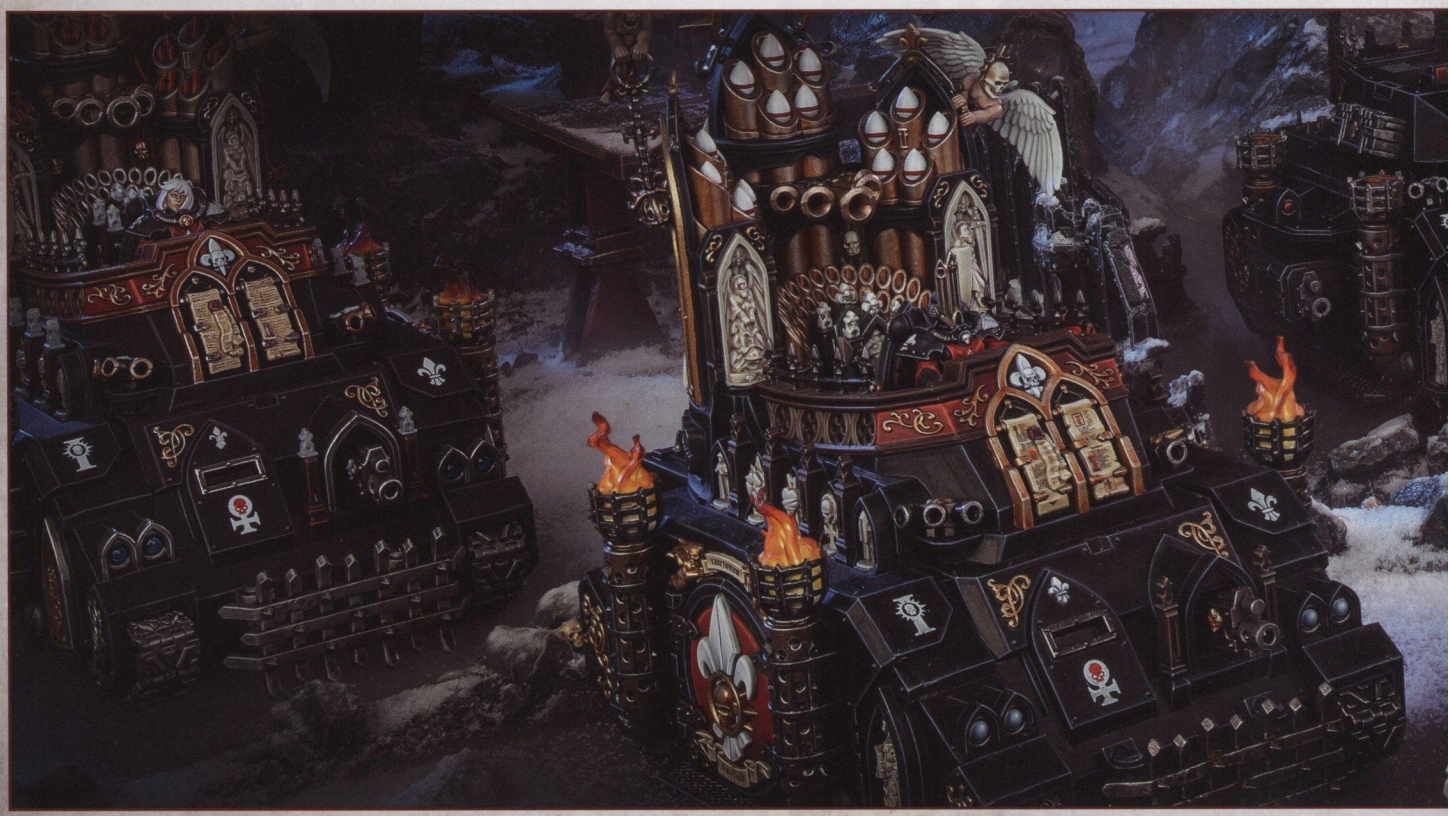
UNIT COMPOSITION

- **1 Exorcist**

This model is equipped with: Exorcist missile launcher; heavy bolter; armoured tracks.

KEYWORDS: **Vehicle, Smoke, Imperium, Exorcist**

FACTION KEYWORDS: **Adepta Sororitas**



CASTIGATOR

M	T	SV	W	LD	OC
10"	10	3+	11	7+	3

6+ INVULNERABLE SAVE



Castigators are powerful battle tanks of the Adepta Sororitas. They provide excellent fire support for Battle Sisters thanks to their varied weapon systems, smashing through the foe's lines and slaughtering great swathes of enemy infantry in seconds.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Castigator autocannons [TWIN-LINKED, RAPID FIRE 4]	48"	4	3+	9	-1	3
Castigator battle cannon [BLAST, IGNORES COVER]	48"	D6+3	3+	10	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's Castigator autocannons can be replaced with 1 Castigator battle cannon.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Acts of Faith**

Rites of Castigation: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly **ADEPTA SORORITAS** unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Castigator**

This model is equipped with: Castigator autocannons; 3 heavy bolters; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, CASTIGATOR**

FACTION KEYWORDS: **ADEPTA SORORITAS**



WARGEAR OF THE ADEPTA SORORITAS

INQUISITION FILE REFERENCE: HER/G555>>1/Z/17

BOLT WEAPONS

COMBI-WEAPONS

Wielded primarily by Sisters Superior, combi-weapons are a fusion of boltgun with a secondary weapon system capable of a different firing mode. These attachments most commonly take the form of flamers, plasma guns or melta weapons. While these secondary weapon systems may not retain the stopping power of the full-sized guns from which they are derived, they do provide additional lethality without drastically decreasing the bearer's mobility.


Bolt pistol


Boltgun


Artificer storm bolter


Combi-weapon


Condemnor boltgun


Heavy bolter

FLAMERS


Ministorum hand flamer


Ministorum flamer


Ministorum heavy flamer


Brazier of holy fire

MELTA WEAPONS


Inferno pistol


Meltagun


Multi-melta

MELTA TECHNOLOGY

Capable of penetrating thick armour, melta weapons utilise subatomic agitation to form beams of superheated air hot enough to melt through ceramite, plasteel or plascrete instantly. Their effects on living tissue are utterly devastating. The strongest form of Human-portable melta weapon, the multi-melta can project two such beams, enabling the bearer to take on even larger and more heavily armoured opponents.

OTHER GUNS AND SIDEARMS

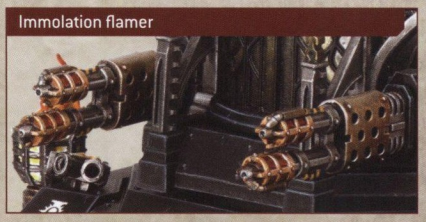

Plasma pistol


Autopistol


Autogun


Castigator battle cannon


Hunter-killer missile

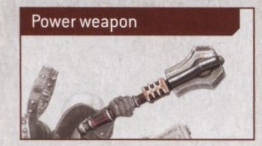

Immolation flamer


Exorcist missile launcher

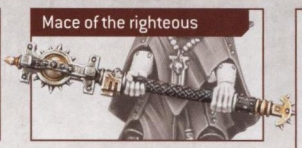

Exorcist conflagration rockets

MELEE WEAPONS


Power weapon


Power weapon


Blessed blade


Mace of the righteous


Holy eviscerator


Chainsword


Novitiate melee weapon


Novitiate melee weapon


Spear of the faithful


Anointed halberd


Hallowed mace


Neural whip

POWER WEAPONS

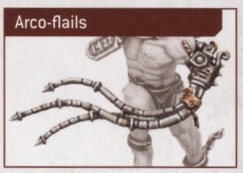
The Adepta Sororitas make use of a variety of power weapons of different forms and sizes. These range from bludgeoning power mauls to bladed power swords and spears. These weapons all incorporate disruption-field technology that increases their lethality.

PENITENT MELEE WEAPONS


Penitent buzz-blade


Penitent flail


Penitent eviscerator


Arco-flails


Arco-flails

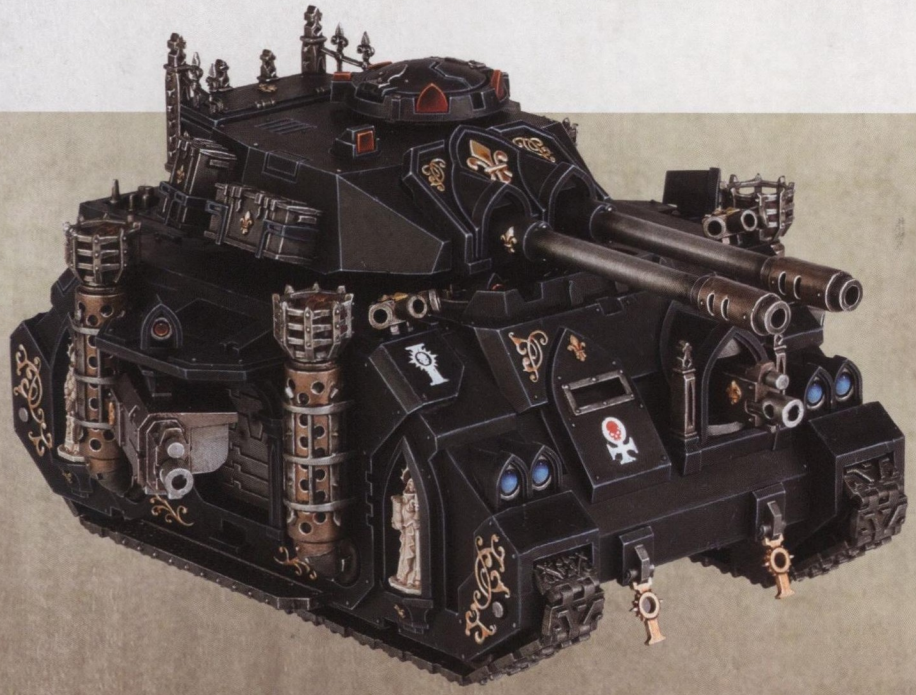
PARAGON WARSUIT MELEE WEAPONS


Paragon war blade


Paragon war mace

PARAGON WARSUIT MELEE WEAPONS

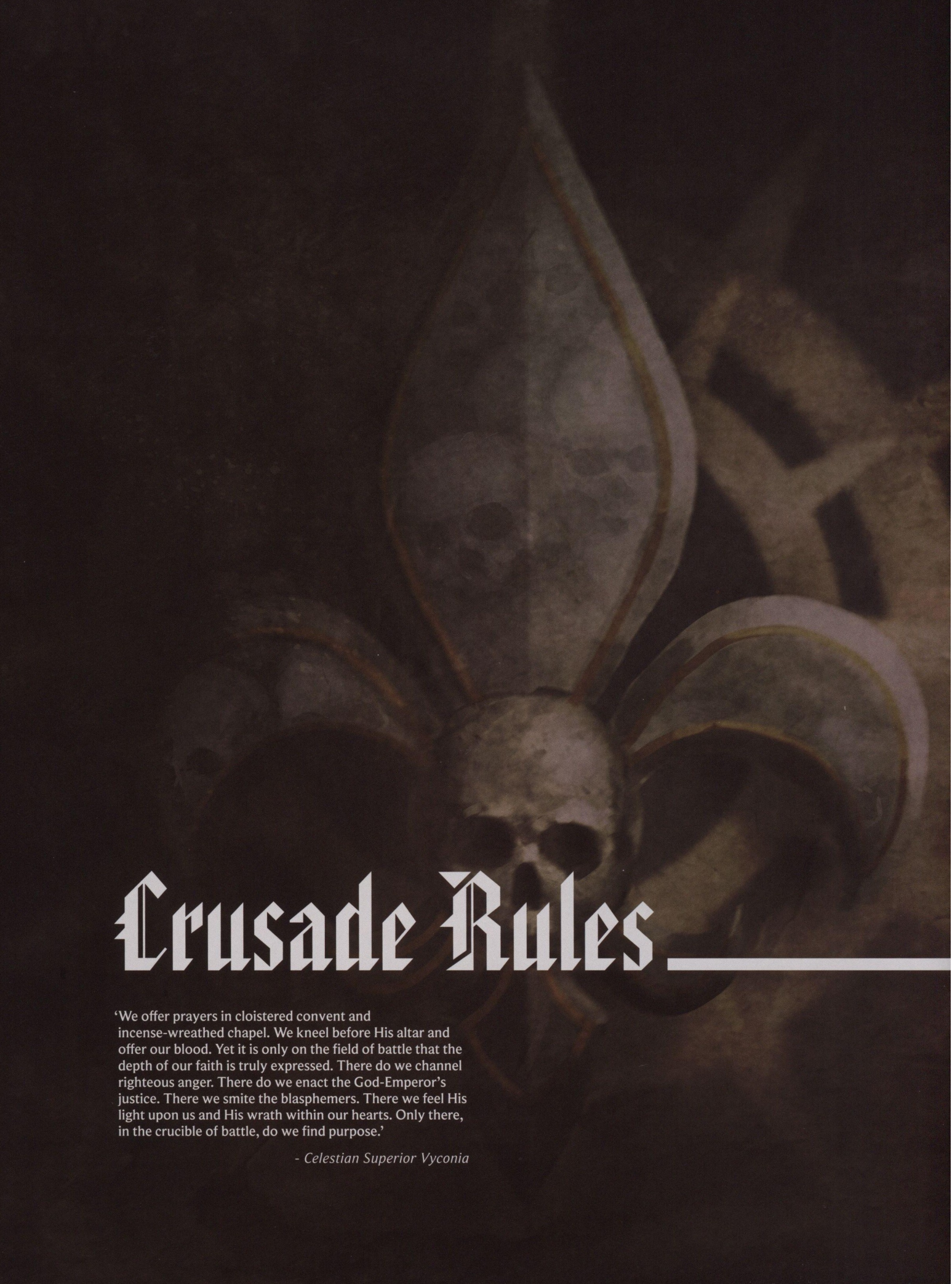
The weapons wielded by Paragon Warsuits are similar in form and function to those wielded by infantry, albeit far larger, more devastating and designed to withstand the force imparted by the Paragon Warsuit's powerful strikes.



VEHICLE-MOUNTED WEAPONS

The Adepta Sororitas utilise several armoured vehicles based on the venerable Rhino chassis. Outfitted with a variety of unique weapons alongside more familiar ordnance, the war machines of the Orders Militant favour loud explosive weapons, the effects of which are as psychologically damaging as they are lethal.

Castigator autocannons



Crusade Rules

'We offer prayers in cloistered convent and incense-wreathed chapel. We kneel before His altar and offer our blood. Yet it is only on the field of battle that the depth of our faith is truly expressed. There do we channel righteous anger. There do we enact the God-Emperor's justice. There we smite the blasphemers. There we feel His light upon us and His wrath within our hearts. Only there, in the crucible of battle, do we find purpose.'

- Celestian Superior Vyconia



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to ADEPTA SORORITAS units. If your Crusade army includes any ADEPTA SORORITAS units, you can use any of the following Crusade rules.

This section contains the following additional rules:

TRIALS OF A LIVING SAINT

Here you will find rules to elevate a warrior in your Crusade force to a living saint. The journey to sainthood is arduous, and there are many trials such a warrior must perform, but with each test passed they unlock more of their true holy potential, and take one step closer to sainthood.

AGENDAS

ADEPTA SORORITAS armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

ADEPTA SORORITAS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **ADEPTA SORORITAS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **ADEPTA SORORITAS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



TRIALS OF A LIVING SAINT

When you start a Crusade force, if there are any ADEPTA SORORITAS CHARACTER models on your Order of Battle, you can select one of them (excluding EPIC HEROES). That model has the potential to become a living saint, and gains the SAINT POTENTIA keyword. In addition to gaining XP as you play through your Crusade battles, that model will gain Saint points and Martyr points (see below), which you must keep track of on its Crusade card.



SAINT POINTS

With every miraculous deed performed, the most zealous of the Emperor's faithful move one step closer to sainthood.

To gain Saint points, a **SAINT POTENTIA** model must undertake a Trial of a Living Saint. When you first select a model to be a **SAINT POTENTIA**, select one of the Trials on pages 114-115. That model is now said to be undertaking that Trial and will accrue Saint points towards it by accomplishing one or more Saintly Deeds during a battle, as specified within the Trial itself. Once a **SAINT POTENTIA** has gained 10 or more Saint points, that Trial is complete, its Saint points total is reset to 0, and that model gains the Saintly Reward Battle Honour associated with that Trial. Each of these Battle Honours is unique – you can only have one instance of each. When gaining one of these Battle Honours, if that **CHARACTER** already has its maximum number of Battle Honours, you must replace one of its existing Battle Honours (excluding Saintly Rewards). If this model has 4 or fewer Saintly Rewards, you can then select a new Trial and begin again.

At the end of a battle, a **SAINT POTENTIA** can abandon its current Trial and you can select a new one for it to undertake. If you do, that model's Saint points total is reset to 0.

When a model has 5 Saintly Rewards, replace its **SAINT POTENTIA** keyword with **LIVING SAINT**.



MARTYR POINTS

The ultimate fate for all living saints is martyrdom in the Emperor's cause. Those graced to witness such an event draw a wellspring of faith. Even as one martyr perishes, another devout young hopeful will rise to stand in their stead.

Each time a **SAINT POTENTIA** or **LIVING SAINT** model fails an Out of Action test, that model gains 1 Martyr point and you must take a Martyrdom test for it. To do so, roll one D6, adding its current Martyr points total to the result. If the result is greater than that model's Leadership characteristic, that test is passed and the **SAINT POTENTIA** or **LIVING SAINT** has been Martyred; remove that model from your Order of Battle (we recommend writing down the details of their death on your Order of Battle). If a **SAINT POTENTIA** or **LIVING SAINT** is Martyred, every other **ADEPTA SORORITAS** unit that was in your Crusade army gains a number of XP equal to the number of Saintly Rewards that Martyred **SAINT POTENTIA** or **LIVING SAINT** had, having witnessed them in their final battle.

You can now select one **ADEPTA SORORITAS CHARACTER** model on your Order of Battle (excluding **EPIC HEROES**). That model gains the **SAINT POTENTIA** keyword. If your Order of Battle does not contain any such models, the next time you add an **ADEPTA SORORITAS CHARACTER** model to your Order of Battle (excluding **EPIC HEROES**), that model gains the **SAINT POTENTIA** keyword.



Trial of Faith

A living saint performs miraculous deeds on the battlefield, proof that the Emperor works through them.

Saintly Deeds

Beacon of Divine Grace: Gain 2 Saint points at the end of a battle if this model performed 3 or more Acts of Faith during that battle.

Glory to the Emperor: Gain 1 Saint point at the end of a battle for each Miracle dice remaining in your Miracle Dice pool (to a maximum of 2 Saint points).

Saintly Reward

Boundless Faith: *In the presence of a living saint, the manifestations of the Emperor's divinity are myriad.*

At the end of each player's Command phase, if this model is on the battlefield, you can discard 1 Miracle dice. If you do, you gain 1 Miracle dice showing a value of 6.



Trial of Suffering

A living saint suffers as the greatest form of prayer to the God-Emperor.

Saintly Deeds

Scars of the Penitent: Gain 3 Saint points each time this model gains a Martyr point.

Martyr's Wounds: Gain 1 Saint point at the end of a battle if this model is below its Starting Strength. Gain 2 Saint points instead if this model was destroyed while within range of an objective marker.

Saintly Reward

Miraculous Recovery: *Flesh that was burned and torn heals anew, and blows that should have been fatal miraculously miss their mark.*

At the start of any phase, you can discard 1 Miracle dice. If you do, this model regains all of its lost wounds.



Trial of Purity

A living saint is so pure that no doubt can fetter their heart, malign sorcery cannot touch their soul, and no wound can stay their will.

Saintly Deeds

Consecrate Ground: Gain 2 Saint points at the end of a battle if this model is within 6" of the centre of the battlefield.

Divine Will: Gain 2 Saint points at the end of a battle if this model's unit did not fail a Battle-shock test during that battle.

Saintly Reward

Blazing Soulfire: *As this holy warrior strikes, their foes burst into searing flames as if they have been touched by the Emperor's own hand.*

Each time this model's unit is selected to fight, you can discard 1 Miracle dice. If you do, until the end of the phase, double the Strength characteristic of this model's melee weapons and those weapons have the **[DEVASTATING WOUNDS]** ability.





Trial of Righteousness

A living saint will smite the enemies of the Emperor wherever they cower.

Saintly Deeds

Slay the Demagogue: Gain 2 Saint points at the end of a battle if this model destroyed one or more enemy **CHARACTER** units during that battle. Gain an additional 2 Saint points if one of those destroyed units contained the enemy **WARLORD**.

Smite the Unbelievers: Gain 2 Saint points at the end of a battle if this model destroyed 5 or more enemy models during that battle.

Saintly Reward

Righteous Judgement: *None can escape the Emperor's judgement, and wherever the foe attempts to seek shelter, the shots of the Adepta Sororitas miraculously seek them out.*

Each time this model's unit is selected to shoot, you can discard 1 Miracle dice. If you do, until the end of the phase, ranged weapons equipped by models in that unit have the **[IGNORES COVER]** ability and each time an attack made by such a weapon scores a Critical Wound, that attack has the **[PRECISION]** ability.

Trial of Valour

A living saint leads their flock to victory, even when hope seems lost.

Saintly Deeds

Holy Crusader: Gain 3 Saint points at the end of a battle if this model is wholly within your opponent's deployment zone.

Pious Reputation: Gain 2 Saint point at the end of a battle if this model gained more XP than any other unit from your Crusade army during that battle.

Saintly Reward

Voice of the Emperor: *The blessed speak with the divine voice of the Emperor, a soul-shattering pronouncement that stuns the faithless in their tracks and renders useless their heretical attempts to avoid retribution.*

At the start of the Battle-shock step of your opponent's Command phase, you can discard 1 Miracle dice. If you do, every enemy unit that is within 12" of this model and below its Starting Strength must take a Battle-shock test. If such a unit is Below Half-strength, subtract 1 from Battle-shock tests taken for that unit this phase instead.



AGENDAS

If your Crusade army includes any ADEPTA SORORITAS units, you can select Agendas from those presented here.

TEST OF FAITH

Faith is the greatest weapon a Battle Sister can wield, and as with any weapon, it must be practised and honed.

Each time a unit performs an Act of Faith, you can discard 1 additional Miracle dice. If you do, place that dice on that unit's Crusade card. Each time a unit from your Crusade army fails a Battle-shock test, remove all Miracle dice placed on that unit's Crusade card. At the end of the battle, each unit from your Crusade army gains 1XP for each Miracle dice on its Crusade card (to a maximum of 3XP). If a **SAINT POTENTIA** model gains any XP as the result of this Agenda, it also gains 1 Saint point.

ATONEMENT IN BATTLE

Those who have failed in the Emperor's eyes must quest for absolution. Only by striking down the mightiest foes will their shame be absolved.

When you select this Agenda, select up to three **ADEPTA SORORITAS** units from your Crusade army; each unit selected must either be **PENITENT** or have one of the following Battle Scars: Fatigued, Disgraced, Mark of Shame or Battle-weary. At the end of the battle, each of those units that destroyed one or more enemy units gains 3XP, loses one of the aforementioned Battle Scars of your choice (if applicable) and, if it is a **REPENTIA SQUAD** unit, gains 1 Redemption point (see the Glorious Redemption Requisition, opposite). Make a note on a unit's Crusade card each time it gains a Redemption point.

DEFEND THE SHRINE

The location of a small but sacred shrine has been identified, a hallowed site that houses an irreplaceable saintly relic. Defend this holy tribute lest it be desecrated by the enemy and lost to the Adeptus Ministorum forever.

If you select this Agenda, after both sides have finished deploying, your opponent must select one objective marker that is not in their deployment zone to be the Sacred Shrine objective marker. At the end of each of your turns, if you control that Sacred Shrine objective marker, you can select one **ADEPTA SORORITAS** unit from your Crusade army that is within range of it; that unit gains 1XP.

At the end of the battle:

- If you do not control that Sacred Shrine objective marker, you do not receive the 1 Requisition point you would normally receive in the Update Order of Battle step.
- If you control that Sacred Shrine objective marker, you can select one **ADEPTA SORORITAS** model within range of it (excluding **EPIC HEROES**); that model gains either 1 Weapon Modification, 1 Crusade Relic (**CHARACTER** models only) or 3 Saint points (**SAINT POTENTIA** models only).

PIOUS PURGATION

The enemy opposes the will of the Emperor. Cleanse this holy battlefield of such heretics! Show them the error of their blasphemy with bolter, melta and holy flamer.

Each time an **ADEPTA SORORITAS** unit from your Crusade army is selected to shoot or fight, if one or more enemy units are destroyed as a result of those attacks, that unit gains 1XP. While resolving those attacks, if one or more **PSYKER** models are destroyed, that unit gains an additional 1XP, and if one or more enemy models are destroyed by an attack made with a Torrent or Melta weapon, that unit gains an additional 1XP,. A unit cannot gain more than 3XP from this Agenda during the battle. If a **SAINT POTENTIA** model gains any XP as a result of this Agenda, that model also gains 1 Saint point.

REQUISITIONS

If your Crusade army includes any ADEPTA SORORITAS units, you can spend Requisition points (RP) on any of the following Requisitions.

DIVINE CALLING 1RP

No potential saint would willingly abandon a trial. Only holy vision or divine inspiration may permit deviation from their course.

Purchase this Requisition at the end of a battle, when your **SAINT POTENTIA** model abandons its current Trial and starts a new one. After resetting its Saint points to 0, it gains a number of Saint points towards its new Trial equal to half the number of Saint points it had gained towards that abandoned Trial (rounding up).

ASCENSION TO THE ORDER 2RP

Those Sisters Novitiate who have served bravely may ascend into the ranks of the Orders Militant, earning the right to don their blessed power armour.

Purchase this Requisition before a battle. Select one **SISTERS NOVITIATES SQUAD** unit on your Order of Battle with the Blooded rank or higher. Remove that unit from your Order of Battle and add one **BATTLE SISTERS SQUAD**, **DOMINION SQUAD** or **RETRIBUTOR SQUAD** unit to your Order of Battle. The new unit has the same Battle Honours and Battle Scars as the unit it replaced, and has 5 more XP than the unit it replaced.*

THE PENITENT PATH 2RP

For the devout, any failing is a shame that cannot be borne and must be redeemed through deeds of great bravery and butchery.

Purchase this Requisition before a battle. Select one of the following:

- Select one **BATTLE SISTERS SQUAD**, **DOMINION SQUAD** or **RETRIBUTOR SQUAD** unit on your Order of Battle that has suffered a Devastating Blow result. Remove that unit from your Order of Battle and add one **REPENTIA SQUAD** unit to your Order of Battle.
- Select one **REPENTIA SQUAD** unit on your Order of Battle that has suffered a Devastating Blow result. Remove that unit from your Order of Battle and add one **MORTIFIERS** unit to your Order of Battle.

In either case, the new unit has the same Battle Honours, Battle Scars and XP as the unit it replaced, and until it is removed from your Order of Battle, it will gain 2XP from Dealers of Death, instead of just 1XP.*

GLORIOUS REDEMPTION 1RP

Those who have trod the path to redemption are revered figures within the Orders Militant, their dedication and unswerving faith a shining beacon to all.

Purchase this Requisition before a battle. Select one **REPENTIA SQUAD** unit on your Order of Battle that has 3 Redemption points (see the Atonement in Battle Agenda, opposite). Remove that unit from your Order of Battle and add a **SERAPHIM SQUAD**, **ZEPHYRIM SQUAD**, **CELESTIAN SACRESANTS** or **PARAGON WARSUITS** unit to your Order of Battle. The new unit has the same Battle Honours and Battle Scars as the unit it replaced, and gains one Battle Trait of your choice (this must be a Battle Trait it can have, but does not count towards the maximum number of Battle Traits a unit can have). If the Legendary Veterans Requisition is used on this unit, that Requisition only costs you 1RP.*

IN SUFFERING, ENLIGHTENMENT 1RP

Sacrifice and suffering are embraced by the Sisters of the Adepta Sororitas. Scars are displayed with pride and the fallen venerated.

Purchase this Requisition after a battle, before an **ADEPTA SORORITAS** unit from your Crusade army takes an Out of Action test. That test is automatically failed and that unit gains 1 Battle Scar and 1 Battle Honour of your choice. If that unit was a **SAINT POTENTIA**, it also gains 3 Saint points and 1 Martyr point. You cannot use this Requisition on the same unit more than once.

SAINTLY BENEDICTIONS 1RP

The Emperor's chosen warriors sometimes enact miraculous feats on the battlefield.

Purchase this Requisition before a battle. During the first battle round of that battle, each of the Miracle dice you gain at the start of each player's turn is automatically a 6.

* You cannot purchase this Requisition if doing so would cause your Crusade force to exceed its current Supply Limit.

BATTLE TRAITS

When an ADEPTA SORORITAS unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

'Hear my words, Sisters. On this unhallowed field of battle you will face those who despise all that we defend. They seek to cast down our shrines, to deny the Emperor's divinity, to slaughter His flock and despoil the territories of His sacred realm with their blasphemous idols. Yet they know not that He is with us, and He will see that right prevails. The heretics are at our mercy, so long as our faith remains strong and our resolve does not fail us. So gather your weapons, sing your prayers for all to hear and let us send the traitors to the fiery oblivion that awaits them!'

- Canoness Preceptor Frenella Vicoda, on the eve of the Battle of Archis Spyre

INFANTRY AND PARAGON WARSUITS UNITS **D6**

PURE OF SOUL

Only unquestioning faith in the Emperor offers protection against the witchery of xenos and heretic.

Each time a Psychic Attack targets this unit, subtract 1 from the Wound roll.

VALOUR OF SAINTS

Those who stand unflinching against the horrors of the galaxy inspire their comrades to feats of divine heroism.

Each time this unit takes a Battle-shock or Leadership test, you can first discard 1 Miracle dice. If you do, that test is automatically passed.

ARMOUR OF FAITH

Indomitable belief in the Emperor and disdain for the enemy are surer than any armour.

Once per phase, when this unit is selected as the target of an attack, you can discard 1 Miracle dice. If you do, until the end of the phase, each time an attack targets this unit, worsen the Armour Penetration characteristic of that attack by 1.

VETERANS OF THE CONVENT

Some members of the Orders Militant have waged war on a hundred or more battlefields, their scars an offering to the God-Emperor.

You can re-roll failed Out of Action tests taken for this unit, and each time this unit is Marked for Greatness, it gains an additional 2XP.

ZEALOUS DEVOTION

Such is the intensity of their devotion that some Battle Sisters work themselves into a righteous fury whenever the Emperor's foes are sighted.

Each time this unit makes a Charge move, until the end of the turn, improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

EXEMPLARS OF THE ORDER

These Sisters embody the ideals of their Order and its Matriarch.

This unit can perform 1 additional Act of Faith per phase.

PENITENT UNITS — D6

UNQUENCHABLE FANATICISM
The reserves of holy hatred some zealots have for the foul enemies of Mankind are limitless.

Add 1 to Advance and Charge rolls made for this unit.

FAITHFUL DEVOTEE
The suffering endured by the faithful serves only to remind those still fighting that there is no more noble goal than to die in the name of the Emperor.

Each time this unit is selected as the target of an attack, if this unit is Below Half-strength, models in this unit have the Feel No Pain 4+ ability against that attack.

BLOOD BEGETS ABSOLUTION
Each foe slain is an offering to the Emperor and brings the penitent one step closer to absolution in the eyes of their Order.

Each time this unit destroys an enemy unit in the Fight phase, you gain 1 Miracle dice.

CHARACTER MODELS — D6

DEEDS, NOT WORDS
This warrior never speaks unless it is to exalt the God-Emperor. Wherever their faithful followers fight against the darkness, this leader will be at the forefront, taking the fight to the foe.

Each time this model makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

AEGIS OF BELIEF
This leader has such strength of belief that they refuse to yield, their faith in the Emperor proof against any harm.

This model has the Feel No Pain 5+ ability and, at the start of your Command phase, this model regains 1 lost wound.

BEACON OF FAITH
This Adepta Sororitas leader is a shining beacon of faith in whose presence miracles manifest with regularity.

At the end of your Command phase, if this model is your **WARLORD** and is on the battlefield, you can spend 1CP. If you do, you gain D3 Miracle dice.

VEHICLE UNITS — D6

Excluding **WALKERS**

MOBILE SHRINE (AURA)
This vehicle is an inspirational wellspring of faith. Those who look upon its blessed form fill with zeal, their resolve hardened by its presence.

While a friendly **ADEPTA SORORITAS** unit is within 6" of this unit, improve that unit's Leadership characteristic by 1.

PIOUS MACHINE SPIRIT
The war engines fielded by the Orders Militant are just as faithful and intractable as the Battle Sisters who crew them.

Each time this unit performs an Act of Faith, the result of one of the Miracle dice used in that Act of Faith is first improved by 1 (to a maximum of 6).

THRICE-BLESSED HULL
The hallowed blessings and artefacts built into the hulls of Adepta Sororitas vehicles can turn aside the most unholy flames.

This unit has the Feel No Pain 4+ ability against mortal wounds.



CRUSADE RELICS

When an ADEPTA SORORITAS CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

PHIAL OF DOLAN

Anyone who drinks the contents of one of these thrice-blessed crystal bottles fills with the courage and determination of Dolan, the Great Confessor.

Improve the bearer's Wounds, Leadership and Objective Control characteristics by 1.

PRAESIDIUM ROSARIUS

This ancient rosarius was crafted during the Age of Apostasy and blessed by the Prioresses of the Covent Sanctorum and the Convent Prioris.

The bearer has a 4+ invulnerable save. Each time the bearer's unit is selected as the target of an attack, you can discard 1 Miracle dice. If you do, until the end of the phase, the bearer has a 3+ invulnerable save.

TEARS OF THE EMPEROR

There are many stories of statues of the Emperor that weep blood-like tears. These are collected in ornate flasks and used to anoint the firearms of the faithful, for – it is said – they impart a spark of divine wrath into the weapons' machine spirits, rendering them particularly lethal against the forces of Chaos.

Improve the Attacks, Strength and Damage characteristics of the bearer's ranged weapons by 1, and those weapons have the **[DEVASTATING WOUNDS]** and **[ANTI-CHAOS 4+]** abilities.

THE SIGIL ECCLESIASTICUS

This small icon is granted only to those adepts of the Ecclesiarch who have undergone the ten Pilgrimages of Saint Dolan, culminating on Holy Terra. To bear such a symbol is to be recognised as a most devout follower of the Emperor.

SAINT POTENTIA model only. When the bearer is destroyed, the Miracle dice you gain as a result is automatically a 6. At the end of the battle, the bearer gains 1 Saint point (whether destroyed or not).

ANTIQUITY RELICS

BLESSINGS OF SEBASTIAN THOR

Each of the Convents contains a single copy of the first verse of the Creed of the Emperor's Light, a stirring hymn said to have been penned by Sebastian Thor's own hand. Affixed to a warrior's armour by wax mixed with the blood of martyred heroes, these words bestow holy blessings upon the bearer.

If the bearer is in your Crusade army, you can use one Crusade Blessing even if you are not the Underdog.

ICON OF SANCTITY

Foes who see this icon are filled with awe and dread, for it radiates an aura of divine brilliance that can cause enemies of the faith to falter in their advance in the face of overwhelming piety.

Each time an enemy unit selects the bearer's unit as a target of a charge, that enemy unit must take a Battle-shock test; if that test is failed, subtract 2 from the Charge roll made for that charge.

BATTLE-PSALMS OF VESPANIA

Penned by Canoness Vespania of the Order of the Ebon Chalice, this tattered book of scripture contains a collection of allegorical psalmody that provides inspiration and insight in equal measure. When sung aloud, they drive Battle Sisters to acts of heroism and instil within them a valuable understanding of the art of war.

When selecting Agendas for a battle, you can select one **ADEPTA SORORITAS** Agenda (pg 116) to be used in that battle in addition to any others being used in that battle.



LEGENDARY RELIC

WEAPON OF THE MATRIARCH

This blessed weapon is said to have been borne to battle by one of the Matriarchs of the Adepta Sororitas. Bearers are granted a portion of her physical might and combat prowess, lending them the ability to match the enemy's most puissant champions in single combat.

LIVING SAINT model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1, and those weapons have the **[ANTI-CHARACTER 4+]**, **[DEVASTATING WOUNDS]** and **[PRECISION]** abilities.

'The weak may advocate mercy, may preach forgiveness. Listen not to the protestations of these craven fools. Transgression against the faith must be punished without restraint. Blasphemy is a canker that, once embedded, can take centuries of blood and strife to excise. We can afford to take no such chance. Kill them all, Sisters, and let their end serve as a warning.'

- Palatine Celdarine, prior to the Purging of Gallivan's Honour



CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



WARRIOR OF THE FAITH

You have shown yourself to possess the faith, fury and tactical acumen to lead the forces of the Adepta Sororitas to battle. By your hand have heretics and xenos been purged with holy fire. Priesthood and penitents flock to join your holy war, convinced that you are destined for greatness, and that by fighting as well they may earn the Emperor's favour.

- You have completed one Trial of a Living Saint.
- You have used the Ascension to the Order Requisition to add one or more new units to your Order of Battle.
- You have won two or more battles.



ZEALOUS CHAMPION

You have borne the Emperor's light into the darkness and with it burned away the taint of witchery, mutation and xenos infestation. The thronging faithful look upon you and see a divine instrument of the Emperor's wrath.

- You have completed three or more different Trials of a Living Saint.
- One or more **ADEPTA SORORITAS** units from your Crusade force have one or more Battle Scars, or your **SAINT POTENTIA** model has 2 or more Martyr points.
- You have used The Penitent Path Requisition to add one or more new units to your Order of Battle.
- You have won six or more battles.



LIVING SAINT

You are an arch-protector of the faith, a paragon of the Imperial Creed and a radiant instrument of the Emperor's divine will in whose presence miracles are wrought. Enemies quiver before your holy aspect.

- Your Order of Battle contained a **LIVING SAINT** (even if that model was subsequently Martyred).
- One or more **ADEPTA SORORITAS** units from your Crusade force have been removed from your Order of Battle because they received too many Battle Scars, or your **SAINT POTENTIA** or **LIVING SAINT** model has been Martyred.
- You have used the Glorious Redemption Requisition to add one or more new units to your Order of Battle.
- You have won ten or more battles.

Trials of a Living Saint

Name of Saint Potentia: .....

Datasheet: .....



Trial of Faith

- ○ 1
- ○ 2
- ○ 3
- ○ 4
- ○ 5
- ○ 6
- ○ 7
- ○ 8
- ○ 9
- ○ 10

Boundless Faith



Trial of Suffering

- ○ 1
- ○ 2
- ○ 3
- ○ 4
- ○ 5
- ○ 6
- ○ 7
- ○ 8
- ○ 9
- ○ 10

Miraculous Recovery



Trial of Purity

- ○ 1
- ○ 2
- ○ 3
- ○ 4
- ○ 5
- ○ 6
- ○ 7
- ○ 8
- ○ 9
- ○ 10

Blazing Soulfire



Trial of Righteousness

- ○ 1
- ○ 2
- ○ 3
- ○ 4
- ○ 5
- ○ 6
- ○ 7
- ○ 8
- ○ 9
- ○ 10

Righteous Judgement



Trial Of Valour

- ○ 1
- ○ 2
- ○ 3
- ○ 4
- ○ 5
- ○ 6
- ○ 7
- ○ 8
- ○ 9
- ○ 10

Voice of the Emperor

Martyr Points

- ○ 1
- ○ 2
- ○ 3
- ○ 4
- ○ 5
- ○ 6

Details of Death:

.....

.....

.....

Martyrdom

You can use this tracker to record which **Adepta Sororitas Character** from your Crusade force is currently undertaking a Trial of a Living Saint, which Trial they are undertaking, and the number of Saint points they have accumulated towards it, as well as the Trials they have completed and the Saintly Rewards they have gained as a result. You can also use this tracker to record how many Martyr points that model has and, if they are Martyred, you can record the details of their heroic death here to inspire the next warriors who walk in their footsteps.

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POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Aestred Thurga and Agathae Dolan
2 models ..... 55 pts

Arco-flagellants
3 models ..... 35 pts
10 models ..... 120 pts

Battle Sisters Squad
10 models ..... 100 pts

Canoness
1 model ..... 50 pts

Canoness with Jump Pack
1 model ..... 50 pts

Castigator
1 model ..... 140 pts

Celestian Sacresants
5 models ..... 70 pts
10 models ..... 140 pts

Daemonifuge
2 models ..... 80 pts

Dialogus
1 model ..... 30 pts

Dogmata
1 model ..... 45 pts

Dominion Squad
10 models ..... 115 pts

Exorcist
1 model ..... 160 pts

Hospitaller
1 model ..... 40 pts

Imagifier
1 model ..... 35 pts

Immolator
1 model ..... 110 pts

Junith Eruita
1 model ..... 90 pts

Ministorum Priest
1 model ..... 40 pts

Mortifiers
1 model ..... 60 pts
2 models ..... 120 pts

Morvenn Vahl
1 model ..... 130 pts

Palatine
1 model ..... 50 pts

Paragon Warsuits
3 models ..... 210 pts

Penitent Engines
1 model ..... 55 pts
2 models ..... 110 pts

Repentia Squad
5 models ..... 70 pts
10 models ..... 140 pts

Retributor Squad
5 models ..... 100 pts

Saint Celestine
3 models ..... 135 pts

Seraphim Squad
5 models ..... 65 pts
10 models ..... 130 pts

Sisters Novitiate Squad
10 models ..... 85 pts

Sororitas Rhino
1 model ..... 75 pts

Triumph of Saint Katherine
1 model ..... 140 pts

Zephyrim Squad
5 models ..... 70 pts
10 models ..... 140 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.

DETACHMENT ENHANCEMENTS

Army of Faith	
Blade of Saint Ellynor	10 pts
Divine Aspect	5 pts
Litanies of Faith	15 pts
Triptych of the Macharian Crusade	20 pts

Bringers of Flame	
Fire and Fury	20 pts
Iron Surplice of Saint Istalela	5 pts
Manual of Saint Griselda	15 pts
Righteous Rage	10 pts

Hallowed Martyrs	
Chaplet of Sacrifice	20 pts
Mantle of Ophelia	15 pts
Saintly Example	5 pts
Through Suffering, Strength	10 pts

Penitent Host	
Catechism of Divine Penitence	5 pts
Psalm of Righteous Judgement	20 pts
Refrain of Enduring Faith	10 pts
Verse of Holy Piety	15 pts



ADEPTA SORORITAS NAME GENERATOR

If you wish to create a name for one of your Battle Sisters, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

GIVEN NAME	D66
Vehemence	11
Katerina	12
Melania	13
Danica	14
Constantia	15
Eleanor	16
Mariah	21
Lisbett	22
Kataryn	23
Helenica	24
Isadore	25
Amelia	26
Elyza	31
Hyldeth	32
Osei	33
Rodriga	34
Patricia	35
Veronyka	36
Ursula	41
Intolerance	42
Marika	43
Tomasina	44
Stella	45
Yennicka	46
Julianna	51
Elspeth	52
Ionica	53
Viridia	54
Callastra	55
Tesselle	56
Franczeska	61
Theodora	62
Hana	63
Stefania	64
Niobe	65
Gaeriel	66

SUPERNUMERARY	D66
Serenitas	11
Bellicos	12
Sacristus	13
N'bata	14
Honourifica	15
Dasyrov	16
Caritas	21
Vengor	22
Violentia	23
Quintana	24
Zhau	25
bin Morok	26
Dombele	31
von Drenthe	32
Luminaris	33
Fulminara	34
Okoro	35
Koyabana	36
Fastidia	41
von Grath	42
Bonamo	43
Lucretia	44
Stefanis	45
Demarco	46
Bonifacia	51
Heironyma	52
Avellina	53
Steinhert	54
Quan	55
Vrane	56
Odessa	61
Kumara	62
Acharyan	63
Gethserra	64
Ulara	65
Tanyos	66

ADEPTA SORORITAS NAMES

Whilst some of those chosen to serve the Adepta Sororitas retain their birth names, others cast their original identities aside upon joining an Order. This symbolic act affirms their dedication to the Imperial Creed and the Order to which they belong.

Some are given simple names based on the myriad virtues valued by the Sisterhood, such as Sister Intolerance or Sister Vehemence. Others may be given names to honour the fallen saints of the Orders, with names such as Sister Julianna and Sister Katerina Lisbett. While some names are simple to reflect a life devoted a single, stringent facet to the Imperial Creed, others may contain the names of several saintly Sisters.







The Adepta Sororitas are the armed wing of the Imperial faith. It is they who defend the Emperor's cathedrums, chapels and holy shrines from the heretic, the mutant, the witch and the alien. Encased within power armour, the Battle Sisters of the Orders Militant wield boltguns, flamers and chainswords as they march relentlessly towards their enemies, bearing relics of fallen martyrs and singing prayers above the din of battle. Their tanks and transports are embossed, inlaid and otherwise embellished with the iconography of the Adeptus Ministorum, each a lethal shrine to the God-Emperor's magnificence. Where the Adepta Sororitas tread, so does the light of the Emperor fall and amidst a tempest of pious fervour, miracles are wrought.

INSIDE YOU WILL FIND:

- A guide to the zealous Battle Sisters of the Adepta Sororitas, along with details of their blessed founding and the history of their righteous and bloody Wars of Faith.
- All the rules you will need to assemble your collection of Adepta Sororitas Citadel miniatures into an army of faith ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- A glorious showcase of expertly painted Citadel miniatures that displays the Adepta Sororitas in all their holy magnificence, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

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