

WARHAMMER
SUPPLEMENT

**GAMES
WORKSHOP**

This is an unofficial Order of Our Martyred Lady Codex Supplement for the Adepta Sororitas faction of Warhammer 40,000.

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THE SISTERHOOD AT WAR

This section details the forces used by the Order of Our Martyred Lady supplement, being an Adepta Sororitas faction – their weapons, their units, the special characters that lead them to war, and the ancient relics they carry. Each entry describes a unit and gives the specific rules you will need to use it in your games of Warhammer 40,000. The Army of the Ecclesiarchy section refers back to the entries. This Codex is a supplement regarding the specific rules from the Order of Our Martyred Lady. It is considered a different army than the Adepta Sororitas, but follows the same allies chart and can ally with it as if it was Battle Brother.



THE ADEPTA SORORITAS: AN ORDER OF DEVOTIONAL WARRIORS

The Adepta Sororitas is a penitent organisation where constant hardship, deprivation and arduous work are part of an unrelenting devotional regime. Unquestioned loyalty to the Imperial Cult is vital because the Sisters are expected to maintain a close eye upon all servants of the Imperium. Every single day, squads of battle-sisters descend upon unsuspecting departments of the Adeptus Terra, administering genetic and psychological tests in order to expose wrong doers, mutants and malcontents. Whole companies of battle-sisters travel out to war-



zones, to the fortress monasteries of the Adeptus Astartes, to the fleets and to the scattered worlds of the Imperium. No-one is free from their vigilance.

They are a highly trained faction that stem both from the fanatical indoctrination of the Ecclesiarchy and the exemplar training of the Schola Progenium, making them the best humanity has to offer alongside their fellow Stormtroopers and Scions of the Militarum Tempestus.

ORDER OF OUR MARTYRED LADY

The Order is based in the Convent Sanctorum on Ophelia VII. The order was originally called the Order of the Fiery Heart and was founded by order of the Ecclesiarch Alexis XXII when the Convent Sanctorum was split. Their first leader and

Patron Saint was Canoness Katherine, who led her order for many decades before being murdered by the Witch-cult of Mnestheus. So moved by her death were her Sisters that they changed the orders name to the Order of Our Martyred Lady in her honour.

The Order wore the black of mourning for their lost lady for many centuries afterward, a style consisting of black armor and black cloaks with red lining, with red used for weaponry and white used for unit insignia and piping around the cloaks. After the Order's losses on Armageddon, the majority of the Preceptories changed the cloth color to all red, with the first line of the Fede Imperialis stitched between parallel lines of silver along the bottom edge to remind them of the martyring of their Sisters on Armageddon.

The Order has determination beyond even their fellow Sisters of the other orders, forever driven to avenge the death of Katherine and their Sisters who fall in battle. To their enemies, they are not known for mercy, but instead for thorough and utter destructiveness

Though records are incomplete, it is believed that the Order of Our Martyred Lady was the force that invaded the Saint Garrat Scriptorum at the order of Inquisitor Tannenburg and brought hundreds of Adeptus Terra scribes to Nemesis Tesseraexcrucciation chambers before razing the scriptorium with fire. Complaints lodged were quickly withdrawn when







Tannenburg produced the scribes, dead, in specimen jars with their mutations laid bare and easily apparent.

The order operated a convent on Sanctuary, known as Sanctuary 101, which was destroyed by the Necrons in 897.M41, leaving no survivors. Canoness Sepherina visited the site in 909.M41 to reconsecrate the ground and construct a memorial to her Sisters in the form of a number of small statues of Saint Katherine, one for each sister, to watch over the site of their martyrdom. The bodies of the Sisters were collected by Inquisitor Hoth, and had not been returned to the Order by the time Sepherina made her visit. It is not known if their bodies were ever returned.

A mission of the Order was sent to Parnis to investigate a lost convent of sisters. Ephrael Stern, a Seraphim, was the only survivor of the expedition, and returned without explanation for what happened on Parnis, barely sane and suspected of Chaos taint. The sister later ended up missing after a second expedition to the world led by the Inquisitor Silas Hand again resulted in Ephrael as the only survivor. The Inquisition is torn between killing her or capturing her.

Miriaeel Sabathiel was a Sister Superior of the Order and is the only sister acknowledged to have willingly fallen to Chaos. A Canoness of the Order, Olga Karamanz, was murdered by Miriaeel when she tried to apprehend her, even as the Canoness proclaimed a desire to help Miriaeel.

Basic Info			
Name:	Order of Our Martyred Lady		
Founder:	<u>Alexis XXII</u>		
Honoured Saint:	<u>Katherine</u>		
Convent:	<u>Convent Sanctorum (Ophelia VII)</u>		
Founding:	<u>37th Millenium</u>		
Colours:	<p>Original: Black armour, black cloaks, red linings and weapons</p> <p>Current: Black armour with dark red cloaks</p>		



I. ADEPTA SORITAS SPECIAL RULES

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

ACT OF FAITH

The Adepta Sororitas can draw upon the wellspring of their faith and call upon the Emperor to guide their actions. So does absolute belief in the Imperial Creed allow the Sisters of Battle to perform the seemingly impossible upon the battlefield. Yet miracles are not to be relied upon as a matter of course. At the heart of the Imperial Creed is the belief that the Divine Emperor relies on his followers to create their own salvation, but also that if the situation is sufficiently bleak, he will intervene to deliver his true servants.

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

Act of Faith [X] gives special rule X to the squad. The Independent Characters gives their own Act of Faith [X] to the squad they join and vice-versa. If a character has the Act of Faith rule without any specified special rule, it serves as an Act of Faith model and can receive Act of Faith rules from other, but does not grant any special rule to itself or others.

The rule Act of Faith will only be active for all unit of the army the turn after a Faithful unit is completely destroyed. For example, if a Battle Sister Squad comprised of 6 Battle Sisters and one Superior is removed from play as casualties, all other model in the army will have their Act of Faith rule active for the next controlling player turn. The same applies for individual model. For example, if a Canoness is removed from play as casualties, all other model in the army will have their Act of Faith rule active for the next controlling player turn.

Squad with 50% or less models will be able to reuse their Act of Faith rule each turn after it have been activated.

UNTIL THE LIGHT TAKES US

No army is big enough to conquer the galaxy, but faith alone can overturn the universe. One man can start a landslide with the casting of a single pebble. – from the Codex Imperialis and the Legend of Thor



If any unit not consisting of a single independent character is down to one model (not counting any joined independent character), it gains the **Until the Light Takes Us** rule. A unit with the Until the Light Takes Us rule may reroll all failed saved throws, all failed invulnerable save, all failed to hit and to wound in both the shooting and the assault phase. An Independent Character may never have the Until the Light Takes Us special rule unless it is the last standing model of the army, then it override the Independent Character prerequisite and grants it.

SHIELD OF FAITH

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

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

MARTYRDOM

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

If a model with the Martyrdom special rule is killed, the Sisters of Battle in the same unit may reroll any failed Leadership test for the remainder of the phase.

WITCHHUNT

The Sisters of Battle are shining examples of all that is good about Humanity, the pinnacle of faith, devotion and purity. As well as forming the Chamber Militant of the Ordo Hereticus, the Sisters of Battle also provide the fighting arm of the Ecclesiarchy in the fight against the Witch and Heretics.



Any model or weapon with the Witchhunt special rule will gain the melee profile: Poison (4+) and

AP2 against units which contain a model with the Psyker or Brotherhood of Psyker rules.

HOLY RAGE

Such is the hatred for the enemies of mankind and what they represent within each of the Sisters heart that some are totally overwhelmed with pure divine hatred for their foes and themselves. This force drive them through pain and back again to fight until the end.

The squad counts as having the Rage and Hatred special rule, and can charge after having made a Run Move in the Shooting Phase if it is comprised solely of model with the Holy Rage rule

BATTLE HYMNS

Because of their devotion to the Emperor and their fanatical exhortion, a Munistorium Priest or Ecclesiarchy envoy can put a divine fire within the heart of his fellow Imperial warrior that would burn through any sin.

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

- **The Emperor Protects** - *As the Priest's impassioned calls ring out across the battlefield, the faithful feel the blessing of the God-Emperor upon them.* The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.
- **The Emperor's Strength** - *Shouting out the prime canticle of Saint Brutos the Belligerent, the Priest calls upon the Emperor to help him smite his foes.* The Ministorum Priest has the Smash special rule until the end of the phase.
- **The Righteousness of the Emperor** - *The Priest bellows psalms of vengeance into the faces of the foe, exhorting his followers to excel in the Emperor's sight.* The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase

II. SORORITAS WARLORD TRAITS

When generating Warlord Traits, an Adepta Sororitas Warlord may either roll on the Warlord Traits tables in the Warhammer 40,000 rulebook or roll on the table below.

D6 – Result

1 – *Deep Faith*: The Warlord and her unit may reroll their Shield of Faith and Deny the Witch roll.

2 – *Beacon of Hope*: Any unit in the detachment of the Warlord is considered starting the battle with an active Act of Faith.

3 – *Witchhunt*: The Warlord and every unit within 12’’ of her gain +1 on their Deny The Witch roll.

4 – *Pure of Will*: Models from the Adepta Sororitas faction within 12’’ of the Warlord gains the Stubborn special rule.

5 – *Uprisings’ Crusher*: The Warlord and the unit s/he’s attached to gain Move Through Cover (Ruins, city and debris) and Hatred (Chaos Cultist, Renegades (infantry) and Dark Apostles) special rules.

6 – *To The Bitter End*: The Warlord gain the It Will Not Die special rule.



III. RELIQUARY MINISTORIUM



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

BLESSED ARTIFACTS

The model may take any of the following items, but only one can be taken per army:

- Mace of Chastisement (30 pts) : Melee, S + 2, AP 4, Concussive, Witchhunt, +1A
- Cloak of Aspiria (20 pts): The bearer is

granted a 2+ armour save

- Litanies of Faith (15 pts): All units within 6’’ of the bearer may reroll failed Leadership, Morale or Pinning Tests.
- Blade of Admonition (35 pts): S+2, Ap 3, Fear, Mastercrafted
- Mantle of Ophelia (40pts): The bearer gains the Eternal Warrior special rule.
- Phial of Dolan (10 pts): Grants the Fearless rule instead of the Stubborn rule for the Canoness and grants the Palatine the Stubborn rule

MELEE WEAPONS

The model may take any of the following items:

- Power Weapons (10 pts. each)
 - Power Sword: Melee, S User, AP 3.
 - Power Axe: Melee, S +1, AP 2, Unwieldy.
 - Power Maul: Melee, S +2, AP 4, Concussive.

- Power Lance: Melee, S +1/user's, AP 3/4 (the first profile is only used in the first round of combat)
- Power Stake: Melee, S +1, AP 4, Witchhunt.
- Neural Whip (15 pts.): Melee, S 8, AP 3, Strikes against target's unmodified leadership, no effect against vehicles.
- Brazier of Holy Fire (10 pts): Melee, S User, Ap -, can also be used as a Flamer (S4, Ap 5, Template) once per game.
- Flame Lance (20 pts): Melee, S User, AP 3, +1 Initiative in the assault phase, or S + 1, Ap 4, + 1 Initiative in the assault phase. Can also be used as a Flamer (S4, AP5, Template) once per game.



- Eviscerator (25 pts.): Melee, S x2, AP 2, Armourbane, Unwieldy, Two Handed.

RANGED WEAPONS

The model may take any of the following items:

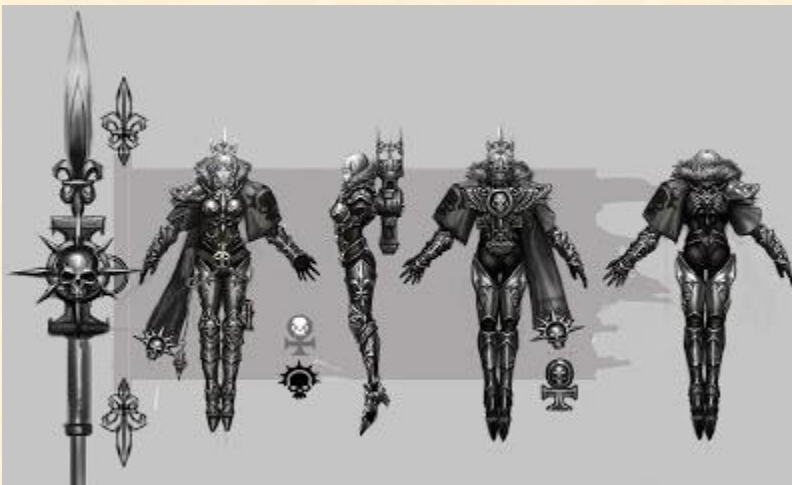
- Storm Bolter (5 pts.): Range 24", S 4, AP 5, Assault 2.
- Hand Flamer (5 pts.): Range Template, S 3, AP 6, Pistol
- Inferno Pistol (10 pts.): Range 6", S 8, AP 1, Pistol, Melta.
- Combi-Weapons (10 pts. each): Combi-weapons may be fired as a bolter or once per game with the alternate weapon profile.
- Combi-Flamer; Alternate weapon profile: Range Template, S 4, AP 5, Assault 1.
- Combi-Melta; Alternate weapon profile: Range 12", S 8, AP 1, Assault 1, Melta.
- Combi-Plasma; Alternate weapon profile: Range 24", S 7, AP 2, Rapid Fire, Gets Hot!.
- Condemnor Boltgun; Alternate weapon profile: Range 24", S 5, AP -, Assault 1, Witchhunt.

- Stalker Pattern Boltgun; Alternate weapon profile: Range 36" S4, AP 5, Sniper, Heavy 2 (only available to Canoness, Palatine, Legatine and Celestian)
- Plasma Pistol (15 pts.): Range 12", S 7, AP 2, Pistol, Gets Hot!
- Stake Crossbow (20 pts): Range 24", S5, AP5, Assault 2, Psyshock
- Hellfire Rifle (15 pts): Range 36", S6, AP3, Rending, Heavy 1

SPECIAL ISSUE WARGEAR

The model may take any of the following items:

- Bionics (5 pts.): Model gains Feel no pain 6+.
- Purity seals (5 pts.): When rolling for sweeping advance when the Purity Seals bearer's squad has failed a Leadership test, you may reroll the d6 added to the initiative. Also, roll an extra d6 when determining fall back distance and discard one d6 of your choice.
- Auspex (5 pts): Character, may lower the cover save value of an enemy unit within 12" by 1.
- Melta bombs (5 pts.): Melee, S 8, AP 1, Armorbane, Unwieldy.
- Inferno Bolts (10 pts.): A model equipped with inferno bolts rerolls failed To Wound rolls for bolt pistols, bolter, storm bolter or heavy bolter. It may also attempt to reroll any failed penetration rolls with the same weapons.
- Holy Prometheum (10 pts.): A model equipped with holy promethium treats hand flamer, flamer and heavy flamer as pinning weapons.
- Preysight: A unit equipped with the Preysight has the Night Vision special rule.
- Phosphorus Grenades: Str 2, Ap -, Blind, Range 12". If the squad is hit by the grenade, must pass a Pinning Test at -2.



HOLY BANNERS

- Holy Icon (10 pts.): Any friendly unit with a model within 6" of the vehicle adds 1 to its Leadership for the purposes of taking any Morale checks and

Pinning tests, up to a maximum of 10. The effects of multiple Holy Icons are not cumulative.

- Sacred Banner of the Order (15 pts.) (Sororitas Command Squad only): Any Sisters of Battle unit within 12" of the banner bearer re-rolls failed Morale and Pinning tests. In addition, while the Banner Bearer is still alive, the Sororitas Command Squad counts as having scored one extra wound in close combat for the purposes of calculating the assault result.
- Simulacrum Imperialis (20 pts.): Grant the unit the Stubborn special rule.
- Imagifier (20 pts): Celestian and Retributors only. The bolter, heavy bolter and storm bolter shots are considered Soul Blaze.



VEHICLE ARMORY

- Dozer Blade (5 pts.): See the Rulebook entry.
- Pintle-mounted Storm bolter (5 pts.): Range 24", S 4, AP 5, Assault 2.
- Extra Armour (10 pts.): See the Rulebook entry.
- Hunter-killer missile (10 pts.): Range Unlimited, S 8, AP 3, Heavy 1, One Shot.
- Inferno Bolts (10 pts.): See Special Issue Wargear entry.
- Holy Prometheum (10 pts.): See Special Issue Wargear entry.
- Holy Icon (10 pts.): See Holy Banners entry.
- Laud Hailer (10 pts.): Any unit within 6" of the Laud Hailer is immune to the Fear Special Rule and cannot receive overwatch in the assault phase.

IV. UNITS PROFILE

LIVING SAINT

A Living Saint is a warrior who displays miraculous abilities within his or her lifetime. Some Living Saints are killed and resurrected by the power of the Emperor. Examples of this include Saint Sabbat and Saint Celestine. Others are simply extremely powerful and/or holy.

Only a few Living Saints are confirmed in a millennium, and they are all revered throughout the Imperium. For an individual to be declared a Living Saint, a conclave of the Ecclesiarchy and the Inquisition must agree that the subject is pure and the reason just.

Saint Sabbat

The Imperial Saint, Saint Sabbat, is described as a small but beautiful green eyed girl with short black hair. She was born circa 500.M35 on the pastoral world of Hagia, in the region that afterwards became known as the Sabbat Worlds, to a simple shepherd. At this time, while humans loyal to the Imperium had established footholds in the region, much of it was incredibly wild, ruled by the hand of Chaos as well as hostile xenos. Even those planets that were ostensibly loyal to the Emperor were well outside the bounds of the Civitas Imperialis.

Little is known in detail of her history but what is known is that in her early life she was inspired by a vision of the Emperor to rally humanity and liberate the entire region in a great crusade against the Ruinous Powers. Her achievements overshadow those of many a Lord General Militant, while her teachings lead all Imperial citizens to a simplicity and wisdom that reflected her humble origins.

At the height of her powers she counted at her side many of the time's most brilliant strategists including Lord Kiodrus, the great field commander who one day was himself beatified, as well as the strategist Faltornus, and many other notables. Her host included warriors of the Astartes including the Brazen Skulls and the White Scars, as well as a command of Sisters Militant, colonial regiments, and pilgrim retinues.

Some theorise a connection between the Saint and the Order of Our Martyred Lady, but this is doubtful and is most likely a simple legend as she lived seven hundred years before the Adepta Sororitas were instituted. The Ayatani priests of her private order trace out those parts of her crusade that are still accessible to this day, from Hagia to Harkalon and back.

The Saint's crusade endured for 105 years, until her martyrdom on Harkalon, where she suffered the Nine Holy Wounds. Her body was retrieved by the White Scars and interred on Hagia. The sector that would go on to bear her name was already considered fully functioning Imperial territory at the time of her death.

During the crusade to liberate the Sabbat Worlds in M41 the Saint was said to have been reincarnated as an Esholi girl from Hagia who then led Imperial forces on the planet of Herodor and then joined the Warmaster at the front lines to inspire the Imperial forces.

Saint Celestine

Little is known of her life and battles before she was proclaimed a Living Saint - presumably they were suppressed. What is known is that she was a Sister Repentia of the Order of Our Martyred Lady and that she was but one warrior fighting at the prolonged Palatine Schism, against thousands of heretics.

Celestine was thought to have been killed in battle before the capital city of the planet Eurytion, and was said to have killed over one hundred schismatics before she fell. Her body was retrieved by her sisters, and was found to have life still in it. Believing her touched by the Emperor himself, the Sisters cleansed her body and found her to be free of wounds.

The next day, the assault resumed with Celestine at its head. The battle lasted mere hours. Celestine became the figurehead of the Palatine Crusade, leading the forces of the Imperium to countless victories.

At last, the Crusade's commander, Lord Ansgar wanted to assault the sector's capital world, but Celestine instead ventured to a backwater world called Sanctus Lys, which was home to an ancient shrine once visited by Saint Katherine. There she entered a hidden crypt, alone, forbidding any present to follow.

At the first light of dawn, Celestine rose from the crypt changed. Clad in the Armour of Saint Katherine and wielding The Ardent Blade, she had become a vessel of the Emperor's divine radiance; she was declared a Living Saint by Lord Ansgar and his Thorian compatriots.



Hailed as the 'Hieromartyr of the Palatine Crusade', Saint Celestine led the warriors of the Imperium to victory in a multitude of Wars of Faith, dispatching tens of thousands of heretics and enemies of the Emperor. The Adepta Sororitas venerated her, and her sisters would have followed her into the Eye of Terror, had she asked them to.

Saint Celestine was lost on Forrax, as the treacherous Warmaster detonated an atomic failsafe in his fortress, annihilating everything for miles across. When news of her death reached Holy Terra, the Tower of Heroes tolled once to mourn her loss, but the Sororitas in their halls in Convent Prioris were comforted with the thought that Celestine would be at the side of the Emperor.

She appeared unexpectedly in 980.M41 at a crucial moment of the Promethean War on Heletine, where the Order of the Ebon Chalice and the Salamanders Space Marines were engaged with forces of the Black Legion. There she turned the tide against the Chaos Space Marines and drove a spearhead directly to the Daemon Prince Lord Gralastyx, and ultimately slew him. When the dust of the victory had settled, however, there was no sign of her. It remains unclear if this happened during her life or after she had been declared dead on Forrax.

Saint Katherine, Patron Saint of the Order

Katherine Elysium (later canonized as Saint Katherine), also known as the The Shield Bearer, was the founder of the Order of the Fiery Heart.

Regarded as Alicia Dominica's second-in-command, Saint Katherine is said to have been the bearer of Dominica's Praesidium Protectiva, and was well known for her determination and avenging spirit, seen always at the brunt of any conflicts and leading many wars of



faith against heretics and witches in the name of the The Emperor. As member of the Brides of the Emperor, Saint Katherine was one of the six sisters who was brought before the Golden Throne at the climax of the Age of Apostasy, and was present when Vandire was executed.

Subsequently, she founded the Order of the Fiery Heart, named due to her fiery persona. She led her order in countless battles across the galaxy, and was declared a Living Saint, becoming a legend in her own lifetime. Some time before her death, Katherine visited the world of Sanctus Lys, and in a hidden crypt beneath a shrine interred the golden power armour of Saint Katherine and The Ardent Blade.

Katherine was killed by the Witch-cult of Mnestteus, and her order was renamed as the Order of Our Martyred Lady due to the deep mourning of her sisters.

CANONESS and Palatine

A Canoness is a commander of one of the Orders Militant of the Adepta Sororitas, a shining example of purity and dedication of purpose. This senior officer rank is above the grade of Palatine and below the rank of Prioress. There exists a hierarchy of sorts amongst these leaders, though to outsiders it is highly arcane and ritualistic and based on a system of precedence. Orders of the Adepta Sororitas that were established by "Ecclesiarchy Writ" are ranked higher in the order of precedence than those that were formed by a group splitting off from a preexistent order. This is especially true of the six Orders Militant, each of which has spawned



dozens of far smaller Lesser Orders Militant, the Canonesses of which rank lower in the order of precedence than those of their parent Order. A Palatine is a high rank used by the Sisters of Battle, the Orders Militant of the Adepta Sororitas. Though not as high as a Prioress or Canoness, Palatines are nonetheless experienced and fierce warriors capable of effective leading and inspiring their Battle Sisters.

A Canoness is a veteran warrior of many hundreds of battles who has risen to her position through a combination of strong leadership, shrewd tactical genius, obedience and compliance with the Ecclesiarchy and above all, her sheer overarching faith in the God-



Emperor. When the Ecclesiarchy sounds the call to arms for a War of Faith, it is the Canoness who boldly leads her warriors into the fray, refusing to take one step backwards whilst her enemies still draw breath. Under the command of a Canoness, the Sisters of Battle have crushed the foes of the God-Emperor across the galaxy.

Though a Canoness is ostensibly answerable only to the Prioress of her Convent, her superior knowledge of warfare inevitably holds sway concerning matters military. The Canonesses are aided in their duties by their order's Palatines. Palatines are highly

experienced and capable officers, from whose ranks the next Canoness will be drawn. As a guardian of her Battle-Sisters' souls, a Canoness is also responsible for the spiritual well-being of those under her command. A Canoness' non-military duties include leading the Order in its prayer services, performing rites of initiation and overseeing the running of the Order. As a result, a Canoness inspires intense devotion in her Battle-Sisters, leading them from the fore whilst reciting the great hymns of the Adeptus Ministorum.

Members of the Adepta Sororitas can and do transfer from one Order to another, depending on their own unique skills and experience. In particular, a sister of an Order Militant may eventually transfer to a non-militant order in so that she can carry on the Emperor's work should age or injury render her a less effective warrior. Furthermore, it is not unheard of for a senior member of the Sisterhood to transfer to another Imperial organisation entirely; several Canonesses are known to have become Inquisitors, one become a Cardinal Palatine and one even became a Rogue Trader!

SORORITAS COMMAND SQUAD

Sororitas Command Squads are formed from the rank of elite Celestians, the Legatine, for only the most dedicated and distinguished Sisters of Battle are granted the privilege of forming their Canoness' bodyguard. Having earned their position, Celestians of Sororitas Command Squads are often given the honor of carrying the sacred standard of their Order into battle or of safeguarding a revered relic. A Sororitas Command Squad may also be accompanied by Sisters from other non-militant Orders who act as advisers or specialists to the Canoness. These Sisters are frequently from the Orders Dialogus and Orders Hospitaller



CELESTIANS

Celestians are the most skilled fighters within an Order of the Sisters of Battle, the fighting arm of the Adepta Sororitas. Gathered together in specialized squads, Celestians are ferocious and remorseless fighters. Religious fanatics, they are fervent adherents to the Imperial Creed and skilled practitioners of the martial arts of the Daughters of the Emperor of old. As a sign of their status they frequently wield special weapons in combat such as the Heavy Bolter, Stormbolter, Heavy Flamer, or Multi-Melta

Celestians are Battle Sisters who have proven themselves above and beyond the call of duty in their devotion to the Emperor during battle. The senior Celestians in an Order are called Celestians Superior and they aid the Canoness with the day-to-day running of the Order. They specifically act as administrative liaisons between the Sisters Superior and the Canoness, and may even lead Battle-Sisters into combat when the Canoness is otherwise engaged.

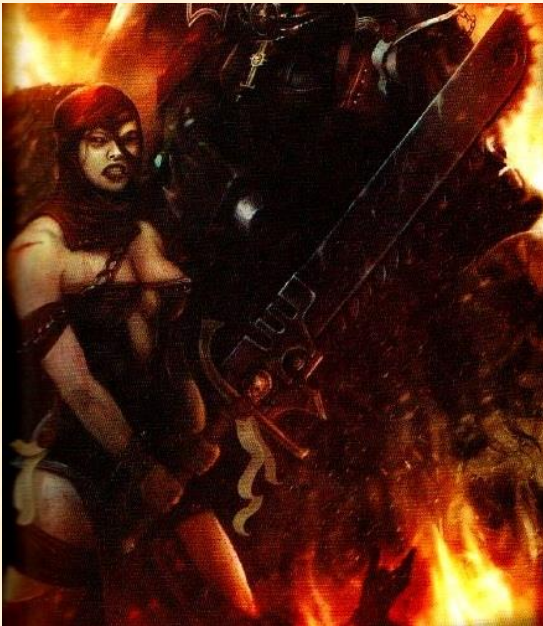


The most experienced Battle-Sisters are granted the honorific of Celestian, marking them out as highly skilled veterans of hundreds of engagements and combats. Celestians are the equal of any other fighting force humanity has to offer other than the superhuman Space Marines; they are greatly skilled, tactically experienced and resolute in their faith in the God-Emperor.

REPENTIA

The Sisters Repentia are fanatical, self-mutilating warriors who serve within the Orders Militant of the Adepta Sororitas. Having failed or fallen short of the strict religious codes expected to be followed by the Sisters of Battlesometime in their past, Repentia Sisters seek to earn the Emperor of Mankind's grace once more through self-flagellation and finding a glorious death in the heat of battle. Though ultimately outcasts within their own Order, they are none the less revered by their fellow Sisters, who see them as pilgrims seeking the absolution of death and ultimate sacrifice in the name of the God-Emperor.

Confession and prayer are as much a part of a Battle-Sister's existence as Bolter drills and military discipline. Those who fall short of the Sisterhood's rigorous codes are subject to many penitential punishments, but in more serious cases they may even be exiled from their Order. These warriors, known as Sisters Repentia, band together into groups that seek redemption in the fires of battle. They are led to war by an unsparing religious fanatic known as a Mistress of Repentance, who judges each exiled Sister's deeds and occasionally, at battle's end, may declare her sins atoned for. Those rare few who return to the fold of their Order Militant are held in awe.



Those Battle-Sisters who seek forgiveness occupy a state of grace that many within the Adepta Sororitas aspire to, yet few attain. Indeed, some Sisters willingly exile themselves, finding fault in the smallest transgression in order to join the Repentia. The fervour of the Repentia inevitably means that they martyr themselves fighting against hopeless odds, finding in death the absolution denied to them in life.

PENITENT ENGINE

A Penitent Engine is a large, bi-pedal combat walker used by the Ecclesiarchy as a form of punishment for those Heretics who have repented their sins against the God-Emperor. Penitent Engines are also used by the Orders Militant of the Adepta Sororitas as heavy infantry fire support in the same way that the Space Marine Chapters use their Dreadnoughts. Penitent Engines are willingly controlled by a repentant sinner or Heretic whose sins, which may be real, accused, or even just imagined, are so terrible that



any other form of punishment is considered too lenient. The repentant Heretic is hard-wired into the front of the war engine, and unlike Space Marine Dreadnoughts, which are fully enclosed, the penitent sinner is fully exposed to enemy attack, relying only upon the Emperor's judgement to keep them safe or take their life. Many of the souls that are punished in this way may have once been members of the Ecclesiarchy; Imperial priests who have fallen from the Emperor's grace, or even Battle-Sisters who have failed in their faith or through their mistakes have caused the death of others. The penitent is hard-wired to the front of the walker with a multitude of fibre optic neural connectors, and chemical injectors are implanted into the pilot's brain and spine. The war engine is driven by the pilot's frantic need for forgiveness, and will charge towards the enemy heedless of the danger, as only in a heroic death against the Emperor's enemies does the penitent believe that true forgiveness can be earned. The pilot is filled with numerous stimulants and other drugs that ensure that they are able to survive multiple injuries while still feeling the pain of everything that the enemy unleashes upon them. These stimulants are usually powerful enough to keep the penitent alive long enough for them to atone for their sins by frantically killing many foes. Penitent Engines will often charge into battle alongside the ranks of the Orders Militant, as the Sisters of Battle consider it their sacred duty to witness these machines in the flames of battle, watching the actions of the fallen as they atone for their sins against Mankind and the God-Emperor.

BATTLE SISTERS

Battle Sisters are the primary troops used by the Sisters of Battle, the Orders Militant of the Adepta Sororitas. Battle Sisters are recruited solely from the female *progena* of the Schola Progenia facilities spread across the galaxy. They are orphans of the Imperial servants who have given their lives in the service of the Imperium. While being raised



within the Schola they receive a strong Ecclesiarchal upbringing and education, coming to regard the Emperor as their spiritual father. Progena recruited into the Sisterhood are indoctrinated even further into the Imperial Cult, becoming even more fiercely devoted to the Emperor and the Imperial cause. Their duty as part of the Sisterhood is to ensure and enforce the physical and spiritual purity of humanity and the departments of the Adeptus Terra. As they frequently share the same role as the Ordo Hereticus, Battle Sisters often form a major part of Ordo Hereticus forces.

PRONATUS SISTERS



The Orders Pronatus are minor Orders that specialise in retrieving, guarding, studying and repairing artefacts of value to the Ecclesiarchy. This includes the uncounted thousands of holy relics revered by the people of the Imperium, but also relates to items captured by Imperial forces which are too powerful or significant to be allowed to fall into enemy hands. They also have the responsibility of maintaining and blessing the many banners and symbols of Orders Militant, as well as being called upon to reconsecrate the livery of other Imperial bodies (such as the Chapter banner of the Lamenters

Chapter of the Adeptus Astartes after its involvement in the Badab Uprising, the banner now called the Banner of Tears). Some Orders Pronatus are known to have given all in the defence of the artefacts they guard or study, and the fate of the Order of Blessed Enquiry is a salutary lesson in the risks involved with the evil of the Ruinous Powers, even if the intent is to safeguard Humanity from their corrupting influence. The named Orders Pronatus include the Order of the August Vigil and the Order of Blessed Enquiry. Also the important Order of the Eternal Gate: Imperial records speak of the Order of the Eternal Gate whose responsibility is the retrieval of ancient or dangerous relics and artefacts for the Ecclesiarchy. This Order can be seen on different battlefield, although rarely fighting on their own. They are guarded by their fellow Pronatus Sisters, aiding their fellow sisters in discovering and keeping artefacts until the higher hierarchy of the Sanctum can decide what to do with the discoveries. They operate in small number, generally in ruins of old temples or sanctuary, and are proficient are close quarter combat since they fight in between debris and other environment.

SERAPHIM

Seraphim are Sisters of Battle who are trained in using jump packs. They have the ability to fire two Bolt Pistols simultaneously making them experts at close combat. Seraphim Squads are deployed as a fast attack squad with the Sisters of Battle. The squad can be accompanied by a Sister Superior. Occasionally Seraphim carry a pair of Hand Flamers (a hand-held version of the regular Flamer) or Inferno Pistols



Only the very best Battle-Sisters are able to join the ranks of the Seraphim, the elite warriors of the Orders Militant. Seraphim receive special training and equipment and are the equivalent of Assault Space Marines. A Seraphim Squad is comprised of Sisters of Battle who are trained in using Jump Packs.

They have the ability to fire two Bolt Pistols simultaneously, making them experts at close combat. Seraphim Squads are deployed as a fast attack squad with the Sisters of Battle. The squad can be accompanied by a Sister Superior. Occasionally Seraphim carry a pair of Hand Flamers (a single-hand version of the regular Flamer) or Inferno Pistols.

DOMINION SISTERS

Dominions are Sisters of Battle who are trained to use specialist close-range weaponry such as Flamers, Storm Bolters and Meltaguns. Each Adepta Sororitas Order maintains several units of Dominions. They are among their Orders most aggressive warriors, driven by the need to destroy the Emperor's foes. Though their training has tamed the worst of their impetuosity, Dominions still yearn to fight at the forefront of any Sororitas attack. As such they are often the vanguard of Sororitas assaults, breaking through enemy frontlines and destroying heavily defended fortifications. Dominions typically ride into battle in a Rhino armored personnel carrier and are deployed to clear objectives as opposed to holding ground.



RETRIBUTOR SISTERS

A Retributor is a standard Battle-Sister who is outfitted with heavy weapons. A Retributor squad consists of between 4 to 9 Retributor Sisters armed with Boltguns and one Sister Superior armed with a Boltgun which may be upgraded to a Bolt Pistol and another close combat weapon. The Sister Superior may be upgraded to a Veteran Sister Superior who has access to the Witch Hunters Armoury and one Sister may be upgraded to an Imagifier. Up to four Sisters may be upgraded with heavy weapons, choosing either Heavy Bolters or Multi-meltas

Retributors frequently use an Immolator as transportation in order to get closer to the enemy. They believe the Emperor himself guides their aim yet are the most logical and level-headed of all the Sororitas, a trait that serves them well on the battlefield as they prioritize and dispatch their targets with calm efficiency.



CONFESSOR and characters

A Confessor is a free-roaming zealot priest of the Adeptus Ministorum who uses his evangelical platform to agitate the crowds of Imperial citizenry that turn up to hear his preaching. Under the spell of a Confessor, swathes of citizens will rush forwards to confess their personal heresies, reveal their hideous mutations and betray their comrades as psykers or other untrustworthy deviants in the eyes of the God-Emperor. A Confessor might have ecclesiastical responsibility for a hive city or, if it is less populated, an entire world, or in frontier regions a star system or even an entire sub-sector.



Just as not every Cardinal leads an entire Ministorum diocese, many Confessors are not responsible for administering a specific geographic area. Many act autonomously, their duties taking them far and wide across the galaxy. Some find themselves attached to other Imperial institutions or Adepta. Often, an Imperial Guard general or Imperial Navy admiral might have as his most trusted confidante a senior Confessor, who advises him on spiritual matters and bolsters his resolve to enact the God-Emperor's will.

Arch-Confessor Redeptor Kyrinov



Arch-Confessor Redeptor Kyrinov has been the scourge of blasphemers and Heretics across a hundred worlds. He purged the Chaotic legions of the Demagogue Lord of Valaan, accompanied the Valhallan Ice Warriors on the Crusade of Repentance and crushed the Jihad of Duke Selda. Kyrinov is known for unflinching adherence to his duties and his harsh treatment of those who deviate from his strict interpretations of the Imperial Cult's doctrine. Kyrinov often quotes from the scriptures of Confessor Dolan and strongly agrees with the Great Confessor's belief that no sacrifice is too great in the service of the God-

Emperor. Though seen as a vocal, tyrannical figure, Kyrinov possesses a shrewd mind that often serves him better than any amount of sermonising and lambasting of the masses. The Arch-Confessor's fiery speeches, wild gestures and melodramatic acts of faith hide a very cold and logical approach to his work. A prime schemer and manipulator of people, Kyrinov is an impossible foe to out-think or placate.

Uriah Jacobus



Uriah Jacobus, the Protector of the Faith, was a missionary of the Ecclesiarchy who in his missionary duties, traversed the lightly inhabited region of space west of Bakka. By the age of fifty he had brought fifteen human worlds into the fold of the Imperial Cult.

He became a legendary figure while on the medieval world of Solstice.

The now-famous Jacobus came to the world in order to bring the worship of the Emperor of Mankind, first spending three years gaining knowledge of the inhabitants of Solstice, before beginning to introduce the precepts of Imperial worship into Solstice's own disorganised religion.

On meeting with the ruler of one of the world's kingdoms, Jacobus spied a horrific four-armed statue of the realm's god of death. Recognising the four armed statue as the unmistakable mark of Genestealer infiltration, Jacobus persuaded the more friendly rulers of the planet to align with each other and attack the alien-subverted kingdom. As soon as Jacobus arrived at the head of the loyal army the terrible truth became apparent as his army was attacked by swarm of Genestealers. Managing to smash through a screen of human Brood Brothers, his knights reached the heart of the cult, slaying both the Patriarch and Magus. Thrown into disorientation and confusion at the sudden loss of their leaders, the rest of the cult were massacred in a final charge. The battle made Jacobus a legendary figure.

After Solstice, Jacobus managed to convert another six planets before dying of a lung-destroying virus on the Death World of Gorang

FRATERIS MILITIA

The Frateris Militia are masses of the faithful gathered by the Ecclesiarchy to fight Wars of Faith against enemies of the Emperor and mankind. The Frateris Militia are the unofficial successors of the Frateris Templars, which were forcibly disbanded by order of the Decree Passive following the Reign of Blood. The existence of the Frateris Militia is tolerated due to the fact that they have no formal connection to the Ecclesiarchy: they are no more than faithful Imperial citizens eager to prove their dedication to the Imperial Cult.

The raising of a Frateris Militia force is often tied to the announcement of a War of Faith, with the faithful assembling of their own volition alongside the



ranks of the Imperial Guard and Adeptus Sororitas, though they can come from any number of sources: a passionate Preacher or Confessor may rouse the local citizenry to dispose of a recently-discovered heretical cult; a Missionary may acquire a following of recent converts to protect and help them spread the good word; a temple may come under attack, requiring the opening of secret vaults to arm the local clergy and lay members in the shrine's defense.

In general though the clergy is wary of raising a force of Frateris Militia. Mobs of ill-trained zealous fanatics are not only hard to control but can be as much a danger to themselves as they can the enemy; they are equally liable to kill innocent civilians in their attempt to get at the foes of mankind. If the official forces of a War of Faith are defeated, the Frateris

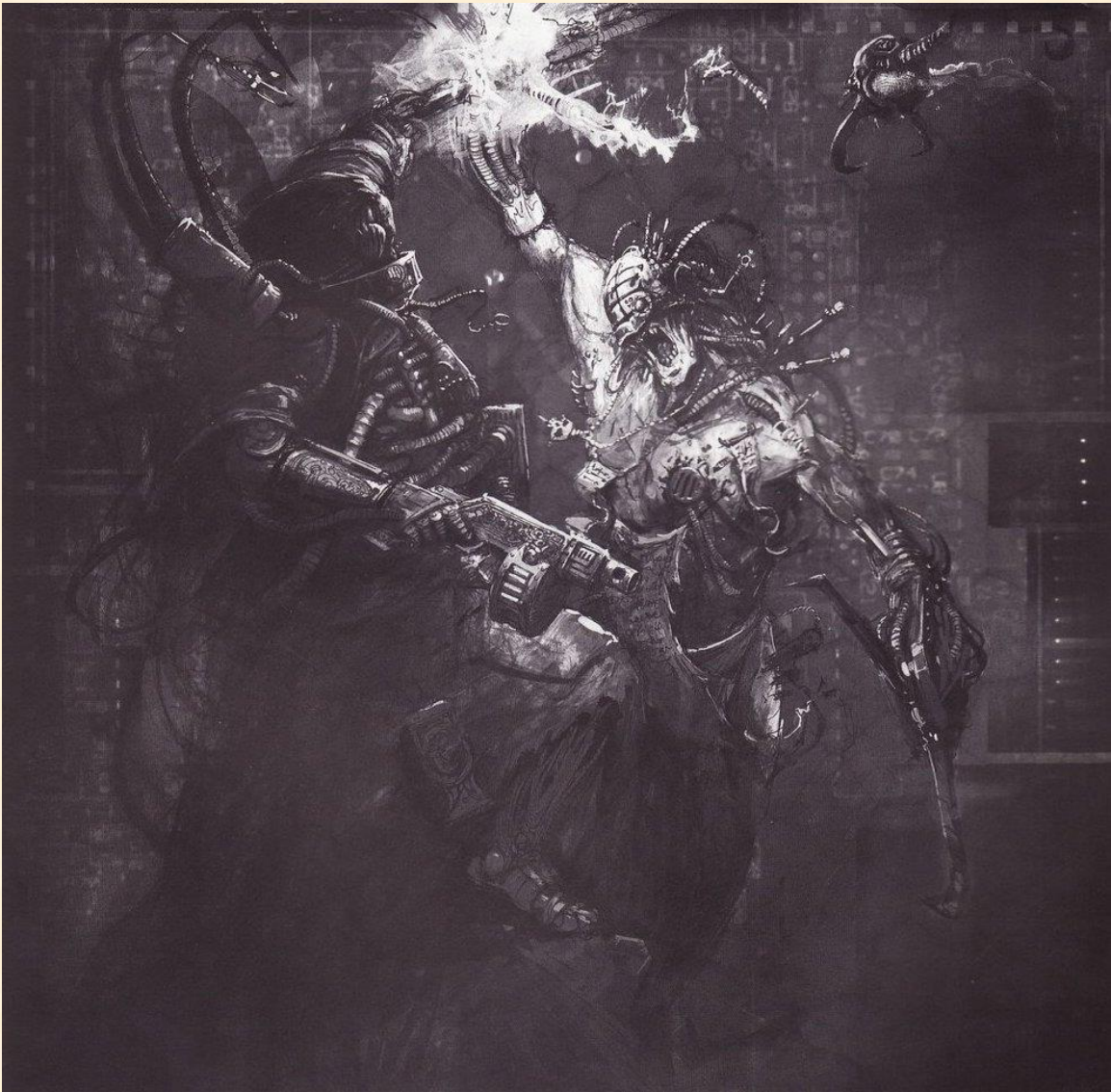
Militia often loses focus and degenerates into roving hordes of bandits who pillage and slaughter the locals. When held together by an inspirational figure though, the Frateris Militia have been known to perform courageously and with valour in situations which would make even veteran Guardsmen blanche with fear.

The Crusade of the Red Redemption (or more commonly, the Redemptionists) is one of the most notorious of these extreme religious sects. Their creed is one of violence, paranoia and xenophobia, seeing humans as inherent sinners, unless proven otherwise. As a militant sect, they frequently gather to fight wars of faith.

It is known that the Ordo Hereticus monitors the activities of the Frateris Militia in order to ensure that they follow the spirit of the Decree Passive whilst making sure that the prohibitions remain in force.

ARCO-FLAGELLANT

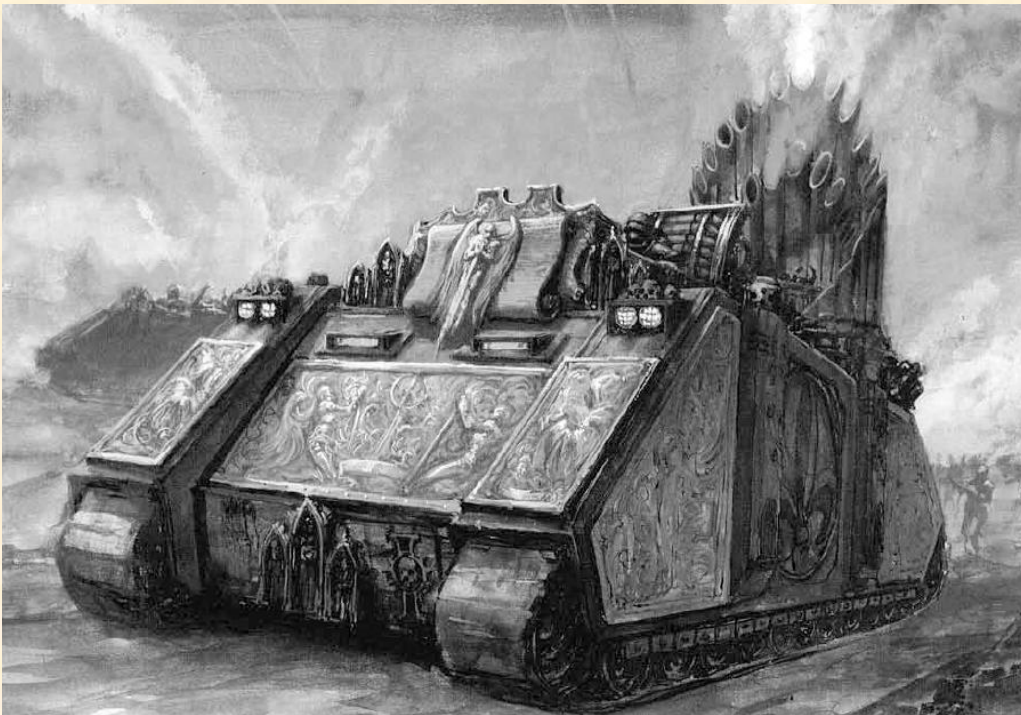
Arco-flagellation is a punishment carried out on those found guilty of a multitude of crimes against the Ecclesiarchy. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with a fearsome array of weaponry and chemical stim injectors. Pacifier helms project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



EXORCISTS TANK

Besides the Rhino, Exorcists are the oldest vehicle in service to the Adepta Sororitas. The first Exorcists were produced in the Age of Apostasy on Mars, of which some from that period, known as the 'Prioris' pattern, still survive. These machines are highly venerated, although their Machine Spirits are known to be temperamental and require constant work and prayer. Each vehicle is regarded as a work of art, as much a symbol of the Emperor as a provider of long-range fire support. While other patterns exist, such as the 'Sanctorum', they are not held in as high esteem as the original vehicles, blessed from the nearby divine presence of the Emperor when they were constructed.

The ancient, arcane technology of the Exorcist launcher is only vaguely understood by the Techpriests of the Adeptus Mechanicus. The missiles themselves are armour-piercing explosives and capable of annihilating enemy tanks or destroying squads of heavy infantry in a single salvo (assuming the launcher does not malfunction). Though potent, to the Sisterhood its primary purpose is to serve as a divine symbol of the power and glory of the Ecclesiarchy and serve as a mobile shrine for the Sisters of Battle. Each one is hand-crafted and unique.



AVENGER STRIKE FIGHTER

The Avenger is a dedicated strike fighter, intended to conduct high-speed, low-level attacks on ground targets, with armoured vehicle formations and high-value strategic assets such as munitions dumps forming its principal prey. The Avenger Strike Fighter boasts firepower that exceeds most other Imperial aircraft of its size, and its particular reputation as a tank-killer is due to the Avenger bolt cannon it carries.

The Avenger is an ancient design, believed to originate on Ancient Terra sometime during the Age of Strife. It was adopted by forces loyal to the Divine Saint Sebastian Thor during the bloody wars of faith and schism now called the Age of Apostasy. Its effectiveness is such that it is now a staple of any Imperial Navy air support mission, holding a glamour of holy import in the wider Imperium. The Avenger is often specifically requested by the Adeptus Sororitas should they require close support in their purgations.



RHINO

The Rhino is a tracked armoured troop transport produced by the Imperium. Its use is entrusted to only the most loyal of soldiers: the Space Marines, Sisters of Battle, Adeptus Arbites and the Inquisition.



The Rhino has been in service throughout the history of the Imperium. As a Standard Template Construct vehicle, the Rhino dates back to the distant time of Mankind's initial colonisation of the galaxy. Originally named "RH-1-N-0 Tracked Exploration and Multi-Purpose Defense Vehicle," it was used to explore newly colonised worlds. First field-tested on Mars, the "Rhino," as it came to be known, was a success, thanks to its extreme dependability, ability to run on any semi-combustible fuel source, and the fact that it can be produced from any locally available material

The military value of such a vehicle was soon recognised, and soon each planet in the burgeoning human empire had its own customised versions of the Rhino, fitted with varying weapons.

The earliest evidence of the Rhino in combat was at Torben's World in battle against the indigenous alien population. The speed of the assault meant the xenos had no idea of the coming of the humans and had not prepared any defences. The Rhinos poured their firepower into the flimsy structures and then deployed nearly three thousand warriors. The city was destroyed. The news of this victory spread and the use of the Rhino was adopted

more and more by other planets. As the empire expanded, more aliens were encountered, and the STC system gave a forward army access to advanced vehicles such as the Predator, Immolator and Whirlwind. Unfortunately, during the Age of Strife, the STC systems were lost, and all the planets of the empire were affected.

IMMOLATOR

The Immolator is a variant of the Rhino chassis and used exclusively by the Adepta Sororitas as a transport. The design specifications of the Immolator was first discovered within an ancient factory complex on Fornoth, during the Icaria Crusade in M35. There a force of Frateris Templars captured an ancient factory complex intact, allowing an Adeptus Ministorum missionary team explored its contents. Missionary Morben the Devout discovered databanks from the Dark Age of Technology and reported his findings to his superiors. Knowing the value of this information to the Adeptus Mechanicus, the Ministorum used it as a bargaining chip for negotiations. Eventually the two organisations came to an agreement, the Fornosian Accords: the Mechanicus would have access to the databanks, and in exchange the Ministorum would have exclusive claim to any new technologies discovered.



After combing through the databanks, the only new design to be found was for a flame-thrower tank. Combining this knowledge with known STC designs for the Rhino, the Tech-priests of Mars came up with the Immolator and began exclusive production of it for the Ministorum. Immolators are armed with twin-linked Heavy Flamers as their

primary armament. 'Sanctis' pattern-variants replace these with twin-linked Heavy Bolters, while the 'Justice' pattern-variant replaces them with twin-linked Multi-meltas.^[2] Space taken up by ammunition allows the Immolator to only carry a squad of six Sisters of Battle, which it deploys close to their objectives and advances in support. However, the Immolator does carry slightly more armour than the Rhino

REPRESSOR

The Repressor is an armored personnel carrier, used by the Adeptus Arbites and the Adepta Sororitas. Repressors are a variant of the Rhino, converted to extend the transport compartment and adding firing slits for the passengers' weapons. The Repressor is was originally used as an armoured personnel carrier by the Adeptus Arbites as a means of crowd suppression. The Sisters of Battle first used the Repressor on the Cardinal World of Avignon during the Avignon Uprising, when agent-provocateurs of a heretical sect caused a crowd of a million pilgrims to riot. The local Precincts was overrun by the mob, and the Battle Sisters of the Sacred Rose Preceptory, currently guarding the Cardinal's Palace, offered their aid. They replaced the Repressor's non-lethal weaponry of water cannons and grenade launchers with heavy flamers, and took to the streets to purge the heretics with holy fire.



For years only the Sacred Rose used the Repressors, causing anger with other Orders, until the 291st Synod Prioris of Terra where the issue was hotly debated. Eventually it was decreed that the victory on Avignon had been the Emperor's divine will, and that the Repressor be included in the canon list of sanctioned vehicles

V. THE ARMY OF THE ECCLESIArchY

HQ

LIVING SAINT

185 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Living Saint	7	7	4	4	3	6	5	10	2+/4++	Jump Infantry (C)	1 (Unique)

Special Rules:

- Shield of Faith
- Act of Faith [*Protective Dome*: The Living Saint can cast a great barrier of light which grant all friendly models within 6" of her a +1 invulnerable save to the Shield of Faith special rule].
- Fearless.
- Eternal Warrior.
- Independent Character.
- Martyrdom
- Faithful
- Divine Will: Celestine succeeds Deny the Witch rolls on a roll of a 4+ on a d6.
- Miraculous Intervention: Once per game, when the Living Saint is removed as a casualty place a marker where she stood. On 2 or higher you may return Celestine to the battlefield with d3 wounds within 1" of the marker. If it would put her within 1" of an enemy model move her to the minimum distance required to avoid being placed in 1". Celestine may not assault on the turn she is resurrected.

Warlord Traits:

- Deep Faith.

Wargear:

- The Ardent Blade: Melee, S User, AP 3, Fleshbane. May be fired as a Heavy Flamer (template, S 5, AP 4 assault 1) in the shooting phase.
- Armour of Saint Katherine: Grants a 2+ Armour save, and a 4+ Invulnerable save to Saint Celestine, due to having a built-in Rosarius.
- Wings of Faith: Such is the Faith of the Living Saint that she soars above the battlefield, striking down the enemies of humanity like an Angel of Retribution. Celestine counts as having assault grenades and has the Hit and Run USR. In addition, Celestine may always make an additional move of up to 6" in the assault phase if she is not engaged in close combat and hasn't joined a squad. She may use this move on the turn she deep strikes.

CONFESSOR

70 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Confessor	4	4	3	3	3	4	3	10	4+	Infantry (C)	1 Confessor

Special Rules:

- Shield of Faith.
- Faithful.
- Independent Character.
- Zealot.
- Battle Hymns

Wargear:

- Las Pistol.
- Close combat weapon.
- Flak Armour.
- Frag grenades.
- Krak grenades.
- Rosarius.

Options:

- May take equipment from the Blessed Artifacts, Melee Weapons, Ranged Weapons and Special Issue Wargear lists.
- May exchange his laspistol or close combat weapon for a bolt pistol, bolter or shotgun (+2 pts.).
- May have a plasma gun for 15 points.

CANONESS

75 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Canoness	5	5	3	3	3	4	3	10	3+	Infantry (C)	1 Canoness

Special Rules:

- Shield of Faith.
- Act of Faith [*The Passion*: In the assault phase, the Canoness and the squad she is attached to gain the Preferred Enemy (Everything) rule. Also, the Canoness gains the Rage special rule].
- Independent Character.
- Stubborn
- Martyrdom
- Faithful

Wargear:

- Bolt Pistol.
- Close combat weapon.
- Power Armour.
- Frag grenades.
- Krak grenades.

Options:

- May take equipment from the Blessed Artifacts, Melee Weapons, Ranged Weapons and Special Issue Wargear lists.
- May replace her Power Armour with an Artificer Armour for 15 pts.
- May replace her close combat weapon with a bolter for free.
- May take a Rosarius for 20 pts.
- May take Jump Pack for 25 points, which changes the Canoness type to Jump Infantry.

PALATINE

50 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Palatine	4	5	3	3	2	4	2	10	3+	Infantry (C)	1 Palatine

Special Rules:

- Shield of Faith.
- Faithful [*The Passion*: In the assault phase, the Palatine and the squad she is attached to gain the Preferred Enemy (Everything) rule.]
- Independent Character.
- Martyrdom
- Faithful

Wargear:

- Bolt Pistol.
- Close combat weapon.
- Power Armour.
- Frag grenades.
- Krak grenades.

Options:

- May take equipment from the Blessed Artifacts, Melee Weapons, Ranged Weapons and Special Issue Wargear lists.
- May replace her close combat weapon with a bolter for free or a Stormbolter for 5pts; or she can exchange it for a Simulacrum Imperial for 20 pts and use it as a close combat weapon.
- May take a Rosarius for 20 pts.
- May take Jump Pack for 25 points, which changes the Palatine type to Jump Infantry.

SORORITAS COMMAND SQUAD

125 pts.

You can take a Sororitas Command Squad for every Canoness, Palatine or Confessor in your army (including special character). The Sororitas Command Squad doesn't take up an HQ choice but counts as one.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Celestian Bodyguards	4	4	3	3	1	4	2	9	3+	Infantry (C)	5 Celestian Bodyguards
Sister Hospitaller	3	3	3	3	1	4	1	9	5+	Infantry (C)	0-1 Sister Hospitaler
Sister Dialogus	3	3	3	3	1	4	1	9	5+	Infantry (C)	0-1 Sister Dialogus

Special Rules:

- Shield of Faith.
- Act of Faith [*Holy Hatred*: In the assault phase, the Legatine Honor Guard always hit on a 3+, regardless of the WS of the enemy (unless the model is an Independent Character, a Monstrous Creature, a Gargantuan Monstrous Creature, a Walker, a Superheavy Walker, a Flying Monstrous Creature or a Flying Gargantuan Monstrous Creature)].
- Serve and Protect: The Legatine may automatically pass a Look Out Sir! roll.
- Martyrdom (Hospitaller only)
- Faithful

Wargear:

- Bolter (Celestian Bodyguards only).

- Bolt pistol.
- Power Armour.
- Frag grenades.
- Krak grenades.
- Loud Hailer (Dialogus only).
- Chirurgeon's tools (Hospitaler only): As long as the Hospitaler is alive, the entire unit has the Feel No Pain (4+).

Options:

- Any Celestian Bodyguards may exchange her bolter for a storm bolter for +3 pts or a combi-weapon for +5 pts.
- Any Celestian Bodyguards may take a Close combat weapon for +2 pts. each
- Any Celestian Bodyguards may exchange her bolter to choose an item from the Melee Weapons list.
- Any Celestian Bodyguards may take items from the Special Issue Wargear
- One Celestian Bodyguards may exchange her bolter for one of the following:
 - flamer (+5 pts.)
 - meltagun, heavy bolter or heavy flamer (+10 pts.)
 - multimelta(+20 pts.)
- One Celestian Bodyguards not carrying a special or heavy weapon may choose to exchange her bolter for an item from the Holy Banners list and use it as a close combat weapon.
- The squad may take a Rhino, a Repressor or an Immolator as a Dedicated Transport.
- The squad may take jump pack for 35 pts, changing their profile to Jump Infantry.
- If the squad has not taken jump pack, it can add a Sister Hospitaler (15 pts) and/or a Sister Dialogus (15 pts).

ARCH CONFESSOR KYRINOV

90 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Kyrinov	5	5	3	3	3	4	3	10	4+	Infantry (C)	1 (Unique)

Special Rules:

- Faithful.
- Independent Character.
- Shield of Faith.
- Zealot.
- Hightened Fervour, Kyrinov counts as equipped with a Laud Hailer and a Simulacrum Imperialis.
- Battle Hymns

Warlord Traits:

- Beacon of Hope.

Wargear:

- Bolt Pistol.
- Flak Armour.
- Frag grenades.
- Krak grenades.
- Rosarius
- Icon of Chiros: All friendly units within 6" have the Fearless USR.
- Mace of Valaan: Range Melee, S +2, AP 3, Concussive.

URIAH JACOBUS

90 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Uriah Jacobus	5	5	3	3	3	4	3	10	4+	Infantry (C)	1 (Unique)

Special Rules:

- Shield of Faith.
- Faithful.
- Independent Character.
- Zealot.
- Protector of Faith, All of Uriah's weapons have Witchhunt.
- Battle Hymns

Warlord Traits:

- Pure of Will

Wargear:

- Bolt Pistol.
- Chain Sword.
- Flak Armour.
- Frag grenades.
- Krak grenades.
- Rosarius.
- The Redeemer: Range 24", S 4, AP 4, Assault 2.
- Banner of Sanctity: Models in Uriah's unit have +1 A and Feel no Pain.

ELITES

CELESTIAN SQUAD

100 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Celestian	4	4	3	3	1	4	1	9	3+	Infantry	4 Celestians
Celestian Superior	4	4	3	3	1	4	2	9	3+	Infantry (C)	1 Celestian Superior

Special Rules:

- Shield of Faith.
- Act of Faith [*The Emperor's Wrath*: In your shooting and assault phase, the Celestians gain the Monster Hunter and Tank Hunter special rule].
- Martyrdom (Celestian Superior only)
- Faithful

Wargear:

- **Celestian and Superior:**
 - Bolter.
 - Bolt pistol.
 - Power Armour.
 - Frag grenades.
 - Krak grenades.

Options:

- You can add up to five Celestians to the squad for 15 pts. each.
- The Celestian Superior may choose equipment from the Melee Weapons and Ranged Weapons lists.

- Any Celestian or Celestian Superior may take Melta Bombs for +5 points.
- The Celestian Superior may take Purity Seals for +5 points.
- Any Celestian may exchange her bolter for a storm bolter +3 pts. each or a combi-weapon for +5 pts. each.
- Any Celestian may take a Close combat weapon for +2 pts. each.
- Any Celestians to a total of five models may exchange their bolter for one of the following:
 - flamer (+5 pts.)
 - meltagun, heavy bolter or heavy flamer (+10 pts.)
 - multimelta(+20 pts.)
- One Celestian not carrying a special or heavy weapon may choose an item from the Holy Banners list.
- The squad may take a Rhino, an Immolator or a Repressor as a Dedicated Transport.

REPENTIA SQUAD

90 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Sister Repentia	4	4	3	3	1	3	2	8	-	Infantry	4 Sisters Repentia
Mistress of Repentance	4	4	3	3	1	4	2	9	3+	Infantry (C)	1 Mistress of Repentance

Special Rules:

- Shield of Faith.
- Act of Faith [*His foes shall fall!*: In the assault phase, instead of removing model in the unit from the board as casualty, place them on their side and consider them out of combat. At initiative step 1, the model place on their side like this will do their profile attack (without rage or charge bonus), and then you will remove those model from the board.]
- Fearless.
- Feel No Pain.
- Fleet.
- Holy Rage
- Faithful

Wargear:

- **Sister Repentia:**
 - Eviscerator.
 - Frag Grenades.
- **Mistress of Repentance:**
 - Power armour.
 - Two neural whips: S 8, AP 3, Strikes against target's unmodified leadership.

- Frag grenades.
- Krak grenades.

Options:

- You can add up to ten additional Sisters Repentia to the squad for 16 points each.
- Any Repentia may exchange her Eviscerator to a pair of Power Mauls for free.
- The Mistress of Repentance may take Melta Bombs for +5 points.
- The Mistress of Repentance may take Purity Seals for +5 points.
- The squad may take a Rhino or an Immolator as a Dedicated Transport.

PENITENT ENGINE

75 pts.

	WS	BS	S	Front Armour	Side Armour	Back Armour	I	A	HP	Unit Type	Composition
Penitent Engine	4	2	4(8)	11	11	10	3	4	3	Vehicle (Walker, Open- topped)	1 Penitent Engine

Special Rules:

- Shield of Faith
- Holy Rage
- Unstoppable Rampage: Ignores Crew Shaken or Crew Stunned results on the vehicle damage table.
- Battle Frenzy: All Penitent Engine attack are considered Shred.

Wargear:

- Two Dreadnought close combat weapons with in-built Heavy Flamers. (The extra attack is already included in the profile.)

Options:

- Include up to two additional Penitent Engines: 75 points per model.
- A penitent engine may replace its in-built Heavy Flamers with in-built Meltaguns for free.

ARCO-FLAGELLANT

120 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Sister Repentia	4	1	4	5	1	4	1+d6	8	-	Infantry	3 Arco-Flagellants

Special Rules:

- Fearless
- Feel No Pain
- Invulnerable (4++)
- Dangerous to Know: This squad can never enter a vehicle, transport or fortification. It can never use a weapon emplacement. It can never be joined by any character. If a Confessor is taken as an HQ choice, a single Arco-Flagellant unit can be taken as a HQ choice that occupies no FOC slot.
- Implant Injectors: Because of their implants that regulate their blood flow and constitution, Arco-Flagellant are stronger and more resistant than normal humans, granting them +2 Toughness, +1 Strength and the Feel No Pain special rule (already in profile). In addition, it can always move an additional d6 inch in the movement phase. If a 6 is rolled, the squad instantly suffer d3 Wounds because of a malfunction due to the extreme activity that fries their brains. In addition, in the assault phase, if the number of attack rolled is a 6, add another d3 attack to the model, but at the end of the assault phase, it must suffer than same amount of additional Wound for the same reason.
- Holy Rage
- Battle Frenzy

Wargear:

- **Arco-Flagellants:**

- Pair of Electroflails (Melee, S+2, Ap4, Shock. Shock: Each enemy in base contact with a model wielding at least one Electoflails has -1 attack with a minimum of 0).

Options:

- You can add up to three additional Arco-Flagellant to the squad for 40 points each.

TROOPS

BATTLE SISTER SQUAD

65 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Battle Sister	3	4	3	3	1	3	1	8	3+	Infantry	4 Battle Sisters
Sister Superior	3	4	3	3	1	3	2	9	3+	Infantry (C)	1 Sister Superior

Special Rules:

- Shield of Faith.
- Act of Faith [*Light of the Emperor*: In your shooting phase, the Battle Sisters have the Preferred Enemy (Everything) special rule.]
- Faithful

Wargear:

- Bolter.
- Bolt pistol.
- Power Armour.
- Frag grenades.
- Krak grenades.
- Close Combat Weapon. (Sister Superior only)

Options:

- You can add up to fifteen Battle Sisters to the squad for 10 pts. each.
- The Sister Superior may choose equipment from the Melee Weapons and Ranged Weapons lists.
- The Sister Superior may take Melta Bombs for +5 points.
- The Sister Superior may take Purity Seals for +5 points.

- One Battle Sister every five models may exchange her bolter for one of the following:
 - flamer (free)
 - storm bolter (+5 pts.)
 - meltagun, heavy bolter or heavy flamer (+10 pts.)
- One Battle Sister not carrying a special or heavy weapon may choose an item from the Holy Banners list.
- The squad may take a Rhino, an Immolator or a Repressor as a Dedicated Transport.

SISTER PRONATUS SQUAD

105 pts

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Battle Sister	3	4	3	3	1	3	1	8	3+	Infantry	9 Battle Sisters
Sister Pronatus	3	4	3	3	1	3	1	8	3+	Infantry (C)	1 Sister Pronatus

Special Rules:

- Shield of Faith.
- Act of Faith [*Light of the Emperor*: In your shooting phase, the Battle Sisters have the Preferred Enemy (Everything) special rule.]
- Infiltrate (Ruins or debris)
- Move Through Cover (Ruins or debris) and Stealth (Ruins or debris) as long as the Sister Pronatus is alive
- Relic Assessment: The Sister Pronatus may reroll any result on the Archeotech or Mysterious Objectives tables.
- Faithful

Wargear:

- Bolter.
- Bolt pistol.
- Power Armour.
- Frag grenades.
- Krak grenades.
- Defensive Grenades
- Close Combat Weapon. (Pronatus Superior only)

Options:

- The Sister Pronatus may choose equipment from the Melee Weapons and Ranged Weapons lists.
- The Sister Pronatus may take Melta Bombs for +5 points.
- The Sister Pronatus may take Purity Seals for +5 points.
- The Sister Pronatus may take Bionics for +5 points.
- The Sister Pronatus may take an Auspex for +15 points.
- Each Battle Sisters (including the Sister Pronatus) may take a Stormbolter for 3 pts. each.
- Any Battle Sister can replace her boltgun or bolt pistol for a close combat weapon (free) or a shotgun (free)
- The unit may equip Phosphorus Grenades for 10 pts
- The unit may equip Preysight for 10 pts
- One Battle Sister not carrying a special weapon may choose an item from the Holy Banners list in exchange for its bolter.

FRATERIS MILITIA

55 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Frateris Militia	2	2	3	3	1	3	1	7	6+	Infantry	9 Frateris Militia
Preacher	3	3	3	3	1	3	2	7	5+	Infantry (C)	1 Preacher

Special Rules:

- Rage (Preacher only).
- Stubborn (Preacher only).
- Demagoguery: Frateris Militia are generally only held together by the force of will of the demagogue leading them. If he is incapacitated or dies, the Frateris quickly lose their religious fervor and run away. If there is not a Preacher or Independent Character with the Faithful special rule at the start of the controlling player turn, make a Morale test as if the unit had lost a combat. If they fail the test, they can only regroup on a double one regardless of the situation.
- The Mob Rule: At the beginning of the movement phase, roll a d6. On a 1, the unit must move and charge the nearest enemy unit. If it cannot, it must move and run towards it. On a 2 and 3, the squad can run +d6 inch. On a 4 and 5, the squad gains the Furious Charge special rule. On a 6, the squad gains fearless until the next Mob Rule roll.
- Faithful

Wargear:

- **Preacher:**
 - Flak Armour
 - Close Combat Weapon
 - Laspistol
 - Frag Grenades

- Krak Grenades
- Rosarius
- **Frateris Militia:**
 - Improved Armour: 6+ armour save
 - Close Combat Weapon
 - Laspistol

Options:

- Add up to 30 Frateris Militia for 3 points each.
- The Preacher may choose equipment from the Melee Weapons and Ranged Weapons lists.
- The Preacher may exchange his laspistol or close combat weapon for a bolt pistol, bolter or shotgun (+2 pts.).
- Frateris Militia may exchange their Laspistol and Close Combat Weapon for an Autogun (free).

DEDICATED TRANSPORTS

RHINO

35 pts.

	BS	HP	Front Armour	Side Armour	Back Armour	Unit Type	Composition
Rhino	4	3	11	11	10	Vehicle (Tank, Transport)	1 Rhino

Transport Capacity: Ten models

Access Points: 3

Fire Points: 2

Special Rules:

- Shield of Faith.
- Repair: If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt to repair the vehicle instead of shooting the vehicle's weaponry. Roll a D6 - on a 6 the vehicle is no longer immobilized. This doesn't allow the Rhino to gain a HP back.

Wargear:

- Pintle-mounted Storm Bolter.
- Smoke Launchers.
- Searchlight.

Options:

- May choose equipment from the Vehicle Armory list.

IMMOLATOR

65 pts.

	BS	HP	Front Armour	Side Armour	Back Armour	Unit Type	Composition
Immolator	4	3	11	11	10	Vehicle (Tank, Transport)	1 Immolator

Transport Capacity: Six models

Access Points: 3

Fire Points: 1

Special Rules:

- Shield of Faith.

Wargear:

- Turret-mounted twin-linked heavy flamer.
- Smoke Launchers.
- Searchlight.

Options:

- May choose equipment from the Vehicle Armory list.
- May change the twin-linked heavy flamer with one of the following:
 - Twin-linked heavy bolter (free)
 - Twin-linked multi-melta (free)

REPRESSOR

75 pts.

	BS	HP	Front Armour	Side Armour	Back Armour	Unit Type	Composition
Repressor	4	3	13	11	10	Vehicle (Tank, Transport)	1 Repressor

Transport Capacity: Ten models.

Access Points: 3

Fire Points: 2

Special Rules:

- Shield of Faith.

Wargear:

- Turret-mounted storm bolter.
- Pintle-mounted heavy flamer.
- Smoke launchers.
- Searchlight.
- Dozer blade.

Options:

- May choose equipment from the Vehicle Armory list.

FAST ATTACK

SERAPHIM SQUAD

95 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Seraphim	4	4	3	3	1	4	1	8	3+	Jump Infantry	4 Seraphim
Seraphim Superior	4	4	3	3	1	4	2	9	3+	Jump Infantry (C)	1 Seraphim Superior

Special Rules:

- Shield of Faith.
- Act of Faith [*Emperor's Delivrance*: In your shooting phase, the Seraphim weapons gains the Shred special rule]
- Angelic Visage: May reroll failed invulnerable save from the Shield of Faith special rule, and are considered as having an active Act of Faith if they enter the battlefield by using the Deepstrike rule.
- Faithful

Wargear:

- Jump Pack.
- A pair of bolt pistols.
- Power Armour.
- Frag grenades.
- Krak grenades.

Options:

- You can add up to five Seraphim to the squad for 17 pts. each.
- The Seraphim Superior may choose equipment from the Melee Weapons list and Pistols from Ranged Weapons list.
- The Seraphim Superior may take Melta Bombs for +5 points.
- The Seraphim Superior may take Purity Seals for +5 points.
- For every five models, two Seraphim may exchange their two bolt pistols with one of the following:
 - Two hand flamers (+10 pts. each)
 - Two inferno pistols (+15 pts. each)

DOMINION SQUAD

85 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Dominion	4	4	3	3	1	4	1	8	3+	Infantry	4 Dominions
Dominion Superior	4	4	3	3	1	4	2	9	3+	Infantry (C)	1 Dominion Superior

Special Rules:

- Shield of Faith.
- Act of Faith [*Holy Fusillade*: In your shooting phase, the unit weapons gain the Ignore Cover special rule.]
- Scout.
- Faithful

Wargear:

- Bolter.
- Bolt pistol.
- Power Armour.
- Frag grenades.
- Krak grenades.
- Close Combat Weapon. (Dominion Superior only)

Options:

- You can add up to five Dominions to the squad for 13 pts. each.
- The Dominion Superior may choose equipment from the Melee Weapons and Ranged Weapons lists.
- The Dominion Superior may take Melta bombs for +5 points.

- The Dominion Superior may take Purity Seals for +5 points.
- For every five models, two Dominions may exchange their bolter with one of the following:
 - Flamer or storm bolter (+5 pts. each)
 - Meltagun (+10 pts. each)
- One Dominion not carrying a special weapon may choose an item from the Holy Banners list.
- The squad may take a Rhino, an Immolator or a Repressor as a Dedicated Transport.

IMMOLATOR

65 pts.

	BS	HP	Front Armour	Side Armour	Back Armour	Unit Type	Composition
Immolator	4	3	11	11	10	Vehicle (Tank, Transport)	1 Immolator

Transport Capacity: Six models

Access Points: 3

Fire Points: 1

Special Rules:

- Shield of Faith.

Wargear:

- Turret-mounted twin-linked heavy flamer.
- Smoke Launchers.
- Searchlight.

Options:

- May choose equipment from the Vehicle Armory list.
- May change the twin-linked heavy flamer with one of the following:
 - Twin-linked heavy bolter (free)
 - Twin-linked multi-melta (free)

HEAVY SUPPORT

EXORCIST

135 pts.

	BS	HP	Front Armour	Side Armour	Back Armour	Unit Type	Composition
Exorcist	4	3	13	11	10	Vehicle (Tank)	1 Exorcist

Special Rules:

- Shield of Faith.

Wargear:

- Exorcist Missile Launcher: The Exorcist Missile Launcher is a ranged weapon that can be fired with the following profiles:
 - Range 48" S8 AP3 Heavy 2d3
 - Range 48" S7, AP4, Heavy 2d3 Skyfire
- Smoke launchers.
- Searchlight.

Options:

- May choose equipment from the Vehicle Armory list.

RETRIBUTOR SQUAD

95 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Retributor	4	4	3	3	1	4	1	8	3+	Infantry	4 Retributors
Retributor Superior	4	4	3	3	1	4	2	9	3+	Infantry (C)	1 Retributor Superior

Special Rules:

- Shield of Faith.
- Act of Faith [*Divine Guidance*: In your shooting phase the unit gains the Rending special rule.]
- Faithful

Wargear:

- **Retributor and Retributor Superior:**
 - Heavy Bolter (Retributor only).
 - Bolt pistol.
 - Power Armour.
 - Frag grenades.
 - Krak grenades.
 - Bolter. (Retributor Superior only)

Options:

- You can add up to 4 Retributors for 15 pts each
- The Retributor Superior may choose equipment from the Melee Weapons and Ranged Weapons lists.
- The Retributor Superior may take Melta Bombs for +5 points.

- The Retributor Superior may take Purity Seals for +5 points.
- The whole unit may replace their frag grenades with defensive grenades for free.
- For each 9 Retributors, one can replace her Heavy Bolter for a Imagifier (Holy Banner list)
- The whole unit may replace replace their Heavy Bolter (if they have one) with with one of the following:
 - Heavy flamer: free.
 - Multi-melta: +10 points per model.
- The squad may take a Rhino, an Immolator or a Repressor as a Dedicated Transport.

AVENGER STRIKE FIGTHER

160 pts

	BS	HP	Front Armour	Side Armour	Back Armour	Unit Type	Composition
Avenger Strike Fighter	4	3	12	10	10	Vehicle (Flyer)	1 Avenger Strike Fighter

Special Rules:

- Shield of Faith.
- Armoured Cockpit: May ignore results of Crew Shaken or Crew Stunned on a roll of 4+.

Wargear:

- Hull-mounted Avenger Bolt Cannon. (Range 36", S 7, AP 3, Heavy 7)
- Two wing-mounted lascannons.
- Turret-mounted Defensive Heavy Stubber. (Range 36", S 4, AP 6, Heavy 3, Skyfire, may fire at a different target to the other weapons)

Options:

- May take one of the following:
 - Two Hellfury Missiles (20 pts.): Range 72", S 4, AP 5, Heavy 1, Large Blast, Ignore Cover Saves, Missile.
 - Two Hellstrike Missiles (20 pts.): Range 72", S 8, AP 3, Heavy 1, Missile.
 - Two autocannons (30 pts.)
 - Two multilasers (30 pts.)
 - Two missile launchers (40 pts.) with frag and krak missiles.
 - Six Tactical Bombs (40 pts.): Range -, S 6, AP 4, Heavy 1, Blast, Bomb.
- The Avenger may equip any of the following:
 - Infra-red Targeting (5pts)

- Illum Flares (5pts)
- Chaff Launcher (10pts)
- Holy Icon (10pts)

LORD OF WAR

THE CRUCIFIER

500 pts.

	BS	HP	Front Armour	Side Armour	Back Armour	Unit Type	Composition
The Crucifier	4	9	14	13	12	Vehicle (Superheavy Tank, Transport)	1 Crucifier

Transport Capacity: Fifteen models

Access Points: On the side and the back (considered Open-Topped for transport capacity purpose)

Fire Points: On the side and the back (considered Open-Topped for fire points purpose)

Special Rules:

- Shield of Faith.
- Relic of the Saint: Adepta Sororitas model within 12'' of the tank can reroll to hit and to wound with flamers and melta weapon and can also reroll penetration roll against vehicle. Also counts as having a Loud Hailer.
- Faithful

Wargear:

- Twinlinked Inferno Gun (Maelstrom Template, S 6, Ap 3)
- Two Twinlinked Inferno Cannon (Torrent, S 6, Ap 4)
- Smoke Launchers.
- Searchlight.



VI. REFERENCE SHEET

a. Acts of Faith

Living Saint: *Protective Dome*: The Living Saint can cast a great barrier of light which grant all friendly models within 6" of her a +1 invulnerable save to the Shield of Faith special rule

Canoness: *The Passion*: In the assault phase, the Canoness and the squad she is attached to gain the Preferred Enemy (Everything) rule. Also, the Canoness gains the Rage special rule

Palatine: *The Passion*: In the assault phase, the Canoness and the squad she is attached to gain the Preferred Enemy (Everything) rule.

Command Squad: *Holy Hatred*: In the assault phase, the Legatine Honor Guard always hit on a 3+, regardless of the WS of the enemy (unless the model is an Independent Character, a Monstrous Creature, a Gargantuan Monstrous Creature, a Walker, a Superheavy Walker, a Flying Monstrous Creature or a Flying Gargantuan Monstrous Creature.

Celestian Squad: *The Emperor's Wrath*: In your shooting and assault phase, the Celestians gain the Monster Hunter and Tank Hunter special rule

Repentia Squad: *His foes shall fall!*: In the assault phase, instead of removing model in the unit from the board as casualty, place them on their side and consider them out of combat. At initiative step 1, the model place on their side like this will do their profile attack (without rage or charge bonus), and then you will remove those model from the board.

Battle Sisters Squad: *Light of the Emperor*: In your shooting phase, the Battle Sisters have the Preferred Enemy (Everything) special rule.

Seraphim Squad: *Emperor's Delivrance*: In your shooting phase, the Seraphim weapons gains the Shred special rule

Dominion Squad: *Holy Fusillade*: In your shooting phase, the unit weapons gain the Ignore Cover special rule.

Retributor Squad: *Divine Guidance*: In your shooting phase the unit gains the Rending special rule.

b. Warlord Traits

1 – *Deep Faith*: The Warlord and her unit may reroll their Shield of Faith and Deny the Witch roll.

2 – *Beacon of Hope*: Any unit in the detachment of the Warlord is considered starting the battle with an active Act of Faith.

3 – *Witchhunt*: The Warlord and every unit within 12" of her gain +1 on their Deny The Witch roll.

4 – *Pure of Will*: Models from the Adepta Sororitas faction within 12" of the Warlord gains the Stubborn special rule.

5 – *Uprisings' Crusher*: The Warlord and the unit s/he's attached to gain Move Through Cover (Ruins, city and debris) and Hatred (Chaos Cultist, Renegades (infantry) and Dark Apostles) special rules.

6 – *To The Bitter End*: The Warlord gain the It Will Not Die special rule.

c. Special Rules

ACT OF FAITH

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

Act of Faith [X] gives special rule X to the squad. The Independent Characters gives their own Act of Faith [X] to the squad they join and vice-versa. If a character has the Act of Faith rule without any specified special rule, it serves as an Act of Faith model and can receive Act of Faith rules from other, but does not grant any special rule to itself or others.

The rule Act of Faith will only be active for all unit of the army the turn after a Faithful unit is completely destroyed. For example, if a Battle Sister Squad comprised of 6 Battle Sisters and one Superior is removed from play as casualties, all other model in the army will have their Act of Faith rule active for the next controlling player turn. The same applies for individual model. For example, if a Canoness is removed from play as casualties, all other model in the army will have their Act of Faith rule active for the next controlling player turn.

Squad with 50% or less models will be able to reuse their Act of Faith rule each turn after it have been activated.

UNTIL THE LIGHT TAKES US

If any unit not consisting of a single independent character is down to one model (not counting any joined independent character), it gains the **Until the Light Takes Us** rule. A unit with the Until the Light Takes Us rule may reroll all failed saved throws, all failed invulnerable save, all failed to hit and to wound in both the shooting and the

assault phase. An Independent Character may never have the Until the Light Takes Us special rule unless it is the last standing model of the army, then it override the Independent Character prerequisite and grants it.

SHIELD OF FAITH

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

MARTYRDOM

If a model with the Martyrdom special rule is killed, the Sisters of Battle in the same unit may reroll any failed Leadership test for the remainder of the phase.

WITCHHUNT

Any model or weapon with the Witchhunt special rule will gain the melee profile: Poison (4+) and AP2 against units which contain a model with the Psyker or Brotherhood of Psyker rules.

HOLY RAGE

Such is the hatred for the enemies of mankind and what they represent within each of the Sisters heart that some are totally overwhelmed with pure divine hatred for their foes and themselves. This force drive them through pain and back again to fight until the end.

The squad counts as having the Rage and Hatred special rule, and can charge after having made a Run Move in the Shooting Phase if it is comprised solely of model with the Holy Rage rule

BATTLE HYMNS

Because of their devotion to the Emperor and their fanatical exhortion, a Ministorium Priest or Ecclesiarchy envoy can put a divine fire within the heart of his fellow Imperial warrior that would burn through any sin.

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

- **The Emperor Protects:** The Ministorium Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.
- **The Emperor's Strength:** The Ministorium Priest has the Smash special rule until the end of the phase.
- **The Righteousness of the Emperor:** The Ministorium Priest and his unit re-roll failed rolls To Wound until the end of the phase

d. Weapons

MELEE WEAPONS

The model may take any of the following items:

- Power Weapons
 - Power Stake: Melee, S +1, AP 4, Witchhunt.
- Neural Whip: Melee, S 8, AP 3, Strikes against target's unmodified leadership, no effect against vehicles.
- Brazier of Holy Fire: Melee, S User, Ap -, can also be used as a Flamer (S4, Ap 5, Template) once per game.
- Flame Lance (20 pts): Melee, S User, AP 3, +1 Initiative in the assault phase, or S + 1, Ap 4, + 1 Initiative in the assault phase. Can also be used as a Flamer (S4, AP5, Template) once per game.
- Eviscerator (25 pts.): Melee, S x2, AP 2, Armourbane, Unwieldy, Two Handed.

RANGED WEAPONS

The model may take any of the following items:

- Hand Flamer: Range Template, S 3, AP 6, Pistol
- Inferno Pistol: Range 6", S 8, AP 1, Pistol, Melta.
- Combi-Weapons: Combi-weapons may be fired as a bolter or once per game with the alternate weapon profile.
 - Condemnor Boltgun; Alternate weapon profile: Range 24", S 5, AP -, Assault 1, Witchhunt.
 - Stalker Pattern Boltgun; Alternate weapon profile: Range 36" S4, AP 5, Sniper, Heavy 2 (only available to Canoness, Palatine, Legatine and Celestian)
- Stake Crossbow (20 pts): Range 24", S5, AP5, Assault 2, Psyshock
- Hellfire Rifle (15 pts): Range 36", S6, AP3, Rending, Heavy 1

e. Equipment

SPECIAL ISSUE WARGEAR

The model may take any of the following items:

- Bionics: Model gains Feel no pain 6+.
- Purity seals: When rolling for sweeping advance when the Purity Seals bearer's squad has failed a Leadership test, you may reroll the d6 added to the initiative. Also, roll an extra d6 when determining fall back distance and discard one d6 of your choice.
- Auspex: Character, may lower the cover save value of an enemy unit within 12" by 1.
- Melta bombs: Melee, S 8, AP 1, Armourbane, Unwieldy.
- Inferno Bolts: A model equipped with inferno bolts rerolls failed To Wound rolls

for bolt pistols, bolter, storm bolter or heavy bolter. It may also attempt to reroll any failed penetration rolls with the same weapons.

- Holy Prometheum: A model equipped with holy promethium treats hand flamer, flamer and heavy flamer as pinning weapons.
- Preysight: A unit equipped with the Preysight has the Night Vision special rule.
- Phosphorus Grenades: Str 2, Ap -, Blind, Range 12". If the squad is hit by the grenade, must pass a Pinning Test at -2.

HOLY BANNERS

- Holy Icon: Any friendly unit with a model within 6" of the vehicle adds 1 to its Leadership for the purposes of taking any Morale checks and Pinning tests, up to a maximum of 10. The effects of multiple Holy Icons are not cumulative.
- Sacred Banner of the Order: Any Sisters of Battle unit within 12" of the banner bearer rerolls failed Morale and Pinning tests. In addition, while the Banner Bearer is still alive, the Sororitas Command Squad counts as having scored one extra wound in close combat for the purposes of calculating the assault result.
- Simulacrum Imperialis: Grant the unit the Stubborn special rule.

- Imagifier: Celestian and Retributors only. The bolter, heavy bolter and storm bolter shots are considered Soul Blaze.

VEHICLE ARMORY

- Laud Hailer: Any unit within 6" of the Laud Hailer is immune to the Fear Special Rule and cannot receive overwatch in the assault phase.

f. Blessed Artifacts

- Mace of Chastisement : Melee, S + 2, AP 4, Concussive, Witchhunt, +1A
- Cloak of Aspiria: The bearer is granted a 2+ armour save
- Litanies of Faith: All units within 6" of the bearer may reroll failed Leadership, Morale or Pinning Tests.
- Blade of Admonition: S+2, Ap 3, Fear, Mastercrafted
- Mantle of Ophelia: The bearer gains the Eternal Warrior special rule.
- Phial of Dolan: Grants the Fearless rule instead of the Stubborn rule for the Canoness and grants the Palatine the Stubborn rule

g. Profile

INFANTRY

Name	W	S	BS	S	T	W	I	A	LD	SV	Unit Type	Pg
Arch-Confessor Kyrinov	5	5	3	3	3	4	3	10	4+/4++		Infantry (IC)	50
Arco-Flagellant	4	1	4	5	1	4	1+d6	8	-		Infantry	57
Battle Sister	3	4	3	3	1	3	1	8	3+		Infantry	59
Canoness	5	5	3	3	3	4	3	10	3+		Infantry (IC)	46
Celestian	4	4	3	3	1	4	1	9	3+		Infantry	52
Celestian Bodyguard	4	4	3	3	1	4	2	9	3+		Infantry (C)	48
Celestian Superior	4	4	3	3	1	4	2	9	3+		Infantry (C)	52
Confessor	4	4	3	3	3	4	3	10	5+/4++		Infantry (IC)	45
Dominion	4	4	3	3	1	4	1	8	3+		Infantry	70
Dominion Superior	4	4	3	3	1	4	2	9	3+		Infantry (C)	70
Frateris Militia	2	2	3	3	1	3	1	7	6+		Infantry	63
Mistress of Repentance	4	4	3	3	1	4	2	9	3+		Infantry (C)	54
Living Saint	7	7	4	4	3	6	5	10	2+/4++		Jump Infantry (IC)	43
Palatine	4	5	3	3	2	4	2	10	3+		Infantry (IC)	47
Preacher	3	3	3	3	1	3	2	7	5+		Infantry (C)	63
Retributor	4	4	3	3	1	4	1	8	3+		Infantry	74

Retributor Superior	4	4	3	3	1	4	2	9	3+	Infantry (C)	74
Seraphim	4	4	3	3	1	4	1	8	3+	Jump Infantry	68
Seraphim Superior	4	4	3	3	1	4	2	9	3+	Jump Infantry (C)	68
Sister Dialogus	3	3	3	3	1	3	1	9	5+	Infantry (C)	48
Sister Hospitaller	3	3	3	3	1	3	1	9	5+	Infantry (C)	48
Sister Pronatus	3	4	3	3	1	3	1	8	3+	Infantry (C)	61
Sister Repentia	4	4	3	3	1	3	2	8	-	Infantry	54
Sister Superior	4	4	3	3	1	4	2	9	3+	Infantry (C)	59
Uriah Jacobus	5	5	3	3	3	4	3	10	4+/4++	Infantry (IC)	51

WALKER

Name	BS	WS	S	Front	Side	Rear	I	A	HP	Type	Pg
Penitent Engine	2	4	4(8)	11	11	10	3	4	3	Walker, Open-Topped	55

VEHICLE

Name	BS	Front	Side	Rear	HP	Type	Pg
Rhino	4	11	11	10	3	Tank, Transport	65
Immolator	4	11	11	10	3	Tank, Transport	66
Repressor	4	13	11	10	3	Tank, Transport	67
Avenger Strike Fighter	4	12	10	10	3	Flyer	76
Exorcist	4	13	11	10	3	Tank	73

