WARHAMMER 40,000

Δ INQ.REF 3.220FH71192

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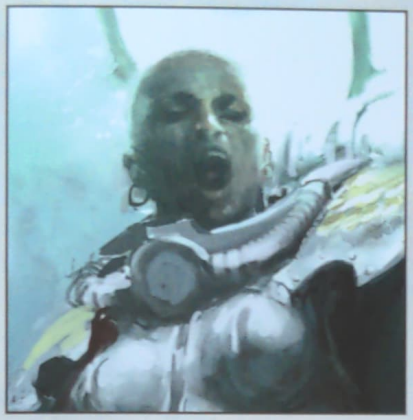
ADEPTA SORORITAS













ADEPTA SORORITAS

In the sepulchre of battle, they are the God-Emperor's holiest warriors. In the reliquary of war, where saints are made and faith burns brightest, they are his will made manifest. They are the protectors of his faith and the enforcers of Mankind's purification. With blessed fire, hallowed blades and righteous wrath, they will sing his praises amid a choir of angelic fury.





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PRODUCED BY THE WARHAMMER STUDIO

With thanks to the Mournival and the Infinity Circuit for their additional playtesting services

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

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INTRODUCTION

Hail, devoted servant of the God-Emperor! In your hands, you hold a sacred text filled with the glory of the Imperium's most righteous and holy warriors. Its pages contain a wealth of scriptural lore concerning the religious, military Orders of the Adepta Sororitas, and provide you with the means to unite such warriors in a pious and powerful army of crusading fanatics.

The Adepta Sororitas are devout defenders of the Imperial Creed – the religion of the Imperium that surrounds the worship of the God-Emperor. Known also as the Sisters of Battle, their power-armoured warriors prosecute Wars of Faith as part of the Ecclesiarchy, who are the overarching religious priesthood of the Imperial Creed. The Adepta Sororitas train rigorously and fight with ferocious zeal, pious serenity and tireless skill. They annihilate heretical cults, xenos, mutants and the abominations of daemonkind as they spread the light of the God-Emperor with fury and flame.

The Battle Sisters of the Adepta Sororitas strike their foes down with the holy trinity of boltguns, flamers and melta weaponry, calling out the names of saints in adoration. They make war not only with powerful wargear and thick armour – emblazoned with the icons of their ancient Orders – but also with their faith, striding into battle chanting hymns of praise as psalms blare from the laud hailers of archaic battle tanks. Miraculous manifestations of their faith have often been witnessed, shielding them from harm or lending strength to their blows.

Collecting an Adepta Sororitas army puts all of their righteous fervour and relic wargear at your disposal. Whether you are a novitiate to the hobby or a scarred veteran with a string of victories, the varied tactics available to the Sisters of Battle can be tailored to suit your preferred style of play. Perhaps you prefer to unleash puritanical extermination from afar with squads of bolter-armed Battle Sisters, Retributors carrying heavier weaponry and tanks unleashing explosive ordnance. Maybe you seek to hasten the demise of your opponent's force with angelic squads of soaring Seraphim and a vanguard streaking forward in armoured transports. Alternatively, you might focus on the fanatical Priests of the Ecclesiarchy and all the macabre and gothic followers that trail in their wake.

However you put your army together, the diverse range of Adepta Sororitas miniatures offers a wealth of stunning models from which to choose, and a variety of dynamic poses and textures on which to lavish your painting skills. The miniatures easily reward simple painting techniques, while also affording lots of opportunity to individualise your models. *Codex: Adepta Sororitas* contains the history of this vaunted creed of warrior zealots, details of their hierarchy and the Orders that fight throughout the galaxy, as well as all the rules you need to field your collection of miniatures in battle. It also includes unique Crusade content designed to help your fledgling War of Faith become a fanatical, conquering crusade, as well as unique Warlord Traits, sacred relics and more besides.





There are no more devout warriors to the God-Emperor of Mankind than the Orders of the Adepta Sororitas. To witness their Wars of Faith as an ally is to be awestruck with the force of their belief. Deafening peals of battle psalms ring out, blaring from consecrated emitters and shouted from the lips of these zealous, holy soldiers. Angelic hosts descend on columns of holy fire as warriors equipped with winged jump packs deliver the Emperor's judgement to the craven foe, no matter where they hide. Their elaborately crafted wargear and archaic tanks are illuminated with the sacred writings of saints and anointed with holy unguents.

The Battle Sisters of the Adepta Sororitas bear the holy weaponry with which the Emperor's legions conquered the galaxy, and illuminate the faithless in lethal volleys from the holy trinity of bolter, flamer and melta weapons. It is said the Emperor's benediction touches each of these warriors, manifesting as a nimbus of holy light in which his power is revealed in miraculous deeds of fortitude and divine strength.

To face such righteous faith and holy ire is to face the conviction of belief itself. From blasphemers, heretics and mutant strains to xenos breeds, idolaters and iconoclasts, all cower before the judgement of the God-Emperor and his Sisters of Battle.

THE IMPERIAL CREED

To Humanity, the Master of Mankind is a deity – the God-Emperor. He is the source of their strength, their defence against abomination and the deserving object of their adoration and loyalty. The galaxy-spanning religion that surrounds his worship is the Imperial Creed, its rites overseen by the Ecclesiarchy's priesthood and its doctrines enforced by the Adepta Sororitas.

Amongst the untold billions that populate the Imperium's planets, the Imperial Creed is the official religion. From the teeming slums of hive worlds to the noble spires that rise over civilised worlds, on isolated frontier planets and aboard the countless ships that ply stable warp routes between them, the Emperor is deified and worshipped. Every day, offerings are made to him in praise, in tithe and in blood through the endless wars fought in his name. It is the Ecclesiarchy that provides the structure through which these offerings are demanded.

Known formally as the Adeptus Ministorum, the Ecclesiarchy raise ostentatious temples and meagre chapels, giant cathedrums that accommodate thousands and shrines that house saintly relics, drawing pilgrims from many sectors away. The Ecclesiarchy's complex hierarchies of cardinals, missionaries, preachers and zealous laity – under the overall leadership of the Ecclesiarch on Terra – ensure the prescribed prayers and invocations are made, and teach the masses to guard against heresy and deviancy. These priests are tasked with maintaining and spreading the faith of the Imperium, converting the denizens of rediscovered worlds and giving sermons to warn against laxity of vigilance.

What would grow into the Ecclesiarchy began as one of a disparate group of religious cults when the Emperor still walked among his subjects, their illicit worship fomenting in secret. In the wake of the Horus Heresy, when it became known that the Emperor had crushed the Arch-traitor Horus and ascended to the Golden Throne, he was openly worshipped on hundreds of worlds. The nascent Ecclesiarchy crushed or absorbed their rivals over many centuries, spreading to every strata of Imperial life before their recognition in M32 as the Imperium's official religious authority. Now, their influence and power is nigh on inescapable. From workers in munitorum complexes and sump-dwelling gangs, to cloistered bureaucratic scribes and Guardsmen fighting on the front lines, almost all of Humanity is ingrained with the concept of the Emperor's divinity. They know the sweat and sacrifice needed to honour it, and fear more than anything the vengeful punishment for not meeting such requirements.

THE DEFENCE OF FAITH

The Ecclesiarchy's priests keep a close watch on their congregations, ever alert to the seeds of heresy. Witchcraft and mutation are rooted out, and whole populations are whipped up into frenzied zealotry, incited to turn on anyone suspected of consorting with xenos or daemons. The Adeptus Ministorum has the authority to seize, painfully interrogate and execute those it suspects of crimes against the Imperial Creed, often in the most horrific and public manner.

Some heresies, however, run far deeper than individual blasphemers and isolated cells of impure cults. When widespread deviancy rears its head, when idolaters amass in armed rebellion or the Ecclesiarchy's sacred holdings are under threat, the Adepta Sororitas are unleashed in a storm of righteous fire. They stand as the Adeptus Ministorum's enforcers and its most zealous defenders. Commonly known as the Sisters of Battle, the Adepta Sororitas are the spiritual descendants of a warrior sect known as the Daughters of the Emperor. Rather than be disbanded upon their discovery by the Ecclesiarchy, as most such sects were, their incredible skill and utmost dedication to the God-Emperor were viewed as useful assets. During the reign of the then Ecclesiarch – the notorious Goge Vandire – they rose to become the Adeptus Ministorum's elite holy warriors, under the leadership of their founding Matriarchs.

The Adepta Sororitas are upheld as the most pious of the Imperial Creed's adherents, fighting in its name to eradicate any who threaten the purity of Mankind. They comprise a number of strict, ascetic Orders, the most numerous and conspicuous of which are the Orders Militant, which form the Adeptus Ministorum's military strength. They project the Ecclesiarch's power throughout the Imperium, from the halls of the Ecclesiarchal Palace on Terra to blood-soaked battlefields on countless worlds.

The Adepta Sororitas' primary charge is to wage Wars of Faith against those whose very existence is a danger to the Imperium – the wretched heretic, the unsanctioned psyker and the abominable mutant. Yet they also fight to purge the galaxy of the hated xenos, driving back any creatures that dare taint the God-Emperor's realm. The Sisters of Battle carry out the annihilation of those whose faithlessness has placed them beyond hope of redemption, and they do so as a sacred duty. The act of fighting in defence of their faith, against the foul heretics that would tear it down, is itself deemed a hallowed honour. When not at war, they spend much of their time in prayer to the saints of the Imperium for guidance. These acts of worship carry over into their rigorous combat drills, periods of fasting and moments of reflection on the deeds of their founders, ensuring that their physical conditioning goes hand in hand with their spiritual fortitude.





THE MATRIARCHS

Imperial history has known thousands of saints, many of whom were martial exemplars in life and worshipped by those who continue to purge the Imperium. The Adepta Sororitas revere six saints before all others, for these were the Matriarchs. Warriors all, they fought for their faith at the Sisterhood's very founding, during an era of faithlessness.

Forgiveness breeds laxity and mercy is what the weak offer. You have sinned against the God-Emperor! Prepare to offer your penance in the only meaningful way possible: through pain and through sacrifice.

When the Adeptus Ministorum was established as the Imperium's official religion, records from the Imperial Palace show that the Ecclesiarchy sought to consolidate its hold by outlawing and dismantling the other Emperor worshipping cults. With its growing wealth, the armies at its disposal were enormous and the Ecclesiarch's position became so powerful that he and his successors became High Lords of Terra. In M36, then Ecclesiarch Goge Vandire usurped the position of High Lord of the Administratum as well. Through bribery, assassination and coercion, Vandire was afforded unprecedented authority. With it, according to the Hagiographia Primus, he sought to bring the Imperium under his heel, but those who opposed his tyranny grew in number. Thus flourished a time of terror lasting for decades, during which billions died, whole planets burned and faith itself wavered under Vandire's despotic regime. The histories refer to this period as the Reign of Blood.

The original Daughters of the Emperor were discovered on the little known agri world of San Leor at the height of the Reign of Blood. They were a small and isolated cult of a few hundred Sisters, devoted to worshipping the Emperor and maintaining an inner purity. The Daughters studied ancient arts of war, clearing their minds of worldly considerations in order to hone their battle skills. Illuminated biographies by Vandire's scribes describe the way in which the Ecclesiarch honoured San Leor with an Ecclesiastical visit; taking oaths of fealty from the Daughters after deceiving them into thinking he held the God-Emperor's favour.

The Daughters of the Emperor – headed by their leader, Alicia Dominica – were instated as Vandire's bodyguard. They were his blade of judgement and his tool of vengeance against any slight perceived by his increasingly fragile sanity. Despite his vast forces, and the bloody defence offered up by his elite bodyguard, Vandire's combined enemies eventually besieged the Ecclesiarchal Palace. What transpired next is not recorded fully or consistently. Some sources contend that a number of the Emperor's own guardians – the mysterious Adeptus Custodes – advanced into the Ecclesiarchal Palace through hidden means, and spoke humbly with six members of the Ecclesiarch's bodyguard. Others suggest that the Custodians fiercely declaimed Vandire as an enemy of the Emperor.

However, all surviving fragments of the encounter – remembered in choral plainsong, electrotapestries and illuminated scripts – agree on its outcome. Unable to sway the six devout bodyguards to abandon the insane Ecclesiarch, the Custodians led them through uncharted ways to the most sacred place on Terra – the chambers of the Golden Throne itself. Alicia Dominica and her Sisters – Katherine, Lucia, Mina, Silvana and Arabella – entered the chambers alone. None alive now, save the God-Emperor himself, know what was imparted to them. Yet when they returned to Vandire's side, Alicia denounced the High Lord's corruption to her Order. Surrounded by her five senior warriors, she beheaded the mad priest with one fell blow of her blade.

THE FOUNDING SAINTS

With Vandire's death, the Reign of Blood ended. His successor as Ecclesiarch, Sebastian Thor, adopted a catalogue of demands for the limiting of the Ministorum's power. High on this list was the Decree Passive, which forbade the Ecclesiarchy from maintaining the standing armies and ships accrued under Vandire's rule. Thor argued that the Daughters of the Emperor fell outside the Decree's remit, and that now, more then ever, they were needed to defend the faith rather than any Ecclesiarch's ambition.

Alicia Dominica – as military and spiritual head of her Sisters – oversaw the reformation of the Daughters of the Emperor into the Adepta Sororitas. To ensure no future Ecclesiarch would have unrestrained power over its entire armed might, she saw her Sisterhood divided, first into two Convents, and later into the earliest Orders Militant. Dominica and her senior Sisters – those who had passed into the chambers of the Golden Throne – each went on to be named Matriarch and patron of one of the six founding Orders Majoris. Millennia after their deaths, they are revered as exemplar saints and angelic intercessors with the divine God-Emperor. Shrines at their battle sites are tended with solemnity, and statues are raised to exalt their legendary deeds. Many of the Imperium's common citizenry pray for their beneficence, and Sisters invoke their names on the field of battle. Saint Dominica, Spirit of Holy Wrath; Saint Katherine the Martyr, the Shield Bearer; Saint Lucia, Endurant of the Passion; Saint Mina the Bloody, Dominica's Champion; Saint Silvana, the Spirit of Intercession; and Saint Arabella, the Liberator from Doubt – these warriors stood in the presence of the God-Emperor, and in death they watch over the worthy who fight in his name.


ADEPTA SORORITAS



The Spirit of Saint Katherine walked around her Sisters, feeling the radiance of their faith. The battle against the Orks had been hard fought, desperate at times. The xenos had aggressively bludgeoned their way forward and threatened to overwhelm the Imperial lines in a dozen places. Now, in its aftermath, the Spirit took the required six slow circuits of the Triumph of Saint Katherine and its guardians. Each step was taken solemnly, leading her around five robed warriors and the sacred bier that hovered at their centre. Her lips moved in silent prayer, mirroring those of her five Sister Spirits, as she ritually inspected the warriors and the sacred relics each bore. This was the Shield Bearer's duty – as the Spirit of Saint Katherine's task was also known – that of appraising her own efficacy at defending her Sisters and the holy objects they held. This was the final preparation before one last procession to conclude the Adepta Sororitas' campaign on this world.

The six Spirits were silent, save for the hum of their power armour's servos and the muted sound of rasping breaths, indicating the presence of a punctured lung. Despite the severe injury, the Spirit of Saint Mina stood ramrod straight, hers the only head not bowed. Scriptural convention dictated the Sister embodying the bloodily aggressive Mina submit her supplications to the God-Emperor with head raised, and with eyes open to the blood she would spill. The Spirit of Saint Mina held a silver salver engraved with the thorned rose of Mina's Order, and studded with carneline gemstones in the shapes of blood drops. Upon it, there remained barely a handful of blessed, red petals. During the battle, in the brief moments between vicious swings of her relic weapon, the warrior had scattered armfuls of the crimson Petals of the Bloody Rose, the scent of which cleared the minds of Battle Sisters fighting around the Triumph. Xenos blood stained her robes, while a waft of unguents told the Spirit of Saint Katherine of the ministrations her Sister Spirit had received from the Hospitallers. Mina's injury would require a scourging penance from the Spirit of Saint Katherine, for it had been Katherine's task to shield her.

The Shield Bearer approached the Spirit of Saint Arabella. After the brooding intensity of the Spirit of Saint Mina's countenance, Arabella's visage was sublime and calming. The Spirit of Saint Katherine noted the tears and burns in her Sister's robes that would need to be rewoven, and the chips and gouges in her armour that would need to be ritually repaired. The Spirit of Saint Arabella slowly swung the Censer of the Sacred Rose in time with the Shield Bearer's prescribed steps. The flame inside the Censer represented the eternal conviction of Arabella's spreading of the faith. Her Spirit's skill in combat had seen the smoking brazier crush the skulls of dozens of Orks, yet the Spirit of Saint Katherine noted with satisfaction that the Censer appeared to bear no lasting damage.

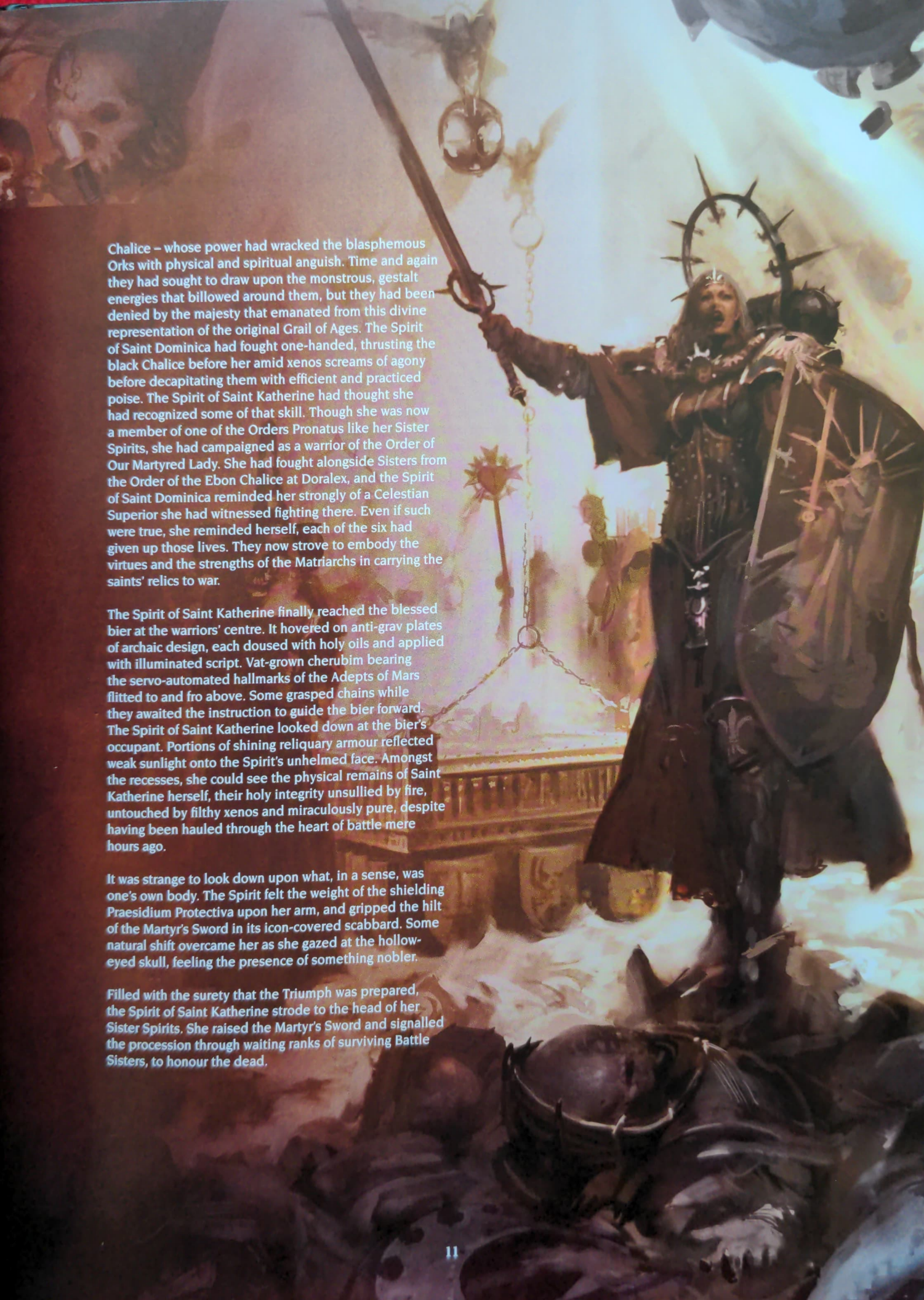
With her third circuit, the Spirit of Saint Katherine passed close to the warrior embodying the virtues of Saint Lucia. In the Sister Spirit's hands, the Icon of the Valorous Heart was held aloft, a finely wrought halo of idealised rays surrounding the heart itself. The Sister who was the Spirit of Saint Katherine felt the beating of it in her soul. She knew its thudding aura had been felt during the reconquest of the Galen Line. The Spirit of Saint Lucia gripped the Icon's stave firmly, her gauntlets scarred and gouged from the brutal but insufficient efforts of hulking Orks to seize it as a trophy. Blood continued to seep from the wounds where two of her fingers had been torn away. Still, her indomitable constancy had denied the xenos their prize.

A momentary mental image filled the Spirit of Saint Katherine's mind – of Lucia fighting shoulder to shoulder with her at Gebon. Lucia had fought on, regardless of a dozen crippling injuries, her determination humbling those around her. The Battle Sister who embodied Katherine was struck by the potency and realism of the vision. In a moment it had passed, but she felt the same, strange dominance of her soul as she had felt in battle. It was the spirit of Katherine herself, she was certain, confirming her as an acceptable host of a portion of the God-Emperor's power.

The Spirit of Saint Katherine realised she had reached the fourth circuit. Her measured steps now passed the Spirit of Saint Silvana. From her Sister Spirit's arching backpack hung the Simulacrum of the Argent Shroud, cut from the same cloth as that which was laid over Saint Silvana's mortal remains millennia ago. The Spirit of Saint Silvana was likewise engaged in silent prayer, but during the battle her voice had rung out clearly above the din of xenos and the roar of weapons fire. Reciting the many deeds of Silvana's life, she had inspired the Battle Sisters around her to hurl back the wretched xenos with renewed furore.

The penultimate circuit brought the Spirit of Saint Katherine to the embodiment of Saint Dominica. Her Sister Spirit held in her outstretched hand a weighty, fire-blackened goblet – the Simulacrum of the Ebon





Chalice – whose power had wracked the blasphemous Orks with physical and spiritual anguish. Time and again they had sought to draw upon the monstrous, gestalt energies that billowed around them, but they had been denied by the majesty that emanated from this divine representation of the original Grail of Ages. The Spirit of Saint Dominica had fought one-handed, thrusting the black Chalice before her amid xenos screams of agony before decapitating them with efficient and practiced poise. The Spirit of Saint Katherine had thought she had recognized some of that skill. Though she was now a member of one of the Orders Pronatus like her Sister Spirits, she had campaigned as a warrior of the Order of Our Martyred Lady. She had fought alongside Sisters from the Order of the Ebon Chalice at Doralex, and the Spirit of Saint Dominica reminded her strongly of a Celestian Superior she had witnessed fighting there. Even if such were true, she reminded herself, each of the six had given up those lives. They now strove to embody the virtues and the strengths of the Matriarchs in carrying the saints' relics to war.

The Spirit of Saint Katherine finally reached the blessed bier at the warriors' centre. It hovered on anti-grav plates of archaic design, each doused with holy oils and applied with illuminated script. Vat-grown cherubim bearing the servo-automated hallmarks of the Adepts of Mars flitted to and fro above. Some grasped chains while they awaited the instruction to guide the bier forward. The Spirit of Saint Katherine looked down at the bier's occupant. Portions of shining reliquary armour reflected weak sunlight onto the Spirit's unhelmed face. Amongst the recesses, she could see the physical remains of Saint Katherine herself, their holy integrity unsullied by fire, untouched by filthy xenos and miraculously pure, despite having been hauled through the heart of battle mere hours ago.

It was strange to look down upon what, in a sense, was one's own body. The Spirit felt the weight of the shielding Praesidium Protectiva upon her arm, and gripped the hilt of the Martyr's Sword in its icon-covered scabbard. Some natural shift overcame her as she gazed at the hollow-eyed skull, feeling the presence of something nobler.

Filled with the surety that the Triumph was prepared, the Spirit of Saint Katherine strode to the head of her Sister Spirits. She raised the Martyr's Sword and signalled the procession through waiting ranks of surviving Battle Sisters, to honour the dead.

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

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

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.

Etc.

1st Mission

2nd Mission

Mission Command

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

3rd Mission

4th Mission

Mission Assets
- Rhino Transports
- Retributors
- Immolators
- Exorcists
- Sisters Repentia
- Novitiates
- Ministorum Preachers
- Frateris Militia Bands

1ST SQUAD

2ND SQUAD

3RD SQUAD

4TH SQUAD

5TH SQUAD

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 more senior 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 EMPEROR

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.

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.

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



MORVENN VAHL

ABBESS SANCTORUM OF THE ADEPTA SORORITAS

Spiritual and military leadership of the Adepta Sororitas is vested in Morvenn Vahl, the recently elevated Abbess Sanctorum. By her uncompromising command is the might of the Orders Militant unleashed to scour worlds clean with the fire of her aggressive piety. Vahl does not direct such crusades from afar, but plunges into battle at the forefront of the fight.

Morvenn Vahl issues her directives in clipped and severe tones, her young features always set in an expression of stern resolve. Her strident devotion to the God-Emperor and the defence of the Imperium is beyond question, and she is the beacon to which the entire Sisterhood looks as their spiritual and martial exemplar. Vahl is a warrior, first and foremost. She is a superlative front line commander and expert combatant. However, she must be more than just this, for a galaxy-spanning force awaits her every order, and the guardianship of the faith of Mankind is in her hands. These are heavy burdens to bear. Rather than a mark of honour, the heirs to Saint Dominica consider the position of Abbess to be the highest of duties and responsibilities – one to be borne with stoicism, rigid devotion and humble acceptance.

The former Abbess' ship was declared lost en route from Ophelia VII to Holy Terra, during the anarchic cataclysm when the Great Rift split the Imperium. News of this dire loss was achingly slow to reach the wider Adepta Sororitas, for amidst such galactic unrest, every Order and far-flung Mission was on its own, maintaining their isolated devotion in the face of encroaching madness. Only as the darkness began to recede was the terrible loss uncovered. The need for an icon of leadership was greater than ever, and the Ecclesiarchy appealed to the Convents Sanctorum and Prioris to submit their candidate for Abbess.

Amongst those considered, Vahl was by far the youngest. She was an aggressive and selfless Celestian Superior of the Order of the Argent Shroud, whose dedication in the face of monstrous onslaughts had earned her the approval of her sombre Order. The complex factions within the Ecclesiarchal Palace on Terra believed that so young and politically inexperienced a Sister might be more easily manoeuvred. Her expected naivete would be a gateway for the Ecclesiarchy to exert more influence into the Sisters' operations and internal hierarchies than convention dictated. What many with the Ecclesiarch's ear wanted was a ceremonial and malleable figurehead. What they got was a forthright and iron-willed warrior.

Morvenn Vahl was on campaign in the Reskard Purgation when the Ecclesiarchy's delegation arrived. The priests delivered the Ministorum's declaration with ostentatious ceremony and layered ritual. Scarred and blood-stained – her silver armour chipped and fire-blackened – Celestian Superior Vahl listened in absolute silence and without emotion to the elaborate ceremony of appointment, couched in terms of mere invitation. She then stunned the congregated bishops, prelates, hierarchs and confessors by quietly requesting a period of prayer on the matter. Vahl entered her Mission's shrine to Saint Silvana and undertook a solitary meditation for three days, while increasingly nervous priests paced anxiously. When she emerged, she seemed to those present to walk taller, her eyes hard and unreadable to the clergy – some of whom involuntarily backed away from her. With a handful of words, Vahl accepted the appointment.
She commended a successor to her

THE PANOPLY OF FAITH

When the Abbess Sanctorum leads an army of the Adepta Sororitas, she takes up the weapons and armour kept reverently aside for her personal use. Few throughout the millennia have borne these sacred relics to war, and none as often as Morvenn Vahl. The 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 own 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 deadly 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 shared such terrible knowledge with the Abbess, the notoriously taciturn Vahl has kept it to herself.



Canoness before turning on her heel and striding swiftly for the priests' orbital transfer ship. Having planned many days of worship and ceremony to mark the appointment, the gathered priests were aghast. Only a handful had the presence of mind to hasten in her wake.

In the months after her arrival upon Holy Terra, Vahl soon proved herself a dreaded opponent to those who sought to control her. She continued to wear full battle armour when receiving senior members of the Holy Synod, intimidating and unnerving them with her pitiless stare and brusque responses. Vahl threw herself into re-establishing personal contact with as many Orders as possible, firmly deflecting any priests who tried to assure her that matters were already in hand. She sought to satisfy the Orders that the Abbess Sanctorum once more stood as their commander, absorbing data on their current crusades, demanding field reports and strategic dispositions, and ascertaining what they were doing to throw back the flood of impious savagery that boiled out of the Great Rift.

It can be expected that Vahl, young as she was and propelled so suddenly to the rarefied heights of power, must have wrestled with questions of faith and self-confidence. Yet whatever struggles took place behind the doors of her mind remained private; not once did the new Abbess Sanctorum allow even a crack to show in the armour of her faith. It did become clear, however, that Vahl chafed at the reins of what she saw as personal inaction, when so many other Sisters of Battle were fighting and dying. Even when, upon the recommendation of Roboute Guilliman, Vahl was elevated to the status of High Lord of Terra, it did little to cool her ardour for battle.

Few within the Adepta Sororitas were surprised when the Abbess declared herself the commander of the Ecclesiarch's crusade against the traitorous trade worlds of the Philosopher's Belt. Since then, she has taken to the field in person dozens of times during her short tenure, leading forces of every Order Majoris. Not given to rousing sermons and uplifting oratory, Abbess Vahl instead leads by example on the battlefield, letting her deeds in service to the God-Emperor speak for her.

Numerous senior Sisters from several Orders Dialogus and Famulous complement Vahl's command staff, deftly dealing with the slew of generals, planetary governors, admirals and more that daily clamour for her attention. Morvenn Vahl does not see herself as the Emperor's Chosen, but as an instrument of defence who must place herself between the Imperial Creed and the countless horrors that seek to defile it. Her sense of duty to this lofty position means she will never recklessly submit herself to an unwinnable war. Martyrdom, as her former Order taught, is a release from one's duty, and not its ultimate expression. As all her predecessors understood, the position of Abbess Sanctorum is a burden that can be set aside only when the last heretic, mutant, xenos and daemon is expunged from existence. Only then might she step back into anonymity as a Sister of her Order.



WARS OF FAITH

Since their inception, the Adepta Sororitas have bolstered their ranks to the point that their presence is now felt far across the Imperium. No longer the Ecclesiarch's bodyguard, they are an active and crusading military force, crushing the enemies of the Imperial Creed wherever they fester, and illuminating the Emperor's realm as a beacon of faith.

When Humanity is faced with a substantial threat, it falls to the High Lords of Terra to order a crusade against Mankind's enemies. Such crusades are enormous military operations that mobilise multiple branches of the Imperium's colossal war machine, including Space Marine Chapters, Astra Militarum regiments, Navis Imperialis fleets, as well as forces of the Adeptus Ministorum. But the Ecclesiarch also has the individual authority to issue calls to battle when the sanctity of the Imperial Creed is imperilled. Such large-scale mobilisations are known as Wars of Faith.

When a War of Faith is declared, those Sororitas Orders able to respond send their finest troops to obliterate the heretics and sinners marked for death by the Ecclesiarch. Fleets of Ministorum vessels descend upon the planet, system or sector that has been targeted, ferrying Sisters of Battle and non-militant adjutants by the thousand into the war zone. Yet it is not only the Sororitas who answer the call to war. Other servants of the Ministorum join themselves to the Sisters' Commanderies. Missionaries who have spent decades spreading the Imperial Creed to the inhabitants of a rediscovered world will instantly turn their ire on the populace if a War of Faith is declared. Operating with small contingents of hand-picked warriors and Frateris Militia, these Missionaries are more than happy to combine their purgatorial efforts with those of the incoming Adepta Sororitas. Similarly, Preachers who have been operating in nearby systems gather all manner of zealous recruits to their cause. The most impassioned cults of the Imperial Creed are roused to action, and through tearful prayers their members beseech the Emperor for the chance to loose their righteous fury upon the faithless. As one, the massed ranks of believers envelop their enemies, slaughtering and burning those whom the Emperor's light cannot redeem. A War of Faith may last decades, or even centuries, and is not considered over until all trace of the heretical enemy is scoured from the galaxy.

These cultists are lower even than the abominable fiends with which they consort. They have discarded the Emperor's love for naught but lies

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 Ministorum from assembling their own battle-hardened retinues. Small in number yet deadly combatants, these inveterate warriors dedicate themselves body and soul to serving the Imperial Creed.

Pious warrior-knights chosen for their martial skill and utter devotion to the Imperial Creed, Crusaders act as the bodyguards and champions of the Ministorum priesthood. 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.

Across the wide span of the galaxy there exist numerous cults and minor creeds that worship death. Many of these are heretical religions, but some are fully devoted to the Imperial Creed. Their adherents offer up the corpses of slaughtered foes as repayment for the great debt that Humanity owes the almighty God-Emperor. The Death Cult Assassins that hail from these aggressive cults are prized as companions by Ministorum Priests. Often wielding ritual blades blessed by cult leaders, they have devoted their violent lives to the mastery of armed combat, and train their athletic bodies to be capable of great feats of speed and skill.

Arco-flagellants lope alongside faithful armies in packs, their lash-like 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 psyche 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. Its pain amplifiers and neural injectors torment their bodies, 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 their enemy's.



Since her appointment to the position of Abbess Sanctorum, Morvenn Vahl has overseen the unleashing of many more Wars of Faith. As the Imperium re-establishes contact with multiple sectors and systems in the wake of the Great Rift's torturous opening, tales of daemonic incursions, heretical cults, sorcerous mutation and xenos infiltration have soared. Abhorring inaction, Vahl has committed large forces of the Adepta Sororitas to the chain worlds of Q'and, the Regorsh Straits and the reconsecration of Marlia's Tomb, among a host of other sacred campaigns, while also ensuring the Sisters of Battle accompany as many of Guilliman's Indomitus Crusades as possible. At her direction, dozens of Orders Militant have despatched forces to embattled and stalled Wars of Faith as the Abbess seeks to bring them to swift conclusions, and ensure her armies are ever on the advance. Vahl has also assigned crusades to seek ways across the Great Rift – and the dark wells of silence that grow even within the Imperium Sanctus – to investigate the fate of Adepta Sororitas forces whose every trace seems to have vanished. She intends for Saint Jhosmen's Traverse, the Nachmund Gauntlet, the shield worlds of Baal and the Pariah Nexus to all ring to the shouted prayers of the Adepta Sororitas, reigniting the beacons of the Imperium's faith.

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 as a whole monitors every aspect of the Imperium, the Ordo Hereticus is primarily concerned with stamping out 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. These Inquisitors watch Wars of Faith closely to make certain that the objectives laid down by the Ecclesiarch are both justified and not exceeded by those actually fighting. They also monitor the temporary armies known as Frateris Militia that rally behind members of the priesthood in theatres of conflict, ensuring that such forces are disbanded after they are needed. In this way the Ordo Hereticus ensures that the Ecclesiarchy's standing military does not reach the levels it did under Goge Vandire.



CELESTINE

THE LIVING SAINT

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 amid 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.

Those who flee are wise to do so, for Celestine strikes like the Emperor's own judgement, smiting the unrighteous with a strength that belies her Human form. With a gesture, the Living Saint calls fires of retribution down from on high, or infuses her sick and injured allies with healing energies.

Of her life before she was declared a Living Saint, very little is known of Celestine, other than that she was a Sister Repentia of the Order of Our Martyred Lady. She was but one warrior amongst those who fell in war against the heretics of the Palatine Schism. But after her body had been cleansed of the blood and filth of battle, she rose once more, standing flawless before the faithful in attendance. The remainder of the Palatine Crusade passed in a bloody whirlwind of vengeance as Celestine was hailed as the Crusade's figurehead, the entire sector being scoured of not just the schismatics but every being the Crusaders deemed unworthy of existing upon the worlds of Man.

Lord Ansgar, the Crusade's leader, believed the holy war would reach its conclusion at 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. Celestine ordered a broken altar moved aside and the flagstones beneath it taken up, uncovering the entrance to a hidden crypt. Barring any from following her, she descended dusty steps that none had trodden for millennia. As first light broke above the ruined shrine, Celestine rose from the tomb, borne aloft on a column of divine radiance and attended by cherubs and doves. 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 look upon it. She gazed around, and all who dared meet her eyes were struck down by equal parts heavenly adoration and infernal terror.



After her apotheosis, Lord Ansgar and a conclave of his Thorian compatriots declared Celestine a Living Saint. Her presence invested the faithful with an unprecedented fervour, and hundreds of thousands of heretics met a fiery end at the hands of her armies. Many 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 wherever she falls she inevitably rises once more like the radiant dawn. The Geminae Superia often fight at her side. Each of these champions is possessed of a portion of Celestine's grace, and would lay down their lives to protect her. It is difficult to predict where Celestine and her Geminae Superia will appear, but wherever they go, the Emperor's will is made manifest.

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.

Ephrael Stern was once a Seraphim of the Order of Our Martyred Lady, though she has since been known by many other epithets. Thrice-born, the Daemonifuge, sainted saviour and heretical witch have all been used either in laudatory praise, or hate-filled condemnation. No records of her existence remain in the sanctuary in which she once trained and prayed. If any survive, then they may be inside the Order's fortress shrine within the Convent Sanctorum, or perhaps in the private archives of certain high-ranking Inquisitors Hereticus.

That such individuals are concerned with her deeds is a reflection of the suspicion in which Stern is now held, but it was not always thus. It was on Parnis, during an expedition to discover the fate of a lost Order Pronatus, that Stern was slain in battle against the minions of a Greater Daemon of Slaanesh. This loathsome daemon had physically ensnared the seven hundred Sisters of the lost Order and forged them into a single flesh-prison, formed of their bodies. The creature's followers called the unholy creation the Screaming Cage, for the Sisters who formed it suffered endless agonies. Yet while the Screaming Cage tormented their conjoined bodies and magnified their pain, the damned Sisters were also fused in mental and spiritual might, united in their faith. Stern's selfless attack gave the entities of the Screaming Cage their chance. Seizing the opportunity, they poured their spiritual strength into Stern's fallen form. In a blaze of righteous power, Stern was propelled back to life, as a tremendously potent and gifted champion against the servants of Chaos.

Since that day, Ephrael Stern has had to battle not only the worshippers of the Dark Gods, but also those of her own Imperium who believe her to be irrevocably tainted. Though they might find their fuel in faith, Stern's powers manifest themselves in a supernatural fashion that many have mistaken for – or chosen to condemn as – witchery. She is stronger and faster than any of her Sisters, unleashes searing bolts of holy judgement upon her foes and, when death has claimed her, she has returned to life each time. In this era of proliferating psychic mutation and heresy, such supernatural occurrences are more than enough to render Stern a target for more than one zealot. Nor is she helped by the company she keeps. Bound together by the strands of fate, she travels with an Aeldari known as Kyganil, or simply the Pariah. Once, this warrior was a Harlequin of the Laughing God; now he is a wanderer, an outcast from his own people who has found his place at Stern's side. Kyganil has brought Stern by dark paths to the repository of forbidden lore known as the Black Library, and it is through him that Stern has made contact with the Ynnari – though none but she yet know the true purpose in this.



WAR ZONE: VARENTIA

Among its endless wars, the Imperium fights over worlds either rich in resources, or whose positions shield others against barbarous threats. For the Adeptus Ministorum, the greatest resource is faith, and their battles are fought for the purity of Mankind's soul. Worlds like Varentis II, a vital wellspring of labour and soldiers, must be kept pure at all costs, lest corruption spread.

It was local clergy of the Cult Imperialis that first raised the alarm of impending heresy in the Varentia System. Throughout the equatorial city-states on the capital world of Varentis II, the insurrection began small, with minor disturbances, interfaction disputes and dangerous claims of variant doctrinal interpretation. Concentrated in the huge cities – each spreading for hundreds of miles – the disruption threatened the valuable flows of minerals extracted from nomadic mining settlements far to the north, whose transuranic ores were a treasure of the local Ubarig Sub-sector. Malcontents and thugs were brutally quashed by Varentis II's Adeptus Arbites and reserve defence militia. Yet no sooner had one protest-turned-riot been crushed, than three more would spring up in other cities, seemingly unconnected. The ruling Heptarchy deployed the planet's centralised defence forces whilst simultaneously despatching hired guns and privately owned troops against their rivals. The dedicated Ministorum Priests, however, had detected a connective undercurrent of apostasy. They preached vigilance against unknown clan miners from the north, who appeared alongside each new shipment of minerals before seemingly disappearing into the cities' underbellies.

While matters degenerated, the senior bishops of the Cathedrum Mirabilis made contact with the Order of Our Martyred Lady. The cathedrum was the seat of Ubarig's bishopric – a towering and ostentatious edifice whose foundation had been laid in honour of a fallen saint of the Order, Carnelline. The Order of Our Martyred Lady responded with haste from their nearest sanctuary, yet the fickle tides of the warp beat against the Sisters' ships as they made their journey to purge Varentis II. By the time they translated back to realspace on the edge of the Varentia System, recalibrated chronometers registered more than a year had elapsed on the embattled planet.

The Order's assortment of requisitioned mass transports, donated freighters and converted barques deployed in an orbital blockade and beheld the equatorial belt in the grip of all-out war. Their hails were answered only by static-laced screams, unholy chants and oaths to a True Pantheon. Four Commanderies of the Order of Our Martyred Lady were unleashed in a swarm of drop-ships and landers. Canoness Preceptor Moirelle delivered her sermon from the transport bay of the Arvus Lighter, *Divinitatus*, preaching a fiery oratory of retribution and vengeance. As the transports tore through the atmosphere like blazing comets, dedicated clarion-craft broadcast deafening hymnals of praise. Converted Aquila Landers soared over the smoking cities, dousing them in sacred oils that ignited on contact with the air. Blessed aqua-seeders churned up the roiling clouds with archeochemical impregnation, so that a holy rain fell and blessed the tainted streets before the Sisters even set foot upon it. Allied Tech-Adepts of Mars overrode the foul broadcasts of the civilian vox network, so that each emitter around the planet blared with rapturous choirs. Such was Moirelle's initial strategy: to overawe the traitors with the supreme majesty of the God-Emperor's power, breaking their morale while inciting any loyal survivors to righteous hatred.

In the city-state of Forstadt, Moirelle's second in command, Canoness Yves-lo, despatched dozens of angelic Seraphim and Zephyrim Squads to break through the clouds of smoke from on high. Riding the crepuscular rays their passage created, they descended as if delivered by the hand of the Emperor himself. At the northern trade terminus of Gebarran, Palatine Theria discovered the truth to the priests' suspicions. Her Mission of Sisters destroyed hidden caches of arms and battled mutated clan miners being delivered into the heart of Gebarran's trading district – they had clearly hoped to lose themselves in the chaos of civil war as the Heptarchy aimed to keep their profits flowing.

In the capital, Varent-har, the Cathedrum Mirabilis was no longer a shining beacon of faith. Once-gilded battlements were riven with iron spikes, and upon each was impaled the mutilated body of a Ministorum Priest. Enormous octahedral sigils proclaimed the holy site now as a fane for the Chaos Gods, and impious graffiti labelled the Emperor a false idol. This abominable sacrilege drew the majority of Canoness Moirelle's forces. Swift phalanxes of Rhinos and Immolators tore along Varent-har's rubble-strewn streets, disgorging squads of Battle Sisters that speared straight for the cathedrum. Choral barrages of explosive missiles

from the Canoness' second wave tore open the rude barricades and defensive lines the cultists had erected. Mutated spawn and godless cultists whose bodies were given over to daemonic possession poured out of the cathedrum's adjoining chapel bastions. Most were held at bay by ferocious firepower, brought down with volleys of explosive bolts and sheets of flamer before they reached the Sisters' lines. Yet several rampaging monstrosities breached the cordon, wreaking carnage amongst the Battle Sisters' ranks. Those Sisters who perished accepted their blessed martyrdom with serenity, continuing to fight to the end with screamed prayers on their lips rather than give ground. Their sacrifice gave their comrades time to redress their firing lines and purge the unclean monsters from their midsts.

Canoness Moirelle led a counter-attack that pierced the cultists' western flank, leading her warriors in shouted prayer towards the cathedrum's lower entrances. From the bowels of its crypts there suddenly arose an answering chorus. From the catacombs came Varentis II's Bishop-Praetor Inigo Ravellon, leading a starving but fierce-eyed civilian militia bearing bloodied, improvised weapons. Having continued their guerrilla war beneath the city for months, Ravellon had heard the battle psalms and swiftly brought war to the cultists' rear. Scores of the priest's militia were cut down in moments as the cultists turned upon them with wild fury, but the bishop's attack had achieved its purpose and split their attention. Between Moirelle's steadfast Battle Sisters and the suicidal militia of Ravellon, the remaining heretics defiling the cathedrum were torn apart.

Moirelle reconsecrated the Cathedrum Mirabilis, using it as her command headquarters to retake first Varent-har and, after three more weeks, the remaining city-states. The Heptarchy suffered at her hand once the world was retaken, for they had failed in their duty. The bodies of each of their dynasties lined the major transit ways of the city-states in stasis-sealed moments of agony. Purges continued for more than a year under the oversight of Bishop-Praetor Ravellon. By Ecclesiarchal decree, approved by the High Lords, he brought Varentia under the direct rule of the Ecclesiarchy, rededicating the capital planet, Varentis II, as a shrine world in the name of those who had fallen in its defence.





THE ORDERS MILITANT

The Adepta Sororitas is necessarily sprawling in size and structure. Their ranks comprise multiple Orders scattered across the galaxy, allowing them to combat threats to the faith wherever they arise. It is the holy duty of the Orders Militant to expurgate such dangers through vehement faith and the destructive power of their sacred weapons.

The Orders Militant are the most widely known Orders of the Adepta Sororitas, their members commonly known as the Sisters of Battle. Warriors all, each one dedicates themselves to achieving purity of spirit through martial perfection, and follows the most stringent training regimes and doctrines. The number of Sisters comprised by the Orders Militant pales in comparison to the sheer scale of soldiery wielded by the Astra Militarum, but the Adepta Sororitas boast a degree of elite martial prowess that is almost unmatched amongst the Imperial Guard.

The nominal and ceremonial headquarters of each Order lies within the fortified shrine complex of their parent Convent. Together known as the Great Convents, each one is a gargantuan physical edifice and represents the senior tier of the organisational hierarchy. The Convent Sanctorum lies on Ophelia VII, the oldest of the cardinal worlds, while the Convent Prioris was built within the Ecclesiarchal Palace upon Holy Terra. Beyond the Great Convents, each of the Orders Militant oversees a parish within the wider Imperium, throughout which their presence is established via fortified sanctuaries. The oldest of these parishes are ancient, and many cover immense areas of space. Yet Wars of Faith do not stop at a parish boundary while there are heretics still to burn and idolaters to root out. Most Orders spread the illumination of the God-Emperor to worlds far beyond their primary sanctuaries, establishing far-flung missions and subsidiary chapels to extend the influence of their Order and the Ecclesiarchy.



The weapons, war engines and exquisitely crafted battle gear of the Orders Militant are supplied to the Ecclesiarchy by the Tech-Priests of Mars. 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. Reaffirmed by each successive Ecclesiarch, the Writ Illuminat symbolises the communion between the Adepta Sororitas and the Tech-Priests of the Machine Cult, and by its sacred words do the Sisters know the adepts of Mars to be loyal servants of the God-Emperor – despite their unconventional devotions.

Every piece of wargear supplied to the Adepta Sororitas is first taken to either the Convent Prioris or the Convent Sanctorum. There they are blessed by choirs of novitiates in rites that can last for days, or even weeks. The Order's weapons, such as the Godwyn-De'az pattern bolter, are daubed in sacred oils and polished with cloths touched by saints. Every bolt and chainsword tooth is inscribed with verses from the Fede Imperialis – the Battle Hymn of the Adepta Sororitas – to ensure that its path is true. 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 of prayer. While the armour worn by Sisters of Battle forgoes those auxiliary systems that require a Space Marine's genetically enhanced physiology to function, it still provides the same indomitable degree of protection.

Faith in the God-Emperor is not an option, Colonel. Remind your soldiers of the duty and praise owed by all Mankind, or I will have my Sisters remind them for you.

THE BLADE OF FAITH

A Sister will typically make a pilgrimage to the Great Convent of her Order to have her wargear bestowed upon her, and through sacred rituals her soul is bound to her armaments. From that day forth, Sororitas and weapon operate as one to vanquish the enemies of the faith. This is not always a possibility – a Sister may need to rearm during an ongoing war, usually by using the weapon of a fallen comrade to continue fighting. But within each Order it is understood that to use another Sister's weapons is a great blessing, for it allows the fallen warrior to fight on, even though her soul has been taken up by the Emperor.

Specialty wargear destined to be wielded by a Canoness may be sprinkled with blood from the Font of Martyrs that stands within each Convent, before being placed amongst the crypts of fallen saints to lie in repose until it is taken up by its bearer. These are not the only artefacts of war to be revered as relics.

Among the holy arsenal of an Order Militant, Paragon Warsuits are regarded as sacred vestments with a noble will of their own. When war calls the Sisters, some of the Order's elite Celestians descend into the catacombs beneath their sanctuary. Here lie the mortal remains of saintly warriors. Among them, statuesque warsuits stand in individual reliquary chapels that hum with divine power feeds. Each warsuit is named, its deeds inscribed on stone tablets lining the chapel. Only the most worthy – in faith and in martial skill – are believed to be able to rouse the warrior spirit that pervades each suit. Kneeling in supplicant prayer before it, a Celestian asks for its divine power in the battle to come. Should she be deemed noble enough, the empty suit is said to raise its blade and lay it upon the warrior's shoulder in a miraculous blessing. Thus chosen, the Sister embarks within it, the ammunition feeders and fuel lines disengage and, as one, warrior and warsuit stride out to face down whatever heresy has dared show its face.

ORDER OF OUR MARTYRED LADY

THE GOD-EMPEROR'S FIERY SWORD

The fires of vengeance burn brightly in every Sister of the Order of Our Martyred Lady. They are the deliverers of the God-Emperor's holy justice, the dreaded instruments of his will to whom no sacrifice is too great, and to the clarion call of impassioned prayers they rain unrelenting destruction upon his enemies.

Of all the Orders Militant, there are none more numerous or more widely spread than the Order of Our Martyred Lady. Their name is known by the ruling elites and unwashed masses alike on countless worlds across the galaxy, evoking hope in the righteous and fear amongst the faithless. The Order is renowned for its unrelenting pursuit of those who defy the Emperor by doing harm to his Imperium and its citizens. Xenos marauders, Chaos armies and heretical cults are met with burning fury by the Sisters of Our Martyred Lady, who gather wherever the enemy is found to scour them from existence.

The Order was one of the first four Orders Militant to be created in the wake of Ecclesiarchal reorganisation. Originally founded as the Order of the Fiery Heart, its Sisters were led by Saint Katherine. Her death during one of the Order's many Wars of Faith sent waves of anguish throughout the Adepta Sororitas. Channelling their grief, Katherine's own Order embarked upon an endless quest for retribution. In honour of their fallen Matriarch, they became the Order of Our Martyred Lady and have pursued vengeance against the enemies of their faith ever since.

Since the death of their Matriarch, the Order of Our Martyred Lady has developed a cult of martyrdom that is unparalleled amongst the Sisterhood. All Sororitas are taught that to die serving the Emperor is the purest fate his servants can hope for, but amongst the Sisters of Our Martyred Lady this ideal is expressed so fervently that it can appear as though they have a death wish. Isolated Battle Sisters stand bravely against onrushing hordes of foes, hymns of defiance and reports of boltguns rising to a simultaneous crescendo – and when the blades of the foe hack into the Sisters' flesh, they give their souls willingly up to the God-Emperor. Such noble deaths are met with shouts of praise from the slain Sisters' comrades, for it is by such unwavering loyalty and faith that the Emperor's gaze is drawn to the battlefield.



The Sisters of Our Martyred Lady employ tactics that see their formations spread like fire, advancing inexorably as they reduce all who stand before them to ash. Yet their approach to warfare is far from undisciplined. Katherine was a devoted student of military doctrine, and the Order of Our Martyred Lady has upheld her teachings. Its Sisters are able to switch from one strategy to another with frightening speed and efficacy.

The Order of Our Martyred Lady holds fortified sanctuaries on many Imperial worlds. Some of these sanctuaries operate in relative isolation, existing far beyond the established boundaries of the Order's parish, but the majority are located in the Segmentum Obscurus. The broad distribution of the Order's Preceptories has seen the Sisters of Our Martyred Lady engage in many of the Imperium's most gruelling war zones. On Armageddon, the Sisters defended the Sanctorum of Saint Katherine against the rampaging Ork hordes of the belligerent Warlord, Ghazghkull Thraka. Though fully half of their number was martyred, the sheer grit of the Sisters drew Orks from other battlefronts to join the siege. The Order also fought on Cadia during the Thirteenth Black Crusade of Abaddon the Despoiler, their faith and unflinching firepower making the Traitors pay in blood for every step they took.

Although the Great Rift now divides many of the Order's sanctuaries, the Sisters of Our Martyred Lady have not relented in their quest to avenge the Imperium's fallen heroes. They stand dauntless against the Chaos forces that pour from newly opened warp storms, and they march out to annihilate any foe that would prey upon Humanity's beleaguered defenders. The fire of their spirit is a sign of hope, that even in this time of horror, the Emperor has not abandoned his faithful servants.



JUNITH ERUITA

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 and immolating them without mercy.

As the pyres blaze higher, the Canoness Superior's voice rings out over their furious crackling, her every utterance as sharp and clear as the bells of Ophelia VII. No matter how outnumbered, how bloodied they may be, every true Imperial servant who hears her words feels the fires of faith kindle anew in their breast. They surge back into the fight with a prayer on their lips and righteous hatred in their eyes. This is Eruita's greatest gift from the Emperor, this undying flame of absolute belief that leaps to all those around her as though their souls were dry tinder and her words the blazing brand. In this inferno of faith have countless heretics, witches and aliens burned, and by its white heat have manifold Imperial victories been forged.

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 clearly 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 lynchpin 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 personal 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 forces of the 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 amongst 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 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, and has ridden to war in the blessed pulpit ever since as the true Blazing Heart of her Order.





ORDER OF THE VALOROUS HEART

THE BLESSED SCOURGE

Girded by their unshakable faith, the Order of the Valorous Heart perseveres through the most gruelling hardships to bring death to the Emperor's enemies. No amount of suffering is too great for them to bear, and all they endure is paid double to their foes.

In both their battle tactics and acts of worship, the Sisters of the Valorous Heart adhere to doctrines of stoicism and forbearance. Their practices stem from the teachings of their founder and Matriarch, Lucia, who amongst Dominica's companions was said to be a paragon of constancy. She was the level-headed counterpoint to Katherine's burning passion. When the Sisters of the Convent Sanctorum were split, Ecclesiarch Alexis XII wrote that Lucia's Order of the Valorous Heart was to be the immovable anvil to the Fiery Heart's crushing hammer. Yet from their inception the Valorous Heart were far from a purely defensive force. Led by their Matriarch, they aggressively sought worlds upon which the roots of heresy had grown deep, where witchcraft and profane mutation ran rampant, and then set themselves to the task of systematically expunging all traces of faithlessness. The Order willingly plunged itself into protracted battles amidst horrific conditions, laying siege to sorcerous cults on death worlds and storming xenos planets that were inimical to Human existence. Aside from being undeniably effective in grinding away the enemy, these tactics also served as a form of penance. In the oldest manuscript of Lucia's teachings, recorded during her first address to her Order, she explained that the Adepta Sororitas would for evermore carry the burden of atonement for the actions that she and the Daughters of the Emperor had taken in supporting the pretender Goge Vandire.

Lucia's martyrdom came at the hands of a recidivist sect. She was captured and tortured over long months, the heretics attempting to break her spirit and make her recant her faith in the Emperor. Lucia's eyes were gouged out, and she was forced to listen to the screams of a thousand innocents as they themselves were tortured to death. Unknown to her, a group of her own Sisters were amongst those killed in this way, but it is said that not one of them uttered a sound as they endured their torments, so as not to cause their Matriarch any more pain than she had already suffered. Lucia eventually died, and the recidivists claimed loudly that they had shattered her resolve. But over the following decade, the Order of the Valorous Heart tracked down and captured every last member of the sect, all of whom confessed to lying about the Matriarch's lapse of faith. What became of those heretics is not known outside the Order. What is known is that a contingent of Sisters Hospitaller from the Order of the Silent Vow has been seconded to the Valorous Heart ever since that time, and its Sisters have been putting their knowledge of life extension and pain enhancement to use deep beneath the sanctuary of Lucia's Reprisal.

The example set by Lucia in her life, as well as through her martyrdom, has led to the Order of the Valorous Heart employing methods of warfare that are unique among the Adepta Sororitas. At the outset of battle the Sisters pray to the Emperor and their Matriarch for the strength to endure the horrors to come. They then launch offensives to cut off their foe's supply routes and lines of retreat. With the enemy locked in place, the Order begins sabotaging any infrastructure in the area – water supplies are drained, fuel reserves destroyed and pipelines transporting noxious substances are vented into the atmosphere. On feral worlds, anything



that could provide the enemy with the least sustenance is incinerated. In short order, the battlefield is transformed into a harrowing desert, with a grinding war of attrition remaining as the only path to victory for either side.

Given the nightmarish conditions in which they choose to battle, it is no surprise that many Sisters of the Valorous Heart bear gruesome scars. The stigmata of torn flesh is seen as a badge of honour amongst the Order, for it is a reminder of the sufferings of Lucia. A Sister who loses an eye in battle is considered truly blessed, for it allows her to better understand the pain endured by her Matriarch, and to see more clearly the path of faith before her. Sisters of the Valorous Heart rarely accept numbing agents or pain-reducing stimms when their wounds are being tended to, even where surgery or amputation is required. To avoid the experience of pain in this way would be to deny the power of faith to overcome all suffering.

The bulk of the Order of the Valorous Heart's sanctuaries lie deep in the Ultima Segmentum, with the vast majority having been established during hard-fought wars against xenos and traitor forces. Sanctified fortresses stand amidst death world swamps, jagged mountain ranges and barren wastelands that were scoured of life millennia ago. Relief sculptures and stained armaglass panes within these sanctuaries depict Sororitas obliterating hordes of xenos and roasting foul heretics in cleansing flames. Many of these sanctuary planets were plunged into darkness when the Great Rift tore open, and were invaded by daemons or subjected to mass Drukhari raids. Yet the Order has not wavered in its faith. Though many of its Preceptories are cut off from the light of the Emperor, they believe he still sees their struggles. They refer to this time of great trial as the Hour of Abacination, for the Imperium Nihilus has been blinded, just as Lucia was. But like their Matriarch, the Order of the Valorous Heart have steeled themselves to endure whatever torments are thrust upon them.

ABSOLUTION THROUGH PAIN

The Order of the Valorous Heart are not alone in their tenets of penitence through the acceptance of suffering, though they are among the most zealous in their practice. Amongst the Orders Militant, the feared Sisters known as Dogmata rigorously enforce their Sisterhood's prescribed regulations, and ensure cast iron adherence to the most minute of sacred observances. Dogmata have the power to denounce a fellow Battle Sister as wanting for piety or for skill. They carry pain-shackles and torture implements as a reminder to their fellow Sisters of their role in detaining and punishing those who fall beneath their strict standards, consigning them to the ranks of the Sisters Repentia, or the dreaded Mortifiers.

Sisters Repentia comprise those members of the Adepta Sororitas found guilty of a host of sins, from minor infringements of esoteric commandments to wilful disobedience, or even simple failure in the face of overwhelming odds. Stripped of rank and armour, Repentia atone for their crimes in battle, carrying immense eviscerators to which the Sisters' flesh is bound with agonising barbs and seals of oath.

Sisters Repentia who abandon their redemptive quest and flee are guilty of a sin greater than all – save the unthinkable act of outright heresy. As punishment, they are wired into the mechanism of a Mortifier. These Engines of Penance leave the wayward Sister unable to move or scream; her sole mission now is one of enforced atonement. Tormented by neuro-agoniser arrays that amplify her self-loathing, and divorced from her Sisters' prayers by an enclosing baffle around her head, the unfortunate pilot's spiritual suffering fuels the Mortifier. They storm forward as terrifying shock troops, unleashing streams of holy fire and explosive bolts before crashing into the foe – their flails and saws reaping a bloody tally.

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.

Lift up your hearts to the Emperor even as death takes you. We are all granted the greatest gift – to die fighting in His service.

The Matriarch of the Order of the Bloody Rose is Saint Mina, who was as renowned for her dark, brooding nature as she was for her deadly skill in battle. What few records survived through the Reign of Blood suggest that she served as Alicia Dominica's champion, and that when Sebastian Thor's armies descended upon Terra she slew some of the mightiest invading warriors in hand-to-hand combat. One account – albeit riddled with inconsistencies – suggests that she duelled with the leader of the Custodians who entered the Ecclesiarchal Palace during the siege, and that the two fought to a standstill before words of an alliance were finally spoken. Whether true or not, the Sisters of the Bloody Rose revere Mina as the epitome of the martial virtues laid out by the Daughters of the Emperor, and dedicate themselves to emulating her violent prowess.

From their first War of Faith, the Sisters of the Bloody Rose made a name for themselves as brutal executioners. They were despatched to the Nephilim Sector to put down the Slaaneshi pain cults that had transformed many Imperial shrine worlds into planet-spanning torture chambers. Hospitallers of the Order of Serenity and Dialogi of the Order of the Quill followed in the wake of the Sororitas, where they were to tend to the bodies and souls of the faithful after the afflicted worlds had been liberated by the Bloody Rose. But when the non-militant Orders arrived in the war zone, they found only death. The Militant Sisters had moved from planet to planet, mercilessly butchering the cultists they encountered without stopping to free the pain cults' imprisoned victims. When the last of the Slaanesh-worshippers had been eradicated, the Canoness Superior of the Bloody Rose – who upon her death would become canonised as Saint Mari – penned the Thorn Treatise, using the blood of those Sisters who had fallen to record the teachings of this war. In the treatise, she outlined that the path of least evil lies always with the swift extirpation of those who oppose the faith, and therefore mercy in any form must come after the meting out of righteous anger.



From the moment a Sister joins the Bloody Rose, she is taught to foster and harness her most violent impulses so that they may be unleashed upon the enemies of the faith. Litanies of heretical deeds are intoned as novitiates engage in combat trials, the tales of spiritual traitors and vile apostates filling the trainees with hatred. Prayers that would be whispered in silence by other Orders are bellowed loudly within the Bloody Rose's sanctuaries. In place of contemplative meditation, the Sisters learn to light the fires of rage within themselves, even when they are not faced with provocation. Alongside such practices they also train to focus their anger, for they are taught that to allow oneself to be overtaken by apoplexy is as great a sin as indulging in notions of clemency. Through constant drilling they learn to unleash their inner hatred only when it is most effective, channelling it with the explosive force of a shot fired from a boltgun.

The Bloody Rose's precepts of anger have truly brutal results when unleashed upon the battlefield. The Sisters advance with disciplined manoeuvres, using weight of fire to gain advantage over a flank or employing cunning feints to draw their enemy into overcommitting. As soon as the foe is at close range, the Sisters charge, striking at the moment they crash into the enemy lines, and screaming wrathful praise as they give vent to their hatred. Gun stocks are swung with enough force to shatter helms and the



skulls within. Chainswords are driven messily through torsos, then wrenched out and thrust again before the spilt innards hit the ground. The power-armoured warriors deliver murderous kicks, punches and elbows that crack bones and burst organs. But in this flurry of carnage, each Sister attacks with practised precision, her rage only manifesting in the instant of impact before it is once more reigned in.

The Order of the Bloody Rose believes sheer martial ferocity to be a manifestation of the Emperor's will. They pray to be granted the skill, alacrity and outrage of their Matriarch in battle. Often, a Sister facing down a hulking Chaos champion or xenos monstrosity will glow with rage. Rivulets of energy gather around her into a crackling nimbus, her eyes become a deep red and tears of blood streak down her checks. She moves with lightning speed, dodging and parrying numerous deathblows from her hated foe before landing her own immaculate killing strike. Such miraculous transformations are met with cries of exaltation, for they know that Mina's soul is inhabiting the body of that blessed Sister.

Throughout the Imperium there are many worlds once held by heretics that the Order of the Bloody Rose have sanctified by the spilling of blood. Amongst these planets is Hydraphur, where Mina was martyred. It is said that the servants of Khorne attacked the Matriarch while she was alone in prayer. No other soul saw what transpired, but when Mina's body was discovered, it was surrounded by the brutalised corpses of her enemies. Armoured heads and limbs lay strewn amongst rubble, and gore flowed in rivers through cracks in the flagstones. The circumstances of her martyrdom are enshrined in the symbol of the Bloody Rose, which has a pair of crossed blades dripping with fresh blood.

Though the Order of the Bloody Rose has committed a significant contingent of its Sisters to war zones along the Great Rift, the majority of its forces are battling against incursions coming from the galactic south. They have met the tendrils of Hive Fleets Leviathan and Hydra on multiple fronts, where they have butchered the ravenous creatures and the Genestealer Cults that worship them. They have also fought a series of harrowing battles against the Thousand Sons Cult of Duplicity, combating the sorcerous machinations of the Tzeentch-worshippers with bolt, blade and faith.





ORDER OF THE EBON CHALICE

THE PERFECTION OF SANCTITY

Obstinate in their traditions and indomitable in combat, the Sisters of the Ebon Chalice seek to perfect the martial disciplines of the Daughters of the Emperor, employing 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, slayer of the tyrant Vandire and chosen of the Emperor. Under her guidance, the Ebon Chalice quickly established itself as the exemplar against which all other Orders would be measured. Dominica herself served as the military and spiritual head of the Adepta Sororitas. The Sisters of the Order displayed devotional and martial discipline that was second to none, with their fortitude in battle matched only by the depth of their faith. In their training and on the field of war they cleaved unerringly to the doctrines laid out by the Daughters of the Emperor, with the only adaptations being those that incorporated the use of modern Imperial weaponry and armour. A desire to emulate the perfection of Dominica burned in the heart of every Sister of the Ebon Chalice. Dominica repeatedly showed herself to be the God-Emperor's most worthy champion, displaying her strength, constancy and tactical acumen across myriad war zones.

While other Orders battled the faithless in the distant reaches of the Imperium, the Sisters of the Ebon Chalice dedicated themselves to safeguarding the sanctity of Terra and the Segmentum Solar. Planet by planet, system by system, the Order expanded their parish, rooting out cults buried deep in the bowels of hive worlds and eradicating mutant conclaves that were infesting barren moons and isolated outposts. Shrine worlds that had long ago fallen to xenos invasions were besieged by waves of chanting warriors. Wherever the servants of Chaos were found they were met with damning oaths and cleansing flames. As they brought more territories under their care, the Sisters of the Ebon Chalice were able to expose scores of planetary governors and Astra Militarum officers whose practices did not conform to the exact letter of the Imperial Creed. Preachers and confessors were called upon to make examples of the unrighteous, and where such efforts to enforce true faith were met with resistance, the Sisters of the Ebon Chalice marched forth to purge the impure. No sinner was safe under the exacting gaze of Dominica's Order.



During these early Wars of Faith, Dominica carried the Grail of Ages with her to war – the goblet of black stone that was created to be the embodiment of the Matriarch's communion with the Emperor. Little is known about the Grail and the power it held. Few accounts exist of this relic's holy energy being unleashed on the battlefield, and the details they provide range between the miraculous and the heretical. Awed Ecclesiarchal scribes wrote that when Dominica poured out the vessel's contents, the God-Emperor's voice boomed, and with a single word shattered whole armies. Well-guarded records of the Astra Telepathica show instances in which every psyker on a planet spontaneously burst into flames when the Matriarch of the Ebon Chalice carried the Grail into battle. It is believed that there are tales of the Grail of Ages within the eldritch tomes of the Black Library, and possibly even in the writhing pages of the Book of Magnus. As for the Sisters of the Ebon Chalice, they do not speak of its powers, but have always professed that the relic symbolises their sacred duty and eternal burden – that they are the bearers of the secrets learnt by Dominica before the Golden Throne, and are the vessels of the God-Emperor's holy truth. This goes some way to explaining why the Order has ever sought to destroy any texts concerning the Grail, and have immolated their scribes as heretics.

After several centuries of faithful service to the Emperor and her Order, Alicia Dominica was martyred, falling in combat during the Scouring of Frideswide's World. Not since the passing of Sebastian Thor had the bell tower of the Ecclesiarchal Palace tolled so dolefully. Her martyrdom left a gaping void in the organisation of the Adepta Sororitas, for none amongst the ranks considered themselves worthy to follow in her hallowed footsteps. Eventually, Sister Palmiro – a Dialogus of the Order of the Holy Word – was chosen by her peers as the most suitable to take over from the fallen Matriarch and become Abbess of the Adepta Sororitas. Palmiro accepted, but not before solemnly expressing that she could never hope to equal her predecessor's faith, vision or fortitude. It was this humility that made Palmiro the obvious choice, for to serve the Sororitas, the Ecclesiarchy and the Emperor in Dominica's stead was regarded not as a mark of honour, but as the undertaking of a grave and thankless responsibility.

The Sisters of the Ebon Chalice have striven to embody Dominica's perfection in all that they do. While they have waged Wars of Faith across the galaxy, they remain a bulwark of faith in the Segmentum Solar, combating gross nonconformity with flame and blade. They view themselves as first amongst the Sororitas, the Order that all others must strive to emulate. On those rare and grave occasions where a group of Sisters has a lapse in their faith, it is the Ebon Chalice that is called upon to bring the judgement of the Emperor, the Ecclesiarch and Dominica down upon them.

Like all of Humanity, the Order of the Ebon Chalice has been faced with untold horrors since the Great Rift opened. Alongside their allies of old – the Adeptus Custodes, Space Marines and Adeptus Mechanicus – the spiritual descendants of Dominica fight to keep the unleashed forces of Chaos from overwhelming the Segmentum Solar. The Sisters have eradicated several warbands of Chaos Space Marines, most notably the Blades of the Despoiler – a Khornate host of the Black Legion whose path of slaughter was headed directly for Terra. Yet the Ebon Chalice has also taken heavy losses. Though the Schola Progenium proffers a constant stream of new recruits, only the most promising are accepted into the Order, and of those only a small percentage prove themselves in the gruelling initiation rites to become Battle Sisters. This has left the Sisters of the Ebon Chalice straining against the sheer weight of the heretical incursions – but they are far from broken. Each is an expert in the ancient forms of battle established by the Daughters of the Emperor, a warrior who has mastered both their weaponry and their faith. Those who prove themselves worthy enough to rise to the rank of Celestian or Zephyrim are amongst the most skilled veterans in the entire Adepta Sororitas. The most honoured of these Sisters are even entrusted with a portion of the hallowed truth learnt by their Matriarch in the chamber of the Golden Throne.

ROSARIUS

Dogmatic tradition and the cleaving to ancient lore are deeply ingrained within the Adeptus Ministorum. Ancient icons, the possessions of legendary saints, tomes of scripture and statues to which miracles are ascribed are carefully maintained, and their spiritual meaning rigidly espoused. Artefacts crafted in their image possess a sacred symbolism, even if the original is long since lost or destroyed. Among the most widely seen of these simulacra is the rosarius. A rosarius contains a conversion field generator that amplifies the spiritual will of the wearer into a physical shield of energy. Often in the form of an amulet, each is a treasured relic of Imperial technology, bestowed only upon those who have proven themselves to be possessed of a worthy soul. They are carried by ordained clergy of the Cult Imperialis, and there are rare examples of them being gifted to high-ranking laity whose devotion has been of great service to the Ecclesiarchy. They are also worn by the Chaplains of the Adeptus Astartes, to symbolise the uneasy peace between the Ministorum and the Space Marine Chapters. Amongst the Adepta Sororitas, a rosarius has further significance as a symbol of the pact made between the Daughters of the Emperor and Goge Vandire. It was by Vandire's rosarius that the Daughters were swayed 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

Like a silver bolt, the Sisters of the Argent Shroud strike at the Emperor's enemies. They are renowned for their speed in combat, and are often first into the fray, where their faith in their protector saint shines bright.

Suffer not the heretic – the coward swayed by lies. Suffer not the traitor – the murderer of oaths. Suffer not the mutant – the impure in flesh.

The Matriarch of the Argent Shroud is Silvana, first martyred and most mysterious of Dominica's bodyguard. Her service as head of the Order was brief. Shortly after Alicia Dominica had founded the Order of the Ebon Chalice, the remaining Sisters of the Convent Prioris were placed under Silvana's command, but Silvana was struck down before launching a single War of Faith. The most reliable records concur that a Death Cult Assassin poisoned her, although these accounts vary wildly in their speculations as to motive. Some suggest the murderer was an agent still loyal to Vandire's vision of the Ecclesiarchy, whereas others propose that the forces of the heretical Alpha Legion played a hand in the fell deed. The Sisters of the Argent Shroud hold that it was Dominica whom the assassin had attempted to slay, and Silvana had sacrificed herself in order to save the Emperor's chosen one. This is in keeping with her character, for on numerous occasions she had placed herself in harm's way to protect the least of her allies. The journal of Ecclesiarch Alexis XXII relates that while Silvana's body was laid in state within the Inner Sanctum of the Convent Prioris, after seven days it mysteriously vanished. Only a silver image of her bones was left, imprinted on her death shroud, and it is from this treasured relic that her Order received its name.

The Order of the Argent Shroud teaches that deeds have more power than words when it comes to purifying the spirit and purging the taint of corruption from the Imperium. This belief is derived from the example of Silvana, whose acts of bravery and faithfulness were well recorded during the Age of Apostasy, yet not a single word spoken by her is recorded in any surviving transcription from the time. Her Sisters emulate this by speaking very little and by entering long periods of complete silence whenever they engage in training. This limitation of speech does not preclude them from prayer or worship, and like the members of other Orders they still chant hymns of wrathful purgation as they march into battle. But the Sisters of the Argent Shroud believe that it is more righteous to provide their service to the God-Emperor than it is to ask for his holy favour.

They avoid formulating grand stratagems and rarely communicate intended tactics to their allies, to the ire of many Imperial generals. Simply put, the Order places its trust in the divine guidance of the Emperor more than in the carefully orchestrated plans of his fallible servants. The results achieved by the Argent Shroud soon put paid to any misgivings. Spearheads of silver-clad warriors race towards teeming xenos throngs, and invasion cathedrums hurtle onto worlds writhing with Chaos energy. With swift surges the Sororitas smash through the defensive formations of far larger armies, destroying monstrous artillery batteries stationed behind the front lines, and permanently silencing the demagoguery of heretical enemy commanders. Lightning-fast assaults are followed by rapid withdrawals, and as the foe reels in confusion, the Sisters of the Argent Shroud reform and strike again.

By committing themselves so boldly to these offensives, the warriors of the Argent Shroud often leave themselves cut off from support, surrounded and outgunned. But it is in such dire circumstances that their faith shines brightest. Filled with divine conviction, the Sororitas fight on against impossible odds, standing strong amidst the carnage as they drop their foes one by one, knowing that Silvana watches over them in battle. Those Sisters who fall often save their entire squad from annihilation with their dying action, throwing themselves into the line of fire just as their Matriarch would have done.

Due to their propensity for hit-and-run assaults, the Sisters of the Argent Shroud have some of the deadliest and most experienced shock troops of all the Adepta Sororitas. Many of the Order's Commanderies boast large contingents of Dominion Squads, who are deployed en masse to break through the defensive lines of unsuspecting enemies, or are sent in small numbers to infiltrate fortresses, macro-bunkers and command centres in hostile territory. 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.

A peculiarity amongst the Order of the Argent Shroud lies with how they treat



their dead. Where the members of other Orders cry out when a comrade is slain, reciting prayers to guide the fallen's soul to the Emperor and oaths of holy vengeance against the enemy, the Sisters of the Argent Shroud say not a word. Amongst their ranks, death is met with silence. Certain Ecclesiarchal scholars attribute this to a belief within the Order that martyrdom is a luxury, a reprieve from sacred duty that should only come when there are no more enemies left to slay. Yet the dead Sororitas are still handled with great care and solemnity after the fighting has finished. The martyrs are removed from the battlefield in sombre processions, their wounds cleaned and dressed, their armour repaired and polished, and they are laid to rest for seven days in the sanctuary in which they served. After that, the bodies are removed, though what becomes of them after this point is not known by anyone outside the Order.

The majority of the Argent Shroud's sanctuaries lie in the region of space that abuts the jagged mass of warp storms known as the Great Rift. During the Noctis Aeterna, when Chaos energies were blasted across the galaxy and the light of the holy Astronomican was temporarily extinguished, many of these sanctuary worlds were thought lost. Screaming maelstroms enveloped entire sub-parishes, while countless other worlds under the Order's watch were bathed in the warping glow of the Cicatrix Maledictum. In the harrowing years since, the Order has continued to fight against the marauding Chaos forces without showing any signs of diminishment. The Sororitas appear without warning in raging war zones along the breadth of the Great Rift, striking with crippling speed at their unprepared enemies. Multiple Preceptories that were thought lost have since been seen in battle, and though they say nothing of the fates of their sanctuary worlds, they fight with unmatched hatred against the servants of the Dark Gods.

'They came like droplets of liquid fire or silver rain, the setting sun's rays reflecting painfully from their armour. They didn't wait for the advance. Old Garrink screamed himself hoarse trying to find out where their orders had come from. Nothing.

Nothing was all that remained of the heretics' command post, too. There was no sign of the Emperor's angels, save the bloody corpses of their enemies.'

- Trooper Varius, 183rd Forenish Brigantines



ORDER OF THE SACRED ROSE

THE LIGHT OF BATTLE'S SERENITY

Wreathed in holy light and possessed of divine serenity, the Sisters of the Sacred Rose are the calm at the centre of a violent storm. Their hymns of hope and salvation are underscored in battle by the crack of bolts and the roar of burning promethium.

More so than any other Order, the Sacred Rose avow that they are not only devout servants of the God-Emperor – they are the conduits of his divine will. Through them is his glory made manifest in the galaxy, for their words and actions are guided by his infallible wisdom. The Order teaches that victory comes from faith and faith alone. If a warrior has enough faith, she can command the stars to consume her enemies, and the Emperor will make it so. The Sisters act on this belief in every battle, war and crusade they wage, trusting that the triumphal slaughter of their foes has been preordained. Even when one of their number falls, 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 an inferno of faith that can never be extinguished.

These beliefs give the Sisters of the Sacred Rose an air of devout serenity that approaches that held by their Matriarch, Arabella. She was renowned for her calm nature in the face of horror, and was known among Alicia Dominica's guard as being the most even- tempered. It is widely told that Arabella was instrumental in the negotiations between Dominica and the Custodian who led the Matriarchs before the Golden Throne. Arabella subsequently earned the honorific of 'Liberator', for she sought to break the



shackles of fear and doubt that bound the faithful, and strove to free Humanity from the evils of the faithless. Though a formidable combatant, her true strength sprang from the abundance of miracles that are said to have happened in her presence. There are stories of heretics imploding into lumps of smouldering flesh as her gaze fell upon them, being crushed by the weight of their own wickedness, or having their eyes melt from their face as they beheld her glory.

Though Arabella was only canonised posthumously, she performed countless miracles during her lifetime. She travelled the Imperium serving as a commander and beacon of faith for many decades. The circumstances surrounding her martyrdom are not recorded in any Ecclesiarchal text, but in the 38th Millennium the Order of the Sacred Rose was founded in her name. Ecclesiarch Deacis VI formed the Order from the Sisters of the Convent Prioris, and from the outset the Sacred Rose proved themselves worthy of their Matriarch. Through their Wars of Faith they brought the light of the Emperor to regions long thought lost to the darkness – Imperial planets were freed from the yoke of heretical tyrants, cabals of xenos mystics were hunted down and butchered, and sanctuaries were established to serve as outposts of divinity in the most remote corners of the Imperium. The Sacred Rose forged a sizeable parish in the Ultima Segmentum, but like Arabella they brought their faith to bear across the galaxy.



When the Sisters of the Sacred Rose march to war, they do so in a state of holy grace. Scores of Sororitas advance in perfect tactical harmony, adapting fluidly to the shifting tides of battle. Squads unleash the firepower of the holy trinity with measured discipline. As they do so, they lift their voices, singing lilting hymns in praise of the Emperor. This symphony of choral worship and roaring weaponry quickly drowns out the screams of dying mutants and the wet tearing of heretical flesh. The Sisters press the attack wherever their enemy shows weakness, sending frag grenades sailing into gaps in formations and blasting the exposed flanks of artillery with superheated melta beams. Where the foe shows strength, the Sororitas stand firm, locking ranks against assaults and cutting down onrushing attackers with deliberate and devastating salvoes. Yet it is their seamless pairing of faith with physical prowess that makes them a truly indomitable force. Miraculous bursts of speed are factored into redeployment manoeuvres, whilst the spontaneous combustion of nearby foes is relied upon as much as any chainsword or bolt pistol. Assured of the Emperor's providence, the Sisters of the Sacred Rose maintain their ineffable serenity as they slaughter all before them.

The Order of the Sacred Rose are often accompanied to war by an inordinate number of Ecclesiarchal followers. Ministorum Priests and their fanatical conclaves flock to the Sororitas, eager to witness the miracles that will unfold. As such, even small missions are rarely short of soldiers. A core of Sororitas may be supported by many devotees of the Imperial Cult, their prayers and cries of penance intermingling with the battle hymn of the Sacred Rose. Canonesses of the Order welcome these faithful auxiliaries, and teach the Sisters in their charge that the Emperor has the power to act through the least of his servants. Arabella herself was known to gather the unwashed rabble to her banner in times of battle, and it is said that the power of her conviction transformed them into armies of indomitable warriors.

The Order's ability to draw others to their cause has been of crucial value since the Great Rift tore open. The occluding mass of warp storms has plunged hundreds of thousands of worlds into perpetual darkness. Astropathic lines of communication have been severed by the psychic upheaval. Billions of distress calls have been lost in the screaming void. Cut off from the light of the Astronomican, Navigators are unable to guide ships between distant stars, and so even those cries for help that are received can rarely be answered with action. The majority of the Sacred Rose's sanctuaries lie deep within the Imperium Nihilus, but few have succumbed to the nightmares unleashed across that half of the galaxy.

The Sisters of the Sacred Rose have remained a steadfast beacon of hope, and have fought the enemies of the faith with the same resoluteness of spirit that they have always possessed. Where many worlds were consumed by panic and fear, even before the servants of the Dark Gods fell upon them, those under the care of the Order have become bastions of defiance. Sororitas patrols execute anyone who expresses doubt in the security of the Imperium. At the same time, Astra Militarum regiments are commandeered by the Order, and soldiers showing the slightest hints of mutation are expunged. On each planet, the Sororitas lead defences against legions of daemons and Heretic Astartes. Yet it is not only their own worlds that they fight to protect. The Sisters of the Sacred Rose have miraculously appeared in multiple war zones across the Imperium Nihilus. Few question how the Sororitas were able to hear their calls for reinforcement, or how they managed to navigate amidst the darkness and horror. Those that do are told by the Sisters that Arabella always provides guidance, even when the Emperor's will is not clear.



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.





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 themselves 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 Ecclesiarch Dorrl III.





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 by the Sororitas. 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 a great number of flamers, believing that the gouts of fire signify the Emperor's holy word.





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 the Saint's excruciation as they unleash 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 confirmed to be 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.

ORDERS HOSPITALLER

With the exception of the Adeptus Astartes Chapters, the Orders Hospitaller provide surgeons, physicians and nurses to all arms of the Imperial military. Sisters of these Orders exhibit their faith by operating in gruelling battlefield conditions, sawing off and cauterising limbs that have been mangled by blasts of warp energy, and digging living munitions from the guts of screaming soldiers. They perform these acts with an air of solemnity and compassion, and are often regarded as holy figures by the combatants under their care – indeed, many Sisters Hospitaller have been canonised as Saints posthumously for their miraculous skills.



Sisters of the Orders Hospitaller can be found accompanying many branches of the Imperium's military. They are renowned for their skills both on and off the battlefield, and are often deployed to war zones where new and grotesque weapons are being brought to bear against Imperial warriors. The sanctuaries of the Orders Hospitaller contain massive libraries detailing the most esoteric tools of death that Mankind has encountered. These are accompanied by the extensive journals of Sisters who have spent their lives researching how best to ameliorate their devastating effects. Some Orders operate alongside the Ordo Sepulturum in studying weaponised plagues, be they biological, technological or daemonical in origin, whilst the most esoteric amongst them work to develop protections against psychic assaults. The Orders Hospitaller have even been known to work in close conjunction with the Orders Famulous, mapping bloodlines and genealogy in order to stem the spread of mutation, and combat the threat that aberrant evolution poses to Humanity.

Just as they study the effects of enemy weaponry on Human soldiers, so too do the Orders Hospitaller dedicate themselves to understanding the physiology of their enemies. Where previously unknown xenos species are encountered, the Sisters Hospitaller work tirelessly to find weak spots in their biology. Ecclesiarchal Confessors also rely on the expertise of these Sisters to preserve the lives of those who are being questioned for heresy. It is not uncommon for a Sister Hospitaller to reattach limbs or suture mortal wounds multiple times before a Confessor is able to extract the truth from a suspected heretic.

ORDERS DIALOGUS

The Sisters of the Orders Dialogus serve as scholars and advisors. They are

ORDERS FAMULOUS

The Orders Famulous form a network of chamberlains, advisers and diplomats, whose sacred duty is to guide the Imperium's noble families in working towards the ultimate good of Mankind. Sisters of these Orders play crucial roles in brokering trade agreements between obstinate planetary governors, forging alliances between powerful plutocratic families and arranging marriages to continue the lineages of the Emperor's most loyal and useful subjects. When a planet, system or sub-sector is faced with direct hostilities, the Sisters Famulous coordinate the efforts of those over whom they have oversight, ensuring that a noble household has everything they require to effectively fight and die for the Imperium.

Concomitant to their diplomatic duties, the Orders Famulous also provide the Ecclesiarchy with watchful eyes throughout the Imperium. A Sister Famulous' presence within the upper echelons of society allows her to closely observe the dealings of the most influential individuals, from appointed bureaucrats and strong-arm tyrants to Rogue Traders and Navis Nobilite dignitaries. Should the activities of these powerful people in any way go against the dictates of the Adeptus Ministorum, the Sister's reports to her superiors may result in stringent countermeasures. Confessors may be sent to extract admissions of heresy, and in extreme cases the Orders Militant are alerted to cases of widespread treachery. Families who have held lofty positions for generations have been eradicated in their entirety, their crypts incinerated and their names stricken from all records on the word of a Sister Famulous. Shepherding the nobility in this way is crucial to preserving the sanctity of the Imperium. Those who attempt to hide from the sight of the Orders Famulous are seen as opponents of the Imperial Creed.

In the course of their duties, Sisters Famulous often speak of how the Emperor manifests his will through his subjects, pointing to the miracles performed by the Imperium's many saints as evidence. Given that the Orders Famulous have access to the genealogical records of uncounted millions of Imperial citizens, and that they actively encourage diplomatic and familial unions between the most faithful members of Imperial society, it is unsurprising that their hand is often to be seen at work before, during and after a manifestation of the Emperor's Grace is recorded.

expert translators of texts both Human and xenos, holy and blasphemous, and spend years learning languages used in esoteric scripts. Much of their study is devoted to collating ancient scriptures that give accounts of the God-Emperor before his interment within the Golden Throne. Humans on many of the worlds rediscovered during the Great Crusade recorded the coming of the Emperor, as did those xenos species upon whom his fury rained. The Sisters Dialogus translate these accounts from their long- forgotten languages of origin into Imperial High Gothic, and through them reveal more of the Emperor's glory.

The Orders Dialogus are also frequently called upon for their unparalleled expertise in cryptography. Their ability to unlock obscure ciphers and find patterns across vast reams of communiqués ensures that the Adepta Sororitas – as well as the Ecclesiarchy at large – have access to intelligence on their enemies, both within the Imperium and beyond. Sisters Dialogus also provide many services for the Inquisition. They use their skills to interpret heretical meanings hidden in seemingly mundane speech and text, and thereby bring secretive traitors to justice.

In a war zone, Sisters Dialogus act as conduits through which Canonesses of Militant Orders can intone commands and prayers of defiance, ensuring that formations operating in isolation remain in communication with their spiritual leader. Large contingents from the Orders Dialogus also remain on a world after the enemy has been purged, assisting other Ecclesiarchal servants as they scour the planet for traces of heresy.



The most senior Sisters of the Orders Dialogus maintain the ancient texts held within the Vault of Origins. Only the highest-ranking members of the Ecclesiarchy are allowed access to this most holy archive, for it is rumoured that the heaviest of secrets regarding the events of the Age of Apostasy and Vandire's Reign of Blood are locked away within it.

OTHER NON-MILITANT ORDERS

There are many other types of Orders that provide ancillary services within the Adepta Sororitas, as well as for the Ecclesiarchy and the wider Imperium. In some cases, a single Order is tasked with a particularly focused duty and given their own designation, as is the case with the Order Fenestrus who maintain the illuminated armaglass panes of the Imperium's most holy shrines and cathedrums. Other types of 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 very edges of Human space, accompanying the Missionarius Galaxia to newly rediscovered Human worlds. They specialise in infiltrating the regressed and primitive societies that it is believed would oppose the arrival of the Imperium. Sisters Sabine set themselves up as prophets of the Emperor, preaching the Imperial Creed in secret or fomenting revolt against the religious leaders of a world. When the Missionarius Galaxia arrives and announces its presence to the world's peoples, the Sisters Sabine have already prophesied such an event, and they lead those natives sympathetic to the Imperial Creed in a sudden and deadly coup against their leaders. Through her work, a Sister Sabine is often cut off

Heresy exists in many forms. Do not think that it rears its head only within those who take up arms. Heresy is a word, a thought, an existence. Know them all.



from the Imperium for a great many years, perhaps only returning to Terra or Ophelia VII once in her lifetime.

Some types of non-militant Orders are unknown in one or the other Great Convent, or else their Sisters are located only in a specific region of the Imperium. The Orders Princeps lie only within the hierarchy of the Convent Sanctorum on Ophelia VII. Their scholarly Sisters, with augmented neural interfaces, are a common sight amongst the corridors of power of the Ecclesiarchy. A result of some of Sebastian Thor's far-reaching reforms, the Orders Princeps monitor the cardinals and their debates within the Holy Synod on Terra, and the Synod Ministra on Ophelia VII. They ensure that the relay and dissemination of Ecclesiastical law is carried out without deviation, acting as both guardians of its purity and well placed informants on its abuse. The Orders Tarentine, meanwhile, restrict their duties solely to the Tarentia Pillars, a region of dense gas little more than a sector across. The Sisters Tarentine divine the God-Emperor's will through the changing patterns in the gaseous medium, and their holy visions are reputed to be more accurate than a reading of the Imperial Tarot.

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 the forces of the Imperium 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. It was members of the Orders Pronatus who repaired the Chapter banner of the Lamenters after their involvement in the Badab War, and they have also restored many of the Cadian regimental standards that were recovered after the Thirteenth Black Crusade, cleansing every fibre in holy oils and recording the names of martyrs in golden thread.

The various Orders Pronatus include not only artisans and artificers of sacred relics. They are also entrusted with the security of some of the Ecclesiarchy's greatest holy objects, monitoring vault protocols and advising on their defence and preservation. In the case of the holiest relics – those whose presence on the battlefield is requested 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.

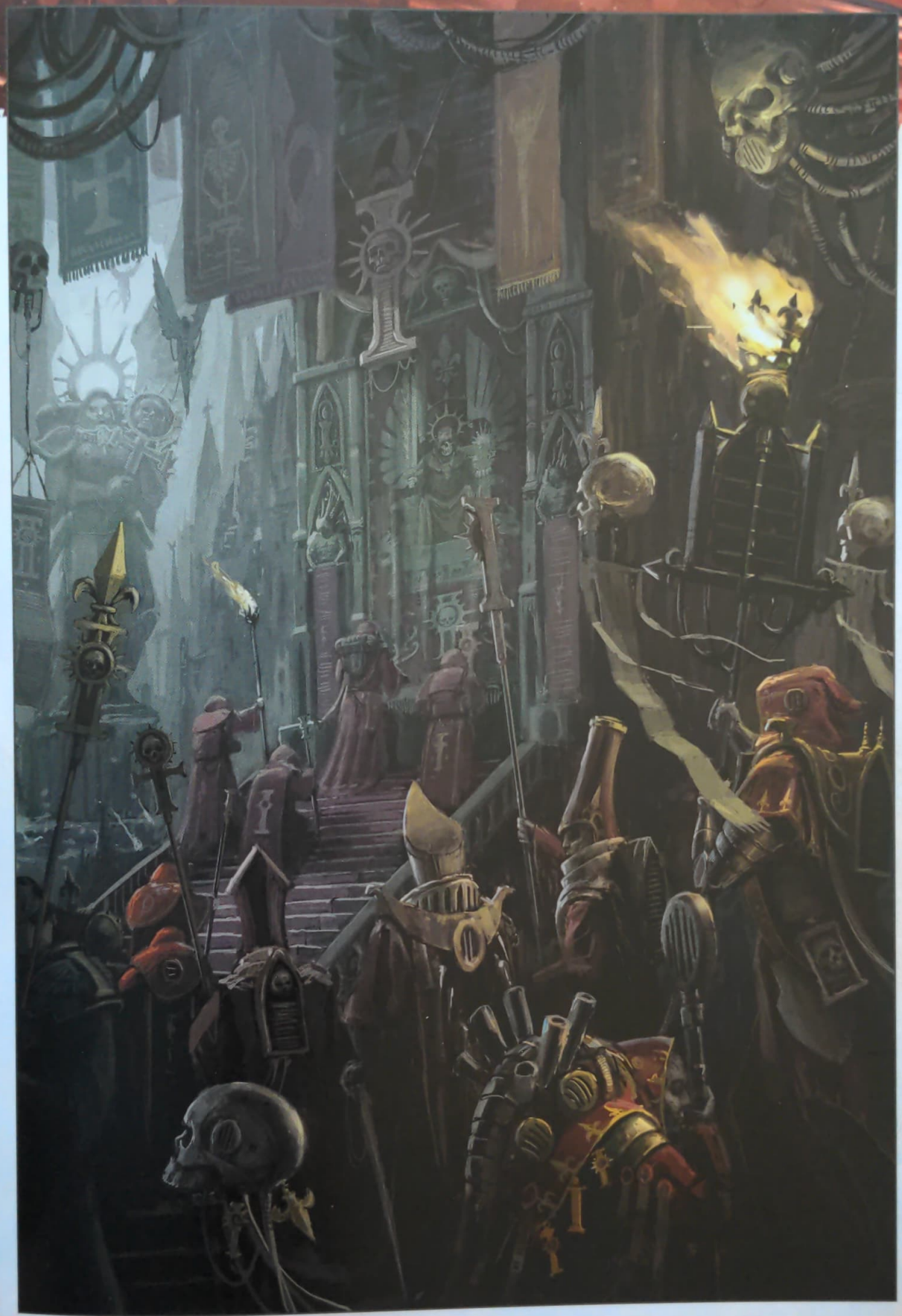
AESTRED THURGA, RELIQUANT AT ARMS

The position of Reliquant at Arms is typically reserved for a senior Pronatus of long-standing within their Order. They are as skilled in the tender ministrations required by ancient artefacts as they are in the merciless destruction of any who threaten them. They are inducted into the deeper mysteries of their Order's specialisms, learning the sacred substances, delicate skills, ritual prayers and obeisances required to ensure such objects retain their purity.

Aestred Thurga is dedicated to the protection of a single relic above all others, the Auto-Tapestry of the Emperor's Judgement. Since her appointment as Reliquant at Arms, she has not strayed more than an arm's length from the banner. The Auto-Tapestry was said to have appeared as a vision to the first Canoness of the Order of the August Vigil – the Order to which Aestred belongs. It remained only partially complete upon the Canoness' death, her successor taking up the threads after her. Five successive leaders of the Order lived and died before the vision was realised, and the standard completed.

None but Sister Aestred touch this relic. It is maintained and guarded by her alone. She trains in its shadow, she prays before it, and when her Order are called upon to grant the Auto-Tapestry's presence alongside a War of Faith, it is she who meditates at the banner's side before deciding whether to allow it. Aestred's meditations under the gaze of the God-Emperor's depiction have resulted in unique and inchoate insights, which have led her to bear the Auto-Tapestry to far-flung war zones without request. Beneath its imperious gaze, zealous Sisters of the Adepta Sororitas feel the God-Emperor's immortal benevolence, and strive ever harder against seemingly insurmountable odds to prove worthy of his continued protection.

Heroines have been made in the standard's presence. There are tales of individual Sisters fighting on, imbued with a divine strength, after losing an arm or having been blinded. To record their deeds, the Adeptus Ministorum despatch the Hagiolater, Agathae Dolan. Born into a noble family with ancient links to the priesthood, Agathae inscribes details of the heroic feats as a witness to the divine, simultaneously speaking them into a complex mechanism connected to blessed mnemo-wafers. She has followed Aestred onto some of the bloodiest battlefields and the two have formed a mutual respect, leavened by Agathae's gallows humour. The priest carries with her scrolls and tomes containing hagiographies of countless saints. In the acts she witnesses, Agathae believes she sees echoes of ancient deeds that need only be interpreted correctly to hear the God-Emperor's word.



VESTMENTS OF PURITY

Warriors of the Adepta Sororitas march to war in the traditional colours of their Orders. Their finely crafted armour is bedecked with the holy trappings of their faith and, alongside the sigils of their Order, their flowing robes are embroidered with the iconography of the Adepta Sororitas.

The Battle Sisters' sacred garb is honoured as an intrinsic element of their faith, as much a part of their rituals as holy icons. Such powerful wargear – as well as the prized weaponry the Sisters bear – is considered a gift from the God-Emperor to his chosen warriors, to be used in the defence of Mankind's soul. It is a mark of great penance and shame to fight against the Imperium's enemies divested of such protection. Sororitas power armour and Sabbat-pattern helms are blessed with holy oils and fastidiously maintained. The armour frequently bears the fleur-de-lys symbol of the Adepta Sororitas, as well as the stylised symbol representing the Adeptus Ministorum and the wings of the Imperial Aquila.

Alongside their more lethal equipment, each Sister carries a chaplet ecclesiasticus. This takes the form of a string of adamantine beads, upon which hangs one of the icons of the Ecclesiarchy. The beads represent acts of humble penitence undertaken by the bearer – in the case of long-serving Sisters, a single bead may represent ten, a hundred or even a thousand such acts. Many others symbols, relics and sacred artefacts adorn the Battle Sisters' wargear. Purity seals layered with oaths waft in the draughts of smoky incense. Text from revered hymnals is inscribed into the sculpted ceramite of armour, and upon the flanks of engines of war. Simulacra of long-dead saints, or even their mortal remains, are carried to war, the heroines' names emblazoned across vibrant banners. Such signs of devotion go hand in hand with the Sisters' exultant prayers upon the battlefield, their songs of praise rising above the din of war.



Battle Sister of the Order of Our Martyred Lady



Celestian of the Order of Our Martyred Lady



Through the remnants of the Templar Honorifica's east wing, Battle Sisters of the Order of Our Martyred Lady unleash divine salvoes of bolt fire into the execrable heretics of the Word Bearers Traitor Legion. Canoness Elveren's stern voice rings out with the names of each Sister who falls, stoking her warriors' hatred for their killers.



Celestian of the
Order of the Ebon Chalice



Sister Superior of the
Order of the Ebon Chalice



Celestian of the
Order of the Bloody Rose



Battle Sister of the
Order of the Bloody Rose



Battle Sister of the
Order of the Sacred Rose



Celestian of the
Order of the Sacred Rose



Battle Sister of the
Order of the Argent Shroud



Battle Sister of the
Order of the Valorous Heart



Few abominations evoke such loathing as the hideous warp-spawn of the Dark Gods. Upon the sulphurous landscape of Murgh Capella, crazed Penitent Engines and stimm-fuelled Arco-flagellants race ahead of bands of zealous Sisters Repentia, all of them eager to rend and lash at those who have defiled this shrine world.











Dialogus with Dialogus staff



Hospitaller with chirurgeon's tools









Mortifier with anchorite sarcophagus



Sister Repentia



Repentia Superior





Arco-flagellants

The Dialogus, Sister Thura, drowns out the sinful dirge broadcast by the Heretic Astartes with a bellicose sermon. Sister Yvaran, meanwhile, battles to cast out the sorcerous taint that has laid her fellow Sister low. Even the deafening explosions of bolt shells cannot sway the iron-willed Hospitaller from her sacred duty.



Those blessed to fight among the ranks of their Order's Zephyrim Squad experience a direct and persistent connection with the God-Emperor. Their fellow Sisters see them as holy prophets, speaking in unknown tongues and unleashing the divine strength of their rapturous state in furious strikes.



Upon Borvax V – a planet perilously close to the Great Rift – unspeakable daemons of mutation and ruin are hunted through the outpost's vaulted mining chambers. The quest to purge these sins made flesh is led by holy warriors piloting archaic Paragon Warsuits, and no amount of insane capering can evade their wrath.









Seraphim with bolt pistols



Seraphim Superior with plasma pistol and power sword



Seraphim with bolt pistols





Paragon Warsuit with Paragon war mace, heavy bolter and Paragon grenade launcher





Paragon Warsuit with Paragon war blade, multi-melta and storm bolters





Celestian Sacresant with hallowed mace



Celestian Sacresant with anointed halberd



Sacresant Superior of the Order of the Sacred Rose with spear of the faithful and inferno pistol



Simulacrum of the Argent Shroud





Petals of the Bloody Rose



The Triumph of Saint Katherine



Icon of the Valorous Heart



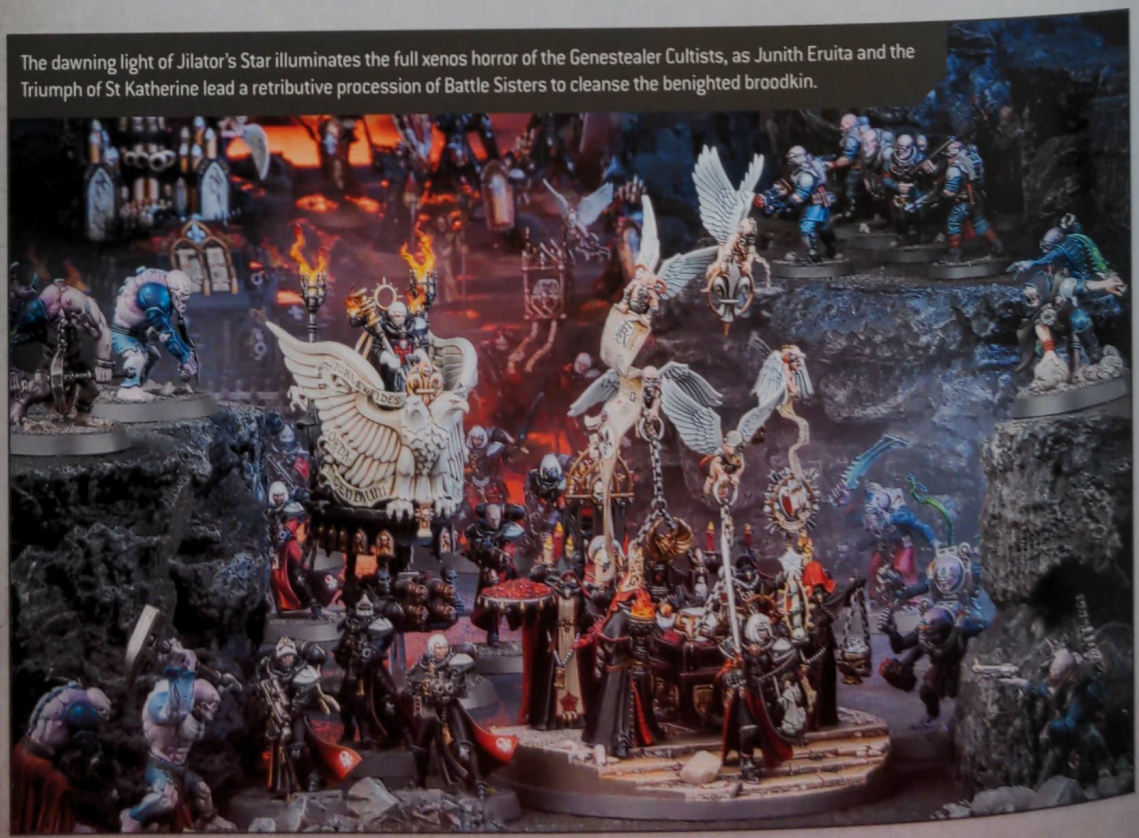
Simulacrum of the Ebon Chalice



Censer of the Sacred Rose

FILE: D316LL – ORDERS PRONATUS MOBILE RELIQUARY

The dawning light of Jilator's Star illuminates the full xenos horror of the Genestealer Cultists, as Junith Eruita and the Triumph of St Katherine lead a retributive procession of Battle Sisters to cleanse the benighted broodkin.



Morvenn Vahl, the Abbess Sanctorum, spearheads a mission of Our Martyred Lady in a punishing reclamation from the alien Aeldari. Beneath the gaze of the Abbess and the Auto-Tapestry of the Emperor's Judgement, the Sisters are inspired to miraculous feats of heroism.

















Dogmata with mace of the righteous



Agathae Dolan, the Hagiolater



Aestred Thurga, Reliquant at Arms







Castigator

An armoured column on the front lines at the shrine-city of Precipus assaults the Iyanden vanguard with a barrage of incendiary shells, promethium and deadly missiles. The impending victory is accompanied by a sensory overload of bellowing laud hailers that, together with the detonations, hammer the xenos into submission.





Immolator with heavy bolter and immolation flamers







THE RULES

Welcome to the rules section of *Codex: Adepta Sororitas*. On the following pages you will find all the rules content you need to bring every aspect of the Sisters of Battle to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games; maybe you want to forge your own tales of saintly heroism with narrative play; perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others – such as your army's Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there's content such as Hymns of Battle, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, the Adepta Sororitas are a unique faction in Warhammer 40,000, in that they are led by holy warriors whose faith is as much a weapon as a bolter or a chainsword. There are myriad rules within this section – such as the Orders Militant and Blessings of the Faithful – that provide you with an opportunity to further upgrade and customise your army into a righteous force worthy to smite the Emperor's foes. In addition to unique Agendas, Battle Traits and Crusade Relics that reflect the Adepta Sororitas' ideology and methods of war, you will find bespoke content for your Sisters of Battle Crusade force, including exciting Requisitions that can enable your units to embark upon a quest for penitence and, if successful, return as revered and pious warriors of their Order. Finally, one of your characters can undergo the Trials of a Living Saint, gaining Saint points from battle to battle until they accomplish one of their tasks, acquire new abilities and take one step closer to ascending to the title of either Living Saint or Holy Martyr.

'Remember His mission, to bring all the galaxy into His embrace. Remember His sacrifice, taking to the Golden Throne to save us all. Remember His strength, that lifted you to the Order. Remember His defiance and resolve, that which no enemy can overcome.'

- Celestian Superior Margrett Yozlin, Order of the Argent Shroud



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 57)
Units in Adepta Sororitas Detachments gain additional abilities to better reflect how Adepta Sororitas armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

THE ORDERS MILITANT (PG 57-65)
Adepta Sororitas Detachments in your army can be from one of the Orders Militant – either one of the six Orders Majoris, or one of the Orders Minoris. Units in Orders Majoris Detachments will have access to unique rules that reflect the way those Orders Militant fight on the battlefield, while units in Orders Minoris Detachments are able to create a fighting style that best suits their methods of waging war.

STRATAGEMS (PG 66-69)
Adepta Sororitas armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

ARMY RULES

BLESSINGS OF THE FAITHFUL (PG 70-71)
Certain models in your Sisters of Battle army can be upgraded to have a Blessing of the Faithful. In doing so, these holy warriors will gain new abilities, which can be further enhanced to perform miraculous feats through an act of faith.

WARLORD TRAITS (PG 72)
The Warlord of an Adepta Sororitas army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat preferences and command style on the battlefield.

HYMNS OF BATTLE (PG 73)
On the battlefield, the Priests of the Adeptus Ministorum can recite stirring hymns to inspire their faithful warriors with divine righteousness. The list of hymns that each Adeptus Ministorum Priest in your army can choose from can be found in this section.

RELICS (PG 74-75)
Adepta Sororitas characters can take powerful artefacts and magical weapons called Relics of the Ecclesiarchy into battle; these Relics and the rules they bestow are described in this section.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 77)
If you are playing a battle that instructs you to select secondary objectives, then you can choose from the Adepta Sororitas ones printed here. These represent tactical and strategic goals unique to the Sisters of Battle. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 78-89)
Adepta Sororitas have access to a host of additional rules that further enhance your Crusade experience. These include bespoke Battle Tactics, Agendas, Requisitions and Crusade Relics that reflect the rich background of the Adepta Sororitas. Amongst the rules presented in this section are the Trials of a Living Saint, where a devout Adepta Sororitas character must complete several miraculous deeds – undertaking their own personal divine mission – in order to either ascend to sainthood, or discover a glorious fate as a holy martyr.

DATASHEETS

DATASHEETS (PG 90-120)
This section is essential to all Adepta Sororitas players, regardless of preferred play style, containing as it does the datasheets for Adepta Sororitas units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 121-123)
This section provides wargear lists referenced in the wargear options of certain Adepta Sororitas datasheets, as well as profiles for all of the weapons Adepta Sororitas units can be equipped with.

POINTS

POINTS VALUES (PG 124-125)
If you are playing a game that uses points values, you can use the alphabetical lists in this section to determine the cost of each unit in your army. These will be reviewed annually.

RULES REFERENCE

GLOSSARY (PG 126-127)
In this section you will find a glossary of rules terms used in this Codex that is designed to aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 128)
Here you will find a handy bullet-pointed rules reference that summarises some common Adepta Sororitas rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Adepta Sororitas force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army or compete in a matched play mission.

Created from the contents of the Adepta Sororitas Combat Patrol boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

On the battlefield, the Battle Sisters are a solid and dependable Troops unit, equipped with powerful weaponry and strong armour. As part of a Battle-forged army, this unit will also gain the Objective Secured ability, as described on page 57, enabling them to hold on to objectives even when outnumbered by the foe.

When the Battle Sisters are bolstered by the Canoness' Lead the Righteous ability, they become a more deadly foe, their firepower scouring the enemy with even greater accuracy. The Canoness herself is a powerful and inspiring figure, able to heroically intervene against any heretics that threaten her warriors.

The Seraphim Squad make for a rapid response force that can deploy into the heart of battle where they are needed the most, either to secure lightly guarded objectives or to support slower-paced infantry forces. When fighting in the vicinity of your Canoness, these warriors will find their aim that much more deadly.

The Penitent Engine, Arco-flagellants and Sisters Repentia – led towards the enemy battle line by the Repentia Superior – are this Combat Patrol's close combat strength. There are few foes these warriors and war machines cannot tear through, though the Arco-flagellants and Sisters Repentia are vulnerable to enemy firepower. Transporting these units within the armoured hull of a Rhino should ensure they reach the enemy battle lines intact and ready to smite the foe in the Emperor's name.



DETACHMENT ABILITIES

An **ADEPTA SORORITAS** Detachment is one that only includes models with the **ADEPTA SORORITAS** keyword (excluding models with the **CULT IMPERIALIS**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).

- **ADEPTA SORORITAS** Detachments gain the Decree Passive ability.
- **ADEPTA SORORITAS** units (excluding **SANCTIFIED** and **OUTCASTS** units) in **ADEPTA SORORITAS** Detachments gain the Order Convictions ability.
- Troops units in **ADEPTA SORORITAS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

DECREE PASSIVE

The honour of leading the Adepta Sororitas falls to an officer of the Orders Militant, not to the Priests that accompany them.

You can include a maximum of one **CANONESS** model and one **MISSIONARY** model in this Detachment. You cannot include more **CULT IMPERIALIS PRIEST** units in this Detachment than there are **ADEPTA SORORITAS CHARACTER** units.

ORDER CONVICTIONS

Each Order Militant has its own fighting style, suited to the particular creed and combat philosophy of its battle sisters.

All **ADEPTA SORORITAS** units with this ability, and all the models in them, gain an Order conviction so long as every unit in their Detachment that is from an Order is from the same Order. The conviction gained depends upon which Order they are from, as shown on the following pages.

Example: *An Order of Our Martyred Lady unit with the Order Convictions ability gains The Blood of Martyrs conviction.*

If your Order does not have an associated Order conviction, you must instead select Order Minoris convictions for them, as described on pages 64-65; this allows you to customise the rules for your Order Minoris. In either case, write down all of your Detachments' Order convictions/Order Minoris convictions on your army roster.

THE ORDERS MILITANT

If your army is Battle-forged, **<ORDER>** units in **ADEPTA SORORITAS** Detachments gain access to the following Orders Militant rules, provided every model in that Detachment that is from an Order Militant is drawn from the same Order Militant. Such a Detachment is referred to as an Orders Militant Detachment.

ORDER CONVICTIONS

All **<ORDER>** units (excluding **SANCTIFIED** units) in an Orders Militant Detachment will gain an Order conviction, as described on pages 58-65. On these pages you will find the associated Order convictions associated with each Order Militant, as well as the list of Order Minoris convictions that you must use if your Order does not have an associated Order conviction.

WARLORD TRAITS

Each Order Militant has an associated Orders Militant Warlord Trait. If an **ADEPTA SORORITAS <ORDER> CHARACTER** models gains a Warlord Trait, they can have the relevant Orders Militant Warlord Trait instead of a Warlord Trait from page 72.

STRATAGEMS

Each Order Militant has an associated Orders Militant Stratagem. If your army includes an Orders Militant Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to the relevant Orders Militant Stratagem.

RELICS OF THE ECCLESIARCHY

Each Order Militant has an associated Orders Militant Relic of the Ecclesiarchy. If your army is led by a **SANCTIFIED WARLORD** or an **ADEPTA SORORITAS <ORDER> WARLORD**, you can, when mustering your army, give the relevant Orders Militant Relic to an **ADEPTA SORORITAS <ORDER> CHARACTER** model from your army instead of giving them a Relic of the Ecclesiarchy from pages 74-75. Named characters (such as Junith Eruita) cannot be given a Relic of the Ecclesiarchy.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of the Ecclesiarchy your models have on your army roster.

Example: *A Battle-forged army includes an* **ADEPTA SORORITAS** *Detachment in which every unit has the* **ORDER OF THE BLOODY ROSE** *keyword. All* **ORDER OF THE BLOODY ROSE** *units in that Detachment gain the Quick to Anger Order conviction, an* **ORDER OF THE BLOODY ROSE CHARACTER** *model in that Detachment that is given a Warlord Trait can instead be given the Blazing Ire trait. You have access to the Tear Them Down Stratagem and can spend CPs to use it, and if the army's* **WARLORD** *is selected from this Detachment and is from the Order of the Bloody Rose, then an* **ORDER OF THE BLOODY ROSE CHARACTER** *model from your army that could be given a Relic of the Ecclesiarchy can instead be given Beneficence.*

ORDERS



'Even if you are able to kill me, heretic, my soul shall then become like fire. I shall be taken up by the Emperor and shall blaze as one with His divine light. For evermore shall I guide the faithful, lending them my strength until you and your cursed kind are scoured from existence. If you are able to kill me.'

- Canoness Arleille, Order of Our Martyred Lady

ORDER OF OUR MARTYRED LADY

THE BLOOD OF MARTYRS

So dedicated are the Sisters of the Order of Our Martyred Lady that nothing can keep them from fulfilling their Emperor-given duty. When the battle is fiercest and the casualties highest, these holy warriors fight with renewed conviction and purpose, inspired by their desire to avenge the deaths of their fallen.

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

HONOUR THE MARTYRS — 1CP

Order of Our Martyred Lady – Epic Deed Stratagem

When a leader of the Order of Our Martyred Lady dies in battle, those who remain only become more determined.

Use this Stratagem at the end of a phase in which an **ORDER OF OUR MARTYRED LADY CHARACTER** model from your army was destroyed by an enemy unit (excluding models that were destroyed and subsequently returned to the battlefield that phase due to any rules, e.g. the Divine Intervention Stratagem, page 66). Until the end of the battle, each time an **ORDER OF OUR MARTYRED LADY** model makes an attack against that enemy unit, add 1 to that attack's wound roll.

WARLORD TRAIT: SHIELD BEARER

This leader believes in facing every threat at the head of her Order, leading from the front.

- Each time an attack is allocated to this **WARLORD**, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Each time you gain a Miracle dice (pg 91) at the end of a phase as a result of Vengeance, if this **WARLORD** destroyed any enemy units during that phase, that Miracle dice is automatically a 6.
- Each time you gain a Miracle dice (pg 91) at the end of a phase as a result of Sacrifice, or if this **WARLORD** was destroyed during that phase, that Miracle dice is automatically a 6.

RELIC: MARTYRS' VENGEANCE

Martyrs' Vengeance was the sidearm of selfless Celestian Superior, Saint Valpurgis. At the Defence of Ghem's Gate, Valpurgis strode calmly in front of her squad as an enemy war engine barrelled towards her. In the instant before impact, the Emperor's own light speared from her pistol, cleaving through the machine and detonating its stored ammunition.

ORDER OF OUR MARTYRED LADY model equipped with an inferno pistol only. This Relic replaces an inferno pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Martyrs' Vengeance	12"	Pistol 1	9	-4	D6+3

ORDER OF THE VALOROUS HEART

STOIC ENDURANCE

Like their patron saint, Lucia, those of the Order of the Valorous Heart are willing to bear any agony in the name of atonement. Such is their willingness to suffer for their cause that they can shrug off terrible wounds without breaking stride.

- Each time a model with this conviction would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.
- Each time an attack is allocated to a model with this conviction, if that Attack has an Armour Penetration characteristic of -1 or -2, the Armour Penetration characteristic of that attack is reduced by 1.

BLIND FAITH 1CP

Order of the Valorous Heart – Battle Tactic Stratagem

When the zeal of battle is upon them, the Sisters of the Valorous Heart will trust the Emperor to guide their aim.

Use this Stratagem in your Shooting phase, when an **ORDER OF THE VALOROUS HEART** unit from your army is selected to shoot, or in the Fight phase, when an **ORDER OF THE VALOROUS HEART** unit from your army is selected to fight. Until the end of that phase, each time a model in that unit makes an attack, you can ignore any or all hit roll, Ballistic Skill and Weapon Skill modifiers.

WARLORD TRAIT: IMPERVIOUS TO PAIN

Following the example of Saint Lucia, this leader will endure any suffering, fighting on long past the limits of mortal endurance.

- Each time this **WARLORD** performs an Act of Faith (pg 91), it regains 1 lost wound.
- Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

RELIC: CASKET OF PENANCE

Within this unadorned ebonite box lies a relic so suffused with the Emperor's divine spark that it radiates a ferocious aura. Its holiness is so powerful that it scarifies its guardians' flesh, yet one worthy enough to carry the casket into battle welcomes the chance to prove the strength of her faith and will. To the unbeliever who approaches too close, it is an incapacitating and sickening draining of the soul.

ORDER OF THE VALOROUS HEART model only. The bearer has the following ability: '**Casket of Penance (Aura):** While an enemy unit is within 3" of the bearer, subtract 1 from the Toughness characteristic of models in that enemy unit (if that unit has the **CHAOS** keyword, subtract 1 from its Strength characteristic as well).'



Sister Gervolde's lips cracked and bled. Her head pounded as the blazing light from the Tressis-qoraxda System's three suns beat down upon her. Gervolde could no longer sweat. She missed the sting of the salty liquid dripping into the ruptured blisters that covered her face from the sunburn. Pain was precious. It reminded her of Matriarch Lucia. It reminded her she was alive, and thus could serve.

Each of Gervolde's heavy steps plunged deep into the fine desert sands. Her Sisters marched with her, each one burned, bleeding and panting.

'Lucia scorns the triviality of this challenge,' rasped Dogmata Katrin, at the fore of the Sisters' advance alongside Canoness Augustah.

They had been marching for eleven days, enduring sandstorms that ripped their flesh, filled nooks in their armour with gravel and threw them down dunes that had taken hours to ascend.

Four more remain, thought Gervolde. Then we will turn back.

It had been a good training exercise thus far. Already the weakness in a dozen Sisters had been uncovered by the formidable and taxing conditions. They had collapsed or given up, for which Gervolde knew they would face the sweet correction of the lash before long.

ORDERS

ORDER OF THE BLOODY ROSE

QUICK TO ANGER

Once their battle fury is roused, none prosecute the wars of the Adeptus Ministorum with greater fervour than those warriors who belong to the Order of the Bloody Rose.

- Each time a unit with this conviction fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.
- Each time a model with this conviction makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, improve the Armour Penetration characteristic of that attack by 1.

TEAR THEM DOWN 1CP

Order of the Bloody Rose – Battle Tactic Stratagem

In the fury of battle, the Sisters of the Bloody Rose channel their rage into devastating blows with gun stocks, fists and blades.

Use this Stratagem in the Fight phase, when an **ORDER OF THE BLOODY ROSE** unit from your army is selected to fight. Until the end of that phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

WARLORD TRAIT: BLAZING IRE

This warrior was born for battle, and will allow nothing to stay her wrath.

- Add 1 to the Attacks characteristics of this **WARLORD**.
- This **WARLORD** is eligible to charge in a turn in which it Advanced.

RELIC: BENEFICENCE

This fearsomely savage chainsword is lauded amongst the Order of the Bloody Rose for its perfection of weight and the deepness of its pious bite. As the deep-red armour of its wielder plunges ferociously into dense knots of faithless idolaters, Beneficence sends arterial sprays across the battlefield with each cut of enemy flesh. Terrified mutants and witches fall before its blessing, as ground won for the Emperor is consecrated in viscera.

ORDER OF THE BLOODY ROSE model equipped with a chainsword only. This Relic replaces a chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Beneficence	Melee	Melee	+2	-2	1

Abilities: Each time the bearer fights, it makes 3 additional attacks with this weapon (if there are 6 or more enemy models within 3" of the bearer when it is selected to fight, it makes D3+3 additional attacks with this weapon instead).



The heretic's screams were louder than the roar of the flamer. Sister Herta did not release the trigger until the traitor dropped to the floor. Only his burning corpse lit the bunker.

The stench of cooking flesh blended with that of burning promethium. Herta breathed deeply. The smell never got old. The only sound that remained was the crackling of the fire and the popping of boiling fat.

This was the fourth bunker in the complex they had cleared of the traitorous 33rd Baklen Rifles. It was much like the others. Symbols of the Archenemy were scratched into the walls and Imperial symbols had been defaced.

Herta raised her flamer again, pointing it at what appeared to be some kind of shrine the heretics had established.

'Purge the Unclean,' she said, and pulled the trigger. Flames engulfed it all.

ORDER OF THE EBON CHALICE

DAUGHTERS OF THE EMPEROR

The Order of the Ebon Chalice is the oldest of the Orders Militant, and its warriors strive to be exemplars, both martial and spiritual, to the followers of the God-Emperor. Their purity and nobility of spirit can see them perform miraculous acts on the battlefield.

- If any units in your army have this conviction, when you are determining which sacred rites (pg 93) are active for your army after you have determined your mission, you cannot randomly select two sacred rites. Instead, after you have selected one sacred rite you must then select a second. Both of these sacred rites are active for units from your army with this conviction (only the first is active for other units from your army with the Sacred Rites ability).
- Each time a model or unit with this conviction performs an Act of Faith (pg 91), you can first discard 1 Miracle dice. If you do so, 1 Miracle dice you use in that Act of Faith is considered to be a 6 (irrespective of its actual value).

CLEANSING FLAMES 1CP

Order of the Ebon Chalice – Wargear Stratagem

When the Ebon Chalice go to war, they bring with them cleansing flames.

Use this Stratagem in your Shooting phase when an **ORDER OF THE EBON CHALICE** unit from your army is selected to shoot. Until the end of the phase:

- Add 4" to the range of all flame weapons (pg 121) that models in that unit are equipped with.
- Each time a model in that unit makes an attack with a flame weapon, on an unmodified wound roll of 4+, the target suffers 1 mortal wound in addition to any normal damage (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).

WARLORD TRAIT: TERRIBLE KNOWLEDGE

This leader is one of the few that has shared in the terrible knowledge imparted by the Matriarch of the Order after her communion with the Emperor.

- If this **WARLORD** is on the battlefield, the Miracle dice (pg 91) you gain at the start of the first battle round is automatically a 6.
- While this **WARLORD** is on the battlefield, each time you spend a Command point to use a Stratagem you can roll one D6: on a 5+, that Command point is refunded.

RELIC: ANNUNCIATION OF THE CREED

The traditionalists of the Order of the Ebon Chalice eagerly grasp any opportunity to apply the undeniable letter of the Imperial Creed. Upon the craven heretic who shirks his sentence, or the witch hiding behind her puppets, this weapon announces their deviancy in unavoidable utterances of destructive justice.

ORDER OF THE EBON CHALICE model equipped with a condemnor boltgun only. This Relic replaces a condemnor boltgun and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Annunciation of the Creed					
- Boltgun	24"	Rapid Fire 1	4	0	1
- Blessed stake	24"	Assault 1	4	-2	2

Abilities: Before selecting targets, select one or both of the profiles above to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll. Each time you select a target for this weapon, ignore the Look Out, Sir rule. Each time an attack with this weapon's blessed stake profile is allocated to a **PSYKER** model, that model's unit suffers 3 mortal wounds in addition to the normal damage.

'A grand triumph, they called it. Pah! Do you know how much promethium they wasted in the braziers alone? A frittering of time and materiel would be closer to the truth. Armies parading when they should have been marching to battle, cheering when they should have been screaming war cries, saluting civilians when they should have been gunning down foes. Canoness Invidia would have no part in it – we marched aboard our transports and departed for the front, where our true duty lay.'

- Sister Celestian Siânival Redemptus, Order of the Ebon Chalice



ORDERS



In silence, Seraphim Heleth took her running steps along the shuddering gantry, and in silence she launched herself into the space beyond. In silence, too, did her sisters follow her lead, barring only the clang of their armoured boots against rusted iron. Foul smoke and vapour whirled about Heleth as she fell. She could see nothing of her destination, but she felt neither fear nor concern. The God-Emperor guided her steps. Sister Heleth had faith.

She counted as she fell through the refinery: four, three, two, one. At zero, sensing the ground rushing up to meet her, Heleth triggered the thrusters in her jump pack. The sudden jolt was tooth-rattling as the flaring rockets arrested her fall. Plumes of fire billowed below her and parted the noisome smoke, even as they haloed her in flame. Her sisters descended about her, faces hard, mouths set in grim lines as they levelled their pistols at the terrified heretics suddenly revealed below. The heathens looked up in terror as they saw doom unguessed at approaching from above. They cowered, pointed and raised autoguns. Some fired, and bullets whipped through the air to rebound from Heleth's armour. In return, she added more shells to her Sisters' fusillade. Slamming to the ground amidst bloody heretic corpses, she fired again and again. Still, through it all, she was silent.

ORDER OF THE ARGENT SHROUD

DEEDS, NOT WORDS

It is the strong belief of those within the Order of the Argent Shroud that one's conviction is best shown through bold action. Thus is battling the best way to prove their unquenchable faith, for there they may smite the Emperor's foes and demonstrate the depths of their devotion.

- Each time a unit with this conviction makes a Normal Move or Advances in your Movement phase, until the end of your Shooting phase, it counts as having Remained Stationary.
- Each time a unit with this conviction is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit's attacks.

FAITH IS OUR SHIELD — 1CP

Order of the Argent Shroud – Strategic Ploy Stratagem

The unwavering faith of the warriors of the Argent Shroud allows them to fight on through the most terrible wounds and psychic onslaughts.

Use this Stratagem in any phase, when an **ORDER OF THE ARGENT SHROUD** model from your army would lose a wound as a result of a mortal wound. Until the end of that phase, each time that model, or any other model in its unit, would lose a wound as a result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

WARLORD TRAIT: SELFLESS HEROISM

Rather than allow harm to come to her followers, this leader will bravely take the fight to any foe.

- This **WARLORD** is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this **WARLORD** makes a Heroic Intervention move, it can move up to 6". All other rules for Heroic Interventions still apply.
- At the start of the Fight phase, if this **WARLORD** is within Engagement Range of any enemy units, it can fight first that phase.

RELIC: QUICKSILVER VEIL

Shifting in and out of vision as it catches the fires of battle and the haloes of unearthly light surrounding the faithful, this gossamer-thin nanofibre dazzles the eyes of heretics and baffles the targeting matrices of xenos. As the wearer moves as swift as a silver dart to the enemy's heart, shots fire wide and blade thrusts miss their mark.

ORDER OF THE ARGENT SHROUD model only.

- Add 3" to the bearer's Move characteristic.
- Each time an attack is made against the bearer, subtract 1 from that attack's hit roll.

ORDER OF THE SACRED ROSE

DEVOUT SERENITY

The Sisters of the Order of the Sacred Rose are renowned for their calm and implacable resolve in battle. Even in the face of overwhelming odds, the heirs of Saint Arabella stand unyielding.

- Each time a Combat Attrition test is taken for a unit with this conviction, it is automatically passed.
- Each time you use a Miracle dice when a model or unit with this conviction performs an Act of Faith (pg 91), roll one D6: on a 4+, you gain 1 Miracle dice.

THE EMPEROR'S JUDGEMENT 1CP

Order of the Sacred Rose – Battle Tactic Stratagem

None may escape the Emperor's gaze, and where he sees wickedness, there will the Sacred Rose punish.

Use this Stratagem in your Shooting phase when an **ORDER OF THE SACRED ROSE** unit from your army is selected to shoot. Until the end of the phase, each time an attack is made with a ranged weapon by a model in that unit, an unmodified hit roll of 6 scores 1 additional hit.

WARLORD TRAIT: LIGHT OF THE DIVINE

The Emperor's divinity shines from this leader. She strides through the battle with a beatific expression while smiting the Emperor's foes and expunging fear from the minds of her followers.

- Once per turn, when this **WARLORD** performs an Act of Faith (pg 91), 1 Miracle dice used in that Act of Faith is considered to be a 6 (irrespective of its actual value).
- This **WARLORD** has the following ability: '**Light of the Divine (Aura):** While a friendly **ORDER OF THE SACRED ROSE CORE** unit is within 6" of this **WARLORD**, if that **CORE** unit Falls Back then is still eligible to shoot this turn.'

RELIC: LIGHT OF SAINT AGNAETHA

Emanating from within a brazier inscribed with the deeds of Arabella, the Light of Saint Agnaetha is a blinding illumination against the shadows of the Great Rift. Laying bare the truth of evil, those who embody the foulness of the daemon are cowed. The touch of its actinic glare, when lifted high with serene grace, causes impure flesh to char and combust in a conflagration of holy fire.

ORDER OF THE SACRED ROSE model with a brazier of holy fire only. This Relic replaces a brazier of holy fire and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Light of Saint Agnaetha	12"	Assault D6	*	*	*

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target, and on an unmodified wound roll of 4+ (or 2+ if the target contains any **DAEMON** models), the target suffers 1 mortal wound and the attack sequence ends.



'Be the Agent of my blade-arm. Be the Power in my armour. Be the Spirit that guides my bolts into the flesh of the foe. Be the Fire in my heart. Be the Force that drives my blood through my veins. God-Emperor of Mankind, You who are all we truly have or need, move me, move through me, all in service of Your Divine, Perfect Will. By this may all Your enemies be undone, and Your name be glorified above all.'

- The ninth battle prayer of the Order of the Sacred Rose

ORDERS

MINORIS CONVICTIONS

If your chosen Order Militant does not have an associated Order conviction on pages 58-63, you must instead create their Order conviction by selecting Order Minoris convictions from the list here. Unless otherwise stated, your Order Militant has two Order Minoris convictions from the following list:

SHIELD OF AVERSION

The Sisters of this Order gird themselves with the strength of their faith. It is a shield of repulsion that rejects the hated artifice of their enemies and drives the Sororitas onwards with indomitable fortitude.

Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this conviction, that attack has an Armour Penetration characteristic of 0 instead.

HALLOWED 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 attack is made by a model with this conviction, if that model's unit is below its Starting Strength, add 1 to that attack's hit roll.

CONVICTION OF FAITH

The miracles of the God-Emperor are self-evident to those with the iron-hard conviction of true zealots. In the presence of this Order's warriors, his manifestations of divinity are myriad.

If every unit from your army that has an Order conviction has this conviction, each time you gain a Miracle dice (pg 91), if the value of that dice is a 1, you can re-roll that dice before adding it to your Miracle dice pool.

DEVOUT FANATICISM

The alien, the mutant and the heretic must be destroyed; face to face if necessary where their evil cannot hide and where the Sisters of Battle can ensure their blows eviscerate their faithless foes.

Each time a unit with this conviction fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

You cannot select this conviction if you have already selected the Holy Wrath conviction (see right).

GUIDED BY THE EMPEROR'S WILL

The God-Emperor is said to guide the hand of these Sororitas. The Sisters' unerring strikes ensure no heretic escapes their wrath, nor the divine punishment that such sinful existence deserves.

Each time a unit with this conviction is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit's attacks.

HOLY WRATH

The God-Emperor's faithful deliver his furious judgement in the press of melee. With flurries of fanatical blows, they smite the unbeliever and the heretic with a pure rage.

Each time a model with this conviction makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, improve that attack's Armour Penetration characteristic by 1.

You cannot select this conviction if you have already selected the Devout Fanaticism conviction (see left).

IN THE FOOTSTEPS OF SAINTS

Many minor Orders Militant cleave to the traditions and practices of one of the Orders Majoris. For some, this is due to their unbroken chain of recognised descent from them, while others extol the virtue of one particular Matriarch or saint.

You cannot select this Order Minoris conviction if you have selected any other Order Minoris conviction, and if you select this conviction you cannot select a second. Select one of the following Orders Militant: Order of Our Martyred Lady, Order of the Valorous Heart, Order of the Bloody Rose, Order of the Ebon Chalice, Order of the Argent Shroud, Order of the Sacred Rose.

- Use the Order convictions of the Order Militant you selected, as listed on pages 58-63.
- If a **CHARACTER** model with this conviction gains a Warlord Trait, they can have an Orders Militant Warlord Trait associated with the Order Militant you selected, instead of a Warlord Trait from page 72. If a **CHARACTER** has such a Warlord Trait, replace all instances of the Order Militant keyword on that Warlord Trait (e.g. **ORDER OF OUR MARTYRED LADY**), if any, with the name Order Militant that this **CHARACTER** is from.
- Unless the only units with this conviction are part of an Auxiliary Support, Super-heavy Auxiliary and/or Fortification Network Detachment, you will gain access to the Orders Militant Stratagems associated with the Order Militant you selected. When using such a Stratagem, replace all instances of the Order Militant keyword on that Stratagem (e.g. **ORDER OF OUR MARTYRED LADY**) with the Order Militant that the units with this conviction have.

PERFERVID BELIEF

Belief in the God-Emperor is the greatest strength of the Adepta Sororitas. The Sisters of this Order express the force of their belief in every vengeful shot, every excoriating strike and every shouted prayer.

Each time a model or unit with this conviction performs an Act of Faith (pg 91), you can first discard 1 Miracle dice. If you do so, 1 Miracle dice you use in that Act of Faith is considered to be a 6 (irrespective of its actual value).

PURIFYING RECITATIONS

Sorcery and the diabolical powers of witches are abominations before the God-Emperor. By invoking his name, these Sisters appear blessed with a measure of his eternal protection.

Each time a Deny the Witch test is taken for a unit with this conviction, add 3 to the result (this is not cumulative with any other rule that adds to the result of a Deny the Witch test, e.g. Pure of Will, page 72).

RAGING FERVOUR

These Sisters carry the fiery wrath of the Emperor into the darkest corners of his realm. His immortal anger is made manifest in their extraordinary skill with thermal weaponry.

Each time a model with his conviction makes an attack with a melta weapon (pg 121) the target of that attack is considered to be within half range for the purposes of that weapon's abilities if:

- That weapon has the Pistol or Assault type.
- That weapon has the Heavy type and the target unit is within 18" of the firing model.

You cannot select this conviction if you have already selected either the Rites of Fire (see below) or Unshakable Vengeance (see right) convictions.

RITES OF FIRE

With purifying flame did the great saints of legend purge the enemies of faith from the galaxy. This Order's sacred rites encapsulate the flame of illumination as a tool of cleansing.

Add 4" to the range of all flame weapons (pg 121) that models with this conviction are equipped with.

You cannot select this conviction if you have already selected either the Raging Fervour (see above) or Unshakable Vengeance (see right) convictions.

RIGHTEOUS SUFFERING

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.

Each time an attack is made against a unit with this conviction, an unmodified wound roll of 1-2 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

SLAYERS OF HERETICS

Wherever corrupt heretics and vile demagogues oppose the will of the Emperor and the Ecclesiarchy, this Order has vowed to tear out their silvered tongues and sever their poisonous influence.

Each time a model with this conviction makes an attack against a **CHARACTER** unit, add 1 to that attack's hit roll.

UNBRIDLED VALOUR

This Order's serenity under fire and in the face of overwhelming odds has turned seeming defeat into valorous last stands that bleed the enemy dry.

Each time a Combat Attrition test is taken for a unit with this conviction, add 1 to that Combat Attrition test.

UNSHAKABLE VENGEANCE

These Sisters' aim with the holy bolter is as unshakable as their faith. The sacred tools of war are gifted by the Emperor himself to deliver his vengeance upon those who turn their face from his light.

Each time a model with this conviction makes an attack with a bolt weapon (pg 121), you can ignore any or all hit roll and Ballistic Skill modifiers.

You cannot select this conviction if you have already selected either the Raging Fervour or Rites of Fire convictions (see left).

WITCH HUNTERS

Unsanctioned psykers, diabolists and sorcerers; all crave the caress of the Emperor's judgement that their tainted existence deserves. For so does this Order preach. Burn the witch!

Each time a model with this conviction makes a melee attack against a **PSYKER** unit, re-roll a hit roll of 1 (if the melee attack is made against a **PSYKER CHARACTER** unit, re-roll a hit roll of 1 and re-roll a wound roll of 1).

STRATAGEMS

If your army includes any **ADEPTA SORORITAS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

CLEANSED BY FIRE — 2CP

Adepta Sororitas – Battle Tactic Stratagem

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

Use this Stratagem in your Shooting phase, when an **ADEPTUS MINISTORUM** unit from your army is chosen to shoot with. Until the end of that phase, when a model in that unit shoots with a flame weapon (pg 121), do not roll to determine the number of attacks made with that weapon; instead, the maximum number of attacks are made with that weapon (e.g. 6 attacks are made with a Heavy D6 weapon).

EMBODIED PROPHECY — 2CP

Adepta Sororitas – Battle Tactic Stratagem

The Zephyrim are said to embody the God-Emperor's promise. Where they lead, victory must surely follow.

Use this Stratagem in your Fight phase. Select one **ZEPHYRIM SQUAD** unit from your army. Until the end of that phase, each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.

EXCEPTIONAL PROFICIENCY — 1CP

Adepta Sororitas – Battle Tactic Stratagem

Celestians are exemplary in their battlecraft.

Use this Stratagem in your Shooting phase, when a **CELESTIAN** unit from your army is selected to shoot, or in the Fight phase, when a **CELESTIAN** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

EXTREMIS TRIGGER WORD — 1CP

Adepta Sororitas – Battle Tactic Stratagem

Arco-flagellants are conditioned with sacred trigger words that release their cerebral inhibitors and unleash their killing rage.

Use this Stratagem in the Fight phase, when an **ARCO-FLAGELLANTS** unit from your army is selected to fight. Until the end of that phase, change the ability of all arco-flails models in that unit are equipped with to the following: 'Each time an attack is made with this weapon, make 3 hit rolls instead of 1.' At the end of the phase, roll one D6 for each model in that unit: for each 1, one model in that unit is destroyed.

SUFFER NOT THE WITCH — 1CP

Adepta Sororitas – Battle Tactic Stratagem

Those who would wield sorcery against the righteous often find themselves facing the full fury of the Ecclesiarchy.

Use this Stratagem in your Shooting phase, when an **ADEPTUS MINISTORUM** unit from your army is selected to shoot, or in the Fight phase, when an **ADEPTUS MINISTORUM** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack against a **PSYKER** unit, add 1 to that attack's hit roll (if the attack is made by an **ADEPTUS MINISTORUM CHARACTER** model, add 1 to that attack's hit roll and add 1 to that attack's wound roll).

DIVINE INTERVENTION — 2CP

Adepta Sororitas – Epic Deed Stratagem

Sometimes, a brush with death is so close that the only explanation seems to be divine intervention.

Use this Stratagem when an **ADEPTA SORORITAS CHARACTER** model (excluding named characters) from your army is destroyed, instead of using any rules that are triggered when a model is destroyed (e.g. Sacrifice, page 91, or the Chaplet of Sacrifice Relic, page 75). Discard 1-3 Miracle dice (pg 91). At the end of the phase, set that model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy models. The model is returned to play with a number of wounds remaining equal to the number of Miracle dice you discarded. You cannot use this Stratagem if you do not have any Miracle dice remaining. This Stratagem can only be used once per battle.

FIERY ORATORY — 1CP

Adepta Sororitas – Epic Deed Stratagem

The priests of the Adeptus Ministorum can use the power of their oratory to inspire their flocks.

Use this Stratagem at the start of any of your phases other than your Command phase. Select one **ADEPTUS MINISTORUM PRIEST** model from your army that has not intoned a hymn this turn. That model can intone one hymn that it knows that has not already been intoned by a friendly model this turn. That hymn is automatically inspiring (do not roll) and takes effect until the start of your next Command phase.

MARTYR'S IMMOLATION — 1CP

Adepta Sororitas – Epic Deed Stratagem

The inferno claims the martyr and heretic alike in cleansing flames.

Use this Stratagem in any phase, when an **IMMOLATOR** model from your army that is equipped with immolation flamers is destroyed. Do not roll to see if that model explodes: it does so automatically.

RITES OF RESTORATION 1CP

Adepta Sororitas – Epic Deed Stratagem

The ministrations of the Sisters of the Orders Hospitaller have seen many a warrior brought back from the brink of death to return to the fray.

Use this Stratagem at the end of your Movement phase. Select one **HOSPITALLER** unit from your army and then select one friendly **ADEPTUS MINISTORUM CORE INFANTRY** unit that is not at its Starting Strength and is within 3" of that **HOSPITALLER** unit. Up to D3 of the selected friendly unit's destroyed models are returned to its unit with their full wounds remaining.

MARTYRED 1CP

Adepta Sororitas – Epic Deed Stratagem

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

Use this Stratagem when you gain a Miracle dice (pg 91) due to Sacrifice (pg 90). You gain 1 additional Miracle dice (if the model that was destroyed was an **ADEPTA SORORITAS WARLORD** from your army, you instead gain D3+1 additional Miracle dice).

MOMENT OF GRACE 1CP

Adepta Sororitas – Epic Deed Stratagem

For a split second, it seems as though the world reshapes itself to the will of a single warrior.

Use this Stratagem after making a hit roll or wound roll for an attack made by an **ADEPTA SORORITAS** model from your army, or after making a saving throw for an **ADEPTA SORORITAS** model from your army. Discard 1-2 Miracle dice from your Miracle dice pool (pg 91). Add 1 to the result of the roll for each Miracle dice you discarded. You cannot use this Stratagem if you do not have any Miracle dice remaining.

SUFFERING AND SACRIFICE 1CP

Adepta Sororitas – Epic Deed Stratagem

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

Use this Stratagem in the Fight phase. Select one **ADEPTA SORORITAS WARLORD**, **SAINT POTENTIA** or **LIVING SAINT** unit from your army (excluding **VEHICLE** units): until the end of the phase, that unit is known as your Suffering unit. Until the end of the phase, each time an enemy unit is selected to fight, if a model in that enemy unit is within Engagement Range of your Suffering unit when your opponent is selecting targets for its attacks, those attacks can only target your Suffering unit.

OPEN THE RELIQUARIES 1CP

Adepta Sororitas – Requisition Stratagem

In the direst circumstances, even the most sacred of the Ministorum's holy artefacts are brought forth to aid the faithful.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **ADEPTUS MINISTORUM** keyword. Select one **ADEPTUS MINISTORUM CHARACTER** model from your army and give them one Relic of the Ecclesiarchy (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

A SACRED BURDEN 1CP

Adepta Sororitas – Requisition Stratagem

Those who exemplify the finest qualities of the Order will be entrusted to bear holy relics into battle, a blessing and a burden for the honoured warrior.

Use this Stratagem before the battle. Select one **ADEPTA SORORITAS** model (excluding **CHARACTER** models) in your army that has the word 'Superior' in their profile. That model can have one of the following Relics of the Ecclesiarchy (pg 74-75), even though they are not a **CHARACTER** model: Blessings of Sebastian Thor; The Ecclesiarch's Fury; Litanies of Faith; Redemption. Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

SAINT IN THE MAKING 1CP

Adepta Sororitas – Requisition Stratagem

This warrior stands pre-eminent in the Adeptus Ministorum as a shining example of everything a devout servant of the Emperor aspires to.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **ADEPTUS MINISTORUM** keyword. Select one **ADEPTUS MINISTORUM CHARACTER** model from your army (excluding named characters) and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

ANGELIC ASCENT 1CP

Adepta Sororitas – Strategic Ploy Stratagem

On wings of fire do the angelic warriors of the Orders Militant take to the skies to move to where the Emperor needs them.

Use this Stratagem at the start of your Movement phase. Select one **ADEPTA SORORITAS JUMP PACK** unit from your army. Remove this unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere that is more than 9"away from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed.

BATTLE RITES 1CP

Adepta Sororitas – Strategic Ploy Stratagem

The observance of battle rites and the chanting of blessed psalms stir the hearts of the faithful.

Use this Stratagem at the start of the battle round if your **WARLORD** has the **ADEPTA SORORITAS** keyword and is on the battlefield. Roll one D6 to randomly generate a sacred rite (pg 93) (roll again if the result is a sacred rite that is currently active for your army). Then, you can select one sacred rite that is currently active for your army and replace it with the result you just rolled (the replaced sacred rite is no longer active for your army and the sacred rite just rolled becomes active for your army). You can only use this Stratagem once.

DEADLY DESCENT 1CP

Adepta Sororitas – Strategic Ploy Stratagem

Seraphim arrive on the battlefield in a blaze of glory, spreading death from on high to scour the foe as they descend.

Use this Stratagem at the end of your Movement phase. Select one **SERAPHIM SQUAD** unit from your army that was set up as Reinforcements on the battlefield this turn. That unit can shoot as if it were your Shooting phase.

DEFENDERS OF THE FAITH 2CP

Adepta Sororitas – Strategic Ploy Stratagem

Defence of the Emperor's realm falls to the Battle Sisters. When it is under threat, they redouble their efforts, rousing their fellow warriors' spirits with volleys of holy fire and impassioned hymns.

Use this Stratagem at the end of your Movement phase. Select one **BATTLE SISTERS SQUAD** unit from your army that is within range of an objective marker on the battlefield. Until the start of your next Movement phase:

- Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks. For the purposes of this Stratagem, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 121) with the Rapid Fire type.
- Each time an attack is made against this unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

DESPERATE FOR REDEMPTION 2CP

Adepta Sororitas – Strategic Ploy Stratagem

Even the most grievous wound cannot stop a Sister Repentia in her quest to earn redemption in the eyes of the Emperor.

Use this Stratagem in the Fight phase when a **SISTERS REPENTIA** unit from your army is targeted by a melee attack. Until the end of the phase, each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks. After doing so, any other rules that affect this model 'when it is destroyed' are triggered (if any), and then the model is removed from play.

DEVASTATING REFRAIN 2CP

Adepta Sororitas – Strategic Ploy Stratagem

With a resounding flourish, missiles streak into the skies to bring glorious destruction to the enemies of the God-Emperor.

Use this Stratagem in your Shooting phase, when an **EXORCIST** model from your army is selected to shoot. Until the end of the phase, that model's Exorcist missile launcher or Exorcist conflagration rockets can target units that are not visible to the bearer.

HOLY RAGE 1CP/2CP

Adepta Sororitas – Strategic Ploy Stratagem

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

Use this Stratagem at the start of your Charge phase. Select one **ADEPTA SORORITAS CORE** unit from your army. Until the start of your next Command phase, that unit gains either the Zealot ability or the Fanatic ability, as shown below:

- **Zealot:** Each time a model in this unit makes a melee attack, if this unit made a charge move, was charged or performed a Heroic Intervention this turn, you can re-roll that attack's hit roll.
- **Fanatic:** This unit is eligible to declare a charge in a turn in which it Fell Back.

If that unit is within 6" of an **ADEPTUS MINISTORUM PRIEST** model when this Stratagem is used, this Stratagem costs 1CP; otherwise, it costs 2CP.

PURITY OF FAITH 1CP

Adepta Sororitas – Strategic Ploy Stratagem

The faith of the Adepta Sororitas steels their hearts and bodies against psychic assaults.

Use this Stratagem in your opponent's Psychic phase, after a Psychic test is passed for an enemy **PSYKER** unit and after any Deny the Witch attempt is made (if any). If that enemy **PSYKER** unit is within 24" of any **ADEPTA SORORITAS** units from your army, roll one D6: on a 4+, that psychic power is denied.

FAITH AND FURY 1CP

Adepta Sororitas – Strategic Ploy Stratagem

With the Emperor watching over them, the righteous zeal of the Sisters of Battle burns ever brighter, fuelling their attacks.

Use this Stratagem after an **ADEPTA SORORITAS** unit from your army has performed an Act of Faith (pg 91) for an attack's hit roll. You can reuse the same Miracle dice for that attack's wound roll (this does not count as having performed another Act of Faith).

FINAL REDEMPTION 1CP

Adepta Sororitas – Strategic Ploy Stratagem

Those bound to Engines of Redemption have only one hope of end to their torment, and they seek it out with unmatched zeal.

Use this Stratagem in the Fight phase, when an **ENGINE OF REDEMPTION** unit from your army is targeted by a melee attack. Until the end of the phase, each time a model in this unit is destroyed by a melee attack, roll one D6: on a 4+, after the attacking model's unit has finished making its attacks, it suffers D3 mortal wounds.

JUDGEMENT OF THE FAITHFUL 1CP

Adepta Sororitas – Strategic Ploy Stratagem

Even the most hopeless battle can be turned by a spark of divine inspiration.

Use this Stratagem in your Movement phase, when an **ADEPTA SORORITAS CORE** unit from your army Falls Back. That unit is still eligible to shoot this turn even though it Fell Back.

RIGHTEOUS IMPACT 1CP

Adepta Sororitas – Strategic Ploy Stratagem

The Ecclesiarchy's artefact engines crash into the foe with force.

Use this Stratagem in your Charge phase, when a **PARAGON WARSUITS** or **ENGINE OF REDEMPTION** unit from your army finishes a charge move. Select one enemy unit within Engagement Range of your unit and roll one D6 for each model in your unit that is within Engagement Range of that enemy unit. For each dice result that equals or exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound (for each unmodified roll of a 6, that enemy unit instead suffers D3 mortal wounds).

BLESSED BOLTS 1CP

Adepta Sororitas – Wargear Stratagem

Said to be imbued with the Emperor's divine vengeance, it takes an artificer a lifetime to produce just one of these blessed bolts.

Use this Stratagem in your Shooting phase, when an **ADEPTA SORORITAS** unit from your army is selected to shoot. Until the end of the phase, each time an attack is made with an artificer-crafted storm bolter by a model in that unit, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends (a maximum of 6 mortal wounds can be inflicted per phase via this Stratagem).

HOLY SMOKESCREEN 1CP

Adepta Sororitas – Wargear Stratagem

Deploying thrice-blessed canisters of incensed smoke, the war machines of the Sisters of Battle screen themselves from the enemy.

Use this Stratagem in your opponent's Shooting phase, when an **ADEPTA SORORITAS SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

HOLY TRINITY 1CP

Adepta Sororitas – Wargear Stratagem

With bolter, flamer and melta is the foe purged.

Use this Stratagem in your Shooting phase, when an **ADEPTA SORORITAS** unit from your army is selected to shoot. Select one eligible target for that unit that is within range of, and visible to, at least one model in that unit equipped with a bolt weapon, one model in that unit equipped with a flame weapon and one model in that unit equipped with a melta weapon. Until the end of the phase, models in that unit can only make attacks that target that enemy unit, but each time such an attack is made with a bolt weapon, a flame weapon or a melta weapon, add 1 to that attack's wound roll.

INVIOLATE SHIELDWALL 1CP

Adepta Sororitas – Wargear Stratagem

The faithful stand firm against the worst horrors of the galaxy. Hordes of mutants and heretics crash against their shield walls before being laid low with righteous fury.

Use this Stratagem at the start of the Fight phase. Select one **CELESTIAN SACRESANTS** or **CRUSADERS** unit from your army. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's wound roll.

THRICE-BLESSED HULL 1CP

Adepta Sororitas – Wargear Stratagem

The hallowed blessings and artefacts built into the hulls of Adepta Sororitas vehicles can cause the unholy to burst into flames.

Use this Stratagem at the start of your opponent's Psychic phase. Select one **HALLOWED** model from your army. Until the end of the phase, that model gains the following ability: '**Thrice-Blessed Hull (Aura):** While an enemy **PSYKER** unit is within 12" of this model, each time a psychic test is taken for that unit and that test is failed, that **PSYKER** unit suffers Perils of the Warp.'

BLESSINGS OF THE FAITHFUL

If your army is Battle-forged and includes any **ADEPTA SORORITAS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then when you are mustering your army, you can upgrade any **CANONESS** or **PALATINE** models in your army by giving them one Blessing of the Faithful, chosen from those presented here.

Each time you give a model a Blessing of the Faithful, its Power Rating is increased by the amount shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown on the same table. Make a note on your army roster each time you give a model a Blessing of the Faithful.

BLESSING OF THE FAITHFUL	POWER	POINTS
Word of the Emperor	+2	+40
Rapturous Blows	+1	+25
Blinding Radiance	+2	+30
The Emperor's Grace	+1	+20
Righteous Judgement	+1	+25
Divine Deliverance	+1	+15

Named characters cannot be given Blessings of the Faithful. Each model can only have one Blessing of the Faithful. An army (or a Crusade force) cannot include the same Blessing of the Faithful more than once. A Crusade force cannot start with any models having Blessings of the Faithful – to include one in a Crusade force, you must use the Saintly Benedictions Requisition (pg 85).

Each Blessing of the Faithful has two associated abilities. The first is an ability that the model with this Blessing of the Faithful gains. The second is a Miraculous ability (see below).

To use a Blessing of the Faithful's Miraculous ability you must, in your Command phase, first discard 1 Miracle dice (pg 91). That ability is then activated and lasts until the start of your next Command phase. Each Miraculous ability can only be activated once per battle and you cannot activate more than one Miraculous ability per battle round. Miraculous abilities affect enemy models or units within Miracle range – this is determined by the value of the Miracle dice that was discarded, as shown in the table below. Note, that while similar in many regards to Aura abilities, Miraculous abilities are not affected by abilities that affect Aura abilities, and vice versa.

VALUE OF DISCARDED MIRACLE DICE	MIRACLE RANGE
1	1"
2-5	3"
6	6"

The Blessings of the Faithful, associated abilities and Miraculous abilities are as follows:

WORD 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 Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.
- **Miraculous ability:** While an enemy unit is within Miracle range of this model, each time a model in a friendly **<ORDER> CORE** or **<ORDER> CHARACTER** unit makes a melee attack against that enemy unit, invulnerable saving throws cannot be made against that attack.

RAPTUROUS BLOWS

As the faithful strike, their foes burst into searing flames as if they have been touched by the Emperor's own hand.

- Add 1 to the Strength and Damage characteristics of all melee weapons this model is equipped with (excluding Relics).
- **Miraculous ability:** While a friendly **<ORDER> CORE** or **<ORDER> CHARACTER** unit is within Miracle range of this model, each time a model in that unit makes a melee attack, on an unmodified wound roll of 6, that attack inflicts one mortal wound in addition to the normal damage.

DIVINE DELIVERANCE

Enemy warlords tremble before the divine majesty of one blessed by the Emperor, and their minions quake before the booming onslaught of such a warrior's companions.

- At the start of your opponent's Command phase, select one enemy unit within 6" of this model and select one Aura ability that unit has. Roll 3D6: if the result is equal to or greater than that enemy unit's Leadership characteristic, then until the start of your opponent's next Command phase, that enemy unit loses that Aura ability.
- **Miraculous ability:** While a friendly **<ORDER> CORE** or **<ORDER> CHARACTER** model is within Miracle range of this model, each time that model makes a ranged attack, if that attack causes an enemy model to be destroyed, until the end of the turn, subtract 1 from that enemy unit's Leadership characteristic. A unit's Leadership characteristic cannot be reduced by more than 3 as a result of this Miraculous ability.

THE EMPEROR'S GRACE

Flesh that was burned and torn heals anew and blows that should have been fatal miraculously miss their mark.

- At the start of each of your Command phases, this model is healed and regains D3 lost wounds. Each model can only be healed once per turn.
- **Miraculous ability:** While a friendly **<ORDER> CORE** or **<ORDER> CHARACTER** unit is within Miracle range of this model, each time an attack is made against that unit, your opponent cannot re-roll the hit roll, cannot re-roll the wound roll and cannot re-roll the damage roll.

RIGHTEOUS JUDGEMENT

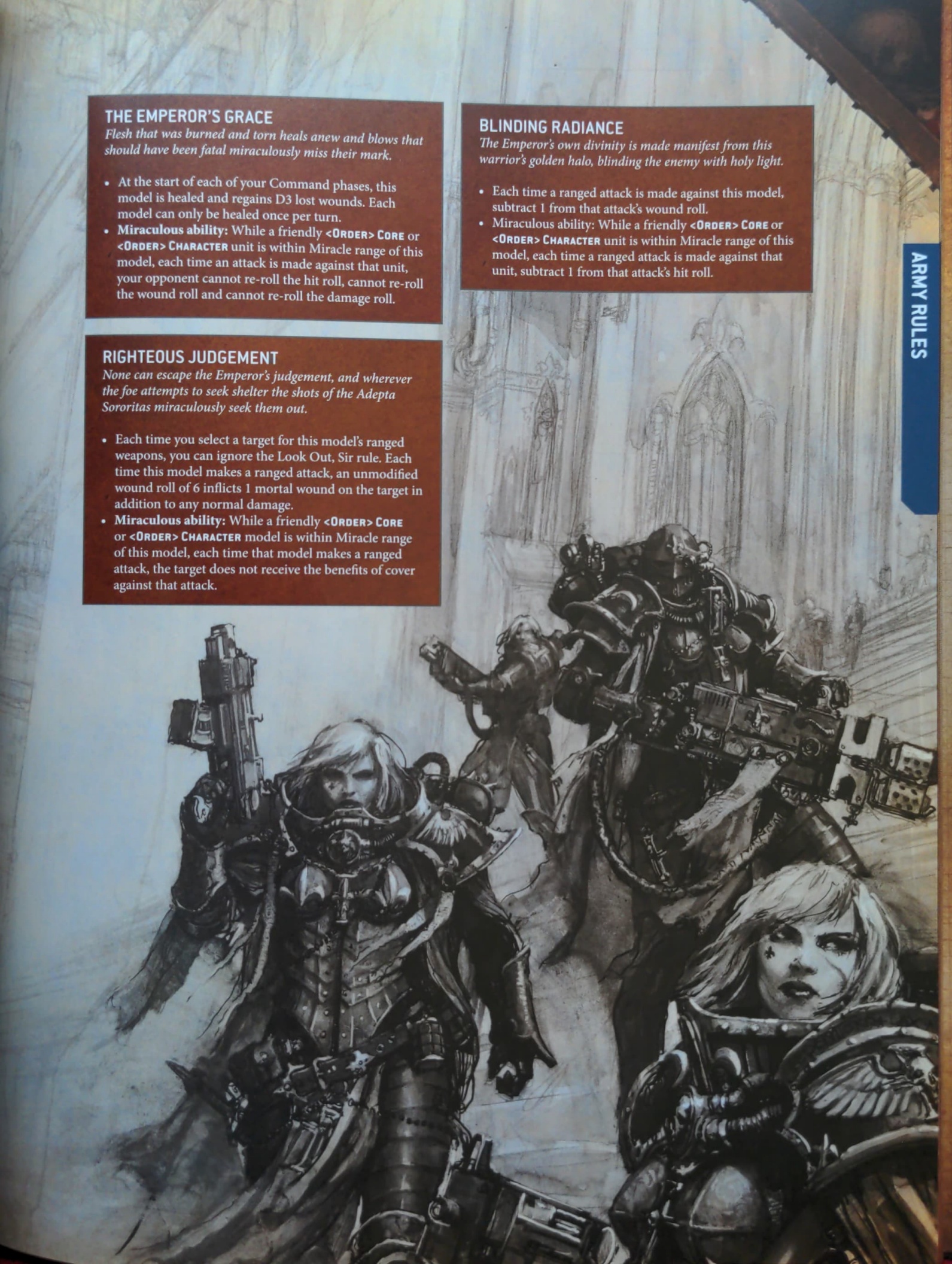
None can escape the Emperor's judgement, and wherever the foe attempts to seek shelter the shots of the Adepta Sororitas miraculously seek them out.

- Each time you select a target for this model's ranged weapons, you can ignore the Look Out, Sir rule. Each time this model makes a ranged attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
- **Miraculous ability:** While a friendly **<ORDER> CORE** or **<ORDER> CHARACTER** model is within Miracle range of this model, each time that model makes a ranged attack, the target does not receive the benefits of cover against that attack.

BLINDING RADIANCE

The Emperor's own divinity is made manifest from this warrior's golden halo, blinding the enemy with holy light.

- Each time a ranged attack is made against this model, subtract 1 from that attack's wound roll.
- Miraculous ability: While a friendly **<ORDER> CORE** or **<ORDER> CHARACTER** unit is within Miracle range of this model, each time a ranged attack is made against that unit, subtract 1 from that attack's hit roll.



WARLORD TRAITS

If an **ADEPTA SORORITAS CHARACTER** model is your **WARLORD**, you can use the Adepta Sororitas Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a **CULT IMPERIALIS PRIEST** model is your **WARLORD**, they can only have the Inspiring Orator, Righteous Rage or Executioner of Heretics Warlord Trait, or you can roll one D3 to randomly generate one of these Warlord Traits. When you have determined a Warlord Trait for an **ADEPTA SORORITAS CHARACTER** model, replace all instances of the **<ORDER>** keyword in their Warlord Trait (if any) with the name of the Order Militant that your model is drawn from. If your **WARLORD** has the **SANCTIFIED** keyword, replace all instances of the **<ORDER>** keyword on any Warlord Traits they have (if any) with **ADEPTA SORORITAS**.

1. INSPIRING ORATOR

Those who hear this leader's stirring words are inspired to great feats of bravery.

- Each time this **WARLORD** intones a hymn or uses an ability in your Command phase that specifies a range, you can add 3" to the range of that hymn or ability. This does not affect the Miracle range of any abilities (pg 70).
- This **WARLORD** has the following ability: '**Inspiring Orator (Aura):** While a friendly **<ORDER> CORE** unit is within 6" of this **WARLORD**, that unit ignores the Combat Attrition penalty for being below Half-strength.'

2. RIGHTEOUS RAGE

This servant of the divine can barely contain their desire to strike down the unfaithful.

Each time this **WARLORD** makes a melee attack, you can re-roll the hit roll and you can re-roll the wound roll.

3. EXECUTIONER OF HERETICS (AURA)

This leader hunts down the Ecclesiarchy's enemies and slays them without mercy.

While an enemy unit is within 6" of this **WARLORD**:

- Subtract 1 from the Leadership characteristic of models in that unit.
- Each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.

4. BEACON OF FAITH

This Adepta Sororitas leader is a shining beacon of faith, whose actions on the battlefield are nothing short of miraculous.

At the start of your Command phase, if this **WARLORD** is on the battlefield, you gain 1 Miracle dice (pg 91). This Miracle dice can only be used when your **WARLORD** performs an Act of Faith (pg 91) or uses a Miraculous ability (pg 70-71), and if not used by the start of your next Command phase, it is discarded. This Miracle dice can be used to perform an Act of Faith even if another unit from your army has already performed an Act of Faith this phase.

5. INDOMITABLE BELIEF (AURA)

This chosen champion has such strength of belief that their followers refuse to yield.

While a friendly **<ORDER> CORE INFANTRY** unit is within 6" of this **WARLORD**, the invulnerable save models in that unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).

6. PURE OF WILL

With a will of adamant, this devout servant's faith can turn aside even the most foul witchcraft.

- This **WARLORD** can attempt to deny one additional psychic power in your opponent's Psychic phase, as described in the Shield of Faith ability (pg 90).
- Add 3 to Deny the Witch tests taken for this **WARLORD**.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below (note that Agathae Dolan, Geminae Superia and Kyganil of the Bloody Tears can never have a Warlord Trait).

Named Character	Warlord Trait
Aestred Thurga	Beacon of Faith
Celestine	Indomitable Belief
Ephrael Stern	Executioner of Heretics
Junith Eruita	Inspiring Orator
Morvenn Vahl	Righteous Rage
Triumph of Saint Katherine	Pure of Will

Grant me thy benediction, holy Matriarch of the Order, chosen of the God-Emperor. Grant me thy wisdom, that I may discern the lie. Grant me thy serenity, that I not falter beneath the blades of my foe. Grant me thy strength, that I may smite them with holy fire.

HYMNS OF BATTLE

All **ADEPTUS MINISTORUM PRIESTS** know *War Hymn* (see below). In addition, before the battle, generate the additional hymns (if any) for **PRIEST** models from your army that know hymns from the Hymns of Battle using the table below. If the **PRIEST** model has the **ADEPTA SORORITAS** keyword, you can either roll one D6 to generate each hymn randomly (re-rolling duplicate results), or you can select which hymns the **PRIEST** model knows. If the **PRIEST** model has the **CULT IMPERIALIS** keyword, you can either roll one D3 to generate each hymn randomly (re-rolling duplicate results), or you can select one of the following hymns for that priest to know: Refrain of Blazing Piety, Chorus of Spiritual Fortitude, Psalm of Righteous Smiting.

WAR HYMN

Suffer not the enemies of Mankind to live. Smite them down with all your strength and fury.

If this hymn is inspiring, select one friendly **ADEPTUS MINISTORUM CORE**, **ADEPTUS MINISTORUM CHARACTER** or **ENGINE OF REDEMPTION** unit within 6" of this **PRIEST** model. Until the start of your next Command phase, add 1 to the attacks characteristic of models in that unit.

1. REFRAIN OF BLAZING PIETY

The fervent intonations that the God-Emperor will smite down his foes are believed so powerfully that these sacred words can cause heretics to combust.

If this hymn is inspiring, select one enemy unit that is within 12" of and visible to this **PRIEST** model. That unit suffers D3 mortal wounds (if that unit has the **CHAOS** keyword, it instead suffers 3 mortal wounds).

2. CHORUS OF SPIRITUAL FORTITUDE

The Emperor protects the faithful from the corruption that lurks in the darkness.

If this hymn is inspiring, select one friendly **ADEPTUS MINISTORUM CORE**, **ADEPTUS MINISTORUM CHARACTER** or **ENGINE OF REDEMPTION** unit within 6" of this **PRIEST** model.

- If that unit or its models are being affected by any psychic powers manifested by enemy models, the effects of those psychic powers on that unit and its models end.
- Until the start of your next Command phase, that unit and the models it contains are not affected by any psychic power manifested by enemy units.

3. PSALM OF RIGHTEOUS SMITING

Invoking the strength of the God-Emperor, divine power flows through the priest as they carve apart their enemies like the warrior-saints of legend.

If this hymn is inspiring:

- Add 1 to this **PRIEST** model's Strength and Attacks characteristics.
- Improve the Armour Penetration characteristic of melee weapons this **PRIEST** model is equipped with by 1 (excluding Relics).
- At the end of the Fight phase, if this **PRIEST** model is in Engagement Range of any enemy units, it can fight one additional time.

4. LITANY OF ENDURING FAITH

Faith is the shield of the righteous, and the passionate chants of the devout can reinforce the benediction of the God-Emperor.

If this hymn is inspiring, select one friendly **ADEPTA SORORITAS CORE** or **ADEPTA SORORITAS CHARACTER** unit within 6" of this **PRIEST** model. The invulnerable save models in that unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).

5. VERSE OF HOLY PIETY

Pray is stronger than any sword. As the sanctified words of the Order's holy tenets are roared across the battlefield, the devout are infused with the Emperor's blessings.

If this hymn is inspiring, select one friendly **ADEPTA SORORITAS CORE** or **ADEPTA SORORITAS CHARACTER** unit within 6" of this **PRIEST** model. Select one sacred rite (pg 93) that is not active for your army. That sacred rite is active for that unit in addition to any others that are active for your army.

6. CATECHISM OF REPUGNANCE

With the holy bolter we shall cleanse the mutant, the alien and the heretic. With the Emperor's gift do we deliver our hatred of the defiler.

If this hymn is inspiring, select one friendly **ADEPTA SORORITAS CORE** or **ADEPTA SORORITAS CHARACTER** unit within 6" of this **PRIEST** model. Each time a model in that unit makes a ranged attack with a bolt weapon (pg 121):

- An unmodified hit roll of 6 automatically wounds the target.
- If that attack targets a unit within half range, the Armour Penetration characteristic of that attack is improved by 1.

RELICS

If your army is led by an **ADEPTA SORORITAS WARLORD**, you can, when mustering your army, give one of the following Relics of the Ecclesiarchy to an **ADEPTUS MINISTORUM CHARACTER** model from your army. Named characters cannot be given any of the following Relics.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of the Ecclesiarchy your models have on your army roster.

BLADE OF SAINT ELLYNOR

This power sword is forged from thrice-blessed silver, quenched in the blood of a hundred martyred heroes. On one side the names and deeds of a thousand saints are inscribed on the molecular level, while the other side is etched with the entire Fede Imperialis. The blade glows with righteous power and has slain heretics, mutants and xenos beyond counting.

Model equipped with a blessed blade only. This Relic replaces a blessed blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of Saint Ellynor	Melee	Melee	+2	-3	3

BRAZIER OF ETERNAL FLAME

The Brazier of Eternal Flame burns above the faithful, its blazing light driving back the darkness and protecting the true servants of the Emperor from foul sorceries and unholy abominations.

Model with a brazier of holy fire only.

- Each time an enemy **DAEMON** model makes an attack against the bearer, subtract 1 from that attack's hit roll.
- The bearer gains the following ability: '**Eternal Flame (Aura):** While an enemy **PSYKER** unit is within 18" of the bearer, each time a Psychic test is taken for that unit that contains any double, that unit suffers Perils from the Warp.'

WRATH OF THE EMPEROR

The highly ornate bolt pistol known as the Wrath of the Emperor fires shells imbued with incendiary charges. Upon detonation, these immolate their unfortunate victims in a flash of holy flame. Senior Sisters who have been granted dispensation to unleash the Wrath of the Emperor upon the enemies of faith have testified that its shining flurries of vengeance have leapt gladly from the muzzle. The holy weapon yearns to stitch its fiery sermon through the blackest of hearts.

ADEPTA SORORITAS model equipped with a bolt pistol only. This Relic replaces a bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Wrath of the Emperor	18"	Pistol 4	5	-1	2

LITANIES OF FAITH

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

ADEPTA SORORITAS model only. Once per battle round, if the bearer is on the battlefield when you gain a Miracle dice (pg 91), you can re-roll that dice before adding it to your pool.

MANTLE OF OPHELIA

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

CANONESS model only. Each time an attack is allocated to the bearer, the Damage characteristic of that attack is changed to 1.

TRIPTYCH OF THE MACHARIAN CRUSADE

The Macharian Crusade reilluminated vast stretches of the Emperor's domain that had not seen his light in generations. The Lord Commander Solar was accompanied by thousands of members of the Missionarius Galaxia, each a devout proselytiser who was hardened to life on the fringes of Imperial space. This ancient triptych, the only one to survive the internecine warfare that followed the crusade, glorifies three Missionaries who together saved the souls of millions. Carried onto the most isolated and fire-swept of battlefields, the images of the Macharian Trinity embodied by the small adamantine-sheathed relic remind the bearer that faith alone can weather the most grievous of adversities.

SANCTIFIED or **CULT IMPERIALIS** model only.

- Add 1 to the bearer's Toughness characteristic.
- The bearer has a 4+ invulnerable save.
- Once per turn, the first time a saving throw is failed for the bearer, the Damage characteristic of that attack is changed to 0.

BOOK OF SAINT LUCIUS

This tome contains the complete writings of Saint Lucius of Agathea, the first Arch-confessor. Such was Saint Lucius' zeal and devotion that his book was penned with his own blood. Even now, centuries after his death, it is believed that a fraction of his essence still pervades the book's pages, and whoever holds the revered relic speaks with all the deceased Arch-confessor's holy authority.

Add 3" to the range of the bearer's aura abilities (to a maximum of 12").

IRON SURPLICE OF SAINT ISTAELA

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. Saint Istaela was the last surviving member of her Order, a minor Sisterhood whose very name has passed beyond recall. Scorched and dented, her armour was recovered still intact from the battlefield and may be granted to a Sister whose faith is held to be strong enough.

ADEPTA SORORITAS model only.

- Add 1 to the bearer's Wounds characteristic.
- Each time an attack is made against the bearer, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- The bearer has a Save characteristic of 2+.

THE ECCLESIARCH'S FURY

This enormous chainsword was gifted to the Convent Prioris at the commencement of the Argoyle Crusade. Placed before the Pulpit of Woe as Ecclesiarch Reprecht II delivered his sermon to formally announce the thirty-year conflict, it is said to have absorbed his fiery wrath and unwavering hatred of the heretics his crusade would utterly extinguish. Every tooth is inscribed with the names of martyred clergy and fallen Sisters, and those who bear this sanctified blade thirst for vengeance against those who strike down the faithful.

Model equipped with a chainsword only. This Relic replaces a chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Ecclesiarch's Fury	Melee	Melee	+2	-3	2

Abilities: Each time an attack is made with this weapon, subtract one from that attack's hit roll and add 1 to that attack's wound roll.

REDEMPTION

The sacred light of the Emperor is believed to emanate from this relic plasma pistol. The searing bolts it fires cleanse the unholy in body and spirit, their raging heat and illumination lancing through flesh and armour in a blazing instant. This holy sidearm was named Redemption after it slew the apostate Cardinal P'ra Tiberis, his rosarius failing to activate in a moment seen as the Emperor levelling his judgement.

ADEPTA SORORITAS model equipped with a plasma pistol only. This Relic replaces a plasma pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Redemption	12"	Pistol 1	8	-3	2

Abilities: Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest part of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.

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. Such individuals speak with the authority and inspiring rhetoric of the legendary Great Confessor himself.

PRIEST model only.

- The bearer knows one additional hymn from the Hymns of Battle (pg 73).
- In your Command phase, the bearer can intone one additional hymn that it knows that has not already been intoned by a friendly model that turn.

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, filling them with righteous might.

ADEPTA SORORITAS model only. Before you determine which sacred rite(s) are active for your army, select two sacred rites (pg 93). Until the end of the battle, these sacred rites are active for the bearer's unit instead of those that are active for the rest of your army.

SIMULACRUM SANCTORUM

The graven image atop this minutely detailed stave contains the bones of over a dozen martyred saints. The statue represents them all – their heroism bound together in service to the Emperor – and the Imagifier must know the legendary tales of each of them. To hear the deeds of so many glorious saints in the midst of battle fills the hearts of the Sororitas with renewed purpose.

IMAGIFIER model only. At the start of the battle, before the first turn begins, you must select two tales for the bearer to recount instead of just one. You cannot select a tale that another model from your army is already recounting unless all three tales are being recounted by models from your army.

CHAPLET OF SACRIFICE

This chaplet ecclesiasticus has been handed down through the Adepta Sororitas, each bead added having been made from the power armour of the previous owner, every one of whom died a martyred hero of the Orders Militant. Such a relic is a mighty burden, for it carries the righteousness of those who uphold everything the Adepta Sororitas stand for. It stirs the bearer to mighty deeds, and they will not yield easily while the Emperor's work remains unfinished.

ADEPTA SORORITAS model only.

- Once per battle, if the bearer is selected to use an Epic Deed Stratagem (excluding Divine Intervention, page 66), that Stratagem costs 0CP.
- Each time the bearer makes an attack, you can re-roll the hit roll.
- When the bearer is destroyed, do not remove that model from play. At the end of the phase, it can either shoot as if it were your Shooting phase, or fight as if it were the Fight phase. After resolving the destroyed model's attacks, it is then removed.



CHAPTER APPROVED RULES

If every model in your army (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** units) has the **ADEPTUS MINISTORUM** keyword, and your **WARLORD** has the **ADEPTA SORORITAS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **ADEPTA SORORITAS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

A LEAP OF FAITH

Progressive Objective

Faith alone can overturn the universe.

At the end of each turn, if 2 Acts of Faith (pg 91) were performed during that turn by **ADEPTA SORORITAS** units from your army, score 1 victory point if it is your turn, or 2 victory points if it is your opponent's turn. If 3 or more Acts of Faith were performed by **ADEPTA SORORITAS** units from your army during that turn, score 1 additional victory point. Note that Acts of Faith performed due to Cherub dice bestowed by incensor cherubs do not count towards this secondary objective. You can score no more than 12 victory points from this secondary objective during the mission.

SHADOW OPERATIONS

SACRED GROUNDS

Progressive Objective

Reclaim the Emperor's dominion and consecrate it once more.

If you select this objective, then **ADEPTA SORORITAS INFANTRY** and **CULT IMPERIALIS PRIEST** units from your army can attempt the following action:

Sacred Grounds (Action): One **ADEPTA SORORITAS INFANTRY** or **CULT IMPERIALIS PRIEST** unit from your army can start to perform this action at the end of your Movement phase if it is in range of an objective marker that has not already been consecrated by your army. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever comes first, provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been consecrated by your army, and until the end of the battle, that objective marker gains the Inspiring (**ADEPTUS MINISTORUM**) terrain trait (see the Warhammer 40,000 Core Book) as if it were a terrain feature (it is not considered a terrain feature for any other purposes).

Each time a unit from your army completes the Sacred Grounds action, if the objective marker that was consecrated by that action was wholly in your own deployment zone, score 1 victory point; otherwise, score 4 victory points.

PURGE THE ENEMY

SLAY THE HERETIC

Progressive Objective

The enemy oppose the will of the Emperor. Show them the error of their blasphemous ways with bolter, flamer and melta.

At the end of each of your Shooting phases, score 1 victory point for each of the following that applies:

- One or more enemy units were destroyed by an attack made with a bolt weapon (pg 121) by an **ADEPTUS MINISTORUM** unit from your army.
- One or more enemy units were destroyed by an attack made with a flame weapon (pg 121) by an **ADEPTUS MINISTORUM** unit from your army.
- One or more enemy units were destroyed by an attack made with a melta weapon (pg 121) by an **ADEPTUS MINISTORUM** unit from your army.

If all three of these apply at the end of your Shooting phase, then you score 1 additional victory point (for a maximum of 4 victory points).

BATTLEFIELD SUPREMACY

DEFEND THE SHRINE

Progressive and End Game Objective

The location of a small but sacred shrine has been identified. Defend this holy tribute lest it be desecrated by the enemy.

If you select this secondary objective, after both sides have finished deploying, your opponent must select one objective marker on the battlefield not within their own deployment zone to be the Sacred Shrine objective marker (if the only objective marker on the battlefield is in the enemy's deployment zone, then this must be the Sacred Shrine objective marker).

- At the end of your turn you score 3 victory points if you control the Sacred Shrine objective marker.
- At the end of the battle, you score 3 additional victory points if you control the Sacred Shrine objective marker.
- At the end of the battle, reduce the number of victory points you have earned from this secondary objective by 3 (to a minimum of 0) if your opponent controls the Sacred Shrine objective marker.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Sisters of Battle, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Adepta Sororitas units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

BATTLE TRAITS

ADEPTA SORORITAS units, and members of the priesthood that accompany them, can be given one of the Battle Traits presented on the page opposite as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed to **ADEPTUS MINISTORUM** units.

TRIALS OF A LIVING SAINT

On pages 80-83 you will find rules to elevate a heroine in your Crusade force to 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 units can attempt to achieve unique Agendas in Crusade battles, which can be found on page 84. These Agendas reflect the unique goals of Sisters of Battle armies on the battlefield and help to reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Adepta Sororitas armies have access to a number of additional Requisitions, suited to their methods for waging war. You can find these on page 85.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, Adepta Sororitas and Cult Imperialis Priest characters can quest to search for one of the Crusade Relics described on page 86-87; these Relics are unique to the Adeptus Ministorum, and are sacred artefacts to the holy warriors of the Ecclesiarchy.

SHOWCASE CRUSADE ARMY

On pages 88-89 you will find Dan Hyam's excellent Order of the Bloody Rose Adepta Sororitas Crusade army, with a description of the force and its upgrades, and details of its exploits on the battlefield.

The Sisters of the Bloody Rose advance through the labyrinthine warren of transit-ways deep inside the Fyrkar City. Chemical smog swirls around them as their voices lift in condemnatory catechisms, daring the hidden recidivists lurking in the shadows to show themselves.



BATTLE TRAITS

When an **ADEPTUS MINISTORUM** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

ADEPTA SORORITAS INFANTRY AND PARAGON WARSUITS UNITS

D6	TRAIT
1	**Pure of Soul** *Resisting the foul sorceries of the enemy is the sacred duty of all who worship the Emperor.* At the end of your opponent's Psychic phase, if one or more units with this trait passed a Deny the Witch test during that phase, you gain 1 Miracle dice (pg 91).
2	**Valour of Saints** *Those who stand unflinching against the horrors of the galaxy inspire their comrades to feats of divine heroism.* At the end of the Morale phase, if one or more units with this trait passed a Morale test during that phase, you gain 1 Miracle dice.
3	**Armoured with Contempt** *Indomitable belief in the Emperor and disdain for the enemy are surer than any armour.* The invulnerable save models in this unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).
4	**Veteran 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.* Select one model in this unit (if the unit has a unit champion, such as a **SISTER SUPERIOR**, **CELESTIAN SUPERIOR** etc., you must select that model). Add 1 to the Attacks and Leadership characteristics of the selected model. In addition, unless the selected model is a **CHARACTER**, you also add 1 to the selected model's Wounds characteristic.
5	**Zealous Devotion** *Such is the ardour of their devotion that some Battle Sisters work themselves into a righteous rage when the Emperor's foes are sighted.* This unit gains the Zealot ability (pg 90). If this unit already has this ability, improve the Weapon Skill characteristic of models in this unit by 1 instead.
6	**Exemplars of the Creed** *Few Battle Sisters show as much devotion to the Fede Imperialis as these.* Once per battle, at the start of your Command phase, select one sacred rite (pg 93) that is not active for your army (or this unit). Until the start of your next Command phase, that sacred rite is active for this unit in addition to any others that are active for your army (or this unit).

CULT IMPERIALIS UNITS

D6	TRAIT
1-2	**Aegis of Belief** *The Emperor protects those with the fanaticism and devotion to fight in his name, miraculously shielding them from harm.* This unit has the Shield of Faith ability (pg 90).
3-4	**Faithful Devotee** *Every moment not persecuting a Crusade of Faith in the Emperor's name is spent in deep devotion and prayer.* This unit has the Sacred Rites ability (pg 93). Note that if the Aegis of the Emperor sacred rite is active for your army, it has no benefit to this unit unless it also has the Shield of Faith ability (see Aegis of Belief, above).
5-6	**Unquenchable Fanaticism** *The reserves of holy hatred some zealots have for the foul enemies of Mankind are limitless.* This unit loses its Zealot ability (pg 90) and instead, each time a model in this unit makes a melee attack, you can re-roll the hit roll.

HOSPITALLER UNITS

D6	TRAIT
1-3	**Spiritual Healer** *This skilled chirurgeon cleanses the soul of her patients with her strength of faith, returning even the most seriously wounded warriors to the field.* If this model is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle you can ignore one failed Out of Action test taken for a unit (excluding **VEHICLE**, **SAINT POTENTIA** and **LIVING SAINT** units) – that test is treated as having been passed instead.
4-6	**Final Rites** *The words spoken over a dying comrade remind those still fighting that there is nothing better than to die in battle in the Emperor's name.* This model has the following ability: '**Last Rites (Aura):** While a friendly **ADEPTUS MINISTORUM** unit is within 6" of this model, each time that unit takes a Morale test, an unmodified roll of 1-3 is always successful.'

ADEPTUS MINISTORUM PRIEST UNITS

D6	TRAIT
1-3	**Solemn in Prayer** *This priest never speaks unless it is to exalt the God Emperor.* This model knows one additional hymn from the Hymns of Battle (pg 73).
4-6	**Bombastic Projection** *This priest roars in fiery expostulation over the din of battle.* Each time this model intones a hymn, add 1 to the dice roll to see if that hymn is inspiring.

TRIALS OF A LIVING SAINT

If, when you start a Crusade force, there are any **ADEPTA SORORITAS CHARACTERS** on your Order of Battle (excluding named characters), you can select one of them. That **CHARACTER** has the potential to become a Living Saint, and gains the **SAINT POTENTIA** keyword. In addition to gaining experience points as you play through your Crusade battle, this 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 does a true believer of the Emperor step closer to sainthood.

A **SAINT POTENTIA** model must undertake a Trial of a Living Saint to gain Saint points. When you first select a model to be a **SAINT POTENTIA**, select one of the trials listed opposite. 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 earned 10 or more Saint points, that trial is complete, your Saint points total is reset to 0 and that model gains the Saintly reward associated with that trial. Each time a model gains a Saintly reward, make a note on its Crusade card and increase its Crusade points by 1. If this model has 4 or less Saintly rewards, you can then select a new trial and begin again.

At the end of a battle, a **SAINT POTENTIA** can abandon their current trial and you can select a new one for them. If you do so, any Saint points they have accrued towards that trial are lost and their Saint points total is reset to 0.

A model cannot have more than 5 Saintly rewards, and you cannot have the same reward more than once. If a model has 5 Saintly rewards, it replaces its **SAINT POTENTIA** keyword with **LIVING SAINT**.

The Trials of a Living Saint, the Saintly deeds and the associated Saintly rewards are shown opposite.

MARTYR POINTS

The ultimate fate for all Living Saints is martyrdom in the Emperor's cause. However, for those that are graced to bear witness to such an end, a great wellspring of faith can be drawn.

Each time a **SAINT POTENTIA** or **LIVING SAINT** model fails an Out of Action test, after the battle it gains 1 Martyr point and you must take a Martyrdom test for that model. To do so, roll one D6, adding its current number of Martyr points to the result. If the total is greater than this model's Leadership characteristic, that test is passed and the **SAINT POTENTIA** or **LIVING SAINT** has been Martyred and must be removed from your Order of Battle (we recommend writing down the details of her death and against whom on your Order of Battle). Otherwise, nothing happens.

If a **SAINT POTENTIA** or **LIVING SAINT** is Martyred, every other unit that was in your Crusade army for that battle gains a number of experience points equal to the number of Saintly rewards the Martyred **SAINT POTENTIA** or **LIVING SAINT** had.



Raised like a circle of cruel talons around the defiled Temple of Resurgent Grace, the blasphemous bastions of the Night Lords are no barrier to the wrath of the Bloody Rose. Angelic Seraphim unleash a hail of holy bolt fire, staining the battlements anew – this time with traitors' blood.

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: Earn 2 Saint points at the end of a battle if this model performed 3 or more Acts of Faith during that battle.

Miraculous Feat: Earn 1 Saint point at the end of a battle if this model used a Blessing of the Faithful's Miraculous ability (pg 70-71) during that battle.

Chorus of War: Earn 1 Saint point at the end of a battle if this model intoned 3 or more inspiring Hymns of Battle (pg 73) during that battle.

Glory to the Emperor: Earn 1 Saint point at the end of a battle if this model is on the battlefield and you have 3 or more Miracle dice remaining in your Miracle dice pool.

Saintly Reward

Boundless Faith: At the start of each battle round, if this model is on the battlefield, you gain 1 Miracle dice. That Miracle dice can only be used by this model when it performs an Act of Faith (pg 91) or uses a Miraculous ability (pg 70-71), and if it is not used by the end of the battle round, that Miracle dice is discarded.



Trial Of Suffering

Suffering is the greatest prayer a Living Saint can offer the God Emperor.

Saintly Deeds

Scars of the Penitent: Earn 3 Saint points each time this model gains a Battle Scar. Lose 3 Saint points each time this model loses a Battle Scar.

Martyr's Wounds: Earn 1 Saint point at the end of a battle if this model suffered 1 or more mortal wounds during that battle.

Purification of the Flesh: Earn 1 Saint point at the end of a battle if this model was destroyed or if it has less than half its starting number of wounds remaining.

Tortured Soul: Earn 1 Saint point at the end of a battle if this model was affected by a Malediction psychic power during that battle.

Saintly Reward

Miraculous Recovery: Once per battle, at the start of any phase, this model can regain D3 lost wounds. In addition, any Battle Scars this model has are removed from its Crusade card and any further Battle Scars it gains are ignored.



Trial Of Purity

A Living Saint is so pure that malign sorcery cannot touch their soul, and no wound can stay their body.

Saintly Deeds

Suffer Not the Mutant: Earn 2 Saint points at the end of a battle if this model destroyed an enemy **PSYKER CHARACTER** during that battle.

Deny the Witch: Earn 1 Saint point at the end of a battle if one or more Deny the Witch tests were passed for this model during that battle.

Divine Protection: Earn 1 Saint point at the end of a battle if this model passed one or more invulnerable saves conferred by its Shield of Faith ability (pg 90) during that battle.

Blessed by the Emperor: Earn 1 Saint point at the end of a battle if this model was destroyed during the battle but was subsequently returned to the battlefield because of any rule.

Saintly Reward

Blazing Soulfire: Once per battle, at the end of any phase, this model can unleash a burst of pure soulfire. When it does so, roll one D6 for every enemy unit within 6" of it: on a 2+, that unit suffers 1 mortal wound (if that unit is a **PSYKER** or **CHAOS** unit, it suffers D3 mortal wounds instead)



Trial Of Righteousness

A Living Saint will smite the enemies of the Emperor wherever they cower.

Saintly Deeds

Slay the Demagogue: Earn 2 Saint points at the end of a battle if this model destroyed the enemy **WARLORD** during that battle.

Cast Down the Heretic: Earn 1 Saint point at the end of a battle if this model destroyed one or more **CHAOS** units during that battle.

Smite the Unbelievers: Earn 1 Saint point at the end of a battle if this model destroyed 5 or more enemy models during that battle.

The Emperor's Wrath: Earn 1 Saint point at the end of a battle if this model inflicted a total of 3 or more mortal wounds on enemy units during that battle.

Saintly Reward

Righteous Wrath: Once per battle, at the end of the Fight phase, if this model is within Engagement Range of one or more enemy units, it can fight again



Trial Of Valour

A Living Saint will lead their flock to glorious victories, even when all hope seems lost.

Saintly Deeds

Holy Crusader: Earn 2 Saint points at the end of a battle if this model is within range of an objective marker that is within your opponent's deployment zone.

Selfless in the Face of Danger: Earn 1 Saint point at the end of a battle if this model performed one or more Heroic interventions during that battle.

Mighty Deeds: Earn 1 Saint point at the end of a battle if this model used 2 or more Epic Deed Stratagems during that battle.

Pious Reputation: Earn 1 Saint point at the end of a battle if this model earned more experience points than any other unit from your Crusade army during that battle.

Saintly Reward

Serene Heroism: This model gains the Objective Secured ability (see the Warhammer 40,000 Core Book). In addition, once per battle, when this model uses an Epic Deed Stratagem, that Stratagem costs 0CP.

'Within me burns the holy radiance of the Emperor made manifest, while your soul festers with the meagre filth of Chaos. I am the light to your darkness, heretic. As sudden dawn scatters the shadows of night, so I and my Sisters shall purge all trace of you from this holy place, and make it as though you never were.'

- Sister Superior Cheandra Lassemer, Order of the Sacred Rose



AGENDAS

If your Crusade army includes any **ADEPTA SORORITAS** units, you can select one Agenda from the Adepta Sororitas Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

TEST OF FAITH

Adepta Sororitas Agenda

Faith is the greatest weapon a Battle Sister can wield and, as with any weapon, it must be practiced and honed.

Keep a Test of Faith tally for each **ADEPTA SORORITAS** unit in your army. Each time a unit performs an Act of Faith using a Miracle dice (pg 91), add 1 to its tally. If a unit fails a Morale test, reset its tally back to 0. At the end of the battle, each unit gains 1 experience point for every mark on its Test of Faith tally (to a maximum of 3 experience points per unit).

BURN THE WITCH

Adepta Sororitas Agenda

Some psykers – such as Navigators who can see the Emperor's blessed light, or Astropaths who have communed with the Emperor himself – are reverent figures. However, rogue psykers who oppose the Ecclesiarchy deserve only one fate…

Keep a Burn the Witch tally for each **ADEPTUS MINISTORUM** unit from your army. Add 1 to a unit's Burn the Witch tally each time it destroys an enemy **PSYKER** unit (add 3 instead if that enemy unit was destroyed by an attack made with a flame weapon, page 121). Each unit gains a number of experience points equal to their Burn the Witch tally (to a maximum of 5 experience points per unit).

ATONEMENT IN BATTLE

Adepta Sororitas Agenda

Those who have failed in the Emperor's eyes must quest for absolution. Only by striking down the mightiest foes of the Emperor will their shame be absolved.

When you select this Agenda, select one **SISTERS REPENTIA** unit from your Crusade force or one **ADEPTA SORORITAS** unit from your Crusade force that has one of the following Battle Scars: Loss of Reputation, Disgraced, Mark of Shame or Battle-weary (see the Warhammer 40,000 Core Book). At the end of the battle, if a melee attack made by this unit during the battle destroyed an enemy unit whose Power Rating was greater than this unit's, then this unit loses one of the aforementioned Battle Scars (if it had one of them), it gains 5 experience points and, if it is a **SISTERS REPENTIA** unit, it gains 1 Redemption point (make a note on its Crusade card – see Glorious Redemption, opposite).

THE SEED OF THE IMPERIUM

Adepta Sororitas Agenda

It is said that the blood of martyrs is the seed of the Imperium. Where it falls, repugnance and vengeance blossom, and the furious reprisals of the faithful thrive.

At the end of the battle, make a Seed of the Imperium tally for up to three **ADEPTA SORORITAS** units in your Crusade army that either destroyed one of more enemy units during that battle, or that ended the battle within range of an objective marker. Add 1 to each of these unit's tallies for each of the following that apply: that unit is not at its Starting Strength; that unit is below Half-strength; that unit is destroyed. Subtract 1 from each of these unit's tallies if you lost the battle. Each unit gains a number of experience points equal to their Seed of the Imperium tally.

Example: *An* **ADEPTA SORORITAS** *unit with a Seed of the Imperium tally was destroyed, earning 3 marks on its tally. 1 is subtracted from its tally as the unit's controlling player lost the battle, therefore the unit earns a total of 2 experience points.*

RECLAIM THE RELIC

Adepta Sororitas Agenda

The location of an irreplaceable holy relic has been identified. Reclaim this sacred artefact lest it be lost to the Adeptus Ministorum forever.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within their own deployment zone. This objective marker represents a Holy Relic, but does not count as an objective marker for any rules purposes other than for this Agenda. **ADEPTUS MINISTORUM CHARACTER** units in your army can attempt the following action:

Recover Relic (Action): At the end of your Movement phase, one **ADEPTUS MINISTORUM CHARACTER** unit from your army that is within 3" of the Holy Relic objective marker can start to perform this action if no enemy units (excluding **AIRCRAFT** units) are within 3" of that objective marker. The Action is completed at the end of your turn. If completed, remove the Holy Relic objective marker from the battlefield.

A unit gains 3 experience points if it completed this action, and you can additionally use the Relic Requisition (see the Warhammer 40,000 Core Book) to give that **CHARACTER** unit a Relic as if it had gained a rank, without spending a Requisition point (that unit must be able to take a Relic – if it cannot then make a note on your Order of Battle and the next time you use the Relic Requisition that Requisition costs 0RP).

REQUISITIONS

If your Crusade force includes any **ADEPTA SORORITAS** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

SAINTLY BENEDICTIONS 1RP

The Emperor's chosen warriors sometimes enact miraculous feats on the battlefield.

Purchase this Requisition when a **CANONESS** or **PALATINE** model from your Crusade force gains the Battle-hardened, Heroic or Legendary rank. That model is upgraded to have a Blessing of the Faithful (pg 70-71); increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

DEVOUT WARRIOR 1RP

Even as one saintly figure is martyred at the hands of the enemy, another devout young hopeful will rise to stand in her stead.

Purchase this Requisition if your Crusade force does not contain a **SAINT POTENTIA** model. Select an **ADEPTA SORORITAS CHARACTER** model (excluding named characters and **LIVING SAINT** models) from your army. That model becomes a prospective new Living Saint and gains the **SAINT POTENTIA** keyword, as described on page 80.

HOLY PILGRIMAGE 1-3RP

At times, the path of a potential saint will see them undergo a holy pilgrimage, so that they might better understand the Emperor's domains and pursue their appointed trial.

Purchase this Requisition when a **SAINT POTENTIA** unit from your army gains a rank. That model gains 1 Saint point for each Requisition point you spent on this Requisition.

THE PENITENT PATH 1RP

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 either when a **BATTLE SISTERS SQUAD**, **DOMINION SQUAD** or **RETRIBUTOR SQUAD** unit from your Crusade force suffers a Devastating Blow, or when one of these units gains the Disgraced, Mark of Shame or Battle-weary Battle Scars (see the Warhammer 40,000 Core Book). Replace that unit with a **SISTERS REPENTIA** unit drawn from the same Order Militant (the new unit cannot contain more models than the unit it replaced). You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

The new unit has the same number of experience points and the same Battle Honours and Battle Scars as the unit it replaced. If a Battle Honour cannot be applied (e.g. a Weapon Enhancement for a weapon that a **SISTERS REPENTIA** model cannot be equipped with), select a new Battle Honour to replace it. Add 1 to that unit's Crusade points and each time that unit uses the Desperate For Redemption Stratagem (pg 68), that Stratagem costs 0CP.

GLORIOUS REDEMPTION 1RP

Those that have trod the path to redemption are reverent figures within the Orders Militant, their dedication and unswerving faith a shining beacon to all.

Purchase this Requisition at any time. Select a **SISTERS REPENTIA** unit from your Crusade force that has 3 or more Redemption points (see the Atonement in Battle Agenda, page 84). Replace that unit with one of the following units: **CELESTIAN SQUAD**, **CELESTIAN SACRESANTS**, **SERAPHIM SQUAD**, **ZEPHYRIM SQUAD**. The new unit must be drawn from the same Order Militant as the unit it replaced (the new unit cannot contain more models than the unit it replaced). You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

The new unit has the same number of experience points and the same Battle Honours and Battle Scars as the unit it replaced. If a Battle Honour cannot be applied (e.g. a Weapon Enhancement for a weapon that a model in the new unit cannot be equipped with), select a new Battle Honour to replace it. Add 1 to that unit's Crusade points and each time that unit uses the Exceptional Proficiency, Embodied Prophecy (pg 66) or Deadly Descent (pg 68) Stratagems, that Stratagem costs 0CP.

To be ordained within the Adepta Sororitas is to undertake the most holy and solemn of duties. The faith of Mankind is the Emperor, and the Emperor is Mankind's faith – do not sully either with failure.

CRUSADE RELICS

When an **ADEPTUS MINISTORUM CHARACTER** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

An **ADEPTUS MINISTORUM CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Phial of Dolan

Anyone who drinks the contents of one of these thrice-blessed crystal bottles is filled with the strength and determination of Dolan, the Great Confessor.

Add 1 to the bearer's Strength, Attacks and Leadership characteristics.

Praesidium Rosarius

This ancient rosarius was crafted during the Age of Apostasy, and it has been blessed by the Prioresses of both the Covent Sanctorum and the Convent Prioris.

- The bearer has a 4+ invulnerable save.
- Each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

Tears of the Emperor

There are many stories of statues of the Emperor that weep blood-like tears. These are collected in ornate flasks, for they are potent weapons against the forces of Chaos.

This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Tears of the Emperor	6"	Grenade 1	*	*	*

Abilities: Each time an attack is made with this weapon, if the target is hit, it suffers 1 mortal wound and the attack sequence ends (if the target has the **CHAOS** keyword, it instead suffers D3 mortal wounds and the attack sequence ends).

ANTIQUITY RELICS

An **ADEPTUS MINISTORUM CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Mace of Valaan

The Mace of Valaan was wielded in many crusades of faith by Arch-confessor Kyrinov. The weapon glows with a shimmering field of force, and can smash apart armour and bone.

DOGMATA model only. This Relic replaces a mace of the righteous and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Mace of Valaan	Melee	Melee	x2	-3	3

Abilities: Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Icon of Sanctity

Foes who see this icon are filled with awe and dread, while the faithful who gaze upon it fight for the honour of the Emperor.

The bearer has the following abilities:

- **'Holy Dread (Aura):** While a friendly **ADEPTUS MINISTORUM CHARACTER** or **ADEPTUS MINISTORUM CORE** unit is within 3" of the bearer, subtract 2 from charge rolls made for any unit that declares a charge against that friendly unit.'
- **'Holy Fervour (Aura):** While a friendly **ADEPTUS MINISTORUM CHARACTER** or **ADEPTUS MINISTORUM CORE** unit is within 3" of the bearer, each time a model in that friendly unit makes a pile in or consolidation move, it can move up to an additional 3".'

'Burn, heretic, and as you burn know that I do not cleanse you out of any desire to save your soul, or shrive you of your mortal sins. I put you to the torch because I hate you, because all that you are and all you have done revolts me, and because those who stray from the light of the Emperor deserve only annihilation.'

- Sister Retributor Roxhanna Dasyrov, Order of the Bloody Rose

LEGENDARY RELICS

An **ADEPTUS MINISTORUM CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Rod of Grace

Once carried by Helena the Virtuous, Prioress of the Convent Sanctorum, the Rod of Grace was almost lost following the desecration of her tomb by Orks, but the Sisters of the Argent Shroud prevented its destruction. Helena's wisdom permeates the rod, and one who holds it speaks with her voice to stir the faithful to battle.

ADEPTA SORORITAS model only.

- If a **DIALOGUS** or **DOGMATA** model has this Relic, they know all hymns from the Hymns of Battle (pg 73).
- If another model has this Relic, that model gains the **PRIEST** keyword and knows *War Hymn* and one other hymn from the Hymns of Battle. In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

Blade of Admonition

This blessed power sword is the very blade carried into battle by Alicia Dominica – the founding saint of the Adepta Sororitas – and was famously used to cut the head from the traitor Goge Vandire and bring an end to the Reign of Blood. Saint Dominica wielded this blade in the decades following the reformation of the Ecclesiarchy, and a thousand more false prophets and heretics were slain upon its razor edge before Alicia's eventual martyrdom.

ADEPTA SORORITAS model equipped with a blessed blade or power sword only. This Relic replaces a blessed blade or power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of Admonition	Melee	Melee	+3	-3	3

Abilities: Each time an attack is made with this weapon against a **CHARACTER** unit, that attack automatically hits the target.

As the Imagifier loudly intones the stirring deeds of Saint Linae, a shield wall of Celestian Sacresants protect their Canoness from the razor-sharp clutches of Genestealers. The Canoness' reinforcements make their presence known, blazing away with incendiary shells and pinpoint pistol shots.



CRUSADE ARMY

This glorious force of Adepta Sororitas from the Order of the Bloody Rose belongs to Dan Hyams, one of the talented Army Painters in the Warhammer 40,000 studio.



As well as being an expert painter and terrain maker, Dan brings to his models a wealth of experience in developing varying colour schemes. Although he wanted to stick to the bright and visceral red of the Bloody Rose's Sisters, he changed the colours of the robes to give them a unique look. In Dan's Crusade force, the standard Battle Sisters have robes which are white on the exterior and black on the interior. He also reversed the colours on his Celestians' robes and painted his commanding Canoness, Ceskina, in the same scheme. This helps to draw a visual connection between the Celestians and the Canoness, identifying the elite and heroic warriors of the force at a glance. Dan also imagines that the change in colour scheme could be a way to identify Sisters who are fighting on a particular crusade, instead of a system of campaign icons which might be more appropriate to other Imperial forces.

Although Dan feels he has yet to fully test the mettle of his ruthless Sisters of Battle, when he does take them to war on the tabletop it is often with a narrative focus in mind. His sense of telling a story on the tabletop is what informed his decision to include the Rhino transports and Castigator, alongside his infantry. With so many foot troops, it felt like the next, natural progression to add swift tanks to the force that could redeploy his warriors right into the thick of the fighting – where the Bloody Rose excels! Seeing different kinds of vehicle amongst a force is one of his favourite aspects in building an army. He used the undecorated top hatch for one Rhino as a canvas on which to paint a large, freehand version of the Order's symbol. Although the Bloody Rose's icon is commonly depicted in red, he painted it in white and also used white transfers of the Order of the Sacred Rose. This ensured that they showed up very vividly on the bloody red of his vehicles' armour panels.

In addition to his aggressive Canoness wielding her brazier of holy fire (echoing the red of her armour among her black robes) and an Imagifier, Dan has converted his own Dialogus, Sister Orelle. He used the standing figure of Junith Eruita, along with a spare Canoness head and the steps from Junith's kit in a very simple swap that has resulted in a unique figure. Dan recommends alternating between painting a squad of warriors and painting something more individual like a character. He also painted the Rhinos at the same time as the squad he intends them to carry. This made each block like a mini project, which he finds is a great way to keep motivated when painting a whole army, and allows you to see larger chunks of it develop at the same time.







DATASHEETS

This section contains the datasheets that you will need to fight battles with your Adepta Sororitas miniatures, as well as an explanation of the selectable keywords found on those datasheets and details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <ORDER> KEYWORD

Many datasheets in this section have the **<ORDER>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All **ADEPTA SORORITAS** units (excluding **SANCTIFIED** units) are drawn from one of the Orders Militant. When you include a unit with the **<ORDER>** keyword in your army, you must nominate which Order it is from and then replace the **<ORDER>** keyword in every instance on its datasheet with the name of your chosen Order. This could be one of the Orders Militant detailed in a Warhammer 40,000 publication, or one of your own design.

Example: *If you include a Canoness in your army and you decide she is from the Order of the Bloody Rose, her keyword becomes* **ORDER OF THE BLOODY ROSE** *and her Lead the Righteous ability reads 'While a friendly* **ORDER OF THE BLOODY ROSE CORE** *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

Some datasheets already specify which Order a unit is from (e.g. Junith Eruita has the **ORDER OF OUR MARTYRED LADY** keyword, and so is from the Order of Our Martyred Lady).

If your army is Battle-forged, you cannot include units from two different Orders Militant in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 121-123. In addition, some datasheets reference one or more weapon lists (e.g. *Melee Weapons* list); these can be found on page 121.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described opposite.

SHIELD OF FAITH

Conviction is the greatest armour.

- Models in this unit have a 6+ invulnerable save.
- In your opponent's Psychic phase, this unit can attempt to deny one psychic power as if it were a **PSYKER**. Each time a Deny the Witch test is taken for this unit, roll one D6 instead of 2D6: if the result of that test was an unmodified result of 6, or if it was greater than the result of the Psychic test, that Deny the Witch test is passed.

ZEALOT

With righteous fervour, the Emperor's faithful deliver his furious judgement.

Each time a model in this unit makes a melee attack, if this unit made a charge move, was charged or performed a Heroic Intervention this turn, you can re-roll that attack's hit roll.

ACTS OF FAITH

Through the prayers of the faithful is the Emperor's will made manifest.

Once per phase, one unit from your army with this ability can perform one Act of Faith. To do so, you will use Miracle dice.

Gaining Miracle Dice

If every unit from your army has the **ADEPTA SORORITAS** keyword (excluding models with the **CULT IMPERIALIS**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords), then:

- At the start of each battle round, you gain 1 Miracle dice.
- At the end of a phase in which any of the following conditions were met, you gain 1 Miracle dice:

Vengeance

Any **ADEPTA SORORITAS** units from your army destroy one or more enemy units.

Sacrifice

Any **ADEPTA SORORITAS CHARACTER** units from your army are destroyed.

Note that Miracle dice can also be gained via other rules. No matter the source, you can only gain Miracle dice from such a rule if every unit from your army has the **ADEPTA SORORITAS** keyword (excluding models with the **CULT IMPERIALIS**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).

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.

Designer's Note: *We recommend using differently coloured or marked dice for your Miracle dice pool, and placing them to one side of the battlefield, or some place else where you will not accidentally pick them up mid-game. It is perfectly fine, if you wish, to write down the values of the Miracle dice in your pool, or to keep track of them in any other way, just so long as both players can see them.*

Performing an Act of Faith

Before making a dice roll for a model or a 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. To do so, select one or more of the dice from your Miracle dice pool, instead of making any or all of those dice rolls. For each individual dice that is being rolled as part of the dice roll, you can select 1 Miracle dice from your Miracle dice pool to be substituted in place of that dice. The dice that it is being substituted for is not rolled, and instead the value of the selected Miracle dice is used as if it had been rolled. 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 any 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
- Charge roll
- Hit roll
- Wound roll
- Saving throw
- Damage roll
- Morale test

A Miracle dice is not a modifier or an inherently modified dice (so, for example, if you use a Miracle dice with a value of 1 for a Morale test, that is considered to be an unmodified roll of 1). A Miracle dice that has been used for a substitution can never be re-rolled. This means that if any re-rolls occur, the number and values of any Miracle dice that have already been substituted in the dice roll remain the same for the re-roll (for example, if a single Miracle dice was used to substitute one of the values of a charge roll, and the charge roll was re-rolled, only the unsubstituted dice can be re-rolled).

Example 1: *Instead of rolling one D6 to see what value is added to a unit's Move characteristic when that unit Advances, you could use a dice from your Miracle dice pool. If the value of that dice was 5, you would add 5" to the Move characteristic of every model in that unit for that Movement phase.*

Example 2: *Instead of rolling 2D6 to see what a unit's charge distance is when making a charge roll, you could use either one or two dice from your Miracle dice pool. If you chose 2 Miracle dice, and the values of those dice were a 6 and a 3, the unit's charge distance would be 9".*



SACRED RITES

The Adepta Sororitas pray for the Emperor to guide them and fill them with strength.

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

1 Hand of the Emperor

The Sororitas are imbued with a boundless font of vigour.

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

2 Spirit of the Martyr

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

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

3 Aegis of the Emperor

The Sororitas do not suffer the vile trickery of witches.

While this sacred rite is active, each time this unit uses its Shield of Faith ability (pg 90) to take a Deny the Witch test, if the result of that test was an unmodified result of 5+, or if it was greater than the result of the Psychic test, that Deny the Witch test is passed.

4 Divine Guidance

Seeing the weak points in their enemies' armour, the Sisters of Battle strike out to shatter it with contemptuous ease.

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

5 The Passion

The Sororitas are filled with a burning passion to inflict suffering upon the faithless.

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

6 Light of the Emperor

The Emperor's radiance shines upon his warriors, emboldening them amidst the thick of battle.

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

Give thanks for the blessed boltgun you hold in your hands. Give thanks for the protection of the Emperor. Most of all, give thanks that these heretics will burn in the fires of our wrath.



Aggressive, brash 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.

MORVENN VAHL

13 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Morvenn Vahl	8"	2+	2+	5	5	8	5	9	2+

Morvenn Vahl is equipped with: Fidelis; Paragon missile launcher; Lance of Illumination. Your army can only include 1 **MORVENN VAHL** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fidelis	36"	Heavy 3	6	-1	2	-
Paragon missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sanctorum missile	36"	Heavy 2D6	4	0	1	Blast
- Prioris missile	36"	Heavy 2	8	-2	D6	-
Lance of Illumination	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Sweeping blow	Melee	Melee	User	-2	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Lunging strike	Melee	Melee	+3	-3	3	Each time an attack is made with this weapon profile, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to the normal damage.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Purgator Mirabilis Warsuit: This model has a 4+ invulnerable save. Each time this model would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

Holy Aegis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack (rounding up).

Righteous Repugnance: Once per battle, at the end of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight again.

High Lord of the Imperium: If your army is Battle-forged, this model must be your army's **WARLORD**. If more than one model in your army has a rule to this effect, then one of those models must be your army's **WARLORD**.

Abbess Sanctorum (Aura): While a friendly **ADEPTA SORORITAS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1 and re-roll a wound roll of 1.

Commander of the Adepta Sororitas: In your Command phase, select one friendly **ADEPTA SORORITAS CORE** or **ADEPTA SORORITAS CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll and you can re-roll the wound roll.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**
KEYWORDS: **VEHICLE, CHARACTER, SANCTIFIED, SUPREME COMMANDER, ABBESS, PARAGON WARSUITS, MORVENN VAHL**

CANONESS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoness	6"	2+	2+	3	3	5	4	9	3+

A Canoness is equipped with: plasma pistol; power sword; rod of office; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brazier of holy fire	12"	Assault D6	*	*	*	One use only. Each time an attack is made with this weapon, that attack automatically hits the target, and on an unmodified wound roll of 4+ (or 2+ if the target contains any **DAEMON** models), the target suffers 1 mortal wound and the attack sequence ends.
Condemnor boltgun	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Condemnor stake	24"	Assault 1	4	-1	2	Each time an attack made with this weapon profile is allocated to a **PSYKER** model, that model's unit suffers D3 mortal wounds in addition to the normal damage.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Blessed blade	Melee	Melee	+2	-3	2	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR

Null rod	The bearer's unit cannot be targeted or affected by psychic powers. In addition, the bearer has the following ability: '**Null Rod (Aura)**: Whilst an enemy **PSYKER** unit is within 12" of the bearer, subtract 1 from Psychic tests taken for that unit.'
Rod of office	In your Command phase, select one friendly **<ORDER> CORE** or **<ORDER> CHARACTER** unit within 12" of the bearer. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

WARGEAR OPTIONS

- This model's plasma pistol, power sword and rod of office can be replaced with one of the following:
  - 1 condemnor boltgun and one of the following: 1 blessed blade; 1 chainsword; 1 power sword.
  - 1 weapon from the *Pistols* list and one of the following: 1 blessed blade; 1 chainsword; 1 power sword.
- If this model is equipped with a chainsword, it can be equipped with one of the following: 1 brazier of holy fire; 1 null rod.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Rosarius: This model has a 4+ invulnerable save.

Lead the Righteous (Aura): While a friendly **<ORDER> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CHARACTER, CANONESS**



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



Palatines are highly capable and experienced commanders of Adepta Sororitas Missions. Unshakeable of faith and purpose, they act as excellent examples to the Battle Sisters that follow them. This makes them powerful force multipliers on the battlefield, inspiring zealous warriors to victory.

PALATINE

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Palatine	6"	2+	2+	3	3	4	3	8	3+

A Palatine is equipped with: bolt pistol; power sword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Power sword	Melee	Melee	+1	-3	1	-

WARGEAR OPTIONS

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

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Rosarius: This model has a 4+ invulnerable save.

Fury of the Righteous (Aura): While a friendly **<ORDER> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CHARACTER, PALATINE**



Junith Eruita sweeps to battle wreathed in holy fire. She hovers above the battlefield upon thrumming waves of energy 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.

JUNITH ERUITA

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Junith Eruita	10"	2+	2+	3	4	7	4	9	3+

Junith Eruita is equipped with: 2 Ministorum heavy flamers; Mace of Castigation. Your army can only include 1 **JUNITH ERUITA** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ministorum heavy flamer	12"	Heavy D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Mace of Castigation	Melee	Melee	+3	-2	2	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Rosarius: This model has a 4+ invulnerable save.

Fiery Conviction: In your Command phase, select one friendly **ORDER OF OUR MARTYRED LADY CORE** or **ORDER OF OUR MARTYRED LADY CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

The Pulpit of Saint Holline's Basilica (Aura): While a friendly **ADEPTA SORORITAS INFANTRY** unit is wholly within 6" of this model, each time a ranged attack is made against that unit, it is treated as having the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).

Lead the Righteous (Aura): While a friendly **ORDER OF OUR MARTYRED LADY CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, ORDER OF OUR MARTYRED LADY**
KEYWORDS: **CHARIOT, VEHICLE, CHARACTER, FLY, CANONESS SUPERIOR, JUNITH ERUITA**

MISSIONARY

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Missionary	6"	4+	4+	3	3	4	3	8	6+

A Missionary is equipped with: auto pistol; servo-stubber; power maul; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto pistol	12"	Pistol 1	3	0	1	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Ministorum shotgun	12"	Assault 2	4	0	1	-
Servo-stubber	12"	Pistol 3	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power maul	Melee	Melee	+3	-1	1	-

WARGEAR OPTIONS

- This model's auto pistol, servo-stubber and power maul can be replaced with one of the following:
  - 1 autogun, 1 auto pistol and 1 chainsword.
  - 1 bolt pistol, 1 Ministorum shotgun and 1 chainsword.

ABILITIES

Zealot (pg 90)

Rosarius: This model has a 4+ invulnerable save.

Emboldened by Prayer (Aura): While a friendly **ADEPTUS MINISTORUM CORE UNIT** is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

PRIEST

This model knows *War Hymn* and one other hymn from the Hymns of Battle (pg 73). In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM**
KEYWORDS: **INFANTRY, CHARACTER, CULT IMPERIALIS, PRIEST, MISSIONARY**



Missionaries live existences of constant conflict, bringing the light of the God-Emperor to the most dangerous regions of the galaxy. They often fight at the forefront of the Adepta Sororitas' holy wars, striding into battle without fear as they intone sacred prayers. This stirs the hearts of Imperial warriors, driving them into a killing frenzy.





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 itself to smite the foe with divine strength.

CELESTINE AND GEMINAE SUPERIA — 10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Celestine	12"	2+	2+	3	3	6	6	9	2+
2	Geminae Superia	12"	3+	3+	3	3	2	3	8	2+

Celestine is equipped with: the Ardent Blade. Each Geminae Superia is equipped with: bolt pistol; power sword; frag grenades; krak grenades. Your army can only include 1 **CELESTINE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Ardent Blade (shooting)	12"	Assault D6	6	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Bolt pistol	12"	Pistol 1	4	0	1	-
The Ardent Blade (melee)	Melee	Melee	+4	-4	2	Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.
Power sword	Melee	Melee	+1	-3	1	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Lifewards: While this unit contains any **GEMINAE SUPERIA** models, each time an attack successfully wounds this unit, that attack must be allocated to one of those models. The destruction of **GEMINAE SUPERIA** models is ignored for the purposes of Morale tests. If **CELESTINE** is ever destroyed, any remaining **GEMINAE SUPERIA** models in this unit are also destroyed.

Divine Guardians: **GEMINAE SUPERIA** models have a 4+ invulnerable save.

The Armour of Saint Katherine: **CELESTINE** has a 4+ invulnerable save. Each time an attack is allocated to **CELESTINE**, subtract 1 from the Damage characteristic of that attack.

Miraculous Intervention: The first time **CELESTINE** is destroyed, roll one D6 at the end of the phase instead of using any rules that are triggered when a model is destroyed (e.g. Sacrifice, page 91). On a 1, this unit counts as having been destroyed for the purposes of Sacrifice; on a 2+, set **CELESTINE** back up on the battlefield as close as possible to where she was destroyed and not within Engagement Range of any enemy units, with all her wound remaining.

Saintly Blessings (Aura): While a friendly **IMPERIUM INFANTRY** unit is within 6" of **CELESTINE**, models in that unit have a 6+ invulnerable save.

Sky Strike: During deployment, you can set up this unit in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Angelic Saviour: This unit is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this unit makes a Heroic Intervention move, its models can move up to 6" instead of 3". All other rules for Heroic Interventions still apply.

Healing Tears: While a model in this unit has any lost wounds, or while this unit is below its Starting Strength, **CELESTINE** can attempt the following action:

'Healing Tears (Action): This unit can start this action at the end of your Command phase. The action is completed at the end of your Shooting phase provided **CELESTINE** is still on the battlefield. Once completed:

- If a model in this unit has any lost wounds, all of that model's lost wounds are restored.
- If this unit is below its Starting Strength, 1 **GEMINAE SUPERIA** model is returned to the unit with their full wounds remaining.'

Designer's Note: *A* **GEMINAE SUPERIA** *counts as a named character for all rules purposes.*

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**
KEYWORDS (CELESTINE): **INFANTRY, CHARACTER, FLY, LIVING SAINT, SANCTIFIED, JUMP PACK, CELESTINE**
KEYWORDS (GEMINAE SUPERIA): **INFANTRY, CHARACTER, FLY, SANCTIFIED, JUMP PACK, GEMINAE SUPERIA**

TRIUMPH OF SAINT KATHERINE

11 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Triumph of Saint Katherine (10+ wounds remaining)	6"	3+	3+	3	3	18	10	9	3+
	Triumph of Saint Katherine (5-9 wounds remaining)	6"	3+	3+	3	3	N/A	4	9	3+
	Triumph of Saint Katherine (1-4 wounds remaining)	6"	3+	3+	3	3	N/A	2	9	3+

The Triumph of Saint Katherine is equipped with: 6 bolt pistols; Martyr's Sword; relic weapons; frag grenades; krak grenades. Your army can only include 1 **TRIUMPH OF SAINT KATHERINE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Martyr's Sword	Melee	Melee	+3	-3	2	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Relic weapons	Melee	Melee	+2	-1	1	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Praesidium Protectiva: This model has a 4+ invulnerable save. Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

Solemn Procession: This model cannot embark aboard a **TRANSPORT**. For the purposes of the Look Out, Sir rule and any terrain traits (e.g. Dense Cover, Obscuring etc.), this model is considered to have a Wounds characteristic of 9, instead of 18.

Relics of the Matriarchs: This model has a number of Relics of the Matriarchs as detailed in the following table:

Wounds Remaining	Relics of the Matriarch
10+	6
5-9	4
1-4	2

This model can only have one of each Relics of the Matriarchs, opposite (The Fiery Heart, Censer of the Sacred Rose, Simulacrum of the Ebon Chalice, Petals of the Bloody Rose, Icon of the Valorous Heart and Simulacrum of the Argent Shroud). When this model suffers damage that reduces its number of relics, select which of the Relics of the Matriarchs this model no longer has. If this model regains lost wounds that increase its number of Relics of the Matriarchs, select which of the Relics of the Matriarchs this model regains.

The Fiery Heart: The bearer has the following ability: '**The Fiery Heart (Aura):** While a friendly **ADEPTA SORORITAS CORE** unit is within 6" of this model, Morale tests taken for that unit are automatically passed.'

Censer of the Sacred Rose: At the start of each battle round, you gain 1 Miracle dice (pg 91).

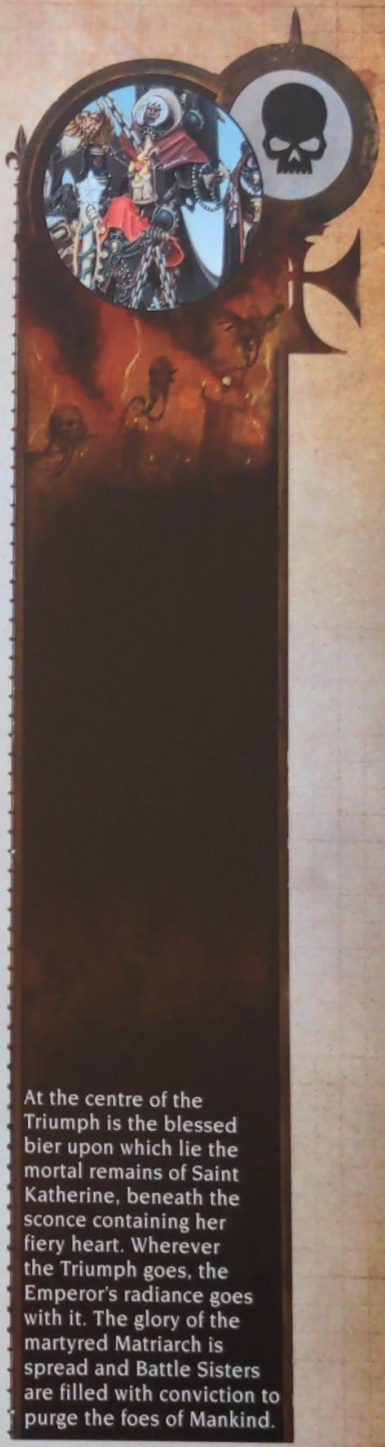
Simulacrum of the Ebon Chalice: The bearer has the following ability: '**Simulacrum of the Ebon Chalice (Aura):** While an enemy unit is within 6" of this model, at the start of your Shooting phase, roll one D6 for that unit, adding 1 to the result if that enemy unit is a **PSYKER**, and adding 1 to the result if that enemy unit has the **CHAOS** keyword (these additions are cumulative): on a 5+, that enemy unit suffers D3 mortal wounds.'

Petals of the Bloody Rose: The bearer has the following ability: '**Petals of the Bloody Rose (Aura):** While a friendly **ADEPTA SORORITAS CORE** unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.'

Icon of the Valorous Heart: All 6 sacred rites (pg 93) are active for the bearer.

Simulacrum of the Argent Shroud: Once per battle round, before you perform an Act of Faith (pg 91) for a friendly **ADEPTA SORORITAS CORE** or friendly **ADEPTA SORORITAS CHARACTER** unit within 6" of this model, you can change the value of 1 Miracle dice to a 6 before using that dice for that Act of Faith.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**
KEYWORDS: **INFANTRY, CHARACTER, SANCTIFIED, TRIUMPH OF SAINT KATHERINE**



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 is spread and Battle Sisters are filled with conviction to purge the foes of Mankind.



Ephrael Stern, the Daemonifuge, is capable of manifesting strange powers seen by some 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.

EPHRAEL STERN AND KYGANIL OF THE BLOODY TEARS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ephrael Stern	8"	2+	3+	4	3	6	5	9	3+
1	Kyganil	8"	2+	3+	3	3	5	4	8	6+

Ephrael Stern is equipped with: bolt pistol; Sanctity; frag grenades; krak grenades. Kyganil is equipped with: Kyganil's kiss; the Outcast's blades; plasma grenades. Your army can only include 1 **EPHRAEL STERN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Kyganil's kiss	Melee	Melee	+1	-1	2	-
The Outcast's blades	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Sanctity	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.
Plasma grenades	6"	Grenade D6	4	-1	1	Blast

ABILITIES

Zealot (pg 90)

Wanderers: During deployment, you can set up this unit in the webway instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Divine Protection: Models in this unit have a 4+ invulnerable save. Each time an attack is made against this unit, subtract 1 from that attack's hit roll and subtract 1 from that attack's wound roll.

Mysterious Saviour: While this unit contains **KYGANIL**, each time an attack successfully wounds this unit, that attack must be allocated to **KYGANIL**. Each time **KYGANIL** would lose a wound, roll one D6: on a 5+ that wound is not lost. The destruction of **KYGANIL** is ignored for the purposes of Morale tests. If **EPHRAEL STERN** is ever destroyed, **KYGANIL** is also destroyed.

Knight of Shadows: While this unit contains **KYGANIL**, at the start of the Fight phase, if this unit is within Engagement Range of any enemy units, it can fight first that phase.

Daemonifuge (Aura): While a **CHAOS** unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit, and each time that unit fails a Morale test, one additional model automatically flees from that unit.

Bolts of Holy Judgement: At the start of your Shooting phase, roll 2D6, adding 2 to the result if there are any **CHAOS** units within 18" of **EPHRAEL STERN**. On a 5+, the nearest enemy unit that is within 18" of and visible to **EPHRAEL STERN** suffers D3 mortal wounds (if the result is 10 or more, that unit instead suffers D6 mortal wounds).

Unexpected Allies: This unit can only be included in an **ADEPTA SORORITAS** Detachment (pg 57) or in an Auxiliary Support Detachment. **EPHRAEL STERN** cannot be selected as your **WARLORD** if she is included in an Auxiliary Support Detachment.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**
KEYWORDS (EPHRAEL STERN): **INFANTRY, CHARACTER, AGENT OF THE IMPERIUM, OUTCASTS, EPHRAEL STERN**
KEYWORDS (KYGANIL): **INFANTRY, CHARACTER, AELDARI, AGENT OF THE IMPERIUM, OUTCASTS, KYGANIL**

BATTLE SISTERS SQUAD

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-19	Battle Sister	6"	4+	3+	3	3	1	1	7	3+
1	Sister Superior	6"	4+	3+	3	3	1	2	8	3+

If this unit contains between 6-10 models, it has **Power Rating 6**. If this unit contains between 11-15 models, it has **Power Rating 9**. If this unit contains 16 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

OTHER WARGEAR

Incensor cherub	Once per battle, at the start of any phase, you can roll two D6 and discard one of them. The value of the remaining dice is the value of this unit's Cherub dice. Until the end of the phase, this unit can perform one Act of Faith (pg 91) using that Cherub dice as if it were a Miracle dice. If a unit has a Cherub dice at the end of the phase, it is discarded. *We recommend placing an Incensor Cherub model next to the unit as a reminder, removing it once this ability has been used (an Incensor Cherub does not count as a model for any rules purposes).*
Simulacrum imperialis	Once per phase, the bearer's unit can perform one Act of Faith (pg 91) even if another unit from your army has already performed an Act of Faith during this phase.

WARGEAR OPTIONS

- If this unit contains 9 or fewer models, 1 Battle Sister's boltgun can be replaced with one of the following: 1 weapon from the *Heavy Weapons* list; 1 weapon from the *Special Weapons* list.
- For every 10 models in this unit, 1 Battle Sister's boltgun can be replaced with 1 weapon from the *Special Weapons* list.
- For every 10 models in this unit, 1 Battle Sister's boltgun can be replaced with one of the following: 1 weapon from the *Heavy Weapons* list; 1 weapon from the *Special Weapons* list.
- The Sister Superior can be equipped with 1 weapon from the *Melee Weapons* list.
- The Sister Superior's bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 one weapon from the *Ranged Weapons* list.
  - 1 weapon from the *Pistols* list.
- 1 Battle Sister equipped with 1 boltgun can be equipped with 1 simulacrum imperialis. That model's boltgun cannot be replaced.
- The unit can have an incensor cherub.

ABILITIES

Acts of Faith, **Sacred Rites**, **Shield of Faith** (pg 90-93)

FACTION KEYWORDS: **Imperium**, **Adeptus Ministorum**, **Adepta Sororitas**, **<Order>**
KEYWORDS: **Infantry**, **Core**, **Battle Sisters Squad**



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.



Aestred Thurga is a powerful warrior in her own right, but recognises with great humility that the ancient relic standard she carries is far more important than she can ever be. She will gladly die to protect the Auto-Tapestry of the Emperor's Judgement, while the Sisters she fights alongside are inspired to carry out great deeds of faith in its presence – feats recorded by the Hagiolater, Agathae Dolan.

AESTRED THURGA AND AGATHAE DOLAN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Aestred Thurga	6"	3+	3+	3	3	5	3	9	3+
1	Agathae Dolan	6"	4+	4+	3	3	4	3	8	6+

Aestred Thurga is equipped with: bolt pistol; Blade of Vigil; frag grenades; krak grenades. Agathae Dolan is equipped with: bolt pistol; scribe's staff. Your army can only include 1 **AESTRED THURGA** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Blade of Vigil	Melee	Melee	+2	-2	2	Each time an attack made by this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.
Scribe's staff	Melee	Melee	+1	0	1	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Rosarius: Models in this unit have a 4+ invulnerable save.

Line of Martyrs: While this unit contains **AGATHAE DOLAN**, each time an attack successfully wounds this unit, that attack must be allocated to **AGATHAE DOLAN**. The destruction of **AGATHAE DOLAN** is ignored for the purposes of Morale tests. If **AESTRED THURGA** is ever destroyed, **AGATHAE DOLAN** is also destroyed.

Unbridled Ardour: Each time an attack with a Damage characteristic of 1 is allocated to **AESTRED THURGA**, add 1 to any armour saving throw made against that attack.

Recount the Deeds of the Saints: In your Command phase, select one friendly **ADEPTA SORORITAS CHARACTER** unit within 9" of **AGATHAE DOLAN**. Until the start of your next Command phase, each time that unit is selected to fight, you can re-roll one hit roll, one wound roll or one damage roll when resolving that unit's attacks.

Auto-Tapestry of the Emperor's Judgement: Once per battle, in your Command phase, **AESTRED THURGA** can plant this banner. If she does, until the start of your next Command phase, **AESTRED THURGA** has the following ability: '**The Emperor Resplendent (Aura):** While a friendly **ADEPTA SORORITAS CORE** unit is within 6" of this model, all 6 sacred rites (pg 93) are active for that unit.'

Order Pronatus: If **AESTRED THURGA** is included in your army, then the Open the Reliquaries Stratagem (pg 67) costs one fewer Command points to use the first time you use it. If **AESTRED THURGA** is in your Crusade force, the Relic Requisition costs 0 Requisition points to use.

Hagiolatry: If **AGATHAE DOLAN** is included in the same Crusade army as a **SAINT POTENTIA** model, and if **AGATHAE DOLAN** is on the battlefield at the end of the battle, that **SAINT POTENTIA** model gains 1 additional Saint point (pg 80).

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**
KEYWORDS (AESTRED THURGA): **INFANTRY, CHARACTER, SANCTIFIED, AESTRED THURGA**
KEYWORDS (AGATHAE DOLAN): **INFANTRY, CHARACTER, CULT IMPERIALIS, AGATHAE DOLAN**

IMAGIFIER

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Imagifier	6"	3+	3+	3	3	4	3	8	3+

An Imagifier is equipped with: boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Litany of Deeds: This model gains an ability (see below) depending on which tale it is recounting. At the start of the battle, before the first turn begins, you must select one tale from the following list for this model to recount, and make a note of it on your army roster. You cannot select a tale that another model from your army is already recounting unless all three tales are being recounted by models from your army. Until the end of the battle, this model has the ability associated with that tale.

- **Tale of the Faithful (Aura):** While a friendly **<ORDER> CORE** unit is within 6" of this model, you can re-roll Advance rolls and charge rolls made for that unit.
- **Tale of the Stoic (Aura):** While a friendly **<ORDER> CORE** unit is within 6" of this model, each time an attack with a Strength characteristic of 3 or less is made against that unit, subtract 1 from that attack's wound roll.
- **Tale of the Warrior (Aura):** While a friendly **<ORDER> CORE** unit is within 6" of this model, add 1 to the Strength characteristic of models in that unit.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CHARACTER, IMAGIFIER**



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.

DIALOGUS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Dialogus	6"	4+	3+	3	3	4	3	8	3+

A Dialogus is equipped with: bolt pistol; Dialogus staff.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Dialogus staff	Melee	Melee	+1	0	1	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Laud Hailer (Aura): While a friendly **ADEPTA SORORITAS CORE** or **ADEPTA SORORITAS CHARACTER** unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit.

Non-militant Order: If your army is Battle-forged, then for each Detachment that includes either a **CANONESS** or **CANONESS SUPERIOR** unit, one **DIALOGUS** unit can be included in that Detachment without taking up a Battlefield Role slot.

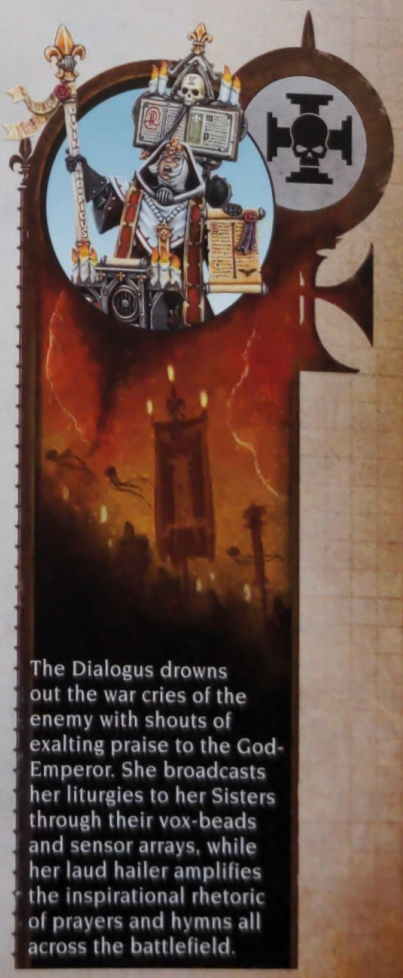
Stirring Rhetoric (Aura): While a friendly **ADEPTA SORORITAS** unit is within 6" of this model, each time that unit (or a model in that unit) performs an Act of Faith (pg 91), you can increase or decrease the value of 1 Miracle dice (or 1 Cherub dice) by 1 before you use it to perform that Act of Faith (to a maximum of 6 and a minimum of 1). This is not cumulative with any other abilities that can increase or decrease the value of a Miracle dice or a Cherub dice.

PRIEST

This model knows *War Hymn* and one other hymn from the Hymns of Battle (pg 73). In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

KEYWORDS

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**
KEYWORDS: **INFANTRY, CHARACTER, SANCTIFIED, PRIEST, DIALOGUS**



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.



It is the role of Preachers to harness the faith of Imperial warriors in battle. Often they join Wars of Faith – though it is not unheard of for a Preacher to lead one. They are filled with a fearsome religious fervour that incites the faithful as they bellow catechisms of hatred.

PREACHER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Preacher	6"	4+	4+	3	3	4	3	7	6+

A Preacher is equipped with: zealot's vindictor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto pistol	12"	Pistol 1	3	0	1	-
Zealot's vindictor (shooting)	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Zealot's vindictor (melee)	Melee	Melee	+2	-2	2	-

WARGEAR OPTIONS

- This model's zealot's vindictor can be replaced with 1 auto pistol and 1 chainsword.

ABILITIES

Zealot (pg 90)

Priestly Delegation: If your army is Battle-forged, then for each **MISSIONARY** unit included in a Detachment, one **PREACHER** unit can be included in that Detachment without taking up a Battlefield Role slot.

Rosarius: This model has a 4+ invulnerable save.

Icon of the Ecclesiarchy (Aura): While a **CHAOS** unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit.

PRIEST

This model knows *War Hymn* from the Hymns of Battle (pg 73). In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM**
KEYWORDS: **INFANTRY, CHARACTER, CULT IMPERIALIS, PRIEST, PREACHER**

CELESTIAN SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Celestian	6"	3+	3+	3	3	1	2	8	3+
1	Celestian Superior	6"	3+	3+	3	3	1	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 7**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

OTHER WARGEAR	
Incensor cherub	Once per battle, at the start of any phase, you can roll two D6 and discard one of them. The value of the remaining dice is the value of this unit's Cherub dice. Until the end of the phase, this unit can perform one Act of Faith (pg 91) using that Cherub dice as if it were a Miracle dice. If a unit has a Cherub dice at the end of the phase, it is discarded. *We recommend placing an Incensor Cherub model next to the unit as a reminder, removing it once this ability has been used (an Incensor Cherub does not count as a model for any rules purposes).*
Simulacrum imperialis	Once per phase, the bearer's unit can perform one Act of Faith (pg 91) even if another unit from your army has already performed an Act of Faith during this phase.

WARGEAR OPTIONS

- 1 Celestian's boltgun can be replaced with 1 weapon from the *Special Weapons* list.
- 1 Celestian's boltgun can be replaced with one of the following: 1 weapon from the *Heavy Weapons* list; 1 weapon from the *Special Weapons* list.
- The Celestian Superior can be equipped with 1 weapon from the *Melee Weapons* list.
- The Celestian Superior's bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 weapon from the *Ranged Weapons* list.
  - 1 weapon from the *Pistols* list.
- 1 Celestian equipped with 1 boltgun can be equipped with 1 simulacrum imperialis. That model's boltgun cannot be replaced.
- The unit can have an incensor cherub.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Bodyguard: While a friendly **SANCTIFIED CHARACTER** or **<ORDER> CHARACTER** unit is within 3" of this unit, enemy models cannot target that **CHARACTER** unit with ranged attacks.

Sworn Protectors: While this unit is within 6" of a friendly **<ORDER> CANONESS SUPERIOR**, **<ORDER> CANONESS**, or **<ORDER> PALATINE** model, each time a model in this unit makes an attack, add 1 to that attack's hit roll.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CORE, CELESTIAN, CELESTIAN SQUAD**



The Celestians are the finest warriors in their Order, highly experienced veterans whose refusal to yield is legendary. Many have served as Sisters Superior, and thus have great tactical acumen. Celestians most frequently serve as bodyguards and champions of Canonesses, willingly sacrificing themselves to protect their charge.



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 holy sites of the unclean, the Sacresants are relentless in their pursuit of victory.

CELESTIAN SACRESANTS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Celestian Sacresant	6"	3+	3+	3	3	1	2	8	2+
1	Sacresant Superior	6"	3+	3+	3	3	1	3	9	2+

If this unit contains 6 or more models, it has **Power Rating 6**. Every model is equipped with: bolt pistol; hallowed mace; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Anointed halberd	Melee	Melee	+3	-3	1	-
Hallowed mace	Melee	Melee	+2	-1	2	-
Spear of the faithful	Melee	Melee	+3	-3	2	-

WARGEAR OPTIONS

- Any number of models can each have their hallowed mace replaced with 1 anointed halberd.
- 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 1 weapon from the *Pistols* list.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Bodyguard: While a friendly **SANCTIFIED CHARACTER** or **<ORDER> CHARACTER** unit is within 3" of this unit, enemy models cannot target that **CHARACTER** unit with ranged attacks.

Sacresant Shield: Models in this unit have a 4+ invulnerable save.

Keepers of the Faith: This unit is eligible to perform Heroic Interventions as if it were a **CHARACTER**. In addition, each time this unit performs a Heroic Intervention or an enemy unit declares a charge against this unit while this unit is not within Engagement Range of any enemy units, this unit can Set to Defend. If it Sets to Defend, then until the end of the phase, it cannot fire Overwatch, but until the end of the next Fight phase, each time a model in this unit makes a melee attack, add 1 to that attack's hit roll.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CORE, CELESTIAN, CELESTIAN SACRESANTS**





Celestian Sacresants with hallowed maces and bolt pistols



Sacresant Superior with spear of the faithful and inferno pistol

HOSPITALLER

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hospitaller	6"	4+	3+	3	3	4	3	8	3+

A Hospitaller is equipped with: bolt pistol; chirurgeon's tools.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chirurgeon's tools	Melee	Melee	User	-1	1	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Non-militant Order: If your army is Battle-forged, then for each Detachment that includes either a **CANONESS** or **CANONESS SUPERIOR** unit, one **HOSPITALLER** unit can be included in that Detachment without taking up a Battlefield Role slot.

Medicus Ministorum (Aura): While a friendly **ADEPTUS MINISTORUM INFANTRY** unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Sacred Healing: At the end of your Movement phase, this model can heal one friendly **ADEPTUS MINISTORUM INFANTRY** model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**
KEYWORDS: **INFANTRY, CHARACTER, SANCTIFIED, HOSPITALLER**



Hospitallers are physical and spiritual healers. They are possessed of medicinal expertise as well as serving 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 in solemn calm despite the harshest conditions.

DOGMATA

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Dogmata	6"	3+	3+	3	3	4	3	8	3+

A Dogmata is equipped with: bolt pistol; mace of the righteous; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Mace of the righteous	Melee	Melee	+2	-2	2	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Sacred Task (Aura): While a friendly **<ORDER> CORE** unit that is performing an action is within 6" of this model, that unit can shoot without that action failing.

Unflinching Determination: In your Command phase, you can select one friendly **<ORDER> CORE** unit within 6" of this model. Until the start of your next Command phase, that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in that unit already has this ability, that model counts as one additional model when determining control of an objective marker.

PRIEST

This model knows *War Hymn* and one other hymn from the Hymns of Battle (pg 73). In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **CHARACTER, INFANTRY, PRIEST, DOGMATA**



With watchful eyes, the Sisters Dogmata seek out infractions among their Order. Held in as much fear as respect, with but a word they can condemn a Sister to the Repentia. With shouted prayers and great swings of their maces, they demonstrate the path of righteousness and show what the Sisters should expect if they fail in their duties.



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 of enemies and emerging victorious.

PARAGON WARSUITS

13 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Paragon	8"	3+	3+	5	5	4	3	8	2+
1	Paragon Superior	8"	3+	3+	5	5	4	4	9	2+

Every model is equipped with: bolt pistol; heavy bolter; 2 storm bolters; Paragon war blade; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Ministorum heavy flamer	12"	Heavy D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Paragon grenade launcher	24"	Assault 2	6	-1	D3	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Paragon war blade	Melee	Melee	+1	-3	2	Each time the bearer fights, it can make one additional attack with this weapon.
Paragon war mace	Melee	Melee	+4	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR OPTIONS

- Any number of models can each have their 2 storm bolters replaced with 1 Paragon grenade launcher.
- 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

Acts of Faith, **Sacred Rites**, **Shield of Faith** (pg 90-93)

Paragon Warsuit: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

FACTION KEYWORDS: **Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>**
KEYWORDS: **Vehicle, Core, Celestian, Paragon Warsuits**

REPENTIA SUPERIOR

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Repentia Superior	6"	3+	3+	3	3	4	5	8	3+

A Repentia Superior is equipped with: neural whips; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Neural whips	Melee	Melee	User	-2	1	Each time an attack is made with this weapon against a unit (excluding **VEHICLE** units), if no models in the target unit have a Leadership characteristic of 8 or more, add 1 to that attack's wound roll.

WARGEAR OPTIONS

- This model can be equipped with 1 bolt pistol.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Scourge of the Penitent: If your army is Battle-forged, then for each Detachment that includes a **SISTERS REPENTIA** unit, one **REPENTIA SUPERIOR** unit can be included in that Detachment without taking up a Battlefield Role slot.

Driven Onwards: In your Command phase, you can select one friendly **<ORDER> SISTERS REPENTIA** unit within 3" of this model. If you do so, until the end of the turn, this model and that unit are both eligible to declare a charge in a turn in which they Advanced, and, until the end of the turn, each time a charge roll is made for this model or that unit, roll one additional D6 and discard one of the results.

Overseer of Redemption (Aura): While a friendly **<ORDER> SISTERS REPENTIA** unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to the wound roll.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CHARACTER, REPENTIA SUPERIOR**



These taskmasters oversee the Sisters Repentia as they drives them to war, ever vigilant for sinfulness. Their bellowed words remind their charges of their guilt, causing the Repentia to throw themselves at the foe with greater ferocity. In battle, Repentia Superior fight with neural whips, causing agonising pain with every skilful lash.





Sisters Repentia charge across the battlefield howling prayers, filled with the need for atonement for past misdeeds. They now exist only to slaughter the enemies of the Emperor, and so rush forward without heed for their own safety. Each seeks to redeem herself with acts of selfless bravery and violent devotion.

SISTERS REPENTIA

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-10	Sister Repentia	6"	3+	3+	3	3	1	2	8	7+

If this unit contains 5 or more models, it has **Power Rating 6**. Every model is equipped with: penitent eviscerator.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Penitent eviscerator	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

Acts of Faith, **Sacred Rites**, **Shield of Faith**, **Zealot** (pg 90-93)

Solace in Anguish: Each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

Martyrdom: If this unit is destroyed during any phase other than the Morale phase, then at the end of that phase, you gain 1 Miracle dice (pg 91).

FACTION KEYWORDS: **Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>**
KEYWORDS: **Infantry, Core, Sisters Repentia**



These pious bodyguards are chosen for their martial skill and devotion to the Imperial Creed. They spill the blood of heretics with great sweeps of their heavy broadswords. Bullets and sorcerous witchfire alike deflect from their warded tower shields, with which they form an impenetrable wall around those they protect.

CRUSADERS

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-6	Crusader	6"	3+	4+	3	3	1	2	7	3+

If this unit contains between 3-4 models, it has **Power Rating 2**. If this unit contains 5 or more models, it has **Power Rating 3**. Every model is equipped with: power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	+1	-3	1	-

ABILITIES

Zealot (pg 90)

Ecclesiarchy Battle Conclave: If your army is Battle-forged, then for each Detachment that includes a **Cult Imperialis Priest** unit, one **Crusaders** unit can be included in that Detachment without taking up a Battlefield Role slot.

Crusader shield: Models in this unit have a 4+ invulnerable save.

Spiritual Fortitude: Each time a model in this unit would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

FACTION KEYWORDS: **Imperium, Adeptus Ministorum**
KEYWORDS: **Infantry, Cult Imperialis, Core, Ecclesiarchy Battle Conclave, Crusaders**

ARCO-FLAGELLANTS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-10	Arco-flagellant	7"	4+	-	4	4	2	2	7	7+

If this unit contains between 4-6 models, it has **Power Rating 4**. If this unit contains 7 or more models, it has **Power Rating 6**. Every model is equipped with: arco-flails.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arco-flails	Melee	Melee	+1	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

OTHER WARGEAR

Endurant implants	The bearer has an Attacks characteristic of 3 and a Strength characteristic of 5.

WARGEAR OPTIONS

- 1 model can be equipped with 1 endurant implants.

ABILITIES

Zealot (pg 90)

Ecclesiarchy Battle Conclave: If your army is Battle-forged, then for each Detachment that includes a **CULT IMPERIALIS PRIEST** unit, one **ARCO-FLAGELLANTS** unit can be included in that Detachment without taking up a Battlefield Role slot.

Berserk Killing Machines: Each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

Instrument of Pain and Penance: This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM**
KEYWORDS: **INFANTRY, CULT IMPERIALIS, CORE, ECCLESIARCHY BATTLE CONCLAVE, ARCO-FLAGELLANTS**



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, mattocks and cleavers.

DEATH CULT ASSASSINS

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-6	Death Cult Assassin	7"	2+	4+	4	3	1	4	7	5+

If this unit contains between 3-4 models, it has **Power Rating 2**. If this unit contains 5 or more models, it has **Power Rating 3**. Every model is equipped with: Death Cult power blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death Cult power blades	Melee	Melee	User	-3	1	-

ABILITIES

Zealot (pg 90)

Ecclesiarchy Battle Conclave: If your army is Battle-forged, then for each Detachment that includes a **CULT IMPERIALIS PRIEST** unit, one **DEATH CULT ASSASSINS** unit can be included in that Detachment without taking up a Battlefield Role slot.

Uncanny Reflexes: Models in this unit have a 5+ invulnerable save. At the start of the Fight phase, if this unit is within Engagement Range of any enemy units, it can fight first that phase.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM**
KEYWORDS: **INFANTRY, CULT IMPERIALIS, CORE, ECCLESIARCHY BATTLE CONCLAVE, DEATH CULT ASSASSINS**



Death Cult Assassins are obsessed with spilling the blood of the unclean. They leap fearlessly into the enemy's ranks, twirling and spinning. Their every slice and stab has a ritualistic element, and to them the manner of each kill has a special significance when they offer the victim's soul to the Emperor.



Dominion Squads strike as swift and as furious as lightning, clearing bunkers, capturing strategic locations and blunting counter-attacks 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 they are needed most.

DOMINION SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Dominion	6"	4+	3+	3	3	1	1	7	3+
1	Dominion Superior	6"	4+	3+	3	3	1	2	8	3+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

OTHER WARGEAR

Incensor Cherub	Once per battle, at the start of any phase, you can roll two D6 and discard one of them. The value of the remaining dice is the value of this unit's Cherub dice. Until the end of the phase, this unit can perform one Act of Faith (pg 91) using that Cherub dice as if it were a Miracle dice. If a unit has a Cherub dice at the end of the phase, it is discarded. *We recommend placing an Incensor Cherub model next to the unit as a reminder, removing it once this ability has been used (an Incensor Cherub does not count as a model for any rules purposes).*
Simulacrum imperialis	Once per phase, the bearer's unit can perform one Act of Faith (pg 91) even if another unit from your army has already performed an Act of Faith during this phase.

WARGEAR OPTIONS

- Up to 4 Dominions can each have their boltgun replaced with 1 weapon from the *Special Weapons* list.
- The Dominion Superior can be equipped with 1 weapon from the *Melee Weapons* list.
- The Dominion Superior's bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 weapon from the *Ranged Weapons* list.
  - 1 weapon from the *Pistols* list.
- 1 Dominion equipped with 1 boltgun can be equipped with 1 simulacrum imperialis. That model's boltgun cannot be replaced.
- The unit can have an Incensor Cherub.

ABILITIES

Acts of Faith, **Sacred Rites**, **Shield of Faith** (pg 90-93)

Holy Vanguard: At the start of the first battle round, before the first turn begins, this unit, or the **ADEPTA SORORITAS TRANSPORT** it is embarked within, can make a Normal Move of up to 6" as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CORE, DOMINION SQUAD**

SERAPHIM SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Seraphim	12"	3+	3+	3	3	1	2	8	3+
1	Seraphim Superior	12"	3+	3+	3	3	1	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: 2 bolt pistols; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-

WARGEAR OPTIONS

- Up to 2 Seraphim can each have their 2 bolt pistols replaced with one of the following: 2 inferno pistols; 2 Ministorum hand flamers.
- 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 power sword.
  - 1 plasma pistol and 1 chainsword.
  - 1 plasma pistol and 1 power sword.
  - 1 bolt pistol and 1 plasma pistol.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Angelic Visage: The invulnerable save models in this unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).

Sky Strike: During deployment, you can set up this unit in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CORE, JUMP PACK, FLY, SERAPHIM SQUAD**



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

ZEPHYRIM SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Zephyrim	12"	3+	3+	3	3	1	3	8	3+
1	Zephyrim Superior	12"	3+	3+	3	3	1	4	9	3+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: bolt pistol; power sword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR

Zephyrim pennant	The bearer has the following ability: '**The Righteous Path (Aura):** While a friendly **<ORDER> CORE** unit is within 6" of this model, you can re-roll charge rolls made for that unit.'

WARGEAR OPTIONS

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

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Angelic Visage: The invulnerable save models in this unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).

Sky Strike: During deployment, you can set up this unit in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, CORE, JUMP PACK, FLY, ZEPHYRIM SQUAD**



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.



RETRIBUTOR SQUAD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Retributor	6"	4+	3+	3	3	1	1	7	3+
1	Retributor Superior	6"	4+	3+	3	3	1	2	8	3+

If this unit contains 6 or more models, it has **Power Rating 9**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

WARGEAR

Armorium cherub	Once per battle, in your Shooting phase, after this unit has shot, one model in this unit can immediately shoot with one of its ranged weapons again. If this unit has two armorium cherubs, it can use this ability twice per battle. *We recommend placing one Armorium Cherub model next to the unit for each it is equipped with as a reminder, removing one each time this ability is used (an Armorium Cherub does not count as a model for any rules purposes).*
Simulacrum imperialis	Once per phase, the bearer's unit can perform one Act of Faith (pg 91) even if another unit from your army has already performed an Act of Faith during this phase.

WARGEAR OPTIONS

- Up to 4 Retributors can each have their boltgun replaced with 1 weapon from the *Heavy Weapons* list.
- The Retributor Superior can be equipped with 1 weapon from the *Melee Weapons* list.
- The Retributor Superior's bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 weapon from the *Ranged Weapons* list.
  - 1 weapon from the *Pistols* list.
- 1 Retributor equipped with 1 boltgun can be equipped with 1 simulacrum imperialis. That model's boltgun cannot be replaced.
- The unit can have up to 2 armorium cherubs.

ABILITIES

Acts of Faith, **Sacred Rites**, **Shield of Faith** (pg 90-93)

Storm of Retribution: Each time a model in this unit makes an attack with a Heavy weapon, the target does not gain the benefits of cover against that attack.

FACTION KEYWORDS: **Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>**
KEYWORDS: **Infantry, Core, Retributor Squad**

Retributors are highly experienced warriors, and among 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.



Retributor with multi-melta



Retributor with Ministorum heavy flamer



Retributor with heavy bolter

MORTIFIERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-4	Mortifier	8"	3+	3+	5	5	5	4	8	4+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. If this unit contains 4 models, it has **Power Rating 12**. Every model is equipped with: 2 heavy bolters; 2 penitent buzz-blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Ministorum heavy flamer	12"	Heavy D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Penitent buzz-blade	Melee	Melee	+3	-4	2	-
Penitent flail	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

OTHER WARGEAR	
Anchorite sarcophagus	The bearer has a Save characteristic of 3+.

WARGEAR OPTIONS

- 1 Mortifier 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 Ministorum heavy flamer.
  - 2 Ministorum heavy flamers.
- Any number of models can each have their 2 penitent buzz-blades replaced with one of the following:
  - 1 penitent buzz-blade and 1 penitent flail.
  - 2 penitent flails.

ABILITIES

Zealot (pg 90)

Anguish of the Unredeemed: Each time a model in this unit is destroyed by a melee attack, if this unit has not yet been selected to fight this phase, roll one D6 before removing that model from play. On a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks. After doing so, any other rules that affect this model 'when it is destroyed' are triggered (if any) and then the model is removed from play.

Wrath of the Penitent: If a model is equipped with 2 penitent buzz-blades, it has an Attacks characteristic of 5. If a model is equipped with 2 penitent flails, it has an Attacks characteristic of 5.

Berserk Killing Machines: Each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

Instrument of Pain and Penance: This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.

FACTION KEYWORDS: **Imperium, Adeptus Ministorum, Adepta Sororitas**
KEYWORDS: **Vehicle, Outcasts, Engine of Redemption, Mortifiers**



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.





PENITENT ENGINES

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-4	Penitent Engine	8"	4+	4+	5	5	5	4	8	4+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. If this unit contains 4 models, it has **Power Rating 12**. Every model is equipped with: 2 Ministorum heavy flamers; 2 penitent buzz-blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ministorum heavy flamer	12"	Heavy D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Penitent buzz-blade	Melee	Melee	+3	-4	2	-
Penitent flail	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

WARGEAR OPTIONS

- Any number of models can each have their 2 penitent buzz-blades replaced with one of the following:
  - 1 penitent buzz-blade and 1 penitent flail.
  - 2 penitent flails.

ABILITIES

Zealot (pg 90)

Endless Suffering: This unit is eligible to declare a charge with even if it Advanced this turn. In addition, each time this unit makes a pile-in move or consolidation move, models in this unit can move an additional 2".

Berserk Killing Machines: Each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

Wrath of the Penitent: If a model is equipped with 2 penitent buzz-blades, it has an Attacks characteristic of 5. If a model is equipped with 2 penitent flails, it has an Attacks characteristic of 5.

Instrument of Pain and Penance: This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM**
KEYWORDS: **VEHICLE, CULT IMPERIALIS, ENGINE OF REDEMPTION, PENITENT ENGINES**

The pilots of Penitent Engines are subjected to terrible agony, thanks to the torment amplifiers spliced into their synapses. 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.



Penitent Engine with penitent buzz-blades

Penitent Engine with penitent flails

EXORCIST

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Exorcist (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Exorcist (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Exorcist (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

An Exorcist is equipped with: Exorcist missile launcher; heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Exorcist conflagration rockets	48"	Heavy 3D6	5	-1	1	Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Exorcist missile launcher	48"	Heavy 3D3	8	-2	D6	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

WARGEAR OPTIONS

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

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>**
KEYWORDS: **Vehicle, Hallowed, Smokescreen, Exorcist**



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

CASTIGATOR

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Castigator (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Castigator (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Castigator (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Castigator is equipped with: Castigator autocannons; 3 heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castigator autocannons	48"	Heavy 4D3	7	-1	2	-
Castigator battle cannon	Before selecting targets, select one of the profiles below to make attacks with:					
- Sanctified shell	72"	Heavy D6	9	-3	3	Blast
- Pyre shell	72"	Heavy 3D3	6	-1	1	Blast. Each time an attack is made with this weapon profile, the target does not receive the benefits of cover against that attack.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-

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

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>**
KEYWORDS: **Vehicle, Hallowed, Smokescreen, Castigator**



Castigators are powerful battle tanks of the Adepta Sororitas. They provide excellent fire support for Battle Sisters thanks to their wide array of weapons, smashing through the foe's lines and slaughtering great swathes of enemy infantry in a matter of seconds.



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

SORORITAS RHINO

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sororitas Rhino (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Sororitas Rhino (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Sororitas Rhino (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Sororitas Rhino is equipped with: storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

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

ABILITIES

Acts of Faith, **Sacred Rites**, **Shield of Faith** (pg 90-93)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <ORDER> INFANTRY, CULT IMPERIALIS INFANTRY or SANCTIFIED INFANTRY models. It cannot transport JUMP PACK models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>
KEYWORDS: VEHICLE, TRANSPORT, HALLOWED, SMOKESCREEN, SORORITAS RHINO







IMMOLATOR

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Immolator (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Immolator (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Immolator (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

An Immolator is equipped with: immolation flamers; heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Immolation flamers	18"	Heavy 2D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin multi-melta	24"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

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

Acts of Faith, **Sacred Rites**, **Shield of Faith** (pg 90-93)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

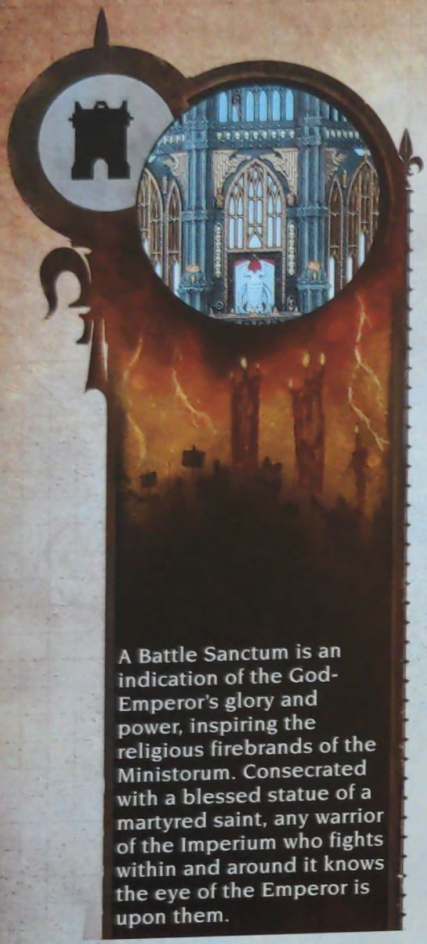
TRANSPORT

This model has a transport capacity of 6 <ORDER> INFANTRY, CULT IMPERIALIS INFANTRY or SANCTIFIED INFANTRY models. It cannot transport JUMP PACK models.

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



This Rhino variant has an aggressive machine spirit, and is equipped with an elaborate turret fitted 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.



A Battle Sanctum is an indication of the God-Emperor's glory and power, inspiring the religious firebrands of the Ministorum. Consecrated with a blessed statue of a martyred saint, any warrior of the Imperium who fights within and around it knows the eye of the Emperor is upon them.

BATTLE SANCTUM

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Battle Sanctum	-	-	-	-	-	-	-	-	-

A Battle Sanctum is a single model.

ABILITIES

Terrain Feature: After this model is set up, it is treated as an Area terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core rules:

- Breachable
- Defensible
- Light Cover
- Obscuring
- Scalable
- Inspiring (**ADEPTUS MINISTORUM**)

Consecrated Ground (Aura): While a **CHAOS** unit is within 6" of this terrain feature, subtract 1 from the Leadership characteristic of models in that unit.

Prayers to the Saint: While there are any **BATTLE SANCTUM** terrain features on the battlefield, **CULT IMPERIALIS PRIEST** and **ADEPTA SORORITAS** units in your army can attempt the following action:

'Pray to the Saint (Action): At the end of your Movement phase, one **CULT IMPERIALIS PRIEST** or **ADEPTA SORORITAS INFANTRY** unit from your army that is wholly within one friendly **BATTLE SANCTUM** terrain feature can start to perform this action. The action is completed at the end of your turn. Once completed, you gain 1 Miracle dice (pg 91).'

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**
KEYWORDS: **TERRAIN, AREA TERRAIN, RUINS, BATTLE SANCTUM**



WEAPON PROFILES

On pages 122-123 you will find the profiles for all the weapons that Sisters of Battle models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

WEAPON LISTS

The wargear options section of some datasheets in this Codex refer to one or more weapon lists. These lists can be found below:

HEAVY WEAPONS

- Heavy bolter
- Ministorum heavy flamer
- Multi-melta

MELEE WEAPONS

- Chainsword
- Power maul
- Power sword

PISTOLS

- Bolt pistol
- Inferno pistol
- Ministorum hand flamer*
- Plasma pistol

**A Canoness cannot be equipped with this weapon.*

RANGED WEAPONS

- Boltgun
- Combi-melta
- Combi-plasma
- Condemnor boltgun
- Ministorum combi-flamer

SPECIAL WEAPONS

- Artificer-crafted storm bolter
- Meltagun
- Ministorum flamer

WEAPON DEFINITIONS

Some rules refer to 'bolt weapons', 'flame weapons' or 'melta weapons'. The definitions of these weapons for the purposes of such rules can be found below:

Bolt Weapons

A bolt weapon is any weapon whose profile includes the word 'bolt' (boltgun, heavy bolter, storm bolter etc.), and any Relic that replaces a bolt weapon (e.g. Wrath of the Emperor, page 74). Rules that apply to bolt weapons only apply to the boltgun profile of condemnor boltguns, combi-weapons and the boltgun profile of Relics that replace such weapons. If a bolt weapon has a shooting and melee profile, rules that apply to bolt weapons only apply to the shooting profile of that weapon. Note that Fidelis is also a bolt weapon.

Flame Weapons

A flame weapon is any weapon whose profile includes the word 'flame' (immolation flamers, Ministorum flamer, Ministorum heavy flamer etc.), any zealot's vindictor, any brazier of holy fire and any Relic that replaces a flame weapon. Rules that apply to flame weapons only apply to the flamer profile of Ministorum combi-flamers, and the flamer profile of Relics that replace Ministorum combi-flamers. If a flame weapon has a shooting and melee profile, rules that apply to flame weapons only apply to the shooting profile of that weapon. Note that the Ardent Blade is also a flame weapon.

Melta Weapons

A melta weapon is any weapon whose profile includes the word 'melta' (meltagun, multi-melta, twin multi-melta etc.), any inferno pistol and any Relic that replaces a melta weapon. Rules that apply to melta weapons only apply to the meltagun profile of combi-meltas, and the meltagun profile of Relics that replace combi-meltas.



RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
The Ardent Blade (shooting)	12"	Assault D6	6	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Artificer-crafted storm bolter	24"	Rapid Fire 2	4	0	2	-
Auto pistol	12"	Pistol 1	3	0	1	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Brazier of holy fire	12"	Assault D6	*	*	*	One use only. Each time an attack is made with this weapon, that attack automatically hits the target, and on an unmodified wound roll of 4+ (or 2+ if the target contains any DAEMON models), the target suffers 1 mortal wound and the attack sequence ends.
Castigator autocannons	48"	Heavy 4D3	7	-1	2	-
Castigator battle cannon	Before selecting targets, select one of the profiles below to make attacks with:					
- Sanctified shell	72"	Heavy D6	9	-3	3	Blast
- Pyre shell	72"	Heavy 3D3	6	-1	1	Blast. Each time an attack is made with this weapon profile, the target does not receive the benefits of cover against that attack.
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Condemnor boltgun	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Condemnor stake	24"	Assault 1	4	-1	2	Each time an attack made with this weapon profile is allocated to a PSYKER model, that model's unit suffers D3 mortal wounds in addition to the normal damage.
Exorcist conflagration rockets	48"	Heavy 3D6	5	-1	1	Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Exorcist missile launcher	48"	Heavy 3D3	8	-2	D6	-
Fidelis	36"	Heavy 3	6	-1	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Heavy bolter	36"	Heavy 3	5	-1	2	-
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Immolation flamers	18"	Heavy 2D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Ministorum combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Ministorum flamer	12"	Assault D6	5	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Ministorum flamer	12"	Assault D6	5	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Ministorum hand flamer	12"	Pistol D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Ministorum heavy flamer	12"	Heavy D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Ministorum shotgun	12"	Assault 2	4	0	1	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Paragon grenade launcher	24"	Assault 2	6	-1	D3	-
Paragon missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Sanctorum missile	36"	Heavy 2D6	4	0	1	Blast
- Prioris missile	36"	Heavy 2	8	-2	D6	-

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Plasma grenades	6"	Grenade D6	4	-1	1	Blast
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Servo-stubber	12"	Pistol 3	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin multi-melta	24"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Zealot's vindictor (shooting)	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Anointed halberd	Melee	Melee	+3	-3	1	-
Arco-flails	Melee	Melee	+1	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
The Ardent Blade (melee)	Melee	Melee	+4	-4	2	Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.
Blade of Vigil	Melee	Melee	+2	-2	2	Each time an attack made by this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.
Blessed blade	Melee	Melee	+2	-3	2	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Chirurgeon's tools	Melee	Melee	User	-1	1	-
Death Cult power blades	Melee	Melee	User	-3	1	-
Dialogus staff	Melee	Melee	+1	0	1	-
Hallowed mace	Melee	Melee	+2	-1	2	-
Kyganil's kiss	Melee	Melee	+1	-1	2	-
Lance of Illumination	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Sweeping blow	Melee	Melee	User	-2	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Lunging strike	Melee	Melee	+3	-3	3	Each time an attack is made with this weapon profile, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to the normal damage.
Mace of Castigation	Melee	Melee	+3	-2	2	-
Mace of the righteous	Melee	Melee	+2	-2	2	-
Martyr's Sword	Melee	Melee	+3	-3	2	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Neural whips	Melee	Melee	User	-2	1	Each time an attack is made with this weapon against a unit (excluding **VEHICLE** units), if no model in that unit has a Leadership characteristic of 8 or more, add 1 to that attack's wound roll.
The Outcast's blades	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Paragon war blade	Melee	Melee	+1	-3	2	Each time the bearer fights, it can make one additional attack with this weapon.
Paragon war mace	Melee	Melee	+4	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Penitent buzz-blade	Melee	Melee	+3	-4	2	-
Penitent eviscerator	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Penitent flail	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Relic weapons	Melee	Melee	+2	-1	1	-
Sanctity	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.
Scribe's staff	Melee	Melee	+1	0	1	-
Spear of the faithful	Melee	Melee	+3	-3	2	-
Zealot's vindictor (melee)	Melee	Melee	+2	-2	2	-

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Canoness (pg 95)

Unit size	1 model
Unit cost	50 pts
• Brazier of holy fire	+5 pts
• Blessed blade	+10 pts
• Condemnor boltgun	+10 pts
• Inferno pistol	+5 pts
• Null rod	+10 pts
• Plasma pistol	+5 pts
• Power sword	+5 pts
• Rod of office	+5 pts

Celestine and Geminae Superia (pg 98)

Unit size	3 models
Unit cost	200 pts

Ephrael Stern and Kyganil of the Bloody Tears (pg 100)

Unit size	2 models
Unit cost	120 pts

Junith Eruita (pg 96)

Unit size	1 model
Unit cost	130 pts

Missionary (pg 97)

Unit size	1 model
Unit cost	40 pts
• Power maul	+5 pts

Morvenn Vahl (pg 94)

Unit size	1 model
Unit cost	265 pts

Palatine (pg 96)

Unit size	1 model
Unit cost	45 pts
• Plasma pistol	+5 pts

Triumph of Saint Katherine (pg 99)

Unit size	1 model
Unit cost	220 pts

Blessing of the Faithful (pg 70-71)

Word of the Emperor	40 pts
Rapturous Blows	25 pts
Blinding Radiance	30 pts
The Emperor's Grace	20 pts
Righteous Judgement	25 pts
Divine Deliverance	15 pts

TROOPS

Battle Sisters Squad (pg 101)

Unit size	5-20 models
Unit cost	11 pts/model
• Artificer-crafted storm bolter	+5 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Condemnor boltgun	+10 pts
• Heavy bolter	+10 pts
• Incensor cherub	+5 pts
• Inferno pistol	+5 pts
• Meltagun	+10 pts
• Ministorum combi-flamer	+10 pts
• Ministorum hand flamer	+5 pts
• Ministorum heavy flamer	+10 pts
• Ministorum flamer	+5 pts
• Multi-melta	+20 pts
• Plasma pistol	+5 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Simulacrum imperialis	+5 pts

ELITES

Aestred Thurga and Agathae Dolan (pg 102)

Unit size	2 models
Unit cost	90 pts

Arco-flagellants (pg 111)

Unit size	3-10 models
Unit cost	13 pts/model
• Endurant implants	+5 pts

Celestian Squad (pg 105)

Unit size	5-10 models
Unit cost	13 pts/model
• Artificer-crafted storm bolter	+5 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Condemnor boltgun	+10 pts
• Heavy bolter	+10 pts
• Incensor cherub	+5 pts
• Inferno pistol	+5 pts
• Meltagun	+10 pts
• Ministorum combi-flamer	+10 pts
• Ministorum hand flamer	+5 pts
• Ministorum heavy flamer	+10 pts
• Ministorum flamer	+5 pts
• Multi-melta	+20 pts
• Plasma pistol	+5 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Simulacrum imperialis	+5 pts

Celestian Sacresants (pg 106)

Unit size	5-10 models
Unit cost	14 pts/model
• Inferno pistol	+5 pts
• Ministorum hand flamer	+5 pts
• Plasma pistol	+5 pts
• Spear of the faithful	+5 pts

Crusaders (pg 110)

Unit size	2-6 models
Unit cost	11 pts/model

Death Cult Assassins (pg 111)

Unit size	2-6 models
Unit cost	13 pts/model

Dialogus (pg 103)

Unit size	1 model
Unit cost	50 pts

Dogmata (pg 107)

Unit size	1 model
Unit cost	65 pts

Hospitaller (pg 107)

Unit size	1 model
Unit cost	50 pts

Imagifier (pg 103)

Unit size	1 model
Unit cost	50 pts

Paragon Warsuits (pg 108)

Unit size	3 models
Unit cost	240 pts/model
• Multi-melta	+10 pts

Preacher (pg 104)

Unit size	1 model
Unit cost	25 pts
• Zealot's vindictor	+5 pts

Repentia Superior (pg 109)

Unit size	1 model
Unit cost	40 pts

Sisters Repentia (pg 110)

Unit size	4-10 models
Unit cost	14 pts/model

FAST ATTACK

Dominion Squad (pg 112)

Unit size	5-10 models
Unit cost	12 pts/model
• Artificer-crafted storm bolter	+5 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Condemnor boltgun	+10 pts
• Incensor cherub	+5 pts
• Inferno pistol	+5 pts
• Meltagun	+10 pts
• Ministorum combi-flamer	+10 pts
• Ministorum hand flamer	+5 pts
• Ministorum flamer	+5 pts
• Plasma pistol	+5 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Simulacrum imperialis	+5 pts

Seraphim Squad (pg 113)

Unit size	5-10 models
Unit cost	14 pts/model
• Inferno pistol	+5 pts
• Ministorum hand flamer	+5 pts
• Plasma pistol	+5 pts
• Power sword	+5 pts

Zephyrim Squad (pg 113)

Unit size	5-10 models
Unit cost	17 pts/model
• Plasma pistol	+5 pts
• Zephyrim pennant	+5 pts

HEAVY SUPPORT

Castigator (pg 117)

Unit size	1 model
Unit cost	160 pts
• Castigator battle cannon	+5 pts
• Hunter-killer missile	+5 pts
• Storm bolter	+5 pts

Exorcist (pg 117)

Unit size	1 model
Unit cost	150 pts
• Exorcist missile launcher	+30 pts
• Hunter-killer missile	+5 pts

Mortifiers (pg 115)

Unit size	1-4 models
Unit cost	60 pts/model
• Anchorite sarcophagus	+5 pts

Penitent Engines (pg 116)

Unit size	1-4 models
Unit cost	55 pts/model

Retributor Squad (pg 114)

Unit size	5-10 models
Unit cost	12 pts/model
• Armorium cherub	+5 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Condemnor boltgun	+10 pts
• Heavy bolter	+10 pts
• Inferno pistol	+5 pts
• Ministorum combi-flamer	+10 pts
• Ministorum hand flamer	+5 pts
• Ministorum heavy flamer	+10 pts
• Multi-melta	+20 pts
• Plasma pistol	+5 pts
• Power maul	+5 pts
• Power sword	+5 pts

DEDICATED TRANSPORT

Immolator (pg 119)

Unit size	1 model
Unit cost	120 pts
• Hunter-killer missile	+5 pts
• Immolation flamers	+10 pts
• Twin multi-melta	+30 pts

Sororitas Rhino (pg 118)

Unit size	1 model
Unit cost	80 pts
• Hunter-killer missile	+5 pts

FORTIFICATION

Battle Sanctum (pg 120)

Unit size	1 model
Unit cost	80 pts



GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Active sacred rite (pg 93): The sacred rites that are currently active for your army, or that are active for specified units from your army.

ADEPTA SORORITAS Detachment (pg 57): A Detachment in a Battle-forged army where every model has the **ADEPTA SORORITAS** keyword (excluding models with the **CULT IMPERIALIS**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).

ADEPTA SORORITAS secondary objectives (pg 77): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is an **ADEPTA SORORITAS** Detachment.

Any number of models can each have their Weapon A replaced with Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have their weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Blessings of the Faithful (pg 70-71): An upgrade that can be applied to **CANONESS** and **PALATINE** models from your army. Each upgrade consists of two associated abilities, one of which is a Miraculous ability. There are six upgrades: Word of the Emperor; Rapturous Blows; Blinding Radiance; The Emperor's Grace; Righteous Judgement; Divine Deliverance.

Bolt weapon (pg 121): A ranged weapon whose profile includes the word 'bolt', or a Relic that replaces a bolt weapon. Fidelis, and the boltgun profiles of a condemnor boltgun or a combi-weapon, are also bolt weapons.

Cherub dice: A Cherub dice is generated by a model equipped with an incensor cherub and can be used to perform an Act of Faith (pg 91) with as if it were a Miracle dice. Using a Cherub dice does not count as having used a Miracle dice for the purposes of any rules that are triggered by using a Miracle dice to perform an Act of Faith.

Decree Passive (pg 57): Detachment ability for **ADEPTA SORORITAS** Detachments.

Discard (Miracle dice): If a rule states that you must discard one or more Miracle dice, simply remove that many Miracle dice of your choosing from your Miracle dice pool. Discarding a Miracle dice does not count as having used a Miracle dice for the purposes of any rules that are triggered by using a Miracle dice to perform an Act of Faith (pg 91).

Flame weapon (pg 121): A ranged weapon whose profile includes the word 'flame', or a Relic that replaces a flame weapon. A brazier of holy fire, a zealot's vindictor, the Ardent Blade and the flamer profile of a Ministorum combi-flamer are also flame weapons.

Hymn: A Hymn of Battle. **ADEPTUS MINISTORUM PRIESTS** can attempt to intone hymns that they know from the Hymns of Battle (pg 73.

Martyr points (pg 80): A resource generated by **SAINT POTENTIA** and **LIVING SAINT** models (excluding named characters) in your Crusade force as they suffer Out of Action tests.

Melta weapon (pg 121): A ranged weapon whose profile includes the word 'melta', or a Relic that replaces a melta weapon. An inferno pistol and the meltagun profile of a combi-melta are also melta weapons.

Miraculous Ability (pg 70-71): Miraculous abilities are always denoted as such, and they must be activated in your Command phase by discarding a Miracle dice. While active, they affect models or units that are within Miracle range of the model that has this ability. Miraculous abilities are not affected by any rule that affects Aura abilities, and vice versa.

Miracle dice: A dice with a value between 1-6 that can be gained during the battle, and which is primarily used to perform Acts of Faith (pg 91) in order to substitute for another dice roll.

Miracle dice pool: All the Miracle dice you have gained form your Miracle dice pool. Each time a Miracle dice is used to perform an Act of Faith (pg 91), and each time a Miracle dice is discarded, remove that dice from your Miracle dice pool.

Miracle Range (pg 70): This is the range that a unit's Miraculous ability (see Blessings of the Faithful) has. Units within this range will be affected by that Miraculous ability. The Miracle range of a Miraculous ability is determined by the value of the Miracle dice used to activate it.

Order conviction (pg 57-65): Detachment ability for **ADEPTA SORORITAS** Detachments. An ability gained by **<ORDER>** models based on the Order Militant they are drawn from, if all models in that Detachment are drawn from the same Order Militant.

Order Minoris (pg 64-65): Any Order Militant that is not one of the following is an Order Minoris: Order of Our Martyred Lady; Order of the Valorous Heart; Order of the Bloody Rose; Order of the Argent Shroud; Order of the Ebon Chalice; Order of the Sacred Rose.

Order Minoris conviction (pg 64-65): Detachment ability for Orders Militant Detachments whose **<ORDER>** units are all drawn from the same Order Minoris. This typically consists of two different Order Minoris convictions.

Orders Militant Detachment (pg 57): An **ADEPTA SORORITAS** Detachment in which every **ADEPTA SORORITAS** unit that is drawn from an Order Militant is drawn from the same Order Militant.

Orders Militant Relic (pg 58-63): A Relic of the Ecclesiarchy associated with one of the Orders Militant. These are only available to **CHARACTER** models that are part of an Orders Militant Detachment (and only if they, and your **WARLORD**, are drawn from the associated Order Militant, or if your **WARLORD** has the **SANCTIFIED** keyword).

Orders Militant Warlord Trait (pg 58-63): A Warlord Trait associated with one of the Orders Militant. These are only available to **WARLORDS** that are part of an Orders Militant Detachment (and only if they are drawn from the associated Order Militant).

Perform (an Act of Faith): A unit performs an Act of Faith (pg 91) when it uses one or more Miracle dice, and/or a Cherub dice to substitute for the following types of dice roll: Advance roll; charge roll; hit roll; wound roll; saving throw; damage roll; Morale test.

Relic of the Ecclesiarchy (pg 74-75): A type of Relic that can be given to **ADEPTUS MINISTORUM CHARACTER** models.

Sacred Rite (pg 93): There are six sacred rites: Hand of the Emperor; Spirit of the Martyr; Aegis of the Emperor; Divine Guidance; The Passion; Light of the Emperor. If the same sacred rite is active more than once for a unit, it has no additional effect.

Saint points (pg 80): A resource generated by **SAINT POTENTIA** models in a Crusade force as they undertake trials. Whilst it is undertaking a trial, all Saint points that model accrues go towards its completion. Once a model has gained 10 Saint points, the trial they are undertaking is complete. A model can abandon the trial they are currently undertaking at the end of any battle. If they do so, any Saint points they have accrued towards that trial are lost and their Saint points are reset to 0.

Saintly reward (pg 80-83): An ability associated with one of the Trials of a Living Saint that a **SAINT POTENTIA** or **LIVING SAINT** model will have gained for completing that trial. A model cannot have more than 5 Saintly rewards.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Adepta Sororitas; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Adepta Sororitas – Wargear Stratagem' has both the Adepta Sororitas and Wargear labels.

Trial: One of the Trials of a Living Saint that **SAINT POTENTIA** models can undertake. The five trials are: Trial of Faith; Trial of Suffering; Trial of Purity; Trial of Righteousness; Trial of Valour. A model can only undertake one trial at a time.

'Pain is the Sister who fights at my side. Pain recalls to me my wrongs that I might strive in pursuit of penance. Pain insists that I stand my ground, steady my aim and fight on, though my lifeblood falls like rain to the thirsting soil. Pain is an ally. Pain is a friend. Pain is truth.'

- *Sister Erynica N'botu, Order of the Valorous Heart*



REFERENCE

Below you will find a bullet-pointed summary of several Sisters of Battle rules.

ACTS OF FAITH (PG 91)

GAINING MIRACLE DICE

- You cannot gain Miracle dice unless every model in your army has the **ADEPTA SORORITAS** keyword (excluding models with the **CULT IMPERIALIS**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords).
- Gain 1 Miracle dice at the start of each battle round.
- Gain 1 Miracle dice at the end of a phase in which any **ADEPTA SORORITAS** units from your army destroyed one or more enemy units (aka Vengeance).
- Gain 1 Miracle dice at the end of a phase in which any **ADEPTA SORORITAS CHARACTER** unit from your army was destroyed (aka Sacrifice).
- Each time you gain a Miracle dice, roll one D6 and add a dice with that value to your Miracle dice pool.

PERFORMING ACTS OF FAITH

- Once per phase, one unit from your army can perform one Act of Faith (pg 91) before making a dice roll for that unit (or a model in that unit).
- To perform an Act of Faith, select one or more Miracle dice from your Miracle dice pool to substitute the dice roll that is about to be made.
- Each Miracle dice can only be selected for substitution once, and only for the following types of dice roll: Advance roll; charge roll; hit roll; wound roll; saving throw; damage roll; Morale test.
- A Miracle dice that has been used for a substitution cannot be re-rolled.

BLESSINGS OF THE FAITHFUL (PG 70-71)

- If your army is Battle-forged, you can upgrade a **CANONESS** or **PALATINE** model.
- Doing so increases the model's Power Rating and points value.
- The upgraded character will gain two additional abilities, one of which is a Miraculous ability.
- A Miraculous ability can be activated once per battle in your Command phase by discarding 1 Miracle dice.
- A Miraculous ability lasts until the start of your next Command phase, and has a Miracle range according to the value of the Miracle dice discarded, as follows: 1=1"; 2-5=3"; 6=6".

DECREE PASSIVE (PG 57)

- You can include a maximum of one **CANONESS** and one **MISSIONARY** unit in each Detachment.
- You cannot include more **CULT IMPERIALIS CHARACTER** units in a Detachment than there are **ADEPTA SORORITAS CHARACTER** units.

DETACHMENT ABILITIES (PG 57)

- **ADEPTA SORORITAS** Detachments gain the Decree Passive ability.
- **ADEPTA SORORITAS** units (excluding **SANCTIFIED** and **OUTCASTS** units) in **ADEPTA SORORITAS** Detachments gain the Order Convictions ability.
- Troops units in **ADEPTA SORORITAS** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

<ORDER> KEYWORD (PG 90)

- When you include a unit with the **<ORDER>** keyword, nominate which Order Militant it is drawn from.
- Replace every instance of the **<ORDER>** keyword on that unit's datasheet with the name of your chosen Order Militant.
- A Detachment cannot include units from two different Orders Militant.

ORDER CONVICTIONS (PG 57)

- If every unit in a Detachment is drawn from the same Order Militant, all **<ORDER>** units in that Detachment gain an Order conviction.
- The Order conviction gained depends on what Order Militant they are from.
- If the Order Militant does not have an associated Order conviction, you must select two Order Minoris convictions from page 64-65 (In the Footsteps of Saints counts as two selections).

SACRED RITES (PG 93)

- After determining the mission, select one sacred rite to be active for your army, or randomly select 2 (re-roll duplicate results).
- Units gain abilities depending on what sacred rites are active. The sacred rites are:
- **1. Hand of the Emperor:** Add 1 to Advance rolls and charge rolls.
- **2. Spirit of the Martyr:** Each time a model in this unit is destroyed by a melee attack and does not explode, roll one D6: on a 6, after the attacking model's unit has finished making its attacks, it suffers 1 mortal wound (to a maximum of 6).
- **3. Aegis of the Emperor:** Each time this unit uses its Shield of Faith ability (pg 90) to take a Deny the Witch test, the test is passed on an unmodified roll of 5+.
- **4. Divine Guidance:** Each time a model in this unit makes a ranged attack, on an unmodified wound roll of 6, the Armour Penetration characteristic of that attack is improved by 1.
- **5. The Passion:** Each time a model in this unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.
- **6. Light of the Emperor:** Ignore any or all modifiers to this unit's Leadership characteristic, and Combat Attrition tests.

SHIELD OF FAITH (PG 90)

- Each model in this unit has a 6+ invulnerable save.
- In your opponent's Psychic phase, this unit can attempt to deny one psychic power as if it were a **PSYKER**. Each time a Deny the Witch test is taken for this unit, roll one D6 instead of 2D6: if the result of that test was an unmodified result of 6, or if it was greater than the result of the Psychic test, that Deny the Witch test is passed.

TRIALS OF A LIVING SAINT (PG 80-83)

- One **ADEPTA SORORITAS** model in your Crusade force (excluding named characters) can be selected to gain the **SAINT POTENTIA** keyword.
- A **SAINT POTENTIA** can undergo one of the Trials of a Living Saint.
- Each time it accomplishes one of that trial's saintly deeds, it gains 1 or more Saint points.
- Once it has earned 10 Saint points, it has completed that trial and gains its Saintly reward. It increases its Crusade points by 1, and can start a new trial.
- Once a **SAINT POTENTIA** has earned 5 Saintly rewards, replace their **SAINT POTENTIA** keyword with **LIVING SAINT**.
- Each time a **SAINT POTENTIA** or **LIVING SAINT** model fails an Out of Action test, they gain 1 Martyr point and must take a Martyrdom test.
- To take a Martyrdom test, roll one D6 and add your current number of Martyr points to the result. If the total exceeds the model's Leadership characteristic, the test is passed and that model is Martyred.
- A Martyred model is removed from your Order of Battle. Every other unit in its Crusade army gains 1 experience point for each Saintly reward the Martyred model had.





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The zealous warriors of the Adepta Sororitas are the most devout servants of the Imperium. Singing praise to the God-Emperor, they embark on crusading Wars of Faith to smite the heretic, the mutant, the witch and the xenos with excoriating fury and holy wrath. The Battle Sisters of the Adepta Sororitas form the military arm of the Ecclesiarchy, defending sacred sites and spreading Mankind's faith of the Imperial Creed to the darkest reaches of the galaxy. They follow the tenets of their founding Matriarchs and aspire to the legendary deeds of ancient saints. The Sisters go to war in finely crafted armour and bear powerful weaponry, with which they unleash vengeance upon any who threaten the Emperor's realm. They advance alongside chanting priests of the Ecclesiarchy – and their retinues of hardened zealots and crazed penitents – and armoured tanks whose emitters blare deafening choral hymns. Miraculous manifestations of the Emperor's will guide the Sisters' shots and halo them in divine protection, their shouted prayers rising to a crescendo that cuts through the din of war.

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ISBN 978-1-83906-339-8

9 781839 063398 >

DESIGNED IN THE UK

PRINTED BY C&C IN CHINA

60 03 01 08 015

A supplement for WARHAMMER 40,000

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Games Workshop Limited.
Willow Road, Nottingham,
NG7 2WS, UK

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