SISTERS OF BATTLE
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INTRODUCTION

In the aftermath of the Horus Heresy mankind teetered on the edge of collapse with only a single force was strong enough to unit them – faith in the Immortal God Emperor of Mankind. Over the millennia the Ecclesiarchy has shaped this faith into a binding force throughout the Imperium, a weapon without equal with which to destroy the enemies of mankind and assure its rightful place amongst the stars.

THE WARHAMMER 40,000 GAME
The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures set in the war-torn universe of the 41st Millennium. Every army has its own Codex that works alongside these rules, allowing you to turn your collection of miniatures into an organised force ready for your games of Warhammer 40,000. This Codex details everything you need to know about the Sisters of Battle.

WHY COLLECT A SORORITAS ARMY?
The forces of the Ecclesiarchy are but normal men and women facing a galaxy of superhuman warriors and lethal alien predators. But even these horrors cannot stand before the power of faith in the God Emperor of Mankind, which even a mere mortal can smite down the greatest of Daemons with a single blow.

At first glance an Ecclesiarchal army may appear outmatched by many others, lacking the superhuman durability or exotic weaponry that defines so many of their adversaries.

Faith changes all things, however, as a single roll of the dice can grant a unit the power to tear through even the mightiest of armour, or rally against impossible odds, performing feats that even the mighty Astartes could not hope to match.

HOW THIS CODEX WORKS
Codex: Sisters of Battle contains the following sections:

The Adeptus Ministerum: This section introduces the Ecclesiarchy and the Sisters of Battle, and their many deeds in the Warhammer 40,000 universe.

The Forces of the Ecclesiarchy: Here you will find a full examination of every character, squad and tank in the Sisters of Battle army. Firstly, you will find a description of the unit, detailing its roll and specialised combat abilities. Secondly, you will discover complete rules for the unit, as well as its unique skills, wargear, and/or special abilities.

Wargear: This section contains full details and rules for the unyielding armour and devastating weapons employed by the Sisters of Battle and their allies.

Rallying the Faithful: This section provides a showcase of the extensive range of Citadel miniatures available for your Sisters of Battle army. Here you’ll find examples of the colour schemes used by the Sisters of Battle, as well as detailed examples of the heraldry borne by the Order’s heroes.

Sisters of Battle Army List: This army list takes all the units presented in the Forces of the Ecclesiarchy section and arranges them so you can choose an army for your own games. Each unit type also has a points value attached to help you pit your forces against an opponent’s in a fair battle.

FIND OUT MORE
While Codex:Sisters of Battle contains everything you need to play a game with your army of Sororitas and Ecclesiarchal zealots, there are always more tactics to use, scenarios to fight and painting ideas to try out. The monthly magazine White Dwarf contains articles about all aspects of the Warhammer 40,000 game and hobby, and you can find articles specific to the Sisters of Battle on our website:

www.games-workshop.com
THE ADEPTUS MINISTORUM

Since the birth of humanity in the prehistory of Earth, the Emperor has protected and guided mankind. Down through the long millennia he has striven to thwart the enemies of the human race and protect mankind from its own self-destructive instincts. He has constantly guarded the mass of humanity against dangers and foes it was not even aware existed.

When ancient philosophers first speculated on the nature of the universe, the Emperor already knew the answers. When humanity took its first few tentative steps into space, he was aware of the perils that awaited them. When the nature of the warp was first discovered, he had already roamed its immaterial realm. The Emperor is the bastion upon which the human race is founded.

Even in a deathly state, held immobile in the life-giving energies of the Golden Throne, the Emperor continues his eternal vigilance. Vast armies sweep through the galaxy in his name and whole planets are razed for his cause. His strength allows the starships of mankind to forge their way across the galaxy, encountering new stars, new worlds and new peoples. By his very presence the total and eternal damnation of Chaos is held in abeyance.

Without him there is nothing.

Throughout the Imperium the Emperor is worshipped as a god, an act regulated and enforced by the monolithic organization known as the Adeptus Ministorum, or the Ecclesiarchy.

The working priests of the Ecclesiarchy are fully initiated members of the Imperial Cult known as Preachers. Senior Preachers may be placed in charge of a Mission of up to several hundred Preachers and dispatched to spread the word amongst unenlightened worlds. The principal tenets of the Imperial Cult are the persecution of mutants, the abhorrence of aliens and the worship of both the Emperor and Imperial ideals. By increasing the awareness of these dangers, albeit in a relatively unsophisticated way, the Adeptus Ministorum makes the job of the Inquisition that much easier. However, missionaries do sometimes come into conflict with Inquisitors as their fields of responsibility overlap.

Trained Preachers administer the rites of the Imperial Cult to devotees all over the Imperium. The army, navy, and all branches of the Adeptus Terra have Preachers within their ranks. As well as common Preachers there are special officers empowered to conduct the most important Cult rites. The most common of these are the Confessors. Confessors are highly experienced individuals whose success as Preachers has led to their elevation to Confessors.

They travel from planet-to-planet, spreading the faith and holding evangelical rallies. New cult recruits are encouraged to ‘confess’ personal mutations as well as mutations or strange behavior amongst their friends and relatives. Confession is not necessarily good for the soul... but it does help the process of mutant control which is vital to the future of humanity.

HISTORY OF THE ADEPTUS MINISTORUM

The Adeptus Ministorum, or Ecclesiarchy as it is generally known, is a massive organisation founded on the worship of the Emperor. Through its Preachers, Confessors, Missionaries and Cardinals the Ecclesiarchy controls the veneration of the masses, giving their homage an organised focus. The Imperial Creed practised by the Ecclesiarchy and its billions of adherents is the only official religion of the Imperium. Although the interpretation of the Ecclesiarchy’s rites and dogma can vary, any extreme deviance from its strictures is considered heresy and is dealt with severely.

The Ecclesiarchy has guided the servants of the Emperor for nearly ten thousand years, but deep within its ancient records its beginnings can still be traced. In the miles of catacombs beneath the Ecclesiarchal palace, the dusty journals of past Ecclesiarchs nestle next to scrolls containing the confessions of heretics and blasphemers. Deeper into the library, fully a day’s walk from the nearest secret entrance, are the chronicles of Lord Vandire. Even further still is the Vault of Origins, where the earliest records are kept.

Dating back to the Horus Heresy, most of these scripts are kept within pulsating stasis chambers, their pages so brittle they can never again be read or turned. Their beautifully illuminated and illustrated leaves are cracked and torn with age and the letters have faded into indistinct greys.

The secrets of the Vault of Origins are imparted only to the most high-ranking officials of the Ecclesiarchy. Even the Inquisition are denied access to this burial chamber of history, lest they destroy the Ministorum’s glorious past in their quest for knowledge and truth.
THE HORUS HERESY
Even before his internment in the Golden Throne, the Emperor was worshipped as a god by many members of the Imperium, especially on the more regressive planets rediscovered during the Great Crusade. Primitive peoples spoke of gods descending from the skies in chariots winged with fire, and of beings who could smite down a foe with a mere glance. Of course, such fanciful descriptions could apply to almost any Imperial servant landing on a planet in a drop ship, but the Emperor’s unique powers and presence meant that he was venerated as a living god wherever he passed.

Then the tortuous storm of the Horus Heresy tore at the fabric of the Imperium. As humanity was embroiled in an apocalyptic civil war, the fate and future of mankind hung in the balance. If Horus were to triumph, humanity would be swept into the power of the dark Chaos Gods. In the end, while the followers of Horus assaulted the Imperial palace on Terra, the traitor Warmaster and the Emperor faced each other on the rebel Warmaster’s battle-barge. Their titanic conflict reflected the Heresy as a whole - a battle fought in the mind as well as with physical weapons. After a bitter struggle, the Emperor destroyed Horus but was fatally wounded himself. The Space Marine Primarch Rogal Dorn discovered the Emperor’s devastated body, held alive only by the enormous power of his will. The Emperor was placed in stasis and the Adeptus Mechanicus constructed the Golden Throne to sustain his shattered form. As the Emperor’s body was incarcerated into the Throne and its life-giving properties flowed through his carcass, the Emperor’s great mind soared into the warp.

THE FOUNDERS OF FAITH
Following the ultimate sacrifice of the Emperor, the Imperium was swept by a general upsurge in adoration and worship for him. Visionaries and prophets appeared on every world and cults following these divinely inspired individuals soon grew. There was no central organisation, no control, and even on the same planet there could be hundreds of different denominations, each performing their worship in a different manner, every one of them interpreting the Emperor’s will in a slightly different way.

As is the way of such things, the stronger cults grew and prospered while the smaller, weaker ones faded away or were incorporated into the larger sects. Compromises of interpretation were found and slowly many cults became united. Although lots of worlds still had several different sects, other cults managed to spread beyond the surface of their planet, their servants travelling to other stars and worlds to spread their own version of faith. The most successful of these was the Temple of the Saviour Emperor.

THE TEMPLE OF THE SAVIOUR EMPEROR
The Temple of the Saviour Emperor had a number of advantages over its theological rivals. For a start it was centred on Terra, the Imperial planet, the centre point of the human race and the resting place of the Emperor himself. Secondly, its fanatical leader was originally a well-respected and highly decorated Imperial Guard officer who served in the defence of the Imperial Palace. He claimed he was sent instructions by the Emperor, who came to him in dreams and visions. His original name has long since passed from memory, but the officer renamed himself Fatidicus, which means ‘Prophet’ in one of the ancient Terran tongues. Fatidicus formed a massive following from the Imperial forces on Earth. From lowly scribes and clerks to Imperial Navy commanders and colonels of the Imperial Guard, the Temple of the Saviour Emperor welcomed everybody.

As time passed and these followers spread out across the Imperium in pursuit of their various duties, the beliefs of the Temple of the Saviour Emperor spread with them. Army and Navy officers initiated their men into the rites of the Temple, while zealous Missionaries travelled through the Imperium teaching their own religious code to anybody who would listen. They would use their immense skills to slowly incorporate the beliefs of those they met, while also imposing the doctrines of the Temple of the Saviour Emperor. At the venerable age of 120, Fatidicus died, but by now there were over a billion dedicated followers on Earth itself and countless servants throughout the Segmentum Solar.

In many places the Imperium was still reeling from the anarchy left by the Horus Heresy and the Temple of the Saviour Emperor provided a unifying force to instil cooperation between the lowest and the highest. Those sects which did not, or could not, incorporate the Temple’s wishes faced political and economic annihilation. The population would be roused to cast out the unbelievers and on many worlds this persecution turned to violence. Although always openly abhorring the more excessive deeds performed in its name, the Temple of the Saviour Emperor’s power grew and grew. This process of integration and merging continued into the start of the 32nd millennium, until almost two-thirds of the Imperium was united behind the order. On Terra the only non-followers were the Adepts of the Cult Mechanicus and the Space Marines, who had their own traditions and forms of adoration.

Early in the 32nd millennium, the Temple of the Saviour Emperor was recognised as the official religion of the Imperium and was given the title of Adeptus Ministorum. A couple of centuries later the head of the Ministorum, the Ecclesiarch Veneris II, became a High Lord of Terra and over the next three hundred years the importance of the Ecclesiarchy became such that the Ecclesiarch’s seat on the council of the High Lords was made permanent.

THE ADEPTUS MINISTORUM GROWS
With the backing of the Adeptus Terra, the Ecclesiarchy continued to increase its hold over Imperial citizens and soldiers at a phenomenal rate. Those who refused to join the Ministorum were declared unbelievers and banished from their communities or even executed as heretics. The Adeptus Ministorum split the Imperium into areas called dioceses, each led by a Cardinal who controlled the Missionaries and Preachers of hundreds of worlds.
As the size of the Ministerum grew, a whole subsection of the establishment became devoted to the logistics of running such an immense organisation. Arch-Deacons and Deacons co-ordinated the construction of shrines and temples, and founded the principles on which tithes would be paid and their servants maintained the majestic edifices rising up all across the Imperium.

Only one other order posed a threat to the power of the Ecclesiarchy. Founded around the planet Dimmamar, the Confederation of Light was a penitent faith that believed the sacrifice of the Emperor should serve as an example to everybody. Their ideas of poverty and humble living directly contradicted the teachings of the Ecclesiarchy. In the views of the Ministerum sacrifices were made by the citizens, the Ecclesiarchy made its sacrifices in other ways than raw money and wealth. The Confederation of Light was powerful and Ministerum Missionaries could do little to penetrate the sect’s following. Finally, the Ecclesiarchy, with the unanimous vote of the High Lords of Terra, declared the first War of Faith.

The Confederation of Light was declared a heretic assembly and the forces of the Navy and Imperial Guard, along with thousands of untrained followers who wished to serve the Emperor in the righteous conflict, were brought in to eradicate this spiritual threat. Although the odd cell and shrine escaped the forces at the Ecclesiarch’s disposal, as a working religion the Confederation of Light ceased to exist. The dominance of the Adeptus Ministerum was complete. By the end of the 33rd millennium, with the exception of the planets controlled by the Adeptus Mechanicus and the Space Marines, every Imperial world had its cathedral dedicated to the Emperor. Thousands of shrines dotted every planet, and the tithes and collections of billions of followers flowed into the Ecclesiarchy’s coffers. This money was used to build ever larger temples, to outfit the shrines in the most lavish decoration and to fund more Wars of Faith to maintain the Ministerum’s control.

THE AGE OF APOSTASY

PATH TO DAMNATION

The power of the Ecclesiarchy spread into every facet of Imperial life. From humble miners and clerks, through Imperial Guard and Navy officers to planetary Governors and the High Lords of Terra themselves, everybody was an adherent to the Imperial Creed, in theory at least. Frequently the High Lords would take their lead from the views of the Ecclesiarch, believing that he was the mouth of the Emperor: a belief the Ministerum did nothing to contradict. Soon the Ecclesiarchy was indirectly dictating Imperial law, organising armies, deciding which threats gained priority and where to direct Imperial resources.

As the grip of the Ecclesiarchy grew, elements of the Imperium railed against such control. In the High Lords’ councils the Fabricator General of the Adeptus Mechanicus opposed the will of the Ecclesiarchy, and the Chapter Masters of the Space Marines also viewed Imperial orders with doubt. Following their lead, the Administratum began to fight against the pervasive force of the Ecclesiarchy.

Angered by their loss of control, the Administratum began to re-establish itself as the commanding, binding power within the Imperium. So began a feud that has lasted 7,000 years to the present. The Administratum exercised its influence in a number of ways, undermining the authority of the Ecclesiarch, influencing votes in the council of the High Lords and positioning its own loyal followers in powerful posts. From the late 34th to the early 35th millennium, the power of the Ecclesiarchy waned. Following the election of a series of disastrously weak and incompetent Ecclesiarchs, the Administratum managed to wrest much of its control back from the Ministerum. As time passed the Administratum gained dominance once more. To the populace at large the Ecclesiarchy was as mighty, all-seeing and powerful as ever, but behind the scenes the Administratum was dictating the agenda of the Holy Synod.

In an attempt to escape the clutches of the High Lord of the Administratum, Ecclesiarch Benedin IV moved the Holy Synod and the upper echelons of the Adeptus Ministerum to the planet of Ophelia VII in the Segmentum Tempestus. This had been Benedin’s diocese as a Cardinal and was possibly the richest planet after Terra and Mars.

The Ecclesiarchal palaces on Ophelia covered nearly 90,000 square miles and soared 4,000 metres into the sky. They were only rivaled by the Imperial palace on Earth. Separated from the designs of the Administratum by sheer distance, the power of the Ecclesiarchy grew again. With a succession of punishing increases in tithes, the resources of the Ministerum reached its height. The Cardinals of different dioceses competed with each other to erect the most magnificent monuments, to build the largest and most ostentatious temples and cathedrals. The purges of so-called heretical cults increased significantly, as any opposition to the word of the Ecclesiarch was ruthlessly crushed.
Separated from the Administratum, the Ecclesiarchy began to form its own fleet of interstellar ships and armies. The Frateris Templars, as these forces came to be known, numbered many commercial transports and warships, and dozens of fighting armies each of which rivalled an Imperial Guard regiment in strength. All the while, the Ministerorum buildings on Earth were left to ruin and crumble.

In the middle of the 35th millennium, nearly three hundred years after the move to Ophelia VII, Greigor XI was elected to the position of Ecclesiarch. A deeply spiritual man, Greigor was seen as the next step in the Ecclesiarchy’s growth: a fresh outlook on what had increasingly become a stagnant Holy Synod. However, the Cardinals were totally unprepared for what would come next. Greigor announced that the Adeptus Ministorum would return to Earth. Although this was vigorously opposed both within and outside the Ecclesiarchy, Greigor felt that the true centre of the Faith should be Terra, the home world of humanity.

None could dissuade him from this course, and though it took him twelve years to organise the return, with the time needed for marshalling his resources and the physical requirements of warp travel, the doors of the Ecclesiarchal palaces on Earth were finally opened once more. The refurbishment of the palaces took a heavy toll on the already thinly stretched resources of the Ecclesiarchy. Their funds depleted by the extremely expensive business of relocating to Terra, the Ecclesiarchy had to increase tithes even further to balance the costs of the rebuilding.

As the rebuilding progressed, Greigor XI began laying the groundwork for other changes within the structure of the Adeptus Ministorum, changes that were seen as radical by many of his peers within the Holy Synod. Again, he refused to bow to opinion, but before his innovations could be put into action, Greigor died of food poisoning. Tears were wept at his funeral (it is said that six million followers filed past his open-topped casket) and the Cardinals spoke of a great man that had been taken from them too soon. However, no sooner had the tears dried and Greigor’s body been interned in the great Mausoleum of Remembrance than a new, more conservative Ecclesiarch was elected and the Ministerorum continued as it had done before.

**DESCENT INTO ANARCHY**

Fuelled by the growing demands of the Cardinals, Ecclesiarchy tithes were increased once more. Unfortunately, much of the populace was already stretched to breaking point and this further increase was seen by many as unnecessarily exorbitant. Across many worlds of the Imperium the populace openly rebelled against the Ecclesiarchy and refused to pay. Even Planetary Governors spoke out against the excesses of the Ministerorum, but they went unheeded.

The Ecclesiarchy responded with a vengeance, sending its armies to crush any sign of revolt and executing higher officials as heretics. Alexis XXYI used the Officio Assassinorum to eliminate several Governors who redirected their tithes to pay for their own Planetary Defence Forces, and is quoted as saying, “They had forswn the Emperor’s protection for their own worldly gains.” The tithes were used to build ever larger temples, to line the highways of planets with statues of past Ecclesiarchs and to decorate the Ecclesiarchal palaces with the rarest metals and gems.

The unrest continued, massive uprisings spreading across the Imperium, only for the Frateris Templars of the Ecclesiarchy to arrive and quell any insurgencies. All those who defied the rights of the Ecclesiarchy were decried as heretics and suitably punished. Some thought the Ecclesiarchy’s bloody methods of control were excessive, but it was nothing compared to what was to come.

Even as the Imperium struggled to survive amidst bushfire wars and a lack of true leadership from Earth, further disasters befall humanity. In the early 36th millennium the incidence of warp storms started increasing. Travel between all but the closest stars became risky, and as the centuries passed the warp soon became a tumultuous mass of rolling tempests and storms. Navigation became difficult everywhere and hundreds of systems were totally isolated. With the resources of the Administratum and Ecclesiarchy turned towards their power struggle, much of the Imperium devolved into anarchy. In those few worlds still accessible by starships, the power of the Ecclesiarchy was brutally enforced by the Frateris Templars and any slight deviation from the holy decrees was marked as heretical, with the burnings and hangings which attend that crime.

Seeing the turmoil wracking the Imperium, Chaos raiders poured forth from the Eye of Terror to attack and despoil their ancient foes. Ork Warlords rampaged across vast tracts of the galaxy and there was nobody who could halt them. On the planets cut off from Terra, Chaos and Genestealer cults rose in rebellion and overthrew their governments, damming entire worlds to slavery and slaughter. Those worlds not overrun by alien attackers strove to retain what they could. As time passed even the most advanced worlds were brought to their knees. As before, with no central guidance from the Adeptus Ministerorum even the worship of the Emperor began to devolve into a series of cults and sects, and in the trying times of those centuries those who were once brothers under the light of the Emperor fought against each other to assert their religious ideals.

Much of the Imperium was under the malaise of a pre-apocalyptic gloom. Crazed zealots denounced the Ecclesiarchy and claimed the Emperor was displeased with their greed and excesses— sending the warp storms as a test to judge the truly faithful and set them apart from heretics and sinners. Spurred on by these statements, citizens turned to flagellation and self-mutilation to prove their belief and faith. Whole populations became seething masses of despair-laden cults, each trying to outdo the other in their tortuous devotion to the Emperor. Strange splinter groups grew in power, preaching extreme causes. Bloodthirsty pogroms eradicated many innocents as the
population tried to stem the wrath of the God-Emperor. In some communities any small deviation from what deemed normal brought instant death to a child and its family.

Whole populations were enslaved or slaughtered, deemed heathens for some real or suspected deviancy.

HIGH LORD VANDIRE

The name most infamously connected with the Age of Apostasy and the architect of the Reign of Blood was Goge Vandire, 361st High Lord of the Administratum. Vandire had a hard reputation and was a staunch opponent of the Ecclesiarchy’s dominance. It was rumoured he used Assassins and blackmail to achieve the rank of High Lord, and none within the Administratum dared oppose him. Shortly before his ascendancy to the vaulted rank of High Lord, Vandire was instrumental in the election of Ecclesiarch Paulis III, a degenerate incompetent who was easily controlled by Vandire and his followers.

Once he had established his position within the Administratum Vandire moved in to take over the Ecclesiarchy. While other High Lords had manipulated the Adeptus Ministorum covertly, Vandire personally led a handpicked contingent of Imperial Guard officers into the Ecclesiarchal palace and overthrew Paulis III in what can only be called a military coup. Declaring Paulis to be a traitor to humanity he had the Ecclesiarch summarily shot and took upon himself the dual role of High Lord of the Administratum and Ecclesiarch.

Shaken and terrified, the Holy Synod could do nothing to oppose Vandire as he set about eradicating any within the Ministorum who opposed him. As Vandire’s wrath fell upon the Cardinals, all those not already fleeing elected to return to Ophelia VII to escape the High Lord’s clutches. However, fate thwarted them and as their ship entered the warp it was engulfed by a huge storm and they were never seen again. Vandire claimed it was the will of the Emperor; evidence of his divine right to reign over the Imperium in the Emperor’s name.

Vandire elected Cardinals of his own choosing to fill the mahogany benches of the Holy Synod chambers. He chose a calculated mix of weak-willed fools and brilliant geniuses with just the right amount of cruelty to ensure they would enforce his will without any qualms. The High Lord now had total, unopposed control of both the Ecclesiarchy and the Administratum. The Imperium was about to face its darkest time since the Horus Heresy.

THE REIGN OF BLOOD

Vandire was insane: a paranoid megalomaniac who saw plots and intrigues everywhere. His mind was twisted in every way and he delighted in torturing his victims, declaring he was purifying their souls for the Emperor. He expected his every word to be recorded for posterity and was constantly accompanied by a plethora of scribes whose job was to note down anything he said or any particularly innovative tortures he inflicted in the converted catacombs beneath the Ecclesiarchal palace. His mood would swing violently, laughing one moment and murderously angry the next.

Vandire would often fall into a trance-like state, during which he would argue with himself in a mumbling voice and on other occasions he would shout out loud for no apparent reason. He claimed he was receiving messages from the Emperor. These meditative periods would always be followed by bouts of excessive violence. He had a huge tri-d map of the Imperium installed in is audience chamber, with a constant relay of current warp storm activity. As soon as a world was reachable, he would dispatch a war fleet to establish control.

The Reign of Blood affected the whole Imperium. Sympathetic Army and Navy officers were only too ready to execute Vandire’s orders: virus bombing the hive world of Calana VII without reason; invading the farmlands of Boras Minor and enslaving every female child under twelve years of age; using the orbital batteries of Jhanna to melt the planet’s ice caps, drowning nearly 4 billion people in the resultant floods. The list goes on and on, meticulously recorded by Vandire’s scribes. Vandire would dictate long speeches bemoaning the wretched state of the Imperium, demanding justice object of hate.

DAUGHTERS OF THE EMPEROR

Early in the Reign of Blood Vandire’s extensive network of spies notified the High Lord of a particular sect which had previously eluded the attention of the Ministorum. It was a small cult, perhaps only 500 members in total on the little known agri-world of San Leor. Vandire was curious when he first heard of the group, but as his agents continued to explain the nature of the cult, his interest swerved from homicidal intent to covetousness. The sect, known as the Daughters of the Emperor, contained only female members and devoted itself to worship of the Emperor through inner purity. The Daughters of the Emperor studied the ancient arts of war using a taxing learning process to clear their minds of all worldly considerations, honing their skills over their entire lives. His interest piqued, Vandire ordered a ship to prepare immediately for a journey to San Leor and announced he would honour the world with an Ecclesiarchal visit.

With an entourage of nearly a hundred thousand servants and soldiers, Vandire arrived on San Leor. As the miles-long procession made its way to the temple of the Daughters of the Emperor, Vandire’s agents moved ahead of the Ecclesiarchal train, forcing the meagre population of the farms and towns to line the streets and show due respect. Those who failed to cooperate were executed as heretics, regardless of their reasons. Even newly-born babes and ancient elders were dragged from their homes to witness the arrival of the Ecclesiarch. The crowds were supplied with laurels and gifts to present to Vandire, showering him with scented flowers and crying their praise at gunpoint. Holo-vids of the various ceremonies performed by Vandire were spread throughout the accessible Imperium and the propaganda was used to further reinforce the power of the Ecclesiarch.
Upon reaching the temple, Vandire found the gates barred against him and was informed by a young Daughter of the Emperor that the order did not recognise his authority. Expecting the customary explosion of rage and destruction, Vandire’s terrified functionaries feared for their lives. However, Vandire had anticipated such an insolent response and had already considered the solution. He ordered the Daughters of the Emperor to witness a feat that would prove he had the favour of the Emperor.

With a small bodyguard of men, Vandire entered the temple and was conducted to the main hall. Before the assembled order Vandire knelt in supplication to the Emperor, praying for his protection, clutching the Ecclesiarch’s Rosarius in both hands. Standing again, he ordered one of his guards to shoot him with his laspistol. The officer refused at first, begging with Vandire not to endanger himself. Vandire’s response is quoted as, “there is no danger, I have the Emperor’s protection. Do you doubt that?” The officer had no answer to such a question, loaded as it was with subtle malice and the threat of punishment. He duly raised his pistol, aimed at the Ecclesiarch’s chest and pulled the trigger.

As the bolt of energy struck Vandire there was an explosion of light, blinding all who stood in the hall. As they recovered their senses, they saw Vandire standing totally unharmed in the centre of the chamber, leaning on his bone walking cane. Almost as one, the Guardsmen and Daughters of the Emperor fell to their knees in worship. As he later boasted to his scribes, Vandire had gambled that the isolated Daughters of the Emperor would have never heard of a Rosarius or the conversion field generator it contained.

Taking oaths of fealty from the Daughters of the Emperor, Vandire elevated the sect to the position of Ecclesiarchal bodyguard and took them back to Terra with him. From then on, the warrior women became his personal retinue of soldiers and companions, and Vandire renamed them the Brides of the Emperor. They were trained by the best teachers in the Imperial Guard to combine their own skills with the modern weapons of war and word of their dedication to the protection of Vandire spread through the Imperium. They were his constant guardians and his silent executioners, who would kill with a word from their lord.

The Brides not only served as Vandire’s bodyguard, but also as servants and companions. They tasted the High Lord’s food, fed him when he fell weak with illness, nursed his frail body and entertained him with singing, dancing and other, more exotic, skills.

For all their gaiety on occasion, the Brides of the Emperor were still hardened fighters, and when the Holy Synod tried to have Vandire assassinated a few years later, the Brides went into the meeting chambers, locked the doors and emerged an hour later carrying the severed heads of every Cardinal present.

SEBASTIAN THOR

The violent repression and wanton slaughter continued for seven decades after Vandire’s ascension to the Ecclesiarchal palace. The resources of the Adeptus Ministorum were directed towards bloodthirsty pogroms and the building of immense new monuments to the Emperor and Vandire. However, Vandire’s insanity was ever directed outwards, and though distant planets boasted mile-high spires and cathedrals, the Terran palace itself was allowed to fall into decay once more. Whole wings of the sprawling building collapsed from the weight of centuries, and the immense chandeliers and incense burners of the audience chamber were allowed to gutter and die.

While the rest of the Imperium glowed with the radiance of gold and platinum and sparkled with the light of millions of rare gems, Vandire’s own domain became a dark lair of shadows and dank, chilling winds. Dust lay knee-deep in places, the ancient relics were tarnished and stained, tapestries became torn and mildewed and rats and other vermin left their trail across the priceless rugs and carpets. Occasionally just a single candle would be lit in the enormous expanse of the great hall, with only the odd footfall betraying the presence of the Brides of the Emperor in the darkness.

Even during the day, the patina of grime and filth on the stained glass windows let through only a trick of sunlight. When sweeping rains cleaned the outside of the windows a shaft of brighter light might play about the floor of the great hall, but at these times Vandire would retire to his chambers and sit for days on end in complete silence. The High Lord fell into long, nightmare-ridden sleeps, crying out in hysterical screams. His ancient body was pumped full of drugs and elixirs to keep the inevitable diseases and depredations of age at bay. However, with the guns of the Brides of the Emperor always ready to obey his will, the crippled High Lord still commanded with an iron fist. In his more lucid moments, the ailing Vandire could be heard muttering about the light, and the writings of his scribes recorded that his fear of light seemed to grow with every passing day.

It was with trepidation that a young agent appeared on Terra, coming back from the northern reaches of the galaxy, around the planet Dimmamar. His report was disturbing to the High Lord’s advisors and caused Vandire to break into a fit of apoplectic rage. Dimmamar had denounced the High Lord as a traitor of the Imperium and the ancient rites of the diocese. The name of one man was heard again and again, all across the Segmentum Obscurus. His name was Sebastian Thor.

None on Terra knew where this man came from or what his ultimate purpose might be. The puppet High Lords raged with debate for over a month as to what course of action to take. After his initial outburst, Vandire withdrew into himself more than ever, and for most of the council meeting would be seen huddled in the velvet and ebony throne of the Ecclesiarch, surrounded by the ever vigilant Brides of the Emperor, his eyes staring at nothing. As
more news came in of the revolt, it became clear that things would have to be stopped soon. Within three months another eighty systems had declared their loyalty to the Confederation of Light and only the Weight of Ministorum armies and fleets in other sectors prevented similar occurrences all across the northern reaches. The most trusted and loyal of the Frateris Templars were dispatched to deal with the threat, and were ordered to raze Dimmamar and eradicate every living creature on the world.

The war fleet was duly sent, but shortly after it jumped into warp space outside the Clax system it was smashed asunder by a warp storm of gigantic proportions. The last astropathic transmission reported white arcs of energy tearing apart the hulls of the ships, the power of the storm literally twisting men and machines apart, turning soldiers inside out and disintegrating everything. The Clax system has been cut off ever since by the swirling tempest, and it is claimed that those who pass close by can still hear the screams of the dying and feel the panicked last thoughts of the Astropaths echoing through the whole region. It is an area of ill omen now known as the Storm of the Emperor’s Wrath.

With this huge blow to the Ecclesiarchy’s military power, the whole of the Segmentum Obscurus erupted into rebellion. The Cardinal palaces were stormed by frenzied converts who tore down the hangings, burned the icons and smashed the ornate stained glass windows. Through all the madness, the name of Sebastian Thor still kept appearing. Who was this shadowy figure who seemed intent on the destruction of the Ecclesiarchy and with that, the Imperium itself? Perhaps he was some sort of vessel for the gods of Chaos, another Horus attempting to enslave humanity once more. Or maybe some other alien influence controlled him, one of the many creatures of the warp or one of the immensely powerful elder races, hitherto undetected. As more information was relayed back by the Ministorum’s agents, the High Lords were stunned by the news.

Thor was no daemonic entity intent on corrupting the Imperium, he was just a man, born in a Dimmamar Schola Progenium habitat. Interrogations of old companions revealed that he had been a devout, if somewhat introverted, follower in his early life. However, Thor recently claimed to have visions of the Emperor, and warned that disaster was befalling mankind. It was claimed that Thor had cast an old Preacher from the pulpit in the middle of a prayer session and denounced the ways of the Ecclesiarchy. With an eloquence and charisma the informants could not explain, Thor spoke to those present, reaching into their hearts and minds with his words.

News of the incident spread and soon thousands travelled to hear Thor’s sermons and went away with a new religious zeal burning in their souls, spreading the message even further. Members of the heretic Confederation of Light approached the young man in secret and in his next service he openly declared his loyalty to the sect. Thor was brought before the Imperial Commander, Gaius Welkonnen, and spoke of his visions and dreams, and of his ambition to rid the Imperium of Vandire’s tyranny. No one could explain what rare power was held in Thor’s voice, but the Governor immediately swore his loyalty to Sebastian Thor and placed Dimmamar’s army at his disposal, as the adept had requested.

As word spread, anarchy embroiled the Segmentum Obscurus, and desecration, looting and wanton destruction erupted. Although Vandire’s spies were exposed and driven out with startling efficiency, it became clear that Sebastian Thor’s ‘army’ had grown to over 5 million followers within the space of a year, and the huge entourage was slowly making its way through the Imperium towards Terra. Even some of the surviving Frateris Templars joined his forces.

Many legends sprang up around Thor and his long journey, and miraculous events were attributed to his presence. Some of this can be explained by the oratory skills of the young adept, such as the way the population of the planets he passed through would gather their resources to feed and house his immense following. Others remain true mysteries, like the Navigator’s tales of the utter calmness of the warp as they journeyed from system to system. Though the rest of the galaxy was still embroiled in the raging tempests that had engulfed the Imperium for many hundreds of years, the massive fleet of the Confederation of Light passed through the warp without hindrance. The Paternova of the Navigators dubbed him Abstracta Preomnis, Master of the Warp.

News of Sebastian Thor spread from the Segmentum Obscurus to other parts of the Imperium. Distance exaggerated the message and soon Thor was being hailed as a god-like being. With much of its armed might destroyed at Clax, the Adeptus Ministorum could do little to stop system after system, diocese from swearing loyalty to the new wave of belief centred around Thor. Despite fierce opposition from many Cardinals and Confessors who saw their power, traditions and whole way of life being destroyed, Thor’s creed converted millions of followers. Co-operation and sacrifice became the doctrine of those who heard Thor’s impassioned speeches, delivered from different planets along the route to Terra. Although many opposed Thor, all across the Imperium the tide had changed against Vandire. The masses had been pushed too far, and this time they had a leader to unite behind.

**THE WARS OF APOSTASY**

More disturbing news was to reach the Council of the High Lords. Until now, the Adeptus Mechanicus and Space Marine Chapters had played only a small role in the Age of Apostasy. The vagaries of warp travel made any long distance journeys hazardous at best and impossible in some areas. Instead the Adeptus Astartes’ planets and the Forge Worlds of the Adeptus Mechanicus became fortresses amidst a sea of anarchy. These organisations were on the defensive, protecting the few systems they could from the ravages of the Age of Apostasy and the carnage of Vandire’s Reign of Blood. Of all the Imperium,
it was these small empire-like enclaves which survived the whole epoch with the least harm inflicted, the guardianship of the Adeptus Mechanicus and Space Marines protecting them from the worst events of that terrible era.

With news of Sebastian Thor and the spread of the Confederation of Light, many Space Marine Chapter Masters in the Segmentum Solar and the nearest sectors of the rest of the Imperium began voicing their support for this movement. The Adeptus Mechanicus issued a summons for the High Lords to account for themselves and to indict and execute Vandire as a traitor. Vandire’s response was to dissolve the Council of High Lords and order his remaining armies and fleets to attack the rebellious Space Marines and Cult Mechanicus. Many officers refused such a suicidal endeavour, only to be burned or hanged as heretics. They were replaced with more tractable commanders, but by this time Vandire’s treachery was revealed. Enraged by what he saw Gastaph Hedriatix, the Fabricator General of the Adeptus Mechanicus, ordered regiments of the Martian Tech-Guard to transport to Earth. These regiments were joined by the Imperial Fists, Fire Hawks, Soul Drinkers and Black Templars Chapters.

Although much of the Ecclesiarchal palace had fallen into ruin, the central complex which housed Vandire’s throne room still remained an almost impregnable fortress. For months the combined forces of the Tech-Guard and Space Marines tried to breach its walls, only to be constantly thwarted by the Brides of the Emperor, who numbered some 10,000 fighters by this time. As the huge cannons of the Adeptus Mechanicus pounded on the walls of the palace and the Space Marine assault squads fought down mile-long corridors littered with dead, the attention of the High Lords and Vandire was turned outwards. But it was from within that the greatest threat was to come.

THE HIGH LORD FALLS
Since the Reign of Blood started, another organisation had remained apart from the bloodshed and devastation. Within the secure walls of the Imperial palace, the Adeptus Custodes continued their eternal vigil over the Golden Throne. To escape the anarchy that prevailed, and to ensure the protection of the Emperor himself, the Custodians had cut themselves off from the outside completely. Only scraps of information passed through the sealed walls of the most holy of places, and it was only when the Space Marines and Adeptus Mechanicus moved against Vandire that the true extent of the treachery perpetrated by the High Lord became known to them. In secret meetings with the commanders of the Space Marines, the Adeptus Custodes learnt of the Reign of Blood and the Brides of the Emperor defending the traitor High Lord. The mysterious order advised the Space Marines to continue their attack while they would do what they could.

The defences of the Ecclesiarchal palace were no obstacle to the Adeptus Custodes, with their lifelong knowledge of the Imperial palace and its thousands of miles of hidden conduits and secret corridors. A small contingent of Custodians, led by a Centurion of the Companions, made its way into the very heart of Vandire’s domain. Surfacing not far from Vandire’s audience chamber, they were confronted by the Brides of the Emperor. Calling for a truce and a parley, the Centurion laid down his weapons and walked unarmed to meet the guardians of Vandire. For an hour he made an impassioned plea for the Brides to revoke their oaths, striving to convince them that they were fighting for evil, not the Emperor. However, they were not to be swayed by his arguments, and the nameless Centurion had only one option left. Leaving his men as hostages, the Centurion guided their leader and a bodyguard of five female warriors back into the tunnels.

The Brides of the Emperor were soon lost within the dark, twisting maze but the silent Centurion led them unerringly into the heart of the Imperial palace. Eventually they emerged into dim light once more and were met by the Companions who guarded the Gate; the secret entrance to the chambers of the Golden Throne itself. The Centurion explained what was happening, that the warrior-women were about to enter the most sacred place in the galaxy and he would bring them before the Emperor himself.

They were to see what no one but the Space Marine Primarchs and the Companions had seen for six long millennia. The Centurion warned that to speak would be to die and led them into the golden light spilling from the open portal.

What they saw has never been recorded, the Companions swore the Brides of the Emperor to secrecy. It is rumoured that they did indeed witness the Emperor himself, held immobile in the flowing energies of the Golden Throne. What passed between them and the Companions is also a matter of myth, but when they stepped from the Gate once more, their eyes burned with unparalleled anger and hatred. Without a word the Centurion once more led them through the dark places of Earth, this time leading them directly back to the Audience Chamber. Their leader, Alicia Dominica, spoke of the treachery of Vandire and his depraved corruption of the Ecclesiarchy, but most of all she spoke of his twisted perversion of their order. Burning with shame and anger, they renounced the name of Brides and once again became the Daughters of the Emperor.

All the time, Vandire had stood oblivious to the revolt around him, studying the tri-d Imperial map. Looking up from his introspection, he blinked in surprise as he noticed the assembled warriors around him. The distant sound of gunfire had faded as the message was passed through the AdeptusMechanicus. The 4,000 fighters who had survived the onslaught of the Space Marines and Tech-Guard slowly filed into the massive hall.

Vandire launched into a bloodthirsty tirade, explaining which systems needed to be crushed, issuing orders for fleets to be sent to eradicate Thor and his following. However, even Vandire’s scribes had deserted him and he was left alone in the audience chamber with the vengeful Daughters of the Emperor. Alicia Dominica confronted Vandire. Her words are now engraved upon the black marble sarcophagus that contains her body:
"You have committed the ultimate heresy. Not only have you turned you back on the Emperor and stepped from his light, you have profaned his name and almost destroyed everything he has striven to build. You have perverted and twisted the path he has laid for mankind to tread. As your own decrees have stated, there can be no mercy for such a crime, no pity for such a criminal. I renounce your lordship, you walk in the darkness and cannot be allowed to live. Your sentence has been long overdue and now it is time for you to die."

Dominica drew her power sword and held it aloft for all to see. Vandire glanced around the assembled warriors, his brow knitted in confusion. Shaking his head slightly, the High Lord whispered his last words.

"I don't have time to die... I'm too busy!"

The power sword slashed down, beheading the traitor High Lord in one stroke and cleaving his Rosarius in two.

The Reign of Blood had been ended.

THE REFORMATION

THE ECCLESIACHY REBORN

Although Vandire’s Reign of Blood ended with the death of the High Lord, the Age of Apostasy was to continue for many centuries. Much of the Imperium was still wracked by warp storms and all manner of small empires and kingdoms were being carved by Imperial Commanders and Cardinals. The Segmentum Obscurus was more stable since the gifted Sebastian Thor had begun his pilgrimage to Earth. However, with no Council of High Lords and no Ecclesiarch there was little hope that the rest of the Imperium could be swiftly restored to its former power.

The Space Marine Chapter Masters and the Fabricator General of the Adeptus Mechanicus set about resurrecting what remained of the High Lords of Terra. The copious notes of Vandire’s scribes provided damning evidence against many of those who had profited from the Reign of Blood, and Hedriatix was adamant that all those implicated would face a trial for their conduct, sooner or later. Many of the organisations were encouraged to purge their own ranks, such as the Navigators and Chartist Captains, Imperial Commanders were promoted from within the ranks of those who had opposed Vandire, while other High Lords were vindicated by their peers and duly kept their seats in the Council. However, there was still no Ecclesiarch.

THE TRIAL OF SEBASTIAN THOR

Messages were sent to Sebastian Thor, requesting that he journey immediately to Earth. His reply was simple, explaining that he had more work to carry out in the northern reaches before he could continue his journey to Terra. A fast transport ship was sent to collect Thor, but again he refused the invitation, insisting that he was not yet ready. Exasperated, the High Lords issued a decree declaring Thor a traitor and demanding he stand trial on Terra for various seditious activities against the appointed officials of the Emperor. Thor was taken into custody without violence, commanding his followers to stay their hands and let the Emperor protect his messenger.

The galleries of the huge courtroom were filled with thousands of Thor’s supporters, watching the proceedings with tense anticipation. The poor and wealthy alike travelled from all across the Imperium to witness the trial of the Imperium’s latest saviour. The Judicium Terran became a focal point for the faithful and the end of long pilgrimages. Many of those who set out arrived months or even years after the trial had finished, but were determined to complete their journeys and show their support for Thor.

The prosecution of Thor was vigorously pursued by certain members of the High Lords, their pride affronted by Thor’s dismissive refusals. However, for every charge, there was clear and concise evidence of Thor’s innocence. He had not incited the people to smash the temples of the Ministerum, there were documented accounts of his sermons decrying such behaviour. He had not fought against the soldiers of the Imperium, and many of those who had been sent against him were now numbered amongst his most loyal followers. Finally, after two months, the trial came to its end. The High Lords consulted each other for three days, debating what to do with this charismatic young man.

It was Captain-General Excelsor of the Adeptus Custodes who delivered their verdict. After explaining that Thor was found innocent of all charges brought against him, Excelsor explained the dire need of the Imperium for a new Ecclesiarch. Since Thor had been proved totally innocent of even the most petty crime, he was an obvious candidate to fill the post in such a time of spiritual need. The crowds roared their approval, thanking the Emperor in
Other transformations were at the order of the High Lords of Terra. The most important of these was the Decree Passive 0001288/M36. Amongst other prohibitions on military activity, the Decree Passive forbade the Ecclesiarchy from controlling any ‘Men under arm’. Sebastian Thor was ordered to disband the Frateris Templars of Vandire and any armies and fleets assembled by other members of the Ministorum while separated from Terra. This was duly done, but for one exception. Seeing that some military force would be needed, and not wishing the Ecclesiarchy to be totally subservient to the will of the Adeptus Terra and the Imperial Guard, Sebastian Thor kept the one army he was allowed under the Decree Passive. Due to the archaic wording of the law, the Daughters of the Emperor did not break the ban.

Incorporating the sect fully into the Ecclesiarchy was difficult, but eventually they were renamed the Orders Militant of the Adepta Sororitas. Although the High Lords were uncomfortable with this development, they had no legal standing to oppose Thor and his argument that the Adepta Sororitas would regulate the Ecclesiarchy as much as enforce its will did not fall on deaf ears.

Even with these major changes, there were hundreds of other details to be seen to: the Schola Progenium needed organising again, the tithes would have to flow into Ministorum vaults once more, there were shrines to be refurbished and temples to be rebuilt. However, after spending a wearisome decade on Terra, Thor departed the Ecclesiarchal palace and left the bulk of the work to the Arch-Deacons and Cardinals. He journeyed all across the Imperium for the next eighty years, quelling heresy and apostasy wherever he came across it.

At the age of 112 Sebastian Thor returned to Terra. He was to live for another six months before finally the Emperor claimed his soul. A massive wing was built onto the Mausoleum of Remembrance to contain his sarcophagus. The week after his death was declared a period of mourning and over seventy million pilgrims filed past his tomb within the first year. Huge murals commemorating his life and works adorn the three-mile long passageway leading up to his burial chamber, and the people of the Imperium still travel to Terra to gaze upon the face of the Emperor’s most faithful servant.
THE PLAGUE OF UNBELIEF

Of the many heresies and rebellions that marked the Age of Apostasy, one of the most notable is the Plague of Unbelief. Perpetrated by Cardinal Bucharis, it serves as a constant reminder to the Ecclesiarchy and its clergy that power can corrupt those who wield it. It is the lament of the Ecclesiarchy that Bucharis’ zeal, determination and courage could not have been turned to the betterment of humanity rather than his own advancement.

THE APOSTATE CARDINAL

A few decades after Sebastian Thor’s ascension to the Ecclesiarchal throne, Cardinal Bucharis headed a diocese centred on Gathalamor to the galactic south-west of Earth. Gathalamor was not a rich diocese but Bucharis, driven by jealousy of his peers’ achievements, vowed to build one of the largest temples to the Emperor’s glory on his Cardinal planet. After brutally enslaving the population of Gathalamor, Bucharis still needed more men and resources. Using an army of thugs and cut-throats he conquered the nearby world of Rhanda. With access to the richer mines of that world, Bucharis’ wealth grew. It was also in the Rhanda system that Bucharis joined forces with the renegade Navy Admiral Sehalla and a colonel of the Rigellian XXV Imperial Guard regiment called Gasto. With Imperial Guardsmen and Navy warships at his disposal, Bucharis carved out a small empire to the galactic west of Earth and within the next seven years fifty star systems had fallen under his control.

Bucharis’ realm was cut off from much of the Imperium by a dense concentration of warp storms, and news of Sebastian Thor’s ascension and the reorganisation of the Ecclesiarchy had not yet filtered through. As Bucharis now controlled interstellar travel in his empire, he continued to suppress any information regarding the events on Earth. Bucharis announced that the Ecclesiarchy had fallen, corrupted by traitors and heretics. Using evidence from the time of Vandire he declared himself the true mouth of the Emperor and declared himself the head of the Adeptus Ministorum. To those who heard his elegant speeches, Earth was a lost cause and Gathalamor was the centre of faith from then on.

The Plague of Unbelief spread and Bucharis’ teachings became the word of law. “Every man must endeavour to help himself, those who cannot do so are less than human and a burden to mankind. They must be cast aside!” was a popular quote from the Cardinal, met with thunderous applause whenever he finished sermons. People were taught to look after themselves before any other consideration, to ensure their own survival. That was how the human race would endure, by each member striving for their own advancement. The weak would be left behind and only the strong would remain. Mankind’s ascendance would be ensured by these doctrines.

The worlds under Bucharis’ control became intolerable places filled with looting gangs and power-hungry nobles. Neighbour fought against neighbour and families split over the spoils of the chaos. Those who rose to prominence amidst such turmoil caught the eye of Bucharis and were rewarded with more power. Companies of the mercenary guard were despatched to enforce order in the name of Bucharis, led by those fortunate enough to have Bucharis’ favour. Those who served the Apostle Cardinal well were suitably rewarded and those who failed him were appropriately punished.

In this way, Bucharis’ dominion spread north and west. Cautious of approaching too close to Earth until his power was total, Bucharis forged his bloody path ever northwards. To the south he stopped just short of the Navy base at Bakka, fearing that Sehalla’s fleet would draw unwelcome attention from the squadrons stationed there. To the north he drew a wide berth around Cadia and the Eye of Terror, terrified that his hard-won domain would attract the attention of the Chaos Space Marines.

With almost every system consolidated under his rule over this vast tract of space, he moved on. Three more Imperial Guard regiments had joined Gasto’s mercenaries. Believing Bucharis’ stories of the fall of the Ecclesiarchy and the Adeptus Terra to be true, the ships of Battlefleet Psydraxus on Hydraphur bowed to the Apostle Cardinal’s command. Bucharis was almost ready to take on the might of Terra itself, hoping surprise and cunning would outmatch the superiority of arms held by his enemies. Fortunately, Bucharis was to make a grave error.

THE BATTLE OF THE FANG

The continuing northerly advance of Bucharis brought him into the territories under the protection of the Space Wolves. Along with almost every other Space Marine Chapter, the Space Wolves had elected to protect their founding world and patrol only the nearest systems. When Bucharis’ immense fleet dropped from the warp to envelop the Albia system, it encountered the Space Wolves cruiser Claw of Russ as it was preparing to leave. After a brief battle, during which a Navy cruiser and a transport ship were destroyed, the Space Wolves jumped into the warp and escaped. Bucharis’ arrogance cost him dearly. He dismissed the encounter with the Space Wolves as a freak chance and soon was conquering more systems in the sector. However, the fifth system he dropped into after the battle held more than he bargained for.

It was the star system containing Fenris, the home planet of the Space Wolves. Almost as soon as Bucharis’ fleet disengaged their warp engines, the Space Wolves’ war fleet attacked. Although outnumbered and outgunned by the larger Navy ships, the Space Marines tore through much of Bucharis’ fleet before racing back in-system from where they continued to launch hit and run attacks for the rest of the war.

Despite two thirds of his fleet being kept occupied by the Space Wolves’ ships, Bucharis managed to launch an assault on Fenris itself. Many of the huge transport ships were destroyed by the raging storms in the upper atmosphere, while others were shot down by the defence laser batteries of the Space Wolves fortress. However, a landing zone was established and thousands of renegade Imperial Guardsmen poured onto the ice world. Despite
the adversity of the conditions, the bloodthirsty warriors under Bucharis’ command vowed to exact revenge on the Space Wolves for their lost comrades.

Captured Fenrisians were enslaved and put to work providing materials for Bucharis’ army. They were forced to lay makeshift roads across the treacherous glacial flats and made to cut down the huge trees of Fenris’ forests to provide fuel for fires and the versatile engines of the Imperial Guard tanks. However, the Fenrisians were not easily tamed and they had to be guarded closely lest they try to rise against Bucharis and strike at his army where it would be most damaging. Whole communities were slaughtered and settlements razed to the ground. The hardy livestock of the few scattered farms were butchered for Bucharis and his officers to feast upon, the women were enslaved and the young and old were slaughtered and left for the large carrion crows that circle the skies of the inhospitable world.

Bucharis’ advance continued, and his huge columns inexorably ground towards the Fang until the ancient citadel was surrounded. More troops were transported to the system, and though many carriers were destroyed by the Space Wolves’ fleet with hit and run attacks, the valleys and mountainsides around the fortress swarmed with the legions of the Apostle Cardinal. Massive siege guns pounded day and night, the dark skies illuminated with a thousand flares and the coruscating energies of void shields. Explosions shook the mountains of Asaheim, causing more avalanches and destruction. Salvoes from orbiting ships gouged chasms into the steep slopes, and yet the armoured walls of the Fang endured.

Sallies and counter-attacks by the Space Wolves smashed the traitors’ siege works and annihilated their immense cannons. Surprise assaults by Wolf Scouts disrupted the supply lines and for months on end the guns would fall silent for want of ammunition. Using hidden passages riddling the mountains and linking all of Asaheim to the Fang, the Space Wolves penetrated deep into the enemy army.

Screaming blood-curdling battle cries the Blood Claws would attack the soldiers of Bucharis in the darkness of Fenris’ forests, ripping their foes apart with their teeth and hands to conserve ammunition and power packs. Long Fangs ambushed the mile-long tank convoys, often blowing apart entire mountain valleys to crush the enemies of the Space Wolves beneath a storm of immense rocks and rubble. Dreadnoughts smashed their way into the heart of the marching columns, leaving a path of desolation in their wake.

For week after week, month after month the siege dragged on. Bucharis sent suicidal assaults against the armoured entrances to the Fang, promising riches beyond avarice for the first men to break through. Every time the forces of Bucharis attacked, the Space Wolves repelled them, inflicting horrifying casualties. For three bloody years the siege continued. Attack after attack, bombardment after bombardment fell against the walls and gates of the Fang and yet the citadel remained unbreached. Bucharis drew in more and more soldiers, until even his forces on distant Gathalamor were at a quarter of their normal strength. Believing his domains secure he mustered his armies for one last assault to sweep all resistance before him. Fate intervened once more, but this time to deal a cruel blow to Bucharis’ plans.

Out beyond the furthest planet in the system, reality tore itself apart as a war fleet emerged from the warp. As Bucharis’ own vessels investigated they were confronted by an armada of Space Wolves battle barges, returning to their home planet. The Space Wolves lost no time in attacking, smashing nearly half of Bucharis’ fleet in their first strike. Caught between the newcomers and the attack of the remaining Space Wolves’ vessels from the centre of the system, Admiral Sehalla ordered a withdrawal. Wasting no time in pursuit, the Space Wolves powered towards Fenris.

The counter-attack by Kyrl Grimblood’s Great Company killed tens of thousands of traitor Guardsmen in the first week. They were hurled from the mountain passes and those who survived to reach the flats of Asaheim still perished. Giant wolf packs and the vicious climate killed each and every invader. The Apostle Cardinal managed to escape on a shuttle and link with Sehalla, who dropped back out of warp briefly to rendezvous with his fellow conqueror. Leaving Fenris to the Space Wolves, Bucharis pulled back his northern forces and consolidated his hold on the rest of his domain.

TURMOIL ON CHIROS

With Bucharis’ attention focused on Fenris, the continuing expansion of his empire had been slowed but not stopped. He had many sub-commanders still exploring westward and more systems had fallen into his clutches during the Battle of the Fang. However, reports began to come through of setbacks suffered in one newly discovered system - Chiros. Chiros was not a poor or desolate world, like Gathalamor or Rhanna. It was a world of continent-spanning forests, deep lakes and rolling grasslands that boasted a population of a few million people.

Most of Chiros’ wealth came from the luxury goods it exported - exotic furs, startling elixirs and narcotics distilled from the native flora and fauna and other rare indulgences. Bucharis could not understand why such a pampered planet would risk annihilation by opposing him. Abandoning his conquests within easy reach of Fenris, Bucharis ordered the fleet and army back to Gathalamor while he considered the problem.

The Apostle Cardinal heard that despite horrendous carnage on the world of Chiros, the Chirosians were no closer to surrender. The commander in charge of the assault had wisely restrained his use of the more destructive weapons in his arsenal, fearing that he would scar the beautiful planet, which would make an ideal retreat for the ageing Cardinal.

Bucharis was pleased with the commander’s foresight and sent him three extra companies of men, confident that with these reinforcements he would soon be hunting the
abundant game of Chiros, chasing down the prey over the rolling hills of the natural paradise. It was not to be, the mercenary captain attacking Chiros regretfully reported his surrender to the Chiroians. Bucharis was stunned. He knew the Imperial Guard were not the most elite fighters of the Imperium, but a whole regiment of them should have been easily capable of defeating whatever meagre forces Chiros had to offer.

Bucharis’ agents returned from the system to make more detailed reports. The mercenaries had not faced a few hundred poorly armed, badly motivated defenders. The whole population had risen against them, each with his hunting rifle and other weapons. Millions of marksmen had riddled the hills and forests, ambushing the Guardsmen and gunning them down in droves before using the hunting trails and lodges to disappear into the wilderness once more. The whole countryside was hostile, there were no supplies, there was no respite and when a suicide squad had charged into the heart of the captain’s camp and detonated home-made explosives, the army lost the will to fight on.

THE ROAD TO GATHALAMOR

Soon after Chiros, another world managed to successfully rebel: the mining planet of Guryan. The miners had cut down their guards with drills and hammers, clambering over a mound of their own dead to strange their foes with the chains of their shackles. After Guryan came Dolsia, then Vaust. The rebellions were cutting a path through Bucharis’ domain, straight towards Gathalamor. On Colcha Bucharis laid an ambush and when a small fleet appeared from the warp it was attacked and almost entirely destroyed. However, a single shuttle managed to reach the planet’s surface.

Wary of the shuttle that had landed the overall commander, Fredreich Khust, kept his men and tanks on full alert. The waiting dragged on into a month, then two months, three months, half a year. A year later, almost to the day, the quiet farmers of Colcha went berserk. They burnt the crop fields, stormed the local barracks with crude shotguns and farming tools, losing three quarters of their number before overwhelming the enemy. They stampeded their vast herds of gigantic gor beasts into tank companies, crushing the war machines under a thunderous storm of house-sized animals. They dammed the rivers and flooded the towns where Khust’s men were billeted, sweeping away their own homes. Even the elderly and young children hurled makeshift grenades made from the local distilled fuel, setting light to the air vents of Leman Russ tanks and choking the crews inside. All across both continents the people of Colcha stopped at nothing to rid themselves of their enslavers.

Pushed from Colcha, and then Lima Rogan, Troudor and a score of other worlds, Bucharis’ coffers began to empty more rapidly than they could be filled. Many of his soldiers deserted and there was infighting and dissension even within the highest ranks of his army. And still the revolts continued, like an arrow aimed at the heart of the Apostate Cardinal. Finally, Methalor, the closest system to Gathalamor fell, its principal hive destroyed by a raging inferno started by the inhabitants overloading its geothermal power grid.

Bucharis doubled the cordon on his own system and ordered every vessel to be stopped and searched. Not long after the fall of Methalor a messenger arrived at the Cardinal Palace on Gathalamor. With a defiant look and a stern voice, the messenger proclaimed himself the envoy of Confessor Dolan Chriosiens. Confessor Dolan called for the immediate surrender of Bucharis. The Cardinal was ordered to resign his position and throw himself on the mercy of the Emperor. Most importantly, he was to renounce his heresies and apostate idea of self-deliverance.

THE GREAT CONFESSOR

The messenger’s remains were nailed to the gates of the Palace where the rats and crows feasted upon them. Confessor Dolan would be coming to Gathalamor soon, and Bucharis wanted his slaves to have their first glimpse of their saviour to be one of a man bound with chains and whipped through the streets. Soon enough, Dolan’s shuttle was boarded and the Confessor was taken into custody, charged with various acts of heresy and treason against the Emperor.

As Bucharis had promised, Dolan was chained and driven through the streets. Soldiers from his army whipped the Confessor with flails and hurled stones at him. They stuck hooks into his flesh and hung them with weights, driving him onwards with kicks and punches. However, the crowds that lined the streets were sullen and wary. There were no cheers, but there were no cries of condemnation either.

Dolan was dragged across the continent in this way, his journey filled with over six months of constant torture and torment. He was not allowed to sleep, he was starved and had but a mouthful of fetid water a day to survive on. Yet all the while, his fiery stare was not dimmed and he never once bowed his head to the blows of his persecutors.

Bucharis ordered a public trial of Dolan, charging him with blasphemy and heresy, along with other crimes of treachery, sedition and rebellion. He needed Dolan dead, but Bucharis didn’t want to provide the desperate people under his heel with a martyr. Dolan would be humiliated and scorned, found guilty of the charges against him. Only when he was proved to be the enemy of Mankind would he die - painfully and over a long period of time.

The trial was broadcast across Bucharis’ domain, so that those who witnessed the event would be in no doubt as to its validity. Of course, Bucharis had no thought of giving Confessor Dolan a fair hearing, but to the masses it had to be made to appear so. Following all the correct procedures and precedents, Dolan and hundreds of others were questioned and cross-examined. Dolan agreed to conduct his own defence and when, after five long months, the prosecution had completed his work, a thousand worlds waited in anticipation.
Dolan explained how he had preached to the people of Chrios, explaining the tyranny of Bucharis and decrying the Apostate Cardinal’s false doctrines. He instilled them with the will to fight for freedom, rousing the townsmen and the hunters with his fiery speeches. With his own testimony this power was witnessed. His eyes burned with religious zeal, he gesticulated wildly to punctuate his thoughts and his manner reached into the soul of everyone who watched and grabbed it tightly. He was a fierce man, some would say insane. Yet he was loyal to the Emperor and his teachings. He would suffer any sacrifice and indignity to see Bucharis toppled and he passed on that fervent hatred to those who listened to him.

For three days Dolan spoke, declaring how he had whipped up the grain harvesters of Bellis XIV to drive their massive scything machines into the enemy camps, though they would be killed in doing so. He led the Farradites as they charged the Immortal Tower, spurring them on when over nine thousand of their number fell to the minefields and defence cannons. It was a speech from him that so incensed the population of Resto Primis they overloaded the geo-thermal power network, cracking apart the planet’s continents with a wave of volcanic eruptions and earthquakes. "What matter," he cried as his crushed hands formed fists raised before him, ”if a home is lost or even a world destroyed, if the sacrifice means the end to evil and the heresies of the Emperor’s worst foes!"

At the end of the long tirade Bucharis spoke. He explained that Dolan’s own testimony had condemned him, that he had freely admitted to all the grievous acts and crimes he stood accused of. He had not denied a single charge. The Cardinal addressed his followers, reiterating Dolan’s flagrant opposition to the true authority of the Ecclesiarchy. He called Dolan and his followers anarchists and idolaters, a threat to the stability of the entire Imperium. Dolan’s acts of rebellion and heresy left him no choice but to order the Confessor’s execution. Appealing for the mercy of the Emperor upon Dolan’s soul, he commanded his men to take him to the dungeons.

For almost eight long months Dolan endured unknown torment at the hands of Bucharis’ torturers. When at last he died, his body was flung from the walls of the Palace for the scavenging dogs and birds to feast upon. His body had been maimed beyond recognition. Hideous scars and burns marred his flesh, telling a tale of great pain and misery. Despite the horrendous tortures inflicted upon his body, Dolan’s face exuded a calm serenity and peace lay like an aura across his corpse. Those who saw it wept openly, even though any who exhibited such grief were themselves accused of heresy and put to death. The carrion eaters never had their banquet: Dolan’s body disappeared shortly after and was never found.

**DEATH OF A TYRANT**

Bucharis’ plan to shame the Confessor wildly backfired. In allowing the Confessor to speak, he had given Dolan the means to spread his message further across the stars than it ever would have done otherwise. When the Confessor’s death was announced, Bucharis’ domain erupted into revolt. Almost as one, the populations of a thousand worlds attacked their cruel overseers. Inspired by the sacrifice of the Great Confessor, millions of men, women and children faced the guns of their foes with their bare hands. Bucharis’ palace itself was stormed, and traitors within his own ranks opened the gates to allow the faithful to gain their vengeance.

As his few loyal servants held back the human tide that poured through the passages and halls destroying everything in its path, Bucharis fled. Using a network of tunnels he made his way to the spaceport where he intended to board the next shuttle leaving and desert everything he had built up to preserve his own life. Again, his own closest followers betrayed him, hoping to save themselves from the savagery of the mob. Warned of Bucharis’ imminent departure, the inhabitants of Gathalamor surrounded the spaceport. They threw themselves at its electrified walls until the generators short-circuited. Bucharis never reached his ship. The mob found him even as he was boarding. Swallowed up in a mass of hundreds of thousands of slaves crying for revenge, he was torn apart. His body was never recovered, but when the mass of repressed citizens dispersed, the scattered ashes of a fire were all that was left to mark the place of his demise.

**THE SECOND PLAGUE OF UNBELIEF**

Many years later during the closing years of M41, a Second Plague of Unbelief would emerge, this time around Segmentum Obscurus in the prelude to Abaddon the Despoilers Thirteenth Black Crusade. Here the Plague was spread by fanatical sects that had arisen which attributed recent turmoil such as Chaos Space Marine raids, pestilence, and Plague Zombies to a deviation of the Emperor’s original message.

Speculating that the strife was punishment for their sins, the Plague swept through the region of Imperial space surrounding the Eye of Terror and full-fledged rebellion soon erupted on many Imperial worlds. The chief instigator of this Plague of Unbelief was the mysterious ‘Voice of the Emperor’.

The Voice particularly encouraged rebellion against the Ecclesiarchy, which he accused of deviancy and corruption, and surrounded himself with fanatical cults who clashed with Ministorum worshipers throughout Imperial space. The Administratum, alarmed at the Voice’s growing popularity, dispatched multiple agents of the Officio Assassinorum to dispose of him, however all would prove unsuccessful.

As the Thirteenth Black Crusade engulfed the region the Voice and his followers faded into the chaos. Rumours abound that the Dark Angels abandoned their duties during the crusade to pursue the Voice, though they refuse to confirm this account or cooperate in any investigation, much to the frustration of the Adeptus Terra.
The vast Adeptus Ministorum can be roughly divided into two parts. Although the functions of these two departments necessarily overlap their major role within the Ecclesiarchy is centred on different fields. The lesser part of the Ecclesiarchy is headed by the Arch-Deacons, who oversee the running of the Ministorum as an organisation. It is the servants of the Arch-Deacons who calculate the tithes and ensure they are collected, regulate the construction of new shrines and temples and deal with the physical requirements of the organisation. Each diocese has its Arch-Deacon, and most parishes within the diocese have a Deacon in its main shrine. They process the money coming into and out of the parish: the spiritualities (money given to the Ecclesiarchy in return for services of a spiritual nature) and the temporalities (wealth and power associated with the land, and properties owned by the Ecclesiarchy). Behind the scenes are many clerks and auditors who work to keep everything running as smoothly as possible. The rest of the Ecclesiarchy is wholly devoted to the spiritual aspects of the organisation. They are the Cardinals and Preachers, the Missionaries and Confessors, who conduct the worship of the Emperor and enforce the religious doctrines of the Ecclesiarch. There are several smaller organisations within the main body of the Ecclesiarchy, each with their own specific role.

**THE ECCLESIASTRY**

**SCOLA PROGENIUM**

The Schola Progenium is responsible for the care and education of orphans of Imperial servants. From the favoured sons of an Imperial Guard colonel to the children of a scribe posted to a distant world, the Schola Progenium cares for them all. Each diocese contains a number of Schola Progenium habitats where the orphans are gathered together. Headed by an Abbot, the Preachers of the habitat educate the young in a variety of studies, including religious education.

By the time a Progena reaches early adolescence they will have displayed skills in a certain direction and their tutelage to the age of sixteen will focus on these talents and hone the pupil to a career in one of the Imperial organisations. Most of the Progena will end up in the Adeptus Terra as scribes, clerks or overseers. However, a few will be assigned to higher positions. Male Progena may become Commissars in the Imperial Guard, petty officers in the Imperial Navy or enter the priesthood itself and become a Preacher or Dean (a subordinate to a Deacon). Female Progena may well be entered into the Adepta Sororitas. Progena of both sexes may be recruited into the Inquisition or even the Officio Assassinorum. It is a great honour to pass through the Schola Progenium and those who do are well aware of their privilege. The lifestyle of the teachers and pupils is strict and puritan. During the Age of Apostasy, most of the Schola Progenium was corrupted and rife with slavery and depravity. Orphans were used as slave labour in factories and mines making goods for the Ecclesiarchy. Particularly promising individuals were sold to Imperial commanders as slaves and servants, and the most attractive became concubines for Imperial Nobles. The most physically adept were sent to be trained, as Frateris Templars or Brides of the Emperor, swelling Vandire’s armies with the best recruits. The habitats themselves became associated with licentious practices, and their money was put to questionable ends. In direct contrast, each habitat now maintains a strict separation between the two genders and contact between them is restricted purely to religious ceremonies. Only with this purity can the Progena hope to be elevated to a position within the Emperor’s domain.

**MISSIONARUS GALAXIA**

Although much of the galaxy is now the domain of the Emperor, there are still countless worlds yet to see his light. It is the goal of the Missionarius Galaxia to bring the Imperial Creed to these lost worlds, to spread the wisdom of the Emperor and expand the Adeptus Ministorum. The Missionaries Galaxia works in a number of ways to meet these ends. At least one Missionary is sent with every exploratory vessel, in case evidence of human life is encountered. If the Missionary does come across a lost community, it becomes his job to learn as much about their culture and forms of worship as he can. As he does, the Missionary must also try to teach the doctrines of the Imperial Creed to the natives. This can be a very long
process, involving the substitution of the Emperor for the settlers’ own dominant deity and inserting Ministorum practices into the religious ceremonies of the natives. He must remove the more barbaric and less desirable aspects of the native creed (such as blood sacrifice) and is also responsible for identifying any other undesirable traits, like residual genetic mutation, Chaos worship or alien dominance. In some cases it may take several generations of natives and Missionaries until the Missionarus Galaxia is satisfied with the state of the inhabitants’ religion. Early Missionaries insert coded prophecies and prepared omens into their teachings, which can be exploited by later Missionaries to gain themselves more of a foothold. Of all the departments of the Ministorum, the Missionarus Galaxia is one of the most free and undisciplined, and the men within its ranks value initiative, courage, tolerance and intelligence above raw faith and inflexible dedication to the word of Ecclesiarchal lore.

**FRATERIS CLERGY**

The bulk of the Ministorum consists of the Frateris clergy: the Preachers, Confessors and Cardinals who see to the spiritual needs of mankind. It is they who perform the services and masses, bless the warriors of the Imperium and save the souls of the faithful from damnation. At the top of the hierarchy is the Ecclesiarch himself, reigning from the Ecclesiarchal palaces on Terra. He is the head of the Holy Synod and directs the debates and discussions of the Cardinals. There are several thousand Cardinals, each one responsible for a separate diocese in the Imperium. Within the Holy Synod, there are three ranks of Cardinals. Although these ranks are mostly honorary and one Cardinal has little power over another diocese, the traditions and ceremonies of the Imperial Creed demand that every member know his rightful place in the works of the Emperor. Highest in rank are the five Cardinals Palatine, who serve within the enclaves of the Imperial Palace itself and have no formal diocese but assist the Ecclesiarch in his duties. Below them are the Cardinals Terran, who control dioceses on Earth. The lowest rank are the Cardinals Astral who are divided into two further categories: the Astral and the Astral Ministra. The Astral Ministra serve on Ophelia VII and the nearby systems and make up the Synod Ministra founded by Ecclesiarch Thor I. Beneath the Cardinals are the Confessors and Preachers, along with the Schola Progenium Abbots and members of the Missionarus Galaxia operating within their diocese. Many of these posts are aided by a host of subservient functionaries, such as Logistoras, Quire Masters, Reliquindus and so on.

**FRATERIS MILITIA**

As well as the official organisations of the Ecclesiarchy, the Adeptus Ministorum is usually accompanied by a number of Frateris Militia. The Frateris Militia have no formal connection to the Ecclesiarchy other than they follow the Imperial Creed and thus do not break the provisions of the Decree Passive. Frateris Militia can be formed in a variety of ways and for varying lengths of time. A Preacher discovering a heretical cult may rouse his followers to attack the enemy and cast them out. Confessors are often followed by large entourages of fanatical Frateris, crazed zealots and pious mendicants who will carry out his orders without question and would rather die than fail their leader. Missionaries often have a following of converts accompanying them, helping to spread the word of the Imperial Cult. In desperate situations, the Deacons, Deans and other functionaries may even be armed from the secret vaults in the Imperial Shrines. When the temples are threatened these faithful may be the only defence against an enemy cult or alien invader. When a War of Faith is declared, thousands of Frateris Militia will assemble with the ranks of the Battle Sisters and Imperial Guard, eager to prove their dedication to the Emperor. These untrained followers are not always desirable and in the past, especially during the Age of Apostasy, they fought among themselves as much as with the enemy. The strength of their faith is laudable, but the vast seething masses are hard to control and many innocents are slain when the Frateris Militia storm a rebel citadel or assault a heretic cult. If the official armies of the War of Faith are defeated and scattered, the Militia loses its focus and usually rapidly disbands into a collection of roving hordes, pillaging and wantonly slaughtering the locals. The Frateris clergy is wary of raising a Frateris Militia and does so only in times of great need.
THE SISTERHOOD

Due to its all-female membership, the Adepta Sororitas is often referred to as the Sisterhood, although some still call it by its original name, the Daughters of the Emperor. The Sisterhood is most commonly associated with the Battle Sisters of the Orders Militant, but this is not its only role in the Imperium. There are three other major Orders of the Adepta Sororitas and many others numbering perhaps only a hundred or so individuals each.

All of the Orders of the Sisterhood are divided between the two principle worlds of Earth and Ophelia VII. The Adepta Sororitas have an extensive Convent on each of these planets which are home to members of all Orders. For most of the time, members of the Sisterhood will not be occupying their Convent but are dispatched across the Imperium in accordance with their various duties. However, the Convent still bustles with new recruits and organizational staff, even when most of its inhabitants are fighting a War of Faith or employed in some other major effort.

The head of each Convent is the Prioress, who is answerable only to the Ecclesiarch himself. The Prioress has a vast team of organizational staff at her disposal and between them they form the spiritual head of the Sisterhood, after the Ecclesiarch. The Prioresses are elected from the ranks of the various Orders, and have been known to accompany their followers as necessity dictates. It is rare but not unknown for a Prioress to accompany her Battle Sisters in a War of Faith, for example. The most important religious services and ceremonies are led by the Prioress and she is the principle guardian of her Sisters’ souls.

Each Order is run by a Canoness and her Sister Superiors. They look after the training of recruits, the performing of regular prayer sessions and the maintenance of their own affairs. Part of the puritan lifestyle of the Sisterhood is its isolation and it is generally only the Canoness and her most experienced Sister Superiors who will have dealings with outsiders - even Sisters of another Order. The Sisters are utterly dedicated to one task or discipline and brook no distraction from their studies.

The most widely known Orders of the Sisterhood are the Orders Militant. These Battle Sisters follow the original doctrines of the Daughters of the Emperor. They seek perfection of their martial skills in order to purify their minds and dedicate themselves to the Emperor. The Orders Militant are further broken down into military units, with each squad led by a Sister Superior. The most senior Sister Superiors may have organizational control over several squads of Battle Sisters, but in conflict every squad is generally considered as an individual entity. The most skilled and experienced Battle Sisters receive further training and become inducted into the most ancient rites of the Order, becoming the Seraphim and Celestian elite.

When Sebastian Thor ascended to the position of Ecclesiarchy there were roughly 4,000 Daughters of the Emperor under his command. Upon founding the Adepta Sororitas these warriors were split between the Convents on Ophelia VII and Terra. With recruits passing through the hands of the Schola Progenium once again, the Adepta Sororitas’ ranks soon grew to over 10,000 fighters and the Ecclesiarch succeeding Thor split each of the Convents into two Orders each, founding the Orders of the Ebon Chalice, Valorous Heart, Fiery Heart and Argent Shroud.

Two and a half thousand years later, two more Orders were created by Deacis VI (the Orders of the Bloody Rose and Sacred Rose) and in recent millennia, the Militant Orders have continued to grow and divide as the Sisters are spread throughout the galaxy in various battle zones and on extended tours of duty with individual orders sometimes expanding to six or seven thousand warriors.
THE RISE OF THE LESSER ORDERS MILITANT
As numbers within the Orders Militant waxed and waned, varying from a couple of thousand to tens of thousands, the subsidiary convents began to take on an importance all of their own. These small, scattered bases often proved ideal for reacting to requests for assistance from the planetary governors, the Ministorum, and the Inquisition, and so over time became independent of the Orders that had founded them, establishing their own traditions, doctrines, livery and titles. Though the original six Orders are by far the most numerous and active of the Orders Militant, the new Lesser Orders Militant, or Orders Minoris, became especially useful in the frequent purity sweeps and pogroms instituted by the Inquisition of the Ordo Hereticus.

THE SISTERHOOD AND THE INQUISITION
Throughout history, the Adepta Sororitas have been instrumental in many actions, some of which, due to their instigation at the hands of the secretive Ordo Hereticus, may never be written of in the official histories of the Imperium. Saint Aspira, eighteenth Canoness of the Order of the Bloody Rose, led her sisters in a War of Faith against the Tyrant of Denescura, liberating a hundred worlds with a force of only a thousand warriors. When the Arch Confessor Cornelius preached the War of Faith that saw Demagogues of the Second Halo Schism burned on pyres twenty metres high, it was the warriors of the Order of the Sacred Rose that broke the back of the cult’s fanatical defence of the Palace of Radiance. When the notorious Confessor Petasus led his pogrom against the mutants of Charak, it was the Order of the Argent Shroud, under Canoness Preceptor Chrisima, whose flamers cleansed the streets of the foul taint of genetic deviancy.

Though no complete records exist to describe it, it is believed that it was the Order of Our Martyred Lady, acting at the orders of the Inquisitor Witch Seeker Tannenburg of the Ordo Hereticus who descended upon the Saint Garrat Scriptorum, dragging hundreds of Adeptus Terra scribes screaming to the excruciation chambers of Nemesis Tessera and burning down the scriptorium. The Adepts lodged formal complaints with the very highest authorities on Terra, but were silenced when Inquisitor Tannenburg produced three hundred specimen jars. Each contained the preserved remains of a scribe, his previously hidden mutations uncovered for all to witness. Each stared from its jar in mute, necrotic terror, his hideous form stark evidence of the horror lurking within the bosom of the Administratum.

DEFENDERS OF THE FAITH
As the 41st millennium drew to a close, the Adepta Sororitas were involved in some of the most infamous conflicts to erupt in living memory. On Armageddon, the Order of Our Martyred Lady suffered losses so grievous at the hands of the Orks that it changed its livery, replacing black robes with red to honour the martyrdom of the Sisters who fell at Hive Tempestora.

At the termination of that troubled millennium, the Battle Sisters of the Adepta Sororitas stood amongst the multitudinous defenders of the Cadian Gate, ready to sacrifice all for the very future of the Imperium and Mankind, their faith as potent a weapon as their bolters, their devotion as strong a shield as their armour.

DUTIES OF THE ADEPTA SORORITAS
The Adepta Sororitas is a diverse organization, and its duties reflect the many aspects of life in the Imperium with which the Ecclesiarchy, the Emperor’s Holy Church and the Sororitas’s parent organization, concerns itself. By far the greater proportion of the Sisterhood’s members are Battle Sisters of the Orders Militant, and it is the stern, power armoured, bolter gun-wielding Sister that the average Imperial citizen would most strongly identify with the incontrovertible power of the Ecclesiarchy.

THE ORDERS MILITANT
On a day-to-day basis, the duties of the Orders Militant are many and varied, quite aside from their role as the Chamber Militant of the Ordo Hereticus, that shadowy branch of the Imperial Inquisition tasked with rooting out Heresy. Every major world in the Imperium belongs to one of the Cardinal Dioceses, and will therefore host at least one Ecclesiarchal cathedral and a multitude of servants, dignitaries and clerics. Such a concentration of the Ecclesiarchy’s power must be defended, and so a significant force of battle sisters will be present at many such sites. The sisters provide a visible presence, guarding holy sites, escorting hierarchs, ensuring that the common citizen is suitably deferential in the presence of the great and good of the Ecclesiarchy, and that the coffers are filled at collection time.
The Imperium is criss-crossed by a complex network of pilgrim routes and the Sisters are responsible for maintaining the safety of those that travel upon them. Many are the helpless travellers, set upon by raiders or outlaws whilst traversing the void or some isolated wilderness, who have been saved from a life of slavery by the timely intervention of the Adepta Sororitas.

When the Ecclesiarchy declares a War of Faith, it must follow the dictates laid down by the Decree Passive, meaning that it is the exclusively female Adepta Sororitas that provide its standing fighting forces. Joined by the Frateris Militia (bands of civilians, lay-people, cultists, or seconded planetary defence forces) the Sisters persecute the enemies of the Imperial Creed. With a single word, a bombastic Confessor can preach the doom of an excommunicated world, and when such an undertaking is called for, it is the fanatically loyal Sisters of Battle who lead the way, slaying the Emperor’s enemies with no compassion, heedless to the blasphemous protestations of innocence that assail their ears.

When not actively prosecuting the Ecclesiarchy’s wars, the sisters of the Order Militant divide their time between prayer and training. Indeed, to the Adepta Sororitas, the two disciplines are nigh inseparable. A sister may devote many long hours knelt before the high altar of her convent, fasting and meditating upon the meaning of a single passage in the Litanies of Faith, before gaining profound insight by the conclusion of her vigil. To the Adepta Sororitas, penitence and self-mortification is a vital part of life as a devout servant of the Emperor, for only through extreme self-denial can one truly gain an inkling of the sacrifice that the master of Mankind Himself has made for His faithful subjects.

The training regimes practiced by the Battle Sisters of the Orders Militant are derived from the martial values of the original Daughters of the Emperor, and were initially laid down by the Daughters’ mistresses at their San Leor shrinehold. For millennia, the Sisters have practiced their unique method of war, combining combat doctrine and prayer which enables them to accomplish feats upon the battlefield that appear miraculous to the unschooled. The most accomplished practitioners of these arts are the Seraphim and Celestians, each of which practice specialised styles of fighting that enable them to carry out very specific battlefield roles. The Seraphim utilise jump packs and are experts in hand to hand combat, while the Celestians are most often fielded as bodyguards for Adepta Sororitas leaders, focusing their hatred of the unholy to protect their charge. Only through constant and rigorous training and prayer can these specialists maintain their expertise.

THE NON-MILITANT ORDERS
The Adepta Sororitas also contains a number of specialised, non-militant arms, most notably the Orders Famulous, Hospitaller and Dialogous.

The Orders Famulous form a network of chamberlains, advisers and diplomats, whose role is to ensure that the Imperium’s noble families work towards the ultimate good of Mankind, brokering trade agreements, alliances and marriages between the families.

The Orders Hospitaller provide surgeons, physicians and nurses to all arms of the Imperial military (with the exception of the Adeptus Astartes), performing acts of great compassion in the execution of their duties. The soldiers under their care often regard them as saintly figures, and many have been canonised, often posthumously, following some act of great personal bravery in the face of the enemy. In the persecution of heretics, even a Sister Hospitaller will put aside her compassion, so great is her chagrin should a man turn his back upon the Blessed God Emperor of Mankind.

The Sisters of the Orders Dialogous are scholars and advisors, experts in the translation of texts both human and xenos, holy and blasphemous. On the field of battle they read aloud from holy texts and are expert at communicating with any local forces, overcoming language barriers with ease.

Other minor Orders include the Orders Pronatus, who have a duty to locate and recover any lost relics and sacred items of the Ecclesiarchy and the Orders Sabine who specialise in infiltrating primitive societies and introducing elements of the Imperial Creed to the natives.
THE CHAMBER MILITANT
The duties exercised by the Adepta Sororitas make them the ideal Chamber Militant for the Ordo Hereticus, which values their fervour and dedication above the services of any other organisation. The ancient charters established at the conclusion of the Age of Apostasy, at the very founding of the Ordo Hereticus, allow them to demand the services of the Adepta Sororitas at any time, and without question. Thus the Sisters find themselves in the service of the Inquisition, performing purity sweeps through Imperial organisations, persecuting apostate clerics, challenging renegade Space Marine Chapters, guarding the most dangerous of the Ordo’s prisoners, and acting as wardens on the infamous Black Ships. These and a thousand other duties are entrusted to these most holy servants of the Emperor.

THE ADEPTUS ASTRA TELEPATHICA
The Adeptus Astra Telepathica is dedicated to the recruitment and training of psykers for service throughout the Imperium. The headquarters of the organisation is on Earth but its spaceships travel the Imperium and its offices extend over most of human space. Its chief responsibility is to train psykers to serve as Astropaths and to ensure a steady supply of sacrifices to power the Astronomican. The institution is divided into a teaching and a recruiting body, called the Scholastia Psykana, the League of Blackships, and the militant Witch Seekers know as the Sisters of Silence. The three are united under the Master of the Adeptus Astra Telepathica and his advisory council consisting of several hundred senior officials from the main divisions.

THE LEAGUE OF BLACKSHIPS
The League consists of a substantial fleet based throughout the Imperium. The ships travel around a huge circuit, visiting each world every hundred years or so. As the fleets approach their destination, the ruling Imperial Commander is instructed to prepare the customary levy. Once the levy has been collected the Blackship Captains make an initial evaluation of their cargo before proceeding to the next world in their circuit.

When the holds are full, the Blackships turn towards Earth. It is common for Sisters of Battle to travel on board these ships, as this Telepathica’s own order militant — the Sisters of Silence — is formed entirely of psychic-blanks known as pariahs, whose rarity limits their order to only a few hundred members at any given time.

THE STRUCTURE OF AN ORDER

The Order is led by a Canoness, who often has the title Canoness Superior. A Canoness of a Lesser Order is in theory outranked by the Canoness of the Greater Order from which it was formed.

Some Orders, notably the Greater Orders, maintain subsidiary convents, 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 1,000 Battle Sisters cloistered together at one location. The Canoness who commands a Preceptory has the title Canoness Preceptor.

A term used to describe a smaller convent, perhaps little more than a shrine and a garrison of Battle Sisters cloistered together to defend it. A Commandery will be junior to a Preceptory, and the term is also used as a company level subdivision of a Preceptory, consisting of up to 200 Battle Sisters. A Canoness leading a Commandery is referred to as a Canoness Commander.

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.
DEEDS OF LEGEND

Since the end of the Horus Heresy the Ecclesiarchy and its agents have shaped the Imperium more deeply than any other organization — even the Adeptus Astartes and the High Lords themselves cannot claim to have had such a profound and lasting impact upon the populace. The events listed on the following pages are just a few of the countless stories and legends of the last ten millennia.

012.M31 The First Saint
Euphrati Keeler was a remembrancer attached to the 63rd Expeditionary Force in the closing months of the Great Crusade, canonized as one of the first Saints of the Imperial Cult following her part in bringing the Warmaster Horus’ treachery to light.

101.M32 The Formation of the Adeptus Ministorum
The Temple of the Savior Emperor recognized as the official religion of the Imperium, given the title of Adeptus Ministorum.

200.M32 The First High Lord Ecclesiarch
Ecclesiarch Venenis II becomes a High Lord of Terra, a position that becomes permanent 300 years later.

500.M35 The Return to Terra
Gregor XI becomes Ecclesiarch and declares Ecclesiarchy will return to Terra, a task that took twelve years and a good deal of the Adeptus Ministorum’s funds.

799.M35 The Cataclysm of Souls
The Ecclesiarchy begin to rebind the sundered Imperium as a religious state, entering into wars of faith with the forces of Nova Terra.

266.M36 Birth of Sebastian Thor
Sebastian Thor is born on Dimmamar. He eventually becomes a threat to Vandire, who sends the Frateris Templar fleet to destroy Dimmamar. The fleet is completely destroyed by a warp storm, still existing today, named the Storm of the Emperor’s Wrath in the Clax system.

275.M36 The Wars of Vindication
On the orders of the most recent High Lord — Vandire — the Callidus assassin Tziz Jerek kills and replaces the Grand Master of Assassins. However the victim was himself a decoy, leading to years of infighting as the true Grand Master fought to re-establish his position.

278.M36 The Wars of Apostasy
When the insane High Lord of the Administratum, Goge Vandire, declared himself both Ecclesiarch and High Lord of the Administratum he began the now infamous Reign of Blood, a time of terror in which millions died in the fires of megalomaniacal paranoia. Ultimately Vandire’s reign was ended by his own personal guards, the Brides of the Emperor, at the hands of their leader Alicia Dominica.

288.M36 The Decree Passive
The High Lords of Terra forbid the Ecclesiarchy from controlling any “men under arms” ever again. Sebastian Thor reforms the Daughters of the Emperor into the Order of the Adepta Sororitas. He also conducts a massive reform upon the Ecclesiarchy, increasing the number of Cardinals and diminishing the size of their territories.

300.M36 The Plague of Unbelief
Renegade Cardinal Bucharis, along with Admiral Sehalla and Colonel Gasto, had managed to create an empire based from Gathalamor, stretching as far south as Bakka and north to Fenris, including the fleet at Hydraphur. Bucharis claims that Terra was lost to Heresy and that Gathalamor is to be the new center of faith. As his empire begins to stretch into Fenris, homeworld of the Space Wolves, a protracted space and land campaign begins including a 3 year siege of the Fang, their home-base.

378.M36 Expansion of the Sororitas
Sebastian Thor returns to Terra, and dies at age of 112. Ecclesiarch Alexis XXII, his successor, splits the Convent Sanctorum and Convent Priors into two orders each, forming the Orders Militant of the Order of the Ebon Chalice, Order of the Valorous Heart, Order of the Fiery Heart and Order of the Argent Shroud.

387.M37 The Abyssal Crusade
At the height of the Age of Redemption, Saint Basilius declares that 30 Space Marine Chapters are found wanting in the eyes of the Emperor. The Space Marines, concerned, embark on a penitent Crusade into the Eye of Terror to cleanse the worlds consumed by the birth of Slaneesh.

085.M41 The Purging of Tumulus
On the instructions of Inquisitor Scallen, Canoness Brigitte leads the Order of the Valorous Heart in the purging of the Cult Epicurean from Hive Tumulus on Farglum.

167.M41 Excommunication of Scelus
Kathal, Captain of the First Company of the Sons of Malice, led the chapter victory rites, which bordered on cannibalism, observed by Inquisitor Pietas, a senior member of the Ordo Hereticus. Although flesh-eating rituals are not uncommon among the Space Marines, Pietas was obviously unacquainted with the barbarous customs of Space Marines and mobilized a strike force of Adepta Sororitas Celestians to deal with the heretics. The Sisters made planet fall on Scelus right in the midst of the Company at the height of their celebrations. Kathal and his troops responded to the interference of their sacred Chapter rites by savagely attacking the strike force, defeating the Celestians. Kathal dragged the meddling Inquisitor before the chapter altar where she was ritually sacrificed.

Sisters of Battle –Deeds of Legend 25
799.M41  The San Leor Massacre
A Red Corsairs strike force invades San Leor, the original home world of the Daughters of the Emperor. The Chaos Space Marines are unprepared for the fury of the Adepta Sororitas reprisal, as they come under assault from nine separate Orders Militant and are utterly annihilated by the combined counter-attack.

833.M41  The Vinculus Crusade
Declared against the assassin-cult warriors of the Peleregion cluster, Adepta Sororitas from the Order of the Bloody Rose under the command of Inquisitor Vinculus fought alongside the forces of the Black Templars. The initial landings were met with little opposition, and the Templars and Sororitas pushed the cult warriors back to their temple fortress where Vinculus personally slew the cult’s leader, though he took a grievous wound in return.

This proved to be his undoing as the nascent Daemonic presence that had been building in the cult leader was forced to manifest, possessing the weakened Inquisitor. High Marshal Ludoldus and Canoness Jasmine faced the Daemon side by side. Though they fought with great strength and indomitable faith the Daemon’s strength was greater and in desperation Ludoldus hurled one of the Holy Orbs of Antioch, a bomb infused with volatile holy oils and high explosives, into the magma cavern beneath the fortress’s heart. The resultant explosion tore the fortress apart, sending the possessed inquisitor falling to his doom amidst a ocean of seething magma.

835.M41  The War for Piety
The Shrine World of Piety rematerialises after being swallowed by a Warp storm two centuries earlier. The planet is, however, almost unrecognisable, having been transformed into a hideous Daemon World. Canoness Sariah of the Order of the Sacred Rose immediately leads a force of Battle Sisters to the planet to retrieve artefacts from the Reliquary of Hope.

For three days Canoness Sariah and her Sisters battle through the monster-infested passageways; bolters cut down scores of blood-hungry Daemon-hounds and flamers burn swathes of bloated plague-beats. Only Sariah and two Celestians survive to rejoin the Battle Sisters on the surface, having recovered the left thighbone of Saint Dolan and three pages from the Lexicon of Falsehoods from a stasis vault.

858.M41  The Defence of Dimmamar
Dimmamar, birth world of Sebastian Thor, comes under attack from the Eldar of Ulthwe Craftworld without any warning or reason. Seraphim Superior Amelda of the Order of the Bloody Rose retaliates, leading her squad of Seraphim in a daring attack to slay the enemy commander - Farseer Kauerith. The Seraphim’s pistols blast a bloody path through a score of black-clad Eldar before the Sisters are engulfed in a hurricane of psychic lightning. Though many of her companions fall, Amelda refuses to yield and defiantly advances through the eldritch storm, slaying the Eldar Farseer with a single bolt round to the head.

876.M41  The Bloodtide
The inhabitants of the world of Van Horne are found slaughtered, its temples desecrated, and the Sisters of the Ebon Chalice stationed upon the world murdered in blood sacrifices to the Chaos God Khorne. Scraps of distorted pict footage show silver-armoured warriors aiding the daemonic entities in repulsing the Order’s counter attack, but the vessel tasked with carrying the footage to Terra for analysis has vanished without trace.

897.M41  The Slaughter at Sanctuary 101
The fortress-sanctuary 101, and all Sisters of Battle within, is destroyed by the Necrons. The bodies of the fallen sisters are claimed by Inquisitor Lord Hoth and never returned, to the great chagrin of Canoness Sepherine and the Order of Our Martyred Lady.

980.M41  The Promethean War
The Order of the Ebon Chalice reinforces Space Marines of the Salamanders Chapter who are engaged in a brutal urban war against the dread Black Legion on the world of Heletine. The enemy is put to the torch as dozens of Immolators and Land Raider Redeemers burn a path through the war-torn cities. Despite the strength of their forces, the advance is halted when Lord Gralastyx - the Daemon Prince leading the Chaos forces - unleashes a legion of possessed Chaos Space Marines. As the frenzied Chaos horde rips through the Imperium’s ranks, Battle Sisters and Space Marines fight back to back, their bolters and flamers blazing away as every warrior endeavours to sell their life dearly. However, the allied forces are saved when Saint Celestine appears, falling upon the Chaos horde like an avenging angel. The Living Saint carves a path through the horde towards Lord Gralastyx, before plunging her blade through his heart.

994.M41  Daemonifuge
Sister Superior Ephrael Stern returns from the world of Parnis, the sole survivor of the forces sent there to uncover the fate of a lost convent of the Pronatus. Returning to the world alongside Inquisitor Silas Hand, Ephrael discovers that she carries the souls and knowledge of over 700 sisters, imprisoned by the daemon Asteroth, and that their infused power has changed her into an being of inhuman capabilities.

991.M41  The Martyrdom of Praxedes
Canoness Praxedes of the Order of Our Martyred Lady reinforces the Imperial Guard on the cardinal world of Okassis, soon after the start of the Second Tyrannic War. As the Tyransids of Hive Fleet Kraken assault the Ecclesiarchal Cathedral, the combined fire of Retributor Squads and Exorcist tanks obliterates the first wave, but the second manages to breach the fortress walls. As Tyransids pour through, Praxedes confronts a Hive Tyrant, caving in the beast’s skull with a thunderous strike from her power mace. With the Tyrant’s destruction, the swarm loses all direction. The Sisters waste no time in pressing the assault into the heart of the swarm, buying the time to evacuate the Ecclesiarchy’s priests.
WARS OF FAITH & CRUSADES

The major difference between a War of Faith and a Crusade are in its origins and who takes part. A Crusade is ordered by the authority of all the High Lords of Terra, and generally involves all the different organizations of the Imperium, including Space Marines, Imperial Guard, the Imperial Navy, the Adeptus Ministorum and the administrative forces of the Adeptus Terra. A War of Faith is by command of the Ecclesiarch alone and primarily concerns only the members of the Adeptus Ministorum and the followers of the Imperial Creed. Aside from this general distinction, the two overlap considerably. The object of a Crusade, whether it is the extermination of an alien race or the subjugation of rebellious Imperial worlds, is generally considered to be an affront against the Emperor and therefore is declared a War of Faith by the Ecclesiarch. When a War of Faith is announced, the Ecclesiarch will announce the objective of the war and declaim the heretical, godless targets of the Emperors vengeance. However, this is more a matter of stirring popular support than anything else. Almost all Crusades are additionally dubbed Wars of Faith.

Space Marine Crusades are another matter entirely, and are never Wars of Faith. Nor all Wars of Faith are Crusades - sometimes the Ecclesiarchy is allowed to pursue its own ends without outside interference. These are true Wars of Faith, when the Ecclesiarchy prepares to battle an enemy for the sake of its beliefs rather than to quell a rebellion or to occupy an alien-held planet. When not part of a Crusade, Wars of Faith are funded and organized solely by the Ecclesiarchy and contain only warriors from the Adepta Sororitas and Frateris Militia, led by members of the Frateris clergy. The Ecclesiarch does not have supreme authority to order Wars of Faith, The adventure must be approved by the other High Lords of Terra. Wars of Faith are sometimes assisted by the forces of the other High Lords and even the armies of the Imperial Guard. Wars of Faith can be conducted against factions within the Ecclesiarchy who have been deemed heretics, or may take the form of punitive attacks against alien races. Wars of Faith may even be conducted against unexplored regions of the galaxy and comprised of a multitude of Missionaries and the forces to protect them as they bring the light of the Emperor to the faithless.
FORCES OF THE ECCLESIARY

This section of the book details the forces used by the Ecclesiarchy - their weapons, their units and a selection of special characters. Each entry describes the unit and gives the specific rules you will need to use them in your games. The army list (pages 102-115) refers back to these entries.

SISTERS OF BATTLE SPECIAL RULES

Faith Points
At the start of each player’s Movement phase you generate D6 Faith Points for each Primary Detachment in your army. This is how many Faith Points you have available for the turn.

Each model with the Beacon of Faith special rule adds one Point to this total in the Sisters turn only, and any Faith Points that are unused at the end of your turn are lost.

Acts of Faith and Beacons of Faith
An Act of Faith can be attempted immediately before a Sisters of Battle unit acts during a phase; e.g. immediately before the unit moves in the Movement phase, shoots in the Shooting phase, or strikes blows in the Assault phase.

To attempt an Act of Faith, select the unit and reduce your Faith Point total by 1, then roll a D6 and add the following:

+1 if the unit is led by at least one character with the Acts of Faith special rule, such as a sister superior.
+1 if the unit has been joined by at least one character with the Beacon of Faith special rule.
+1 if the unit has taken at least 1 casualty.

Note that all modifiers are cumulative.

If the total is less than 5, then the Act of Faith fails. The Faith Point is lost and nothing happens.

If the total is equal or greater than 5, the unit immediately gains a bonus and/or special rules until the end of the phase, unless otherwise specified.

A unit may attempt the same Act of Faith more than once, but cannot benefit from any given Act of Faith more than once in the same phase.

Independent Characters and Acts of Faith
Independent characters that have the Acts of Faith or Beacon of Faith rule benefit from any bonuses received by the unit they are with when an Act of Faith is used. Similarly, units that have the Acts of Faith rule benefit from any bonuses received by an independent character that has joined the unit when an Act of Faith is used.

Martyrs
Characters and units with the Martyrs special rule grant no Victory Points if destroyed, and may never hold objectives.

Spirit of the Martyr
Any Sisters of Battle unit may use this Act of Faith at the start the Assault phase. If successful any models killed before they have attacked should be placed on their side. After all other models involved in the assault have made their attacks these mortally injured models may each make a single attack, after which they are removed as casualties.

Only in Death
When making moral or pinning tests units with this rule may choose to treat all negative modifiers to their leadership as positive modifiers, to a maximum of Ld 10.

Shield of Faith
Such is the power of their belief that the Emperor will protect them from mortal injury that the Adepta Sororitas can shrug off the most severe of wounds.
Models with the Shield of Faith special rule have a 6+ invulnerable save and the Adamantium Will special rule.

Ecclesiarchal Warlord Traits
Rather than rolling on the tables in the Warhammer 40,000 rulebook the Sisters of Battle Warlord may instead roll for a trait from the table below:

1. Arch-heretic: All non-vehicle models in the Sisters of Battle army gain Preferred Enemy (Enemy Warlord).
2. On Hallowed Ground: After placing scenery but before deploying models the Sisters of Battle player may place a single Holy Relic artefact anywhere outside of their deployment zone (see the Battlefield Terrain – Archetech Artefacts section of the Warhammer 40,000 rulebook)
3. Holy Contempt: The Warlord and their unit reroll any failed Characteristic Tests, except for psychic tests, they are required to make.
4. Repentant Crusade: Any unit in the army may exchange their Shield of Faith special rule for the Crusader and Feel No Pain (6+) special rules.
5. Righteous Fury: Should the Warlord lose one or more wounds, they and their unit gain the Furious Charge and Rage special rules for the rest of the game.
6. Suffer Not the Witch to Live: Your army gains 1 victory point whenever an Independent Character or Monstrous Creature that possess the Daemon or Psyker special rule is killed in close combat.
HIEROMARTYR

A handful of times each millennium a being of exceptional power arises within the Imperium, an avenging angel, a terrible and wondrous being to witness, for they shine with the purist of light and bring death and destruction to the impure. It is also the case that one who burns twice as bright burns half as long, for no human can wield such power indefinitely.

Hence the title ‘Hieromartyr’ — for at her ascension, the individual is already martyred, her death a self-fulfilling prophesy.

UNIT TYPE: Jump Infantry (character)

WARGEAR: Artificer armour (pg 83), Blessed weapon (pg 78), Frag grenades, Krak grenades, Rosarius (pg 80)

SPECIAL RULES: Beacon of Faith (pg 29), Fearless, Independent Character, It Will Not Die, Shield of Faith (pg 29)

Invulnerable: Models with the Invulnerable rule have a 3+ invulnerable save and the Eternal Warrior special rule.

Final Sanction: Defiant to the last, the Hieromartyr strikes a final blow at the hated foe.

When the Hieromartyr is removed from play as a casualty all enemy models within D6” take a single wound on a roll of 4+ on a single D6. Saves may be taken as normal.

Wings of Faith: Enormous wings of fire or holy light carry the Hieromartyr high above the battlefield.

The Hieromartyr's unit type changes to Flying Monsterous Creature (Character).

Invulnerable Aura: The strength of the Hieromartyr’s faith warps the world around her, protecting her from harm.

Ranged attacks of Strength 5 and lower (including weapons with no Strength characteristic) automatically fail to wound the Hieromartyr.

Blessed be the Faithful: When your force is deployed, choose one Sister Superior or Celestian Superior to be blessed by the Hieromartyr — that model has +1 Weapon Skill, +1 Wound, +1 Initiative and +1 Attack for the battle.

Divine Convocation: Mysterious forces are converging on the Hieromartyr’s location, and the skies themselves foretell a time of reckoning that gnaws at the hearts of the enemy.

At the start of any Game Turn the controlling player may trigger the Convocation. Until the end of that Game Turn the Sisters’ opponent must reroll any and all rolls of ‘6’ The Convocation may be used only once.

No Forgiveness, No Respite: For every unsaved wound caused by the Hieromartyr in close combat, immediately make an additional attack.

Avatar of Faith: The Hieromartyr has the Fear, Inspirational Leader, and Heightened Fervour special rules (see pages 32 and 34).
Avenging Angels are increasingly common, yet still inexplicable phenomena that has been causing ripples of concern throughout the Ecclesiarchy and Administratum. They are, to all appearances, the spirits of fallen Sisters of Battle, clad in armour of shining golden light, who appear to aid their fellow Sisters in times of need. To some they are a sign of hope, the coming of a new age of man. To others they signify the end of days, the final battle.

In the course of their investigations, several Inquisitors have tried to capture or intercept the apparitions, but all have failed. Some have even been present on the same battlefield as the Angels, but events always inexplicably conspire to prevent the Inquisitors getting close to their quarry, leaving them nothing more than frustrated witnesses to the event.

Who, or what, guides the Angels is an enigma to all save maybe the beneficent Emperor himself. They appear only in the times of greatest need, coalescing unexpectedly out of the fires of a desperate battlefield to turn a disaster into victory. The Angels fear no foe, and they fight with an otherworldly speed and grace that few mortal warriors can match, flying over the battlefield like vengeful ghosts. When the battle is done and the foe eliminated, the Avenging Angels depart as suddenly as they had arrived.

Invocation of the Fedele Imperialis. Commonly known as the Battle-prayer of the Adepta Sororitas.

A spiritu dominates,  
Domine, libra nos,  
From the lightning and the tempest,  
Our Emperor, deliver us.

From plague, deceit, temptation, and war,  
Our Emperor, deliver us,  
From the scourge of the Kraken,  
Our Emperor, deliver us.

From the blasphemy of the Fallen,  
Our Emperor deliver us,  
From the begetting of daemons,  
Our Emperor, deliver us,  
From the curse of the mutant,  
Our Emperor, deliver us,  
A morte perpetua,  
Domine, libra nos.

That thou wouldst bring them only death,  
That thou shouldst spare none,  
That thou shouldst pardon none,  
We beseech thee, destroy them.

UNIT TYPE: Jump Infantry

WARGEAR: Blessed Weapon (pg 78)

SPECIAL RULES:

Fear

Soulless: (see page 52)

Invulnerable: (see page 30)

Divine Intervention: Units of Avenging Angels always start the game in Reserve, even in Missions that do not normally allow the Reserves rule to be used. When the Angels become available they arrive using the Deep Strike rules but do not scatter, and must be placed within 6" of a model with the Beacon of Faith special rule. If there are no models with the Beacon of Faith rule on the table at the time the unit becomes available, the unit may not enter and instead is placed in ongoing reserves.

Immediately after a unit of Avenging Angels has arrived by Deep Strike, all enemy units within 6" count as having been hit by a weapon with the Blind special rule.

Soul Blaze: All attacks made by the Avenging Angels have the Soul Blaze special rule.
A Canoness is the overall commander of one of the Orders Militant, a shining example of purity and dedication of purpose. Each is a veteran warrior of many hundreds of battles who has risen to her position through a combination of strong leadership, shrewd tactical genius and sheer overarching faith in the Emperor.

When the Ecclesiarchy sounds the call to arms, a Canoness boldly leads her warriors into the fray, refusing to take one step backwards whilst her enemies still draw breath. Under their command, the Sisters of Battle have crushed the foes of the Imperium across the galaxy.

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

UNIT TYPE: Infantry (character)

WARGEAR: Power armour (pg 83), Boltgun, Bolt pistol, Close combat weapon, Frag grenades, Krak grenades

SPECIAL RULES: Beacon of Faith (pg 29), Shield of Faith (pg 29), Only in Death (pg 29), Independent Character

Inspirational Leader: Each Canoness is a veteran of a hundred battles who has risen through the ranks of the Sororitas, from an inexperienced Battle Sister to a member of the elite Celestian Elohim, and they draw upon their wealth of experience to guide their fellow sisters in battle.

Before deployment a model with the Inspirational Leader ability may choose a single additional Act of Faith from the following list: Endless Crusade, Divine Guidance, Holy Fusillade, Light of the Emperor, or The Emperor’s Deliverance.

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

This Act of Faith is used in the Assault phase. If successful, the Canoness and her unit receive +2 Initiative and the Preferred Enemy special rule until the end of the phase.

Celestian Retinue: A Canoness’s retinue is formed from the ranks of the elite Celestians, for only the most dedicated and distinguished Sisters of Battle are granted the privilege of forming their leader’s bodyguard.

The Canoness may be accompanied by a squad of Celestians, chosen from the Elites section of the codex.

This retinue occupies the same Force Organisation slot as the Canoness and does not count towards the maximum number of HQ units in the army.

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

- Canoness Palmiro, Order of the Ebon Chalice
Just as the Sister-Superiors form the field officers of the Adepta Sororitas, so do the ascending ranks of Legatine, Palatine and Canoness form their high commanders. The most pursuit of warriors and greatest of spiritual leaders the Sororitas possess, they inspire great devotion in those who follow them and are powers in their own right in the Imperium.

**Palatine**

Just as the Sister-Superiors form the field officers of the Adepta Sororitas, so do the ascending ranks of Legatine, Palatine and Canoness form their high commanders. The most pursuit of warriors and greatest of spiritual leaders the Sororitas possess, they inspire great devotion in those who follow them and are powers in their own right in the Imperium.

**WARGEAR:** Power armour (pg 83), Boltgun, Bolt pistol, Close combat weapon, Frag grenades, Krak grenades

**Armour of the Sacred Guard:** Even before the rise of the current Ecclesiarchy the Imperium was guided and protected by agents of the Emperor’s will – the first of the Saints and Hieromartys. The names of those who served with the Saints, and even some of the Saints themselves have been lost to history, but stories passed down through generations still speak of great heroes who fought alongside them clad in shining gold

A few of these rare suits have survived the march of time. Pitted and battle- scarred, these archaic suits of gilt armour are emblazoned with symbols of the Emperor, are often reputed to contain the divine spark of the saints themselves. Each is covered in faded grandeur and tarnished icons, scored with burns and scared by blades. Each suit radiates an undeniable air of divine power that seems to bleed from its very plates.

The wearer of the armour gains the Slow and Purposeful, Counter-attack, and Invulnerable special rules (see page 30).

Additionally the Palatine and her unit are treated as carrying defensive grenades if assaulted by any unit containing one or more models with the Daemon special rule.

**SPECIAL RULES:** Beacon of Faith (pg 29), Independent Character, Shield of Faith (pg 29), Only in Death (pg 29)

**Seraphiel:** Seraphiel is the title of the most senior Seraphim within an Order, afforded the formal rank of Palatine, standing at the right hand of the Canoness during councils of war. However the most important of the Seraphiel’s tasks is to stand in judgement of her fellow sisters should they fail in their duties to the Emperor.

The Seraphiel is equipped with a jump pack (unless an Ecclesiarchal Steed is taken), and gains the Hit and Run, Angelic Visage, and Seraphim Pistols rules (see page 50).

**The Emperor’s Champion:** Unlike the Canoness, who must concern herself with the day to day operations of the Order, each Palatine is free to focus on prayer and martial discipline, though they may be called upon to serve as bodyguard to a high ranking Ecclesiarchal official or to lead an elite, hand picked force of Sororitas on tasks of critical importance.

Before the game starts choose one of the following:

- **Moritat Adherent:** The Palatine has close ties with the proscribed Death Cults of their world. In a challenge the Palatine’s attacks gain the Shred and Rending special rules, and the strength of her blows are increased by 1 for each hit landed (for instance, a Palatine who lands three hits in a single round of combat resolves them at strength 6).

- **Legate Investigator:** Fully ranked Inquisitors of the Holy Ordos are rare individuals, and in large inquiries or full-scale purges must often delegate tasks to other trusted individuals. The Palatine and any unit she joins can claim objectives as if they were Troops.

- **Dead Woman Walking:** The Palatine has been fatally wounded in a prior engagement, and now seeks only to sell her life dearly. She gains the Martyr, Fearless, and Feel No Pain special rules. At the end of each of the Sister’s turns roll a D6, if the result is less than the current turn number the Palatine suffers a wound with no saves of any kind.
Members of the priesthood often accompany the Orders Militant into battle and it has even been known for them to lead Wars of Faith. There are many different titles within the Ecclesiarchy, but their role on the battlefield is the same: to harness the faith of the troops to smite the Emperor’s foes.

Confessors are extremely powerful and influential leaders within the Ecclesiarchy, given carte blanche by the Ecclesiarchy to preach where they wish. Some prefer fiery speeches and rabble-rousing to incite a population into religious fanaticism, while others are more subtle, manipulating civic leaders to form coalitions against a foe.

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

Battle Sisters provide Ecclesiarchy priests with military support and in doing so they present a very obvious reminder of the Ministorum’s true power. Their duties include escorting priests through hostile war zones, assassinating rebel leaders, enforcing tithe requirements within their diocese or launching surgical strikes to recover lost relics and artefacts.

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<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>10</td>
<td>2+</td>
</tr>
</tbody>
</table>

**UNIT TYPE:** Infantry (character)

**WARGEAR:** Flak armour (pg 83), Las pistol, Close combat weapon, Rosarius (pg 80), Frag grenades, Krak grenades

**Palanquin:** Some of the more bold and flamboyant confessors shun conventional transport in favour of lavish Palanquins, ranging in from simple platforms carried by zealots to huge armoured thrones held aloft by grav engines or mechanical limbs.

Regardless of their construction all Palanquins add the same bonus to the Confessor’s Strength, Toughness, Wounds, and Armour save characteristics. A Confessor on a Palanquin gains the Slow and Purposeful special rule.

The Confessor cannot leave the Palanquin during the game, and may not embark into a transport.

**Ecclesiarchal Corseque:** A symbol of authority within the Ministorum, an Ecclesiarchy Corseque takes the symbol of the Ecclesiarchy and fashions it into a physical weapon with which to strike down the heretic and mutant. The edges of the symbol are made razor sharp, while any points are extended outwards into long armour-piercing spikes. Blessed and baptised, each Corseque is made specifically for only the most powerful and favoured of the Minisoturm’s ranks, and its presence drives the faithful forwards.

The Corseque is a two handed close combat weapon that wounds daemons and psykers on a 2+.

In addition so long as he wields the Corseque the Confessor and any unit he has joined may re-roll all failed rolls to wound in close combat.

**SPECIAL RULES:** Beacon of Faith (pg 29), Independent Character, Shield of Faith (pg 29), Zealot

**Heightened Fervour:** The Confessor counts as having both a holy icon and a simulacrum imperialis (pg 81).
ECCLESIARCY PRIESTS

The Priests of the Ecclesiarchy play a vital role in the Imperial war machine, imparting the holy teachings of the Emperor and providing spiritual succour to the faithful. To these Priests there is no calling higher than tending those who die in the Emperor’s name. They lead by example and gladly martyr themselves on the blood-soaked fields, the highest sacrifice that is expected of them. More than one Sororitas Commander has been grateful for the powerful oratory of a local Priest. Their fiery speeches can stir a populace to rebel against a heretic lord or persuade an army to lay down its arms and surrender to the mercy of the Emperor — which is inevitably quick and bloody.

All members of the Ecclesiarchy will take with them a rosarius — a symbol of faith as potent as the holy Aquila. The more bloodthirsty of Priests, including those that have ties to the redemption cults, often preach in the swirling melee of combat, backing up their battlefield sermons with gouts of cleansing fire and roaring chainblades.

**UNIT TYPE:** Infantry (character)

**WARGEAR:** Flak armour (pg 83), Las pistol, Close combat weapon, Rosarius (pg 80), Frag grenades, Krak grenades

**SPECIAL RULES:** Acts of Faith (pg 29), Independent Character, Shield of Faith (pg 29), Martyr (pg 29), Zealot

**Aura of Faith (Banishers only):** Banishers are the most devout and pious of their brethren, whose catechisms are anathema to the creatures of Chaos. To Daemons, a Litany of Purity is as a sword.

Units of Daemons within 6” of one or more Banishers must re-roll successful invulnerable saves.

“The Daemonic leads to two crimes. You turn away from the path of righteousness. And you abandon the Emperor. For the first, death is merely a just retribution. The second is a heresy so terrible that no punishment can be sufficient. Yet the search for an appropriate penalty continues, and it shall be found.”

- The Declaration of Ecclesiarch Issus XLVII

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SISTERS SABINE

The Sisters of the Orders Sabine accompany the Missionaria Galaxia on missions to rediscover human-settled worlds and to prepare them for re-integration into Imperial society and culture. The Sisters specialise in infiltrating primitive societies and introducing elements of the Imperial Creed to the natives. This process can take generations as the Sisters arrange royal marriages and act as court advisors. When the Missionaria Galaxia arrives on such a world the local leadership is then primed to accept the spread of the Imperial Cult without struggle or strife.

The Orders Sabine are also responsible for locating and securing much of the Archeotech that comes into the Ecclesiarchys possession — even the smallest piece of lost technology or fragment of an STC is invaluable for ensuring continued support from the forges of the Mechanicus.

**Suffer Not:** Any unit joined by the Sister Sabine may benefit from Acts of Faith, even if they do not possess the Acts of Faith special rule.

**The Passion:** (see page 32)
The Inquisition is the most powerful and secretive organisation within the Imperium. Its agents, the Inquisitors, are the last line of defence for the Emperor and Mankind. For an Inquisitor, the end always justifies the means, for he alone can truly begin to comprehend the threats to Mankind’s existence and the drastic measures needed to combat them. Inquisitors are loyal to their cause before anything else. They are utterly ruthless, and empowered to use any means they deem necessary to complete their work.

Within the Inquisition there are a number of Ordos that specialise in particular kinds of threats. There are many dozen branches, some so small that their role and rosters have been forgotten, or else purposefully hidden from the wider Imperium. Others, such as the Witch Hunters of the Ordo Hereticus, are comparatively large and powerful organisations with reputations to match.

The connections between the Adepta Sororitas and the Ordo Hereticus were formed in the early years of the Reformation, following the death of Vandire. Though the details are shrouded in mystery, the Sisters of Battle and the Witch Hunters formalised their relationship in a shadowy conclave referred to in whispered tones as the Convocation of the Nephilim. The Convocation stated that the Orders Militant of the Adepta Sororitas would place themselves at the disposal of the Ordo Hereticus whenever called to do so by a duly appointed Inquisitor, forming the Chamber Militant of the Witch Hunters. The Sisterhood would remain under the auspices of the Ecclesiarchy on a day-to-day basis, and retain the rights and responsibilities granted to them by Sebastian Thor. It is postulated by some that this move came about because the High Lords of Terra, in particular the Inquisitorial Representative to the Senatorum Imperialis, would not simply stand by and allow the Ecclesiarchy to flout the spirit, if not the letter, of the Decree Passive.

Inquisitors are as varied in appearance, manner, and method as the worlds of the Imperium they strive to protect. They range in age from fiery young zealots to hoary old veterans who have fought in the darkness for centuries. Some wear ostentatious robes and symbols of their allegiance, whilst others shun the trappings of status. Inquisitors commonly carry a wide range of weapons and wargear, so as to be prepared for any threat they might face. Some Inquisitors use outlandish weaponry taken from defeated foes — exotic hardware, alien guns and daemon-possessed weapons. Puritanical Inquisitors consider such equipment to be cursed and heretical, but more radical individuals believe that the enemy can only be defeated by its own weapons. These two factions are ever at odds with one another, with the Puritans seeking to destroy the heretical artefacts employed by the Radicals. Such disagreements occasionally lead to conflict within the Inquisition, but seldom to outright war.

Unlike their brother Ordos, where the distinction between a Radical and a Puritan is more clear cut, the differences that mark a Radical Witch Hunter from a Puritan are much less clearly defined. There are all manner of differing philosophies within the Ordo Hereticus and, as is the way of such things, the more extreme in their beliefs one faction becomes, the closer it tends to resemble its extreme opposing view. To those who are even aware of the work of the Ordo Hereticus, the image of the Witch Hunter is as a harsh guardian of Mankind, a stern parent figure who protects those who cannot protect themselves against dark sorceries, heresy and mutation. A Witch Hunter castigates those who traffic with witchcraft, blasphemers against the Emperor and members of the Ecclesiarchy who turn from the service of the Emperor in the pursuit of temporal power. They are ruthless in their pursuit of the Emperor’s enemies, and though thousands of innocents may be sacrificed to achieve their goals, these are negligible losses when the price of failure is so high.

But, even as there are many foes to combat so too are there many ways to fight them, and it is not unknown for some Witch Hunters to turn the weapons of the enemy against them. To some, these Inquisitors are Radicals, to others, heretics. There are many Witch Hunters who are themselves psychic or utilise the power of bound witches to further their cause in hunting their prey, and these servants of the Emperor cannot be counted as evil. As the Radical cries that each and every weapon must be used in the battle for the Emperor’s soul; the Puritan rebuts that even by considering such a course of action a man will damn himself forever. The Radical may be branded so, as much by his methods as by his usage of psychic powers, and such individuals are not above using witches to perpetrate evil acts in order to further the greater cause.

But such differentiations are merely the most obvious points of conflict between Witch Hunters, and it is not unknown for Inquisitors to become seduced by the wealth and prestige of the Ecclesiarchy or the empty promises of the xenos and the daemon.

<table>
<thead>
<tr>
<th>Inquisitor</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
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<td>4</td>
<td>3</td>
<td>10</td>
<td>4+</td>
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</table>

UNIT TYPE: Infantry (character)

WARGEAR: Carapace armour (pg 83), bolt pistol, close combat weapon, frag grenades, krak grenades, psyk-out grenades (pg 80)

SPECIAL RULES: Independent Character, Stubborn

PSYKER: A psychic Inquisitor generates his powers from the Pyromancy, Telekinesis, and Telepathy disciplines.
The vast majority of the Orders Militant is made up of Battle Sisters. Every Battle Sister is an orphan raised from birth by the Schola Progenium to believe in the righteousness of their cause. They are the most physically adept and martial members of the Adepta Sororitas, and they form the mainstay of the Ecclesiarchy’s fighting forces. Battle Sisters are well disciplined and highly devoted to the Emperor. They are trained in the use of arms and armour from an early age, and when combined with their unquenchable faith, they are a force to be reckoned with.

UNIT TYPE: Infantry
Sister Superior and Sister Oblatia are Infantry (Character)

SISTERS OBLATIA
For some sisters of the Sororitas, the desire to atone overwhelms them and they take up the oath of the penitent. To become a penitent is to throw aside any thoughts of advancement or self to seek absolution through a glorious, martyr’s death, willingly exiling themselves from their Order and any remaining ties to life in doing so. To their peers these penitent sisters are at once outcasts and revered as something sacred pilgrims on a hard and noble quest at the end of which shines the pure light of the Emperor’s grace.

The most famed examples of those undergoing the oath of the penitent are the Sisters Repentia, but there are however, other variations of the penitent’s oath, rarer and more unusual but in their way no less remarkable. Once such is the oath of the Sister Oblatia: the oath of willing sacrifice for the sins of another. A sister who takes up this oath seeks not to atone for some direct misdeed of their own, but through profound spiritual conviction to take on the weight of another’s sins, most commonly a blood relative, some infamous ancestor or stain on their family line, or, more rarely, for the past transgression of a friend, a people, or a whole world.

THE FORLORN HOPE
In war the many prayers and hymnals to appease the machine spirits and call upon the Emperor’s favour can grant the enemy precious moments of respite to prepare for attack. For this reason bands of Sisters volunteer to join the forlorn hope - an advance force to seize a foothold that could be reinforced, or at least to press the enemy that a second wave would have better prospects.

Survival is not expected of the forlorn hope, but such is the zeal of the Sisters and the value of their sacrifice that there is often competition to lead the assault.

WARGEAR: Power armour (pg 83), Bolgan, Bolt pistol, Frag grenades, Krak grenades

Sarissa: These vicious, spiked combat attachments are used by the Adepta Sororitas to add lethal close combat utility to their standard issue bolter.

Any model armed with a bolter and a Sarissa gains the Hammer of Wrath special rule.

Cenobyte Servitors: These augmented servitors assist the Sororitas in maintaining the sanctity of shrines and holy sites. In battle they accompany the Sisters carrying relics of the order, holy tomes, and other such artefacts to spurn the warriors around them to greater heights of zeal.

For each Cenobyte Servitor in a unit you may add or subtract 1 from the dice roll when determining fall back and consolidation moves (to a minimum of 1 *)

Cenobytes are unarmed, and if all other models in the unit are killed then any remaining Cenobytes are immediately removed as casualties.

SPECIAL RULES: Acts of Faith (pg 29), Shield of Faith (pg 29), Only in Death (pg 29)

Sister Oblatia: Although each Oblatia seeks ultimate atonement by the manner of her death, the onus on her is to atone through her deeds as they seek in sacrifice some measure of forgiveness in the Emperor’s eyes.

The Sister Oblatia may issue and accept challenges and perform a glorious intervention as if she was a character. She is not considered a character for any other purpose.

Should the Oblatia’s unit be broken in combat do not roll for Sweeping Advanc — instead remove the Oblatia as a casualty, the rest of her unit automatically escape.

The Forlorn Hope: One squad of Battle Sisters may be fielded as the Forlorn Hope. After deployment zones have been chosen, but before any units are placed, the Forlorn Hope must be deployed onto the board at least 18” from any table edge (normal restrictions do not apply).

The Forlorn Hope gains the Martyrs, Fearless, and Beacon of Faith special rules. They may not take a dedicated transport or begin the game in reserve.

Divine Guidance: Guided by the will of the Emperor, the Battle Sister’s shots and blows shatter their enemies’ armour with contemptuous ease.

This Act of Faith can be used in the Shooting and Assault phases. If successful, until the end of the phase any non- template weapons which roll a 6 to wound count as AP1 and inflict a Wound regardless of the targets toughness.
RETRIBUTORS

Retributors are armed with the Order’s heaviest weaponry. Believing that the Emperor himself guides their aim, these Sisters annihilate the Ecclesiarchy’s foes with overwhelming firepower. Retributors are commonly armed with heavy bolters to provide long-ranged support, cutting down hordes of infantry with a staggering rate of fire. However, in the close confines of urban warfare, Retributors prefer to rely upon heavy flamer, unleashing infernos to burn their foes from cover and reducing them to charred corpses. Finally, completing the holy trinity of bolter, flamer, and melta, Retributors are also adept at wielding deadly multi-meltas, which can reduce the mightiest of tanks into molten slag.

Retributors are the most logical and level-headed of all the Sororitas, a trait that serves them well on the battlefield as they prioritise and despatch their targets with calm efficiency. Although it is usual to attach individual Retributors to Battle Sister squads, many Sororitas Commanders maintain a core of dedicated heavy weapon squads. By concentrating the Order’s biggest guns in this manner, the Retributors Superior is more readily able to direct their combined firepower to where it will cause the most damage to the enemy.

Retributors are typically assigned to watch over the Ecclesiarchy’s shrines and holy sites and may spend their entire lives protecting a single site, artefact, or individual. Should this ward be lost those Sisters who do not take up the mantle of the Repentia will embark on crusades of retribution against those who would oppose the Emperor — hence their title ‘Retributor’.

### UNIT TYPE: Infantry
Sister Superior is Infantry (Character)

### WARGEAR:
- Power armour (pg 83), Boltgun, Bolt pistol, Frag grenades, Krak grenades

### Siege Mantlets:
Siege mantlets are large portable ablative armoured shields designed to soak up fire of the kind that would penetrate even power armour in sufficient volume.

Models equipped with siege mantlets may reroll failed saves against shooting attacks, and count as Bulky models

### SPECIAL RULES:
- Acts of Faith (pg 29), Shield of Faith (pg 29), Only in Death (pg 29)

Holy Fusillade: Praying to the Emperor to focus his wrath through their weapons, the Retributors unleash a storm of firepower.

This Act of Faith can be used in the Shooting phase. If successful, the unit’s non-template weapons gain the Pinning special rule and +1 to their Strength until the end of the phase.

### ARCOBALLISTA BATTERY

In the course of their duties it is common for the Sisters to be forced to lay siege to the safe houses and hiding places where heretics and witches make their last stand.

Prohibited by the Decree Passive from possessing artillery and other heavy siege weapons for dealing with such situations the sisters must instead rely on the barely man-portable Arcoballistas, crude and brutal mass accelerator weapons dating back to the Unification Wars of ancient Terra.

### UNIT TYPE: Artillery

Arcoballista: The Arcoballista’s construction is much like that of the stake crossbow, but far more massive. It fires a bolt three to four metres in length, tipped with adamantine-silver and etched with prayers against the daemon and the unclean that burn with blessed flame as it is launched at its target.

The Arcoballista has following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>9</td>
<td>4</td>
<td>Heavy 1, Strikedown, Soulblaze, Beam</td>
</tr>
</tbody>
</table>
SISTERS NOVICAЕ

Sisters Novicae is the common term for new recruits from the Schola Progenium who have yet to be deemed worthy to commit themselves to a convent and order.

These novitiates are tutored and tested in the ways of warfare and faith by Celestians who have been retired from the field of battle after long years of service.

Under normal circumstances these novice Sisters would not become involved in open warfare, instead being tasked with protecting the Sister’s supply lines, tending to the wounded and maintaining equipment.

Should the Sisters lack personnel the noviciae will also be required to defend the shrines and holdings of the Ecclesiarchy while the more senior Sororitas march to war.

On occasion however, when a group of novices show particular ability or when the training grounds themselves come under attack, they will be led into battle by their Celestian overseers.

More often than not the Celestian’s task will be to calm and restrain their young wards, who’s zeal and burning desire to prove themselves would likely lead to a quick death.

<table>
<thead>
<tr>
<th></th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Celestian</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td>Sister Novicae</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

UNIT TYPE: Infantry

WARGEAR:

Celestians: Power armour (pg 83), Boltgun, Bolt pistol, Close combat weapon, Frag grenades, Krak grenades

Novicae: Carapace armour (pg 83), Bolt pistol, Close combat weapon, Frag grenades, Krak grenades

Heedless Devotion: The novicae charge into battle heedless of the danger, burning only with the desire to prove themselves in the eyes of the Emperor – and what better way than a martyr’s death?

Should all Celestians in the unit be slain the surviving Novicae gain the Rage and Fleet special rules for the remainder of the battle, and must always attempt to charge an enemy in the assault phase if within range of one.

“A single man with faith can triumph over a legion of the faithless. Untold billions of the faithful can never be opposed.”

- Sebastian Thor
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 punishments, but in the more serious of cases they may 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 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 are held in awe. Those who seek forgiveness occupy a state of grace that many 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.

### UNIT TYPE: Infantry

Mistress is Infantry (Character)

### WARGEAR:

**Repentia:** Two close combat weapons

**Mistress:** Power armour (pg 83)

**Neural Whips:** These flailing, psycho-conductive whips are as much symbols of faith as they are vicious weapons that lash out relentlessly at the enemies of the Emperor.

Neural whips use the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>8</td>
<td>1</td>
<td>Melee, Neural-disruptor*</td>
</tr>
</tbody>
</table>

* Hits from a neural disruptor weapon are resolved against the target’s Leadership, rather than its Toughness. Neural disruptor weapons cannot harm vehicles.

### SPECIAL RULES: Acts of Faith (pg 29), Shield of Faith (pg 29), Rage, Martyrs (pg 29), Fearless, Feel No Pain

**Holy Hatred:** Only through pain and blood is the body made pure, the soul cleansed through the sacrifice of the faithful and the tears of the willing martyr. There can be no respite for those who must atone, for only in death does duty to the God-Emperor end.

This Act of Faith may be attempted at the end of the opponents Shooting phase. If successful, the repentia may make an immediate out of sequence charge against the nearest enemy unit, even if the unit would not normally be capable of launching an assault.

This assault is always treated as a disordered charge.

Imperial citizens can commit a multitude of sins, ranging from fairly minor infractions like making the wrong response to a hymnal, to heresy and blasphemy. The Imperial Creed teaches that a person’s soul will either join the Emperor in the warp or be consumed by Chaos; every wrong commits the double sin of weakening the Emperor and strengthening Chaos. There are many degrees of penitence, such as paying a fine, performing ceremonies and so on. For more extreme sins the only way to purify the soul is to undertake a long and dangerous pilgrimage, flagellation and, in the extreme cases, death. For the most serious offences, there can be no mercy, regardless of status, wealth or breeding.
Frateris are the male servants of the Ecclesiarch, either members of the clergy (deacons, priests, friars etc.) or lay followers. In times of great need, the Frateris may take up arms to defend themselves, led by a Preacher or Confessor, becoming Frateris Militia.

Frateris Militia, named after the now defunct Frateris Templars who enforced the Ecclesiarchy’s will before the Decree Passive outlawed them - though some do claim that some of the Templars refused to disband and are still out there somewhere, accompany many Confessors and Missionaries, acting as self appointed bodyguards for their chosen leader.

Although the Adeptus Ministorum is forbidden from having men under arms, these troops are not under the direct control of the Ecclesiarch and are just enthusiastic followers. The military potential of the Frateris has been a subject of long and hard debate in the Imperium. Although unskilled and sometimes as much a danger to themselves as the enemy, when well led by an inspirational figure, Frateris Militia have been known to perform deeds of great courage that would make veteran Imperial Guardsmen blanch with fear.

Though the original Templars were officially disbanded millennia ago rumours still surface of regiments that remain secretly loyal to the Ecclesiarchy under the guise of legitimate planetary defence forces, and of shrouded fraternities that exist within the ranks of the Imperial Guard itself. More insidious and dangerous are those few still loyal to the ideals of Vandire who believe the current priesthood to be a puppet of the High Lords and work to undermine its power and authority throughout the Imperium.

The Sisters of Battle, under the authority of the Ordo Hereticus, closely monitor the frateris and any priest who would call upon their aid — it is not unheard of for the forces of the Sororitas to turn on militia forces should they deem them to have grown too powerful or independent, lest another priest seek to follow in Vandire’s footsteps.

UNIT TYPE: Infantry
Preacher is Infantry (Character)

WARGEAR: Sub-flak armour (pg 83), Laspistol, Close combat weapon

Holy Relic: There are countless holy relics scattered across the worlds of the Imperium, from ancient texts to the bones of fallen saints. Few possess any true power, but on rare occasion pilgrims will unearth some ancient device that seemingly calls down the wrath of the Emperor himself.

As long as the relic bearer lives all models in the unit are Fearless. The Relic’s power may also be unleashed in the shooting phase with the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
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<tbody>
<tr>
<td>12&quot;</td>
<td>1*</td>
<td>D6</td>
<td>Assault 1, Large Blast</td>
</tr>
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* The Strength of the attack increases by 1 for each additional Priest or Zealot (but not Frateris or other models) in the unit beyond the first.

SPECIAL RULES: Crusaders

Overcharged weapons: Frateris rarely have military training and have scant regard for weapon maintenance. It is common for the Frateris to rapidly deplete what ammunition they carry in long uncontrolled bursts and to make crude modifications to their power cells to provide a short-lived increase in firepower.

All ranged weapons (excluding a Holy Relic) carried by the unit gain the Shred and Gets Hot! special rules.

Frateris Cavalry: Countless worlds throughout the Imperium are inhabited by humans with little or no technological ability, either due to the world’s unimportance, conditions, or desire of its Imperial Lords to maintain an obedient populace.

When the faithful of these worlds are called to battle they frequently ride forth on all manner of domesticated creatures, even bringing their mounts with them onto transport ships as they are caught up in long interplanetary crusades.

The Frateris Cavalry are a Cavalry unit and gain the Hit and Run special rule.

"Death in service to the Emperor is its own reward. Life in failure to Him is its own condemnation."
CELESTIANS

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

Only Battle Sisters who prove themselves to be exceptionally proficient in the arts of war may be deemed worthy of induction into the ranks of the Celestians. These elite warriors are deployed together where their superior experience can turn the tide of battle. Amongst their number are those who once served as Dominions and Retributors, meaning that Celestian Squads are supported with the weapons and wargear necessary to face a wide variety of threats. However Celestians believe that such weapons are as nothing compared to the power of their faith. Celestians are fervent adherents to the Imperial Creed, shining examples of righteousness that many Battle Sisters aspire to emulate.

Units of Celestians are also called upon to escort Sisters from other, non-militant Orders, as they support their fellow Sisters with their specialist skills and knowledge. These Sisters are commonly from the Order Dialogous — skilled orators whose amplified voices can embolden the spirits of nearby troops — and the Orders Hospitaller.

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

**WARGEAR:** Power armour (pg 83), Boltgun, Bolt pistol, Close combat weapon, Thermite bombs (pg 81), Medicus Ministorum (Sister Hospitaller only) (pg45)

**SPECIAL RULES:** Acts of Faith (pg 29), Shield of Faith (pg 29), Only in Death (pg 29)

Endless Crusade: Limbs do not tire when the spirit of the Emperor moves them, but find fresh strength in their work.

This Act of Faith can be used in the Movement, Shooting, or Assault phases. If successful the unit gains +2 Strength and the Crusader special rules until the end of the turn.

SISTER DIALOGUS

The Sisters of the Orders Dialogous help to translate the innumerable dialects and slangs of Low Gothic used throughout the Imperium. At the behest of the Inquisition and certain other parties in the Imperial hierarchy, they also study xenos languages, and translate texts obtained from xenos artefacts.

When the Sororitas as called to war the sisters of the Dialogus orders lend their considerable skills to the tasks of breaking the enemies ciphers and uncovering their plans. On the battlefield they use their extensive knowledge of the xenos to predict their movements and direct their fellow sororitas safely to their target.

**UNIT TYPE:** Infantry (Character)

**WARGEAR:** Shield robes (pg 83), Bolt pistol

**SPECIAL RULES:** Acts of Faith (pg 29), Shield of Faith (pg 29)
ECCLESIASTICAL BATTLE CONCLAVE

Ecclesiarchy priests often gather a band of bodyguards to assist them in the execution of their duties (and heretics). Known as Battle Conclaves, these groups are necessarily small. Even so, the Inquisition covertly monitors Battle Conclaves to safeguard the spirit of the Decree Passive, if not its letter.

**ARCO-FLAGELLANT**

Arco-flagellation is a judgement that can be carried out on those found guilty of a multitude of crimes against the Emperor. Augmented with extensive physical surgery and mental reconditioning, an Arco-flagellant’s body is implanted with chemical stimm-injectors, and a lethal array of adamantium flails, blades, and whips. A pacifier helps project soothing hymns into the Arco-flagellant’s brain to keep him sedated and under control until a trigger word is spoken. Once the word is given, the Arco-flagellant’s body is pumped full of combat drugs that turn him into a berserk killing machine, beholden only to the one who controls him.

**UNIT TYPE:** Infantry

**WARGEAR:** Arco-flails (single close combat weapon)

**Power-scourges:** An Arco-flagellant equipped with power-scourges is treated as carrying two close combat weapons with the Shred and Rending special rules.

**SPECIAL RULES:** Feel No Pain, Rage, Fearless

**DEATH CULT ASSASSIN**

Death Cult Assassins are amongst a Battle Conclave’s most outlandish agents. Though many Death Cults are Chaos-spawned, others are fanatically dedicated to the Imperial Creed and offer up those they slay to the Emperor. Cults often specialise in a single form of weapon, perfecting their skills with blades, fire arms, or more exotic weaponry.

**UNIT TYPE:** Infantry

**WARGEAR:** Flak armour (pg 83), 2 power weapons

**Poisoned Blade:** A model armed with a poisoned blade may make an additional Strength 4 AP - attack at Initiative step 1 of the fight sub-phase with the Poisoned (4+) and Rending special rules.

**SPECIAL RULES:**

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

**CRUSADER**

Crusaders are recruited from the honour guard of the Cardinals Crimson, an ancient and mysterious order famed for its unflagging devotion to the Emperor. Crusaders dedicate their lives to martial perfection, making them ideal bodyguards.

**UNIT TYPE:** Infantry

**WARGEAR:** Flak armour (pg 83), Power weapon, Storm shield

**SPECIAL RULES:** Crusader
Astropaths are psychics who are responsible for carrying out all of the superluminal communications that tie the Imperium of Man together using their telepathic abilities. Chosen from the multitudes of psychics born across the vast breadth of the Imperium, these individuals are detected and interred by one of the fearsome Black Ships of the Adeptus Astra Telepathica and brought to Terra due to their great power and their potential use to the Imperium. The fate of the vast majority of these psychics is to fuel the insatiable fires of the Astronomican so that the Imperium might be held together for another day. Of those allowed to live, a tiny fraction are judged strong enough to undergo training and go on to serve the Imperium.

Astropaths who go on to serve the Ecclesiarchy are known as Augers, touched by the light of the God-Emperor himself. They are figures of awe and fear amongst the faithful. In times of relative peace they ensure that the Ecclesiarchy remains aware of the shifting religious and political currents throughout the Imperium while in times of turmoil they send out the call to war.

All those chosen to become Astropaths must undergo the ritual of Soul Binding, in which the body and soul are scourged clean of the taint of the Warp by the searing purity of the Emperor of Mankind’s beneficence. After months of preparation through fasting, prayer and ritual preparation, the chosen psychics are brought into the very depth of the Imperial Palace in procession of a hundred at a time, there to undergo a ritual that will either kill them, drive them insane, or bind them for all eternity to the Emperor. Those who survive are permanently blinded, but make up for this with the help of their psychic abilities: they develop a sort of “near-sense”, able to see even without their eyes.

**UNIT TYPE:** Infantry (character)

**WARGEAR:** Flak armour (pg 83), Laspistol, Rosarius (pg 80)

**Emperor’s Tarot:** Augers are adept at consulting the Emperor’s Tarot to reveal the course of the future, and can gain valuable insights into the outcome of a coming battle.

Both players roll a dice before deployment. If the dice rolls are different, you get +1 on the dice roll to ascertain who goes first, otherwise you suffer -1 to the roll. Multiple Tarot readings are not cumulative.

**SPECIAL RULES:**

**Soul Binding:** Astropaths are afforded a degree of protection from the ravages of the warp that few psychics can hope for. In battle they use this strength to trammel and contain their foes, leaving them as blind as the auger himself.

The Auger and any unit they lead gain the Shrouded special rule when targeted by Daemons and Psychers.

Additionally they are treated in all ways as a Psyker (Mastery Level 1) and may generate a single psychic power from the either the Telepathy or Divination Disciplines from the Warhammer 40,000 rulebook.

**Augury:** The Auger can peer a brief instant into the future, seeing the many possible outcomes of each choice and action. Drawing upon the wisdom of the Emperor he telepathically directs the faithful towards their destiny, guiding their actions and bolstering the faith of those who falter.

While on the table each Auger allows you a single re-roll once per turn. This can be any roll you have made, such as for an armour save, a Leadership test, a To Hit roll, a scatter roll or even a Faith test.
The Orders Hospitaller accompanies the Imperial Guard and Imperial Navy to provide nursing and medical support. They are highly dedicated to the preservation of life and many who would die without their attentions live to fight again. Not only do the Orders Hospitaller provide surgeons, physicians and nurses, they also provide other types of care and perform deeds of deep compassion.

The Orders Hospitaller aid the poor and under-privileged, founding hostels and shelters for the needy. By instilling their own spiritual faith and rigid discipline on others, they save many souls from the darkness and turn potential malcontents into hard-working Imperial citizens.

The Hospitallers work closely with the Missionarus Galaxia to provide clinics and hospitals on newly discovered worlds, bringing the wonders of science and belief to the natives.

### UNIT TYPE: Infantry

Hospitaller Superior is Infantry (Character)

### WARGEAR:

**Hospitaliers:** Power armour (pg 83), Bolt pistol, Chirurgeon’s Tools (pg 80)

**Novicae:** Carapace armour (pg 83), Bolt pistol, Close combat weapon

**Medicus Ministerum:** Using the relics contained within this rare scentwood box, the Hospitaller Superior can cure all manner of injuries and ailments.

While the Hospitaller Superior is alive all friendly models within 6" gain the Feel No Pain rule.

**Vivisector:** The Vivisector is a long ornate gauntlet that locks over the user’s forearm. Servo-augmented articulation extends over the fingers which are tipped with laser cutters, bio solvents, shears and flensing instruments.

The Vivisector is a close combat weapon with the Rending and Shred special rules.

### SPECIAL RULES:

**Acts of Faith** (pg 29), **Shield of Faith** (pg 29)

**Cleanse and Purge:** Chanting the Litanies of Detestation, the Sisters infuse their weapons with the cleansing purity of their faith and the righteous fury of the Emperor.

This Act of Faith may be used in the Shooting or Assault phases. If successful, the unit’s non-template weapons gain Poisoned (2+) rule until the end of the phase.

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**THE ORDER VESPILA**

Originally formed by Cardinal Kregory Hestor, the minor Order Vespila — or the ‘Dark Sisters’ are they are more commonly known — are tasked with sanctification of the bodies of priests and high ranking officials prior to their transport and burial.

The Sisters Vespila are skilled forensic specialists able to accurately determine the circumstances of a corpse’s death, often long after and far removed from the event. They also serve as graveyard guards, especially in times of war, and their distinctive grey shrouded ceremonial robes strike fear into heretic and loyalist alike.

**Ceremonial Robes:** All models in the unit must exchange their armour for shield robes (see page 83) at no cost.

The unit, but not any models that join it, gain the shrouded and night fighting special rules.

**Sanctification:** An opponent may not claim victory points for the ‘Slay The Warlord’ objective so long as at least one member of the Order Vespila is alive and on the table at the end of the game.
SISTERS PRONATUS

The Orders of the Sisters Pronatus are non-militant convents of Sororitas who have been given the duty of locating lost relics and sacred items. Once discovered, the sisters are tasked with acquiring and returning these relics to the Ecclesiarchy’s care no matter the cost.

UNIT TYPE: Infantry
Augmenticist is Infantry (Character)

WARGEAR:
- Shield robes (pg 83), Bolt pistol, Snare mines
- Servitors only: Servo-arm (pg 80), close combat weapon

SPECIAL RULES: Acts of Faith (pg 29), Shield of Faith (pg 29), Split Fire

The Emperor Protects: This Act of Faith may be used in the Shooting and Assault phases. If successful, all models in the unit gain the Invulnerable special rule (see page 30) until the end of the phase.

AUGMENTICIST

Augmetic implants are ubiquitous throughout the Imperium. From the prosthetic limbs of Imperial Guard veterans, to the life-extending sanguinary actuators of ancient savants, to the multi-jointed mechadendrites of the Adeptus Mechanicus, one is hard pressed to find a resident of a civilised world who does not sport some form of bionic implant. For some, it is an obsession. For these few, known as Augmenticists, there is no greater goal than physical and mental perfection, and it is through repeated bionic surgery that Augmenticists believe such a goal can be attained.

Blessing of the Omnissiah: If an Augmenticist is in base contact with a damaged vehicle during the Shooting phase, she can attempt to repair it instead of firing. Roll a D6 and add +1 for each Servitor with a servo arm in the unit. If the result is 5 or more, then the Augmenticist may either repair a Weapon Destroyed or Immobilised result or restore one lost hull point to the vehicle.

AUTOMATED SENTRY GUN

The sisters of the Orders Pronatus often work in contested or hostile conditions with minimal support from the Orders Militant or local Imperial forces. In addition to their servitor assistants the Sisters are often forced to deploy Tarantula class sentry guns to secure their dig sites, the weapons small enough to transport in rhinos but powerful enough to deter all but the most determined or foolhardy attackers.

UNIT TYPE: Automated Artillery
Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to lack of crew and each gun must be destroyed normally before it is removed from play. Automated Artillery cannot move and cannot charge. If assaulted they do not pile-in and cannot be locked in combat, their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile-ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault due to exceptional circumstances, the enemy must take a Morale test as normal, although the Artillery cannot Consolidate or make a Sweeping Advance.

Models from the Sisters of Battle codex in base to base contact with a sentry gun may treat it as a gun emplacement (see the Warhammer 40,000 rulebook for details). Uncrewed sentry guns always fire at the closest visible enemy unit.

WARGEAR: Twin-linked Heavy Bolter
The Patronica Guard are chosen from the ranks of the most exceptional and experienced Seraphim, singled out and honoured for duty as bodyguards, ceremonial guards, and temple guards for the highest ranking members of the Ecclesiarchy. Each of the chosen sisters is symbolically inducted into the Templar society of the Ecclesiarchy and may never again rise to a position of leadership within the Sororitas or the Administratum, they will serve as members of the elite guard until death.

On the eve of battle each Patronica dons a suit of ornate ceremonial armour dating back to the inception of the Sororitas in the Age of Apostasy itself, a potent symbol of their dual duty to both serve the Imperial Cult and to protect the Imperium against any who would seek to turn its power against the Emperor.

Though they are most commonly seen amongst the retinues of powerful confessors and cardinals their oath of duty extends to all members of the priesthood. In larger conflicts the Patronica serve as standard bearers, entrusted to guard the Ecclesiarchy’s most ancient and sacred relics on the battlefield, often as part of a priestly delegation or standing at the forefront of the frateris hordes.

**UNIT TYPE:** Infantry (character)

**WARGEAR:** Carapace armour (pg 83), aspirate cloak (pg 79), ceremonial blade (pg 77), praesidium protectiva (pg 80)

**SPECIAL RULES:** Acts of Faith (pg 29), Shield of Faith (pg 29), Independent Character, Only in Death (pg 29)

Holy Contempt: The Patronica and any units or characters they join may re-roll all failed characteristic tests, except for Psychic tests.

Light of the Emperor: (see page 50)

“I tread the path of Righteousness. Though it be paved with broken glass, I will walk barefoot; though it cross rivers of fire, I will pass over them; though it wanders wide, the light of the Emperor guides my step”

-Confessor Dolan
INQUISITORIAL STORM TROOPERS

The Inquisition maintains a string of fortresses scattered throughout the galaxy, some hidden, some extremely well known and the object of numerous dark legends. Inquisitorial Storm Troopers are charged with the protection and security of the Inquisition fortresses and the infamous Black Ships as they make their way throughout the Imperium.

Recruited from the Schola Progenium and certain families with a tradition of service to the Inquisition, these Storm Troopers are equipped and trained in a similar fashion to the elite Storm Troopers of the Imperial Guard. They undertake rigorous purity and incorruptibility tests before they are permitted to bear the Inquisitorial mark making them preferable to their Imperial Guard counterparts in dealings with the witch and the daemon.

The life of a Storm Trooper is one of demanding and unremitting prayer, study, and physical exercise. Years of punishing training have honed the minds, bodies, and skills of the Storm Troopers to the very peak of human perfection.

To complement their superior training, Inquisitorial Storm Troopers are better armed and armoured than regular Guardsmen, and provided with restricted equipment from the armouries of the Inquisition to better face their foes.

UNIT TYPE: Infantry
WARGEAR: Carapace armour (pg 83), boltgun, bolt pistol, frag grenades, krak grenades
SPECIAL RULES: Infiltrate

Special Operations: Inquisitorial Stormtroopers are not lightly cast into battle – they are always given a specific mission to achieve, and tools with which to accomplish it.

Before deployment declare to your opponent which mission each Stormtrooper squad in your army is following.

- Arbitration: Shotguns carried by the unit gain the Shred and Ignores Cover special rules.
- Black Ship Wardens: Black Ship Wardens carry psyk-out grenades in addition to their other equipment and gain the Adamantine Will special rule.
- Assassination: The assassination mission grants the squad the Infiltrate special rule and their weapons have the Sniper special rule the first time the squad fires.

Surgical Enhancements: Some units of Storm Troopers receive bionic and gene-spliced augmentations to boost their combat abilities and aggressiveness, though frequently at the cost of a greatly reduced life expectancy.

A unit with Surgical Enhancements gains +1 Initiative and the Preferred Enemy (All) and Stubborn special rules.

“An heretic may see the truth and seek redemption. He may be forgiven his past and will be absolved in death. A Traitor can never be forgiven. A Traitor will never find peace in this world or the next. There is nothing as wretched or as hated in all the world as a Traitor”

- Cardinal Khrysdam
Each of the major orders retains a small force of Crypteia - hand picked battle sisters who fight and train in pairs, usually of one experienced sister or celestian and a younger initiate.

The Crypteia serve as shock troops, their main function being to cripple the enemy by engaging and killing their best men and leaders in battle. To aid in this task the crypteia squads have access to imperial weaponry beyond the traditional trinity of bolter, flame, and melta favoured by the sororitas.

Away from the battlefield however the Crypteia have a more sinister purpose, walking amongst the Imperial citizenry often in disguise to seek out any potential heresy or sedition against the Imperium and put it to the sword.

**UNIT TYPE:** Infantry

**WARGEAR:** Carapace armour (pg 83), boltgun, bolt pistol, close combat weapon, frag grenades, krak grenades

**Excruciator:** Used to extract confessions from heretics when time is short this device extends hundreds of fine wires into the unfortunate victims nervous system, enabling the operator to control the individual’s emotions and state of mind.

If the Crypteia kill an enemy character in close combat they gain the Fear and Preferred Enemy special rules.

**Assassin Bolts:** When closing with a target would be impractical the Crypteia are permitted to use a stripped down Astartes calibur heavy bolter. Incapable of automatic fire these weapons are loaded with artificer-engineered rounds known as Assassin bolts. Each is propelled at hypersonic speed by magna-fusion charges, their extreme speed and density making for highly destructive and accurate weapons.

A heavy bolter with assassin bolts has the following profile:

<table>
<thead>
<tr>
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<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>48&quot;</td>
<td>6</td>
<td>3</td>
<td>Heavy 1, Sniper</td>
</tr>
</tbody>
</table>

"Death in service to the Emperor is its own reward. Life in failure to Him is its own condemnation."

- Epistles (Verse 93)

**SPECIAL RULES:** Adamantine Will, Infiltrate

**Murderous Strike:** This Act of Faith can be used in the Shooting and Assault phases. If successful, until the end of the phase any attacks with non-template which roll a 6 to wound inflict instant death regardless of the targets toughness.

**Bounding Overwatch:** Each pair of Crypteia move as one, covering their partners advance, killing all before them without breaking stride.

A unit that contains only models with the Bounding Overwatch special rule can either shoot and then Run, or Run and then shoot, in the same Shooting phase. The unit must complete both actions before you move onto the next unit — otherwise the second action is forfeit.
Amongst the Orders Militant there are those Battle Sisters whose faith burns so brightly that it appears as if the Emperor himself guides their actions. These angelic warriors are known as Seraphim, and they are exclusively trained to use jump packs as well as the coordination, dexterity and control needed to fire two pistols at once.

The Seraphim strike like avenging angels, descending into battle upon wings of fire, their twin bolt pistols spitting death. In melee, Seraphim deflect the strikes of their foes with fluid grace before landing a killing blow of their own, typically with a point-blank headshot from a bolt pistol.

Seraphim Superiors are highly respected warriors amongst the Order and their advice is heeded by the Canoness in councils of war. As befits veterans of such standing, Seraphim Superiors wield some of their Order’s most vaunted weapons, from golden-bladed power swords inscribed with litanies of faith to sacred pistols once wielded by Living Saints, irreplaceable artefacts and revered heirlooms all.

The sight of the Seraphim has a very powerful influence upon friendly troops who bear witness to them descending into battle, often described as a feeling of being protected by a higher power. The angelic profile given by their jump packs is reportedly an unexpected benefit, though some have speculated that it was intentionally designed millennia ago to strike fear in the corrupt.

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

WARGEAR: Power armour (pg 83), Two bolt pistols, Frag grenades, Krak grenades, Jump pack (pg 79)

Thurible of sacred incense: Said to be rendered from a proscription laid down by the warrior-saint Drusus, this caustic incense can sear the flesh of even the most powerful daemon.

When using their jump packs to move in the Movement phase or as part of a Hit and Run action the Seraphim may choose a single unengaged unit that lies under their path to suffer D3 S4 AP- hits. If the target contains one or more Daemons or Psykers it instead suffers D6 S6 AP- hits.

Charnabal Sabre: With origins dating back to the ancient duelling societies and Terran Courts of the Age of Strife, the secrets of these fractal-edged blades were rediscovered by the Frateris Templars in the tithe-wars of the Age of Apostasy.

<table>
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<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>User</td>
<td>-</td>
<td>Melee, Rending, Duellist’s Edge*</td>
</tr>
</tbody>
</table>

* When fighting in close combat, the user of this weapon gains +1 to their Initiative and Attacks scores.

SPECIAL RULES: Beacon of Faith (pg 29), Shield of Faith (pg 29), Only in Death (pg 29), Hit and Run

Angelis Visage: Seraphim re-roll failed Acts of Faith and failed invulnerable saves granted by their Shield of Faith.

Seraphim Pistols: Any Seraphim who do not move in the movement phase may fire their pistols (but not any other weapons) twice in the shooting phase.

Light of the Emperor: Armed with their faith in the Emperor, Battle Sisters are driven to great feats of prowess.

This Act of Faith can be used in the Shooting phase or Assault phase. If successful the unit may re-roll any rolls of 1 during the phase.

“When it was over, when the blood had dried and the fires had died down, then we found we were the same as we had always been - small and terrified human beings, with only the light of the Emperor to see by in this dark galaxy of sin.”
Sisters of Battle – Forces of the Ecclesiarchy

DOMINIONS

Battle Sisters who utilise specialised weaponry are known as Dominions. They are amongst their Order’s most aggressive warriors, driven by the need to destroy the Emperor’s foes. Though their training has tempered their impetuosity, Dominions still yearn to fight at the fore. As such the Orders Militant maintain several units who are almost solely comprised of such warriors.

Dominion Squads are the Sister if Battle’s shock troops and they are tasked with leading the vanguard of the assault, breaking through enemy fortifications and blunting any counter-attacks. The importance of such missions is commensurate with the dangers involved, and so Dominions typically ride to battle inside Rhinos or Immolators, protected from the worst of incoming fire. These tanks rumble to a half mere yards from their target and within seconds a fully armed Dominion Squad is storming their objective, annihilating the enemy with a deadly combination of bolter rounds, melta beams, and searing flames.

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

Due to the nature of their work, the Sisters of each Dominion squad often serve together as a unit until death, practicing a single aspect of warfare to perfection. As a consequence few ever rise to the rank of Celestian but their unwavering and single minded dedication to their task is an invaluable asset to any force.

**UNIT TYPE:** Infantry
**Sister Superior** is **Infantry (Character)**

**WARGEAR:** Power armour (pg 83), Boltgun, Bolt pistol, Frag grenades, Krak grenades

**Auxiliary Grenade Launchers:** An auxiliary grenade launcher is a single shot grenade launcher mounted under the barrel of a boltgun, loaded with a single krak grenade and used as a squad support weapon against light vehicles.

The auxiliary grenade launcher may be fired once during the game in place of firing another weapon.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>6</td>
<td>4</td>
<td>Assault 1, One shot</td>
</tr>
</tbody>
</table>

**SPECIAL RULES:** Acts of Faith (pg 29), Shield of Faith (pg 29), Only in Death (pg 29), Scouts

**The Emperor’s Deliverance:** As the Dominions recite rites of destruction, every shot and strike becomes a mortal blow.

This Act of Faith may be used in the shooting phase. If successful, the unit gains the Relentless special rule and treats all non-template weapons as twin-linked until the end of the phase.

**Shock Troopers:** Dominion squads are not restricted to firing only snap shots when disembarking from a vehicle that has suffered a Shaken or Stunned damage result.

“So great has been the calamitousness of these times, and such the inveterate malice of the heretics, that there has been nothing ever so clear in our statement of faith, nothing so surely settled, which they, as the instigation of the enemy of the human race, have not defiled by some sort of error. For which cause the holy Ecclesiarchy hath made it Its especial care to condemn and anathematise the principle errors of the heretics of our time, and so deliver and teach the true and Imperial doctrine; even as It has condemned, and anathematised, and decreed.”
SISTERS OF SILENCE WITCH SEEKERS

Most humans do not have psychic powers, although it is generally accepted that all humans have at least a limited potential for psychic activity. A small but growing minority of humans develop tangible powers - these are called psykers.

Psykers are dangerous individuals whose powers can only be tolerated when safely harnessed within the Imperial organisation. After all, the psychic universe is the universe of, a universe inhabited by daemonic aliens that care nothing for living creatures and wish only to use and destroy humanity.

All psykers, even the most powerful, offer these aliens a potential means of entering and affecting the material world. Every world in the Imperium is bound by law to control its psychic population. Persecutions or witch-hunts are an everyday part of life on most worlds. The same laws oblige rulers to set aside a levy of young and relatively promising psykers for transport to Earth by the Adeptus Astra Telepathica. It is from this levy that the Adeptus Astra Telepathica divides those who will live and serve from those who will be sacrificed to the Emperor.

The Sisters of Silence are the militant arm of the Adeptus Astra Telepathica, dedicated to hunting down and containing rogue psykers. Each sister is a Blank, a ‘Pariah’ — born without a soul their very presence can cause uncontrollable panic and discord. They are an anathema to psykers, an intolerable and terrifying void in the warp.

UNIT TYPE: Infantry
En-Dogs are Beasts
Oblivion Knight is Infantry (character)

WARGEAR: Carapace armour (pg 82), Bolt pistol, Close Combat Weapon, Psyk-out grenades (pg 80), Relic Blade (Oblivion Knight only) (pg 77)

En-dogs: En-dogs are cybernetically augmented wolves, implanted with an array of psy-tracking scanners and trained to drag down fleeing Heretics for the kill

All of the En-Dogs close combat attacks are rending.

SPECIAL RULES: Rage (En-dogs only), Stealth, Preferred Enemy (Psykers)

Pariahs: Any unit within 6” of a pariah counts as having a Leadership of 7 unless it would normally be less. In addition Pariahs cannot be affected by psychic powers in any way.

Soulless: Sisters of Silence are Fearless. Attacks against them that require a Leadership value automatically fail.

EXCRUTIATUS

Clad in thick, buckle-studded coats of red-leather and with ruby-lensed bionic implants where there were once eyes, Excrutiatus is not a rank but a mark of honour reserved for only the most successful of hunters.

UNIT TYPE: Infantry (character)

WARGEAR: Carapace armour (pg 82), Psyk-out grenades (pg 80), Needle Pistol (pg 78)

Neuro-Gauntlet: The neuro-gauntlet is a glove constructed from a flexible adamantine hyper-alloy, with neuro-toxin injectors fitted into each finger.

A Neuro-Gauntlet functions in all ways as a lightning claw.

Etherium: The baleful circuitry of the etherium allows the Excrutiatus to step out of phase with the physical world, becoming little more than ghosts until they strike.

The Excrutiatus and her unit gain the shrouded special rule.

SPECIAL RULES:

Chosen Prey: Before forces are deployed, choose one enemy independent character: that model is treated as a psyker for the remainder of the battle.
RHINOS & HALCYON COMMAND RHINOS

The Rhino is the most common transport vehicle at the Sisters of Battle’s disposal, a famously robust vehicle that is widely used by the Imperium. All of an Order’s vehicles are bedecked with holy symbols and relics as well as insignia denoting squad and Order markings.

UNIT TYPE: Vehicle (Tank)

WARGEAR: Storm bolter, Smoke launchers

TRANSPORT: The Rhino has a transport capacity of ten models

Fire Points: Two models can fire from the Rhino’s top hatch

Access Points: The Rhino has one access point on each side of the hull and one at the rear.

SPECIAL RULES: Shield of Faith (pg 29)

Repair: If a Rhino is immobilised for any reason, in subsequent turns the crew can attempt a repair instead of the vehicle shooting. Roll a D6 in the Shooting phase — on a roll of 6, the Rhino is no longer immobilised.

HALCYON COMMAND RHINO

The Sisters of Battle utilise some of the most advanced equipment the Imperium can supply. As well as their weapons, armour, and combat vehicles, this also includes the infrastructure that supports their combat operations. The Halcyon is part of this infrastructure, carrying tracking equipment to help direct a Sororitas force and acting as a comms link between orbiting navy vessels, Imperial artillery support, and the Sororitas commanders on the ground.

UNIT TYPE: Vehicle (Tank)

WARGEAR: Storm bolter, Smoke launchers

TRANSPORT: The Halcyon has a capacity of six models.

Access Points: The Halcyon has one access point on each side of the hull and one at the rear.

SPECIAL RULES: Shield of Faith (pg 29)

Battle Auspex: The Halcyon includes extensive communications and sensor equipment feeding data from outlying and orbital forces on the position and movement of the enemy, allowing the Sisters of Battle to predict and intercept enemy reserves.

Models may not infiltrate within 18” of a Halcyon Rhino. In addition at the start of each turn the Halcyon may grant the Skyfire, Interceptor, or Night Vision Special Rule to a single friendly infantry unit or vehicle within 12” until the start of the Sisters next turn.

Jamming Beacon: Jamming beacons are transmitters that broadcast powerful electro-magnetic and etheric interference. Teleport homers, Chaos Icons, and similar wargear and special rules that prevent or reduce deep strike scatter do not function within 6” of a jamming beacon. In addition, enemies wishing to deep strike within 6” of a jamming beacon scatter 4D6” rather than 2D6”.

Strike Relay: It is rare for the Sisters of Battle to fight without some kind of Imperial support, be it distant artillery, circling bombers, or the Imperial Navy itself.

The strike relay is treated as a ranged weapon that can only be used if the vehicle did not move in the preceding Movement phase. Each time the strike relay is used, you must choose which kind of strike you wish to call down. Note that the strike always scatter the full 2D6” in the direction shown (if a hit is rolled, they scatter in the direction of the small arrow on the ‘hit’ symbol).

* Any psyker hit by a psyk-out bomb suffers the Perils of the Warp in addition to any other effects.
In the early 35th millennium Ministorum forces accompanied the Icaria Crusade. The armies of the Emperor explored and fought across the southern sectors of the Ultima Segmentum in a series of wars that lasted thirty years. Almost at the end of the campaign a force of Frateris Templars secured an ancient factory on the world of Fornoth. Investigating more closely they discovered old databanks dating back to The Dark Age of Technology.

Securing their find the Missionary in charge, Morben the Devout, negotiated a deal with the adepts of the Cult Mechanicus. In return for the material support of Mars the Ministorum would turn over the factory to the Fabricator General’s investigators. In addition, the Ministorum laid exclusive claim to any new technologies that were discovered by the Adeptus Mechanicus. This contract has proved invaluable to the Adeptus Ministorum over the millennia, providing them with supplies of weaponry and allowing them to arm and armour the Adepta Sororitas to the highest standards.

The only new designs to be culled from the ancient factory were some half-complete files detailing a flame-thrower tank. These were modified with existing Imperial technology to produce the Immolator now used by the Adepta Sororitas. Later on, the Adeptus Mechanicus also developed the more sophisticated Imperial Guard Hellhound from its finds but the source of its design has been kept secret from the Ecclesiarchy.

Most Immolators are armed with twin heavy flamers — symbolic of the holy flames for cleansing the tainted and unclean from the Emperor’s worlds. Some Immolators, known as ‘Justice’ pattern, are armed with fearsome multi-meltas. A few vehicles, known as the ‘Sanctis’ pattern, are equipped with heavy bolters.

### IMMOLATOR

<table>
<thead>
<tr>
<th>Immolator</th>
<th>Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>BS 4</td>
<td>F 11</td>
</tr>
</tbody>
</table>

**UNIT TYPE:** Vehicle (Tank, Fast)

**WARGEAR:** Twin-linked heavy flamer, Smoke launchers

**Dragonfire Bolts:** An immolator firing Dragonfire bolts may reroll failed rolls to wound with its Heavy Bolter. Cover saves may not be taken against Dragonfire bolts.

**TRANSPORT:** The Immolator has a transport capacity of six models.

**Fire Points:** Two models can fire from the Immolator’s top hatch.

**Access Points:** An Immolator has one access point on each side of the hull and one at the rear.

**SPECIAL RULES:** Shield of Faith (pg 29)

### IMMOLATOR PRAETORIAN

Considered bordering on tech heresy by some of the more conservative tech magos, the Praetorian is a continuation of the Mechanicus agreement to provide the Ecclesiarchy with exclusive claim to technologies recovered by the faithful.

Designs for the Praetorians weapon system were retrieved from Herodor following the Sabbat Worlds Crusade by Sisters Pronatus of the Eternal Gate, buried in the ruins of a collapsed librarium.

**SPECIAL RULES:** Shield of Faith (pg 29), Night Vision

**Skyfire mount:** The Praetorians weapon is derived from designs for a battle titans auxiliary anti-aircraft battery. While well suited for engaging aircraft it cannot easily track enemy targets on the ground.

The Immolators bolt cannon has the skyfire special rule.

**Salvo fire:** To ward off skimmers and low flying targets the Praetorians often carry racks of explosive or anti-armour missiles that can be released in a devastating salvo.

Instead of firing normally in the Shooting Phase the Praetorian may elect to fire two or more of its missiles in a special salvo fire attack. All missiles in the salvo gain the Shred and Pinning special rules, and successful jink saves against the salvo must be rerolled.
REPRESSOR

Like all Adepta Sororitas vehicles the Repressor is another variant on the standard Rhino chassis. Extensively converted by extending the transport compartment, including firing slits for the passenger’s weapons and adding a small forward turret and a new cupola, the Repressor has a distinctive appearance.

It is only within the last millennium that the Adepta Sororitas have been using the Repressor. Originally the vehicle was issued to the Adeptus Arbites for crowd suppression, equipped with a large dozer for clearing a path through rioting mobs, with a cupola-mounted water cannon or a grenade launcher for firing stun and gas grenades.

The first incidence of the Adepta Sororitas using the Repressor was during an uprising on the Cardinal World of Avignor when a crowd of over a million pilgrims, gathering for the Day of Ascension, were incited by agent-provocateurs of a heretic faction into rioting. The local Adeptus Arbites Precincts found themselves overrun as the enraged crowds armed themselves with captured and scavenged weapons. Disorder and rioting became a full-scale battle as the agitators began to direct the mobs actions. An armoury was captured and the situation deteriorated out of the Adeptus Arbites control.

In need of aid, the Battle Sisters of the Order of the Sacred Rose Preceptory guarding the Cardinal of Avignor’s Palace offered to assist the besieged Arbites Precincts. The Battle Sisters crewed a dozen of the Arbites Repressors, first replacing the non-lethal weaponry with their own favoured heavy flamers and took to the streets to purge the heretics and their followers from the holy ground of Avignor. Two weeks of street fighting eventually saw the uprising defeated, with the Sisters of Battle Repressors proving their worth. Following the victory the Canoness-Preceptor was gifted all the surviving Repressors by the Commanding Arbites Marshall.

For years after the Avignor battle only the Sisters of the Sacred Rose used the vehicle and other Orders within the Ecclesiarchy whispered that it was not just or holy, and that the Order should be restricted to the same rules as the others. The issue came to a head when the 291st Synod Prioris of Terra debated the use of the Repressor by the Order of the Sacred Rose. After a heated exchange it was agreed that the victory on Avignor had been the Emperor’s divine will, and because of this the Repressor should be included in the canon of sanctioned vehicles. From that day forwards all Orders were given access to the Repressor.

UNIT TYPE: Vehicle (Tank)

WARGEAR: Storm bolter, Heavy flamer, Smoke launchers, Dozer blade

Siege Shield: Many Repressors are equipped with an enormous bulldozer blade, allowing them to shoulder aside rubble and other battlefield detritus without risk.

A Repressor with a siege shield automatically passes dangerous terrain tests.

TRANSPORT: The Repressor has a transport capacity of ten models.

Fire Points: One model can fire from the top hatch and up to six models can fire pistol, rapidfire, and assault weapons from the Repressor’s other fire points.

Access Points: A Repressor has one access point on each side of the hull and one at the rear.

SPECIAL RULES: Shield of Faith (pg 29)
DROP PODS

Utilised by specially trained Sororitas strike forces, drop Pod assaults are the ultimate weapon of terror and surprise. Scarcely have the smouldering hulls come to rest when their hatches blow clear, and the occupants disembark to tear the heart from the enemy forces. Such is the velocity of approach there is little a foe can do to intercept Drop Pods once launched. All he can do is wait for their arrival and cling to the misguided hope that his warriors can somehow withstand the onslaught.

<table>
<thead>
<tr>
<th>Drop pod</th>
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</thead>
<tbody>
<tr>
<td>BS</td>
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<tr>
<td>4</td>
</tr>
</tbody>
</table>

UNIT TYPE: Vehicle (Open-topped)

TRANSPORT: The Drop Pod has a transport capacity of 12 models.

Once the Drop Pod has landed, the hatches are blown and all passengers must immediately disembark, as normal. Once passengers have disembarked, no models can embark on the Drop Pod for the remainder of the game. Dominica-pattern drop pods have no transport capacity.

Fire Points and Access Points: Once deployed the Drop Pod is no longer a sealed environment and is therefore counted as being open-topped.

SPECIAL RULES:
Drop Pod Assault: Drop Pods always enter play using the deep strike rules from the Mission Special Rules section of the Warhammer 40,000 rulebook. At the beginning of your first turn, you must choose half of your Drop Pods (including Dominica Drop Pods, rounding up) to make a 'Drop Pod Assault'. Units making a Drop Pod Assault arrive on the player’s first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives.

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle.

Immobile: A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an irreparable Immobilised damage result.

WARGEAR:
Deathwind Launcher: Some Drop Pods are upgraded to carry a deathwind launcher in place of a storm bolter:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td></td>
<td>5</td>
<td>Heavy 1, Large Blast</td>
</tr>
</tbody>
</table>
PENITENT ENGINES

Penitent Engines rampage through the enemy’s battlelines, leaving death and carnage in their wake. The machine’s arm-mounted flamers blaze a trail of fiery destruction as they thunder forwards.

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

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

**UNIT TYPE:** Vehicle (Walker, Open Topped)

**WARGEAR:** Two chainfists

**Frag Assault Launchers:** Panels of fragmentation charges unleash a barrage of shrapnel against any target that strays too close, augmenting the penitents devastating charge.

A penitent with frag assault launchers counts as being equipped with assault and defensive grenades.

**Hurricane Bolters:** The penitent carries an array of bolters attached to its arms and chassis.

The Hurricane bolters consists of three twin-linked bolters, fired as a single weapon.

**Frag-cannons:** Each frag cannon carries a pair of double-shotted cylindrical adamantine shells which disintegrate into a hail of razor-sharp shards when fired.

**Chem-cannons:** Chem cannons smother their targets in broiling clouds of noxious gas that dissolves organic material in moments. Victims’ blood boils in their own veins and their flesh sloughs from bone as the toxins do their horrific work.

**SPECIAL RULES:** Rage, Fleet, Shield of Faith (pg 29), Martyr (pg 29), Rampage, Zealot (Entombed Priest only)

**Battle Frenzy:** For every unsaved Wound a Penitent Engine inflicts in close combat the Penitent Engine immediately makes an additional attack.

**UnStopable Rampage:** Penitent Engines ignore any crew shaken and crew stunned results on the Vehicle Damage tables and inflict D3 Hammer of Wrath hits when charging.

**Entombed Priests:** On rare occasions an elderly priest or confessor will deem his life actions unworthy of a man in his position and will demand that he be entombed within an adamantine casket to be carried into battle by a specially constructed penitent engine.

All models in the Entombed Priests squadron benefit from the Priest’s Zealot Special Rule as long as the Priest remains in coherency.

<table>
<thead>
<tr>
<th>Armour</th>
<th>Penitent Engine</th>
<th>Entombed Priest</th>
</tr>
</thead>
<tbody>
<tr>
<td>WS</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>BS</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>S</td>
<td>5(10)</td>
<td>6(10)</td>
</tr>
<tr>
<td>F</td>
<td>11</td>
<td>13</td>
</tr>
<tr>
<td>S</td>
<td>11</td>
<td>12</td>
</tr>
<tr>
<td>R</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td>I</td>
<td>3</td>
<td>11</td>
</tr>
<tr>
<td>A</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>HP</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>

**Range** | **Strength** | **AP** | **Type**
---|---|---|---
**Template** | 6 | - | Assault 2, Rending

**Range** | **Strength** | **AP** | **Type**
---|---|---|---
**Template** | 1 | 3 | Heavy 1, Poisoned (2+)
LIGHTNING INTERCEPTOR

Following the Saint-Saen Crusade, which liberated twelve worlds in the Segmentum Obscurus, the STC patterns for the lightning were recovered on Karnak II by Adeptus Mechanicus exploration teams. The plans were immediately placed in the hands of the Adeptus Mechanicus lords of Cypra Mundi. These ancient lords then sat in judgement, took readings of the Emperor’s Tarot and the advice of their oldest and wisest technicians. The plans were cross referenced with the archives of Mars before deciding that the omens were favourable, and they could begin work on the fighter with the Machine God’s favour. It took over half a millennia of research, trials, testing, and devotions to the Machine God before the first Lightning saw service with Battlefleet Obscurus. After initial problems with the swept wing design were corrected, the fighter was given approved status and went into full production, supplying the fleet carriers and cruisers.

Slowly, the STC technology has been disseminated to two other major Naval centres at Bakka and Hydraphur, and Lightnings are now in service alongside the more common Thunderbolts in the fleets of Segmentum Tepestus and Segmentum Pacificus as well.

The fighter’s main role is engaging enemy aircraft and establishing air superiority over the battlefield. Plummeting from orbit or scrambling from ground airfields, Lightning squadrons are given licence to engage targets of opportunity on the ground should they identify an enemy threat.

During a major offensive, Lightnings fly in close support of Imperial forces on the ground. A ‘taxi rank’ of Lightning Interceptors will circle the battlefield, awaiting requests from a frontline Imperial commander in need of assistance. The Lightning will then swoop down towards the target, unleashing a barrage of missiles and lascannon fire before climbing back to the rank.

**UNIT TYPE:** Vehicle (Fast, Skimmer)

**WARGEAR:** Twin-linked lascannon, Armoured cockpit (pg 82)

**SPECIAL RULES:** Strafing Run, Supersonic.

**Interceptor:** All weapons fitted to the Lightning have the Interceptor and Skyfire special rules.

**Fighter Ace:** The pilot is a veteran of many campaigns cold, calculating, and able to push their aircraft to the limits of its capabilities.

A Lightning crewed by a Fighter Ace gains the Vector Dancer special rule, and may choose to enter from any table edge when returning from ongoing reserves.
AVENGER STRIKE FIGHTER

The Avenger is a dedicated strike fighter, intended to conduct high-speed, often low-level attack runs on ground targets, with formations of enemy armoured vehicles and high-value strategic targets such as munitions and supply dumps its principle prey. Its firepower exceeds most other imperial aircraft of its size and in particular the Avenger bolt cannon around which its hull is formed is responsible for the fighter’s enviable reputation as a tank-killer.

The Avenger is an ancient design, believed to have originated on Holy Terra during the Age of Strife. It passed into obscurity during the Imperium’s early history until its rapid re-adoption by forces loyal to the Divine Saint Sebastian Thor in the bloodily escalating wars of faith and schism known as the Age of Apostasy.

Regardless of the perhaps dubious truth of this, the Avenger Strike Fighter holds a glamour of holy import for the orders of the Adepta Sororitas as being blessed by the saint’s hand, and so on the rare occasions that the Sisters of Battle request Imperial Navy support for a military action or purgation campaign, the Avenger is often their preferred agent of wrath from the sky.

UNIT TYPE: Vehicle (Flyer)

WARGEAR: Two wing-mounted lascannon, Armoured cockpit (pg 82)

Avenger Bolt Cannon: This rapid firing cannon utilizes the largest produced Imperial bolt caliburs, more commonly requisitioned for use by superheavy tanks and titans.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>6</td>
<td>3</td>
<td>Heavy 7</td>
</tr>
</tbody>
</table>

Defensive heavy stubber: An Avenger with a defensive heavy stubber may take a ‘free’ shot against any unit that makes a vector strike attack against it (ignoring normal line of sight restrictions). If the attacking unit is destroyed or grounded by the heavy stubber its vector strike automatically fails.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>4</td>
<td>6</td>
<td>Heavy 3, Skyfire</td>
</tr>
</tbody>
</table>

Battle servitor control systems: The Avenger’s design originated on Mars and many still incorporate hard-wired servitor controls and dedicated cogitator arrays designed to identify and target weak spots on enemy vehicles.

An Avenger with Battle servitor control systems gains the Tank Hunter special rule.

SPECIAL RULES: Strafing Run, Supersonic.

“With the blood of an enemy shall the marks be made upon the missile. Then bless the missile and present unto the mounting. Say the prayer of firing and curse the target. Do this rapidly lest the wrath of the weapon be wasted. Point the eye of the weapon so that it may see the object of its wrath. When the weapon has uttered its curse and eaten the soul of its victim, then shall you take up the next missile…”

- Ecclesiarchy-authorised firing rite
EXORCIST

With the exception of the Rhino, the Exorcist is the oldest vehicle in the service of the Adepta Sororitas, with a long history stretching back to the Age of Apostasy. Some Exorcists in service today are the original vehicles from that period, and as such are greatly venerated. These are now ancient machines of war and are barely understood by the Adeptus Mechanicus Tech Priests of today. Being so old these Exorcists have a reputation as temperamental and difficult, with a Machine Spirit that requires constant attention to prevent malfunction or corruption. It is only by constant work and prayer that these venerable Exorcists can still take to the fields of battle.

This is especially true of those Exorcists originally built on Mars, referred to as the Prioris pattern. With its proximity to Terra these vehicles are regarded as the holiest of the Adeptus Ministorum’s war machines, being blessed by the divine presence of the Emperor so close by whilst the vehicle was constructed. Each is an individual work of art, lovingly engraved with images from an Order’s history or illustrating the life of the Emperor. Each Exorcist is more than a battlefield weapon, it is a divine symbol of the Emperor’s power.

Other patterns of the Exorcist also exist, like the Sanctorum pattern, which remains a fearsome weapon of war, but the Ecclesiarchy do not consider them to be a potent symbol of the Emperor’s power like the earlier Prioris pattern. The Orders Militant of the Adepta Sororitas use all patterns of the vehicle.

Like the Immolator the Exorcist is part of the Ministorum’s unique canon of war machines, a tool for prosecuting holy war, and it would be inappropriate for other armed forces, such as the great unwashed masses of the Imperial Guard, or the Space Marine Chapters, with their deviant customs and worship of ‘patriarch’ figures, to have access to a holy weapon, and risk tainting the Machine Spirits or incurring the displeasure of the Emperor.

UNIT TYPE: Vehicle (Tank)

WARGEAR:
Exorcist missile launcher (pg 82), Smoke launchers

SPECIAL RULES: Shield of Faith (pg 29)

Multiple Launch System: The Exorcist may continue to fire after sustaining a Weapon Destroyed result, but suffers a cumulative -1 penalty to the number of shots fired. An adjusted roll of less than 0 immediately removes one hull point from the vehicle.

THE CATAFALQUE OF SINS

During times of war it is the task of the Confessors to rally the faithful with the symbols of the Ecclesiarchys might - the bones and relics of great Saints, martyrs and battles past. Sometimes however, when the spirit of the faithful wavers in battle, a more immediate and identifiable symbol is brought forth — the Catafalque of Sins.

Built into the shell of a Prioris pattern Exorcist these war machines carry a raised bier upon which lies the body of a revered martyr, most often a Saint or Cardinal who has fallen during the current conflict. The faithful that flock to the Catafalque are whipped into a frenzy by the attendant priests and willingly give their lives to shield and protect the vehicles as they are driven headfirst into battle.

All Imperial units with a model within 2" of the Catafalque of Sins are Fearless. Should the Catafalque be wrecked its remains are treated as a piece of Imperial Statuary scenery for the remainder of the game (see the Warhammer 40,000 rulebook for details).

Units from the Codex: Sisters of Battle that are falling back may choose to move directly towards the Catafalque rather than the board edge, and will automatically rally when they move to within 2" of the vehicle.

A unit falling back towards a Catafalque will be destroyed as normal if surrounded (see the Warhammer 40,000 rulebook for details).

Ark Shield: The Catafalque carries a powerful defensive shield generator, replacing the Exorcist Launcher with banks of capacitors and compact plasma generators.

The Catafalque gains a 2+ Invulnerable save against the effects of any glancing or penetrating hit inflicted by a ranged weapon. In addition any model (friend or foe) within 12" of the vehicle gain the Shrouded special rule.
Throughout the Age of Apostasy the forces of Vandire scoured the worlds of the Imperium for weapons to aid them in their inevitable war with the Administratum. Perhaps their greatest find however was not on a distant world but beneath the surface of Terra itself.

Five assault tanks, relics of the dark age of technology and once employed by the ancient Thunder Warriors of the Emperor himself, hidden away at the height of the Horus Heresy by loyalists to prevent their capture.

Under Vandires orders each vehicle was concealed beneath his palace and all involved in the discovery were quietly assassinated by the Brides of the Emperor. The Ecclesiarchy had intended to escape within these vehicles should the palace be overrun but his plans were cut short by the blade of Alicia Dominica.

Many centuries later the assault tanks were rediscovered by the sisters pronatus of the eternal gate, following the faded pages of Saint Arabellas diary in the hopes of discovering her ultimate fate. It would be nearly a millennia more until agreement was reached with the Mechanicum to maintain and deploy them, so quick an approval only possible due to the intense desire of the Magos to discover the lost secrets the Ephoros contained.

Bearing clear connections of lineage to the Imperial Spartan and Astartes Land Raider tanks the Ephoros is a huge armoured conveyer whose purpose it to carry troops into the heart of the enemy, weathering fire that would be the death of any lesser vehicle. Although its armoured and sealed shell is as legendarily durable as that of a Land Raider, the genius of its design is such that the greater proportion of its interior space is given over to its carry capacity, which is greater than any save the super-heavy transports of the Imperial Guard.

**Archaeotechnology**: Each Ephoros is a relic of the Dark Age of Technology, unpredictable and dangerously near-sentient.

At the start of each turn, before rolling for reserves, roll a D6 for each Ephoros Assault Tank and compare the result to the table below. Unless otherwise stated all effects last until the start of the Ephoros’ next turn.

<table>
<thead>
<tr>
<th>D6</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Power Overwhelming. With a thunderous crack an ancient capacitor or power relay overloads, sheathing the hull with arcs of lethal energy. The Ephoros suffers an immediate glancing hit with no saving throw allowed. Any unit attempting to assault, embark, or disembark from the vehicle suffers D6 automatic Strength 5 hits with the Rending special rule.</td>
</tr>
<tr>
<td>2</td>
<td>Eerie Silence. The machine spirit sleeps, for now. The Power of the Machine Spirit may not be used until a new result is rolled on the table.</td>
</tr>
<tr>
<td>3</td>
<td>Firestorm. The tank grinds to a halt stutters to a stop as the machine spirit redirects all power to weapons, unleashing a lethal hail of fire. The Ephoros may not move this turn. In the shooting phase nominate one point on the battlefield within 24&quot; of the vehicle, then nominate a second point within 3D6&quot; of the first. Draw a straight line between the two points, every unit (friendly or enemy) suffers D6 hits from every weapon carried by the Ephoros.</td>
</tr>
<tr>
<td>4</td>
<td>Augury Web. Archaic control screens flicker briefly into life, pinpointing weakspots on nearby targets and re-adjusting the vehicles weapons for optimal effect. The Ephoros gains the Skyfire, Interceptor, and Night Vision special rules. Additionally all weapons fired by the Ephoros gain the Armourbane and ignores Cover special rules.</td>
</tr>
<tr>
<td>5</td>
<td>Flare Shield. The air infront of the tank warps and glows as a powerful electromagnetic flux field forms to deflect incoming fire. A flare shield operates against shooting attacks that strike the vehicle’s front arc, reducing the strength of attacks by weapons with the Template or Blast type by -2 and other shooting attacks’ Strength by -1. It has no effect in close combat.</td>
</tr>
<tr>
<td>6</td>
<td>Rampant Machine Spirit. Emergency sirens blare out as the machine spirit seizes total control of the Ephoros, throwing aside friend and foe alike as it seeks to grind those it perceives as foes beneath its massive treads. Any models embarked inside the Ephoros must make an immediate emergency disembarkation. For the remainder of the game the Ephoros is treated as a Fast vehicle with no transport capacity. It gains the Hammer of Wrath, Rage, and Rampage special rules. The Ephoros may launch assaults in the assault phase and fights as a Walker with a Weapon Skill and Initiative of 2, a Strength of 10, and D6 attacks (rolled at the start of each Fight sub-phase). Any hits inflicted by the Ephoros in close combat are resolved as AP1 and the vehicle cannot be locked in combat. Make no further rolls on the Archaeotechnology chart for the vehicle, the vehicle remains rampant for the remainder of the game.</td>
</tr>
</tbody>
</table>

**UNIT TYPE**: Vehicle (Tank, Transport)

**WARGEAR**: Twinlinked Heavy Bolter, Twinlinked Multimelta, Extra Armour, Cherub Choir (pg 82)

**SPECIAL RULES**: Assault Vehicle, Power of the Machine Spirit, Shield of Faith (pg 29)

**Unstoppable Force**: If the Ephoros loses its last hullpoint as the result of a glancing hit roll a D6: on a roll of 1, the result is applied normally; on a roll of 2+, the hitpoint is restored and the vehicle is left intact.

Additionally the Ephoros automatically passes any difficult or dangerous terrain test it is required to make.
SAINT CELESTINE
HIEROMARTYR OF THE PALATINE CRUSADE

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 the beleaguered faithful fighting a protracted war against the heretics of the Palatine Schism.

The war against the schismatics had ground to a stalemate upon the apostate world of Eurytion. Celestine was to be found at the head of the first wave attacking the capital’s walls, her fury a terrible thing to those who witnessed it. Celestine fell that day, along with every other Repentia, but despite the defeat, it was said that she accounted for over one hundred schismatics during the assault, her Eviscerator cleaving them into ragged chunks as she and her sisters screamed for absolusion. As the army retreated and darkness fell, her ruined body was recovered from the breach and carried off by a solemn procession of sisters.

As Celestine’s body was set down amongst the honoured dead, her sisters saw that life lingered within her yet. They saw in her eyes the light of one touched by the divine will of the Emperor, and reverently approached, cleansing her body of the blood and filth of battle until she stood flawless before them.

The next day, the assault on the city was resumed with Celestine at its head. It fell within scant hours and 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 scourged 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 that the crusade 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, a holy place once visited by Saint Katherine. Amidst its shattered ruins, Celestine ordered a broken altar moved aside, and the flagstones beneath it taken up. Carrying out her orders, her followers uncovered the entrance to a hidden crypt. Barraging any from following her, she descended dusty steps that none had trodden for millennia.

Her followers awaited her return, at first with patience but, as time passed, with increasing concern. Yet Celestine had been firm in her order that none should follow her into the crypt. At length, as the first light of dawn 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. She was hailed as the ‘Hieromartyr of the Palatine Crusade’ and fought at the vanguard of numerous Wars of Faith. 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 judgment of one whose example could never be emulated. Her influence upon the Adepta Sororitas, for whom she became the focus of total veneration, was miraculous; she was a Living Saint, whom the Sisters of Battle would follow into the Eye of Terror were she to lead them there.

UNIT TYPE: Jump Infantry (character)

WARGEAR: Frag grenades, Krak grenades, Jump pack (pg 79).

Armour of Saint Katherine: The Armour of Saint Katherine confers the wearer a 2+ armour save and a 4+ Shield of Faith save.

The Ardent Blade: This is a Blessed Weapon that may be fired as a Heavy Flamer in the Shooting phase. All attacks made with the Ardent Blade gain the Soulblaze special rule.

SPECIAL RULES: Beacon of Faith (pg 29), Fearless, Independent Character, Hit and Run, Shield of Faith (pg 29)

Miraculous Intervention: Every time Celestine is removed as a casualty for any reason, place a counter to mark the spot where she ‘died’. Roll a D6 at the start of each of your subsequent turns. If the result is a 4+ place her within 1” of the counter with D3 wounds restored. If Celestine would be placed within 1” of another model, move her by the minimum distance so that she is no longer within 1”. Celestine can act normally in a turn in which she ‘resurrects’. Celestine does not award kill points to the enemy if she is alive on the battlefield at the end of the game.

Warlord: When Celestine is used as an army’s Warlord she does not roll on the Warlord Traits table. Instead she gains the following trait:

Legendary Fighter: Your army gains 1 Victory Point for each enemy character slain by Celestine in a challenge.
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.

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 belie 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 simple legend as she lived seven hundred years before the Adepta Sororitas were instated. 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.

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.

**Special Rules:**

- **Beacon of Faith** (pg 29), **Shield of Faith** (pg 29), **Fearless**

- **Heroic Strike:** Instead of making her normal attacks in close combat, Sabbat may instead make a single attack which hits and wounds automatically. Against vehicles it causes a single automatic penetrating hit.

- **Invulnerable:** (see page 30)

- **Warlord:** When Sabbat is used as an army’s Warlord she does not roll on the Warlord Traits table. Instead she may choose any one trait from the Ecclesiarchal Warlord Traits table on page 29, no roll is required.

- **Scourging:** Sabbat channels her righteous wrath into crackling energy, the air itself splitting apart as bright arcs of soul-lightning ravage those in her path.

This is a Shooting attack resolved with the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>18”</td>
<td>5</td>
<td>5*</td>
<td>Assault 2D6, Soulblaze</td>
</tr>
</tbody>
</table>

* No Invulnerable saves may be taken against Scourging

**Unit Type:** Jump Infantry (character)

**Wargear:** Artificer armour (pg 83), Paragon Blade (pg 76), Frag grenades, Melta bombs, Jump pack (pg 79).

**Cyber-skill drones:** Sabbat is circled by nine automated drones armed with twin linked laspistols. These drones may fire overwatch on any unit attempting to assault Sabbat but may not fire in the shooting phase or fight in assaults.
Saint Praxedes was Canoness of the Order of Our Martyred Lady at the start of the Second Tyrannic War. With the force of Battle Sisters she reinforced Caladenian Imperial Guard on the Cardinal World of Okassis. As the Tyranids assaulted the Cardinal palace, she led her Battle Sisters and a company of Guardsmen in a gallant counter-attack. Leading from the front of the fighting, she bested a Hive Tyrant and broke the Tyranid attack, buying the thousands of refugees fleeing from the conflict the time to evacuate the planet.

Not content with this success, the Canoness pressed deep into the heart of the Tyranid swarms, leading her small army in a guerrilla war against the armies of the hive mind. The disruption and havoc she wreaked seriously weakened the Tyranid attack on the spaceport, saving even more lives. As the last of the shuttles soared into orbit and safety, all contact was lost with her army. She was the first Martyr to the Kraken and her name is revered all across the Ultima Segmentum. Some claim that she lives yet, fighting on against the dreaded hordes of the Tyranids from within.

UNIT TYPE: Infantry (character)

WARGEAR: Power armour (pg 83), Deacis-pattern combi-flamer (pg 78), Frag grenades, Melta bombs

The Scepter of Vengeance: The Scepter of Vengeance is a huge, heavy mace. Its head is wreathed in a shimmering flame which leaves a trail of fire as it swings through the air.

The Scepter is a Thunder Hammer with the Armourbane, Fleshbane, and Strikedown special rules. In addition any psyker struck one or more times by the Scepter immediately suffers the Perils of the Warp, even if they were not wounded by the blows.

Cloak of Saint Aspira: Leading a force from the Order of the Bloody Rose, the Canoness St. Aspira liberated almost a hundred worlds from the grip of the heretic Denescura. Her magnificent fur and velvet cloak is said to ward away the blows of the enemy. The protection of the cloak confers the wearer a 2+ armour save and a 4+ Shield of Faith save.

SPECIAL RULES: Beacon of Faith (pg 29), Shield of Faith (pg 29), Endless Crusade (see page 42), Independent Character, Stubborn

Warlord: When Praxedes is used as an army’s Warlord she does not roll on the Warlord Traits table. Instead she gains the following unique trait:

Convocation of Wrath: Praxedes may lead the Sisters in prayer before the battle — if this choice is taken your opponent may opt to deploy first or second, and you may not attempt to steal initiative.

However for the remainder of the game all Sororitas gain The Passion faith power, and they may not be pinned or go to ground for any reason.

Celestian Elohim: Praxedes draws her personal retinue from the ranks of the Elohim – the most skilled and experienced of the Celestian elite.

Praxedes may join a squad of Celestines chosen from the Elites section of the codex. This retinue does not take up any additional slot in the force organisation chart.

Any number of models from this retinue may be upgraded to Celestian Superiors for no additional cost. If a retinue is taken Praxedes must deploy with the squad, though she may leave it normally during the game.

Irresistible Charge: Praxedes and any squad she leads gain the Furious Charge and Rage special rules.
Setheno is recorded as the fourteenth and last Canoness Superior of the Order of the Piercing Thorn. Minoris though the order had been, its members had made their presence felt, melding a learning worthy of the Sisters Dialogous with a commando military philosophy. They had been a sharp blade in the flanks of the archenemy.

There are many stories and whispered rumours of the Piercing Thorn and what befell it. Some of those stories told of Setheno’s leadership. It was such that she had been as a possible contender for the vacant seat of Abbess Sanctorum of the Convent Prioris on Terra. But then the taint had come.

Exactly what its nature was, and how pervasive the corruption of the Piercing Thorn had never been spoken of, but the stories weren’t about the taint. They were about the response to it. Whatever Setheno had uncovered, she had denounced her order to the Inquisitio. She had demanded its extermination. The Orders Militant had placed themselves at her disposal, and, in numbers overwhelming, had slaughtered the Sisters of the Piercing Thorn down to the last novice. Setheno herself had executed all of her prioresses. She had burned the order’s fortress-abbey to the ground, and spread salt over its shattered, blackened stones.

Following the purging Setheno refused posting to a different order. Instead, she had become Canoness Errant, a singular position of vaguely defined, but immense, punitive authority.

**UNIT TYPE:** Infantry (character)

**WARGEAR:** Bolter, Null Rod (pg 77), Neural Whip (pg 40), Rosarius (pg 80), Frag grenades, Krak grenades, Rad grenades (pg 80)

**Truesilver Armour:** Strands of sanctified silver and iron have been imbedded into this suit of artificer armour, rendering it poisonous to the touch of Daemons and psykers.

Truesilver armour provides a 2+ armour save. If a Daemon or psyker succeeds in hitting Setheno in close combat, it suffers a Strength 6 hit for each hit that it landed once saves against the attacks have been taken.

**SPECIAL RULES:** Beacon of Faith (pg 29), Shield of Faith (pg 29), Endless Crusade (see page 42), The Emperor’s Deliverance (see page 51), Independent Character

Bitter Foe: When fighting in a challenge, Setheno may make an additional D3 attacks at Initiative step 1 of the Fight sub-phase.

Crypteia Tribunal: Most Crypteia are eventually assimilated back into the ranks of the Sororitas, but a few become so inured to their life as hunters that they cannot return. These forlorn few are brought together from multiple orders under the authority of a Prioress to form Tribunals – tasked with judging the ranks of the sisterhood itself.

In a primary or allied detachment that includes Setheno a single unit of Crypteia may be taken as a troops choice. No character other than Setheno or an Inquisitor may be attached to the unit or join it during the game.

All members of the the Crypteia Tribunal have the Preferred Enemy (Infantry) special rule.

“Some place their trust in warships, and some in weapons of destruction. But we remember the divine Emperor. They are brought down and fallen; but we are risen and victorious.”

-Excerpt from the Imperial Creed
ARCH CONFESSIONER KYRINOV

Arch-Confessor Kyrinov has been the scourge of blasphemers and heretics across a hundred worlds. He purged the 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 his unflinching adherence to his duties and his harsh treatment of those who deviate from his strict interpretations of Ecclesiarchical 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.

Kyrinov is seen by most as a vocal, tyrannical figure but his patience and shrewd mind often serve him better than any amount of sermonising and lambasting of the masses. It is claimed that Kyrinov would wait until the sun grew cold and the planets stopped spinning if it meant that an opponent to the Ecclesiarchy would fall from grace. Kyrinov’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.

Kyrinov is most famous for his handling of the Molovian Heresy. Whilst posing as a staunch supporter of the renegade Governor of Molov, Kyrinov spent three years gathering evidence against him and rallying support for his overthrow. With hundreds of secret meetings with industrial and trade leaders, Kyrinov stirred up a cartel which plotted to topple the greedy Governor Vlachek from power. Using his followers’ power, Kyrinov’s real message was able to reach almost every member of Molovian society. With the support of the workers’ unions and the traders, Kyrinov was able to lead a popular revolt and wrest the reins of power from Vlachek. Vlachek’s cousin was installed in power in his place and it must be noted that Molov now has a startling reputation for efficiency and honesty when delivering its Ecclesiarchy tithes. All this was achieved with no other influence from the Ecclesiarchy or any other Imperial organisations.

UNIT TYPE: Infantry (character)

“Prayer may cleanse the soul, but pain cleanses the body. Both are necessary for the survival of humanity”

-Confessor Ganinimus

WARGEAR: Flak armour (pg 83), Master-crafted bolt pistol, Frag grenades, Krak grenades, Rosarius (pg 80)

Mace of Valaan: The Mace of Valaan was presented to Arch-Confessor Kyrinov during his battles against the Demagogue Lord of that world. The massive weapon glows with a shimmering field of force and can smash apart armour and bone with a single blow.

The Mace of Valaan is a master crafted power maul.

Icon of Chiros: Made from the black marble of the pulpit Confessor Dolan first preached from, the Icon of Chiros represents one of the ultimate symbols of the Emperor’s power. All who see it are filled with a fervent faith and an undying devotion to the cause.

All friendly units within 6" of Kyrinov have the Fearless special rule.

SPECIAL RULES: Beacon of Faith (pg 29), Shield of Faith (pg 29), Independent Character, Zealot

Heightened Fervour: (see page 34)

Warlord: When Kyrinov is used as an army’s Warlord he does not roll on the Warlord Traits table. Instead he gains the following trait:

Conqueror of Cities: Your units have the Move Through Cover special rule if moving through Ruins, and the Stealth (Ruins) special rule.
Cardinal Armandus presides over the Diocese of Avignor. Avignor is situated close to the Eye of Terror and Ministorum forces in the area must keep a constant guard against the attacks of Chaos. Armandus himself often leads a War of Faith against these invaders, and has never lost to them yet. He is a huge man, with a powerfully muscled body and a deep, booming voice. In the Holy Synod he is known for his staunch conservatism and loudly resists even minor changes to the Ecclesiarchy. He is a hard but fair man, who sees himself as an example of the perfect follower, a mould which every man should fit into. Although many disagree with his views (usually in private) none can doubt his faith, courage and honour.

Born of a low background, Armandus is seen as a working man doing a new job. His commands are typified by a high morale and he often is the source of the camaraderie between his troops. With his startlingly incisive wit and ready laugh, he can turn a rag-tag bunch of men into a fighting force, the equal of the best Imperial regiments.

UNIT TYPE: Infantry (character)

WARGEAR: Flak armour (pg 82), Plasma gun, Frag grenades, Krak grenades, Rosarius (pg 80)

Sceptre of Avignor: This is the symbol of the Cardinal of Avignor and has been handed down by each Cardinal to his successor for over four thousand years. During the Age of Apostasy it was noted that Avignor retained much of its power and status and was shielded from the worst of the Reign of Blood.

The Sceptre is a great symbol of hope and any friendly which can draw a line of sight to it may always attempt to regroup as if at full strength. The Scepter may also be wielded in close combat as a Power Maul with the Strikedown special rule.

SPECIAL RULES: Acts of Faith (pg 29), Shield of Faith (pg 29), Independent Character, Feel no Pain, Slow and Purposeful

Holy Distain: Armandus is utterly disdainful of alien races. He believes that the Emperor protects him and no harm can befall him from the filthy hands of the godless scum.

Armandus and any squad he leads gain Preferred Enemy (All) and may choose to pass or fail any moral check they are required to take.

Warlord: When Armandus is used as an army’s Warlord he does not roll on the Warlord Traits table. Instead he gains the following trait:

Inspiring Presence: Friendly units within 12” of Armandus can use his leadership rather than their own.

War of Faith: Such is the power and reputation of Avignor that when called to war the citizens of the Imperium flock to the Cardinal’s banner in their millions, burning the land to spite the enemy and prove their worth in the Emperor’s eyes.

Before deployment nominate up to D3 Frateris Militia units in your army. These units gain the Infiltrate special rule.

After deployment zones have been chosen, but before any units are placed, roll a D6 for each piece of area terrain in the enemy deployment zone other than fortifications.

On a roll of 5+ the terrain has been mined or ignited by scouts or guerrilla forces and counts as dangerous terrain (for friend and foe) for the remainder of the game.
INQUISITOR LORD ADRASTIA

Proud and intelligent, yet at her core an idealist — Adrastia believes in the Imperial Creed without any notion of doubt, and performs her duties accordingly. As a high ranking official of the Inquisitorial Ordo Hereticus Adrastia shows a haughty contempt for any who she feels are incompetent or weak of faith, unconcerned about the feelings of those she persecutes or commands as she carries out her duties.

Adrastia is most noted for her actions in the heavily contested Aurelia Sub-Sector, investigating allegations against the Chapter Master and Chief Librarian of the Blood Ravens chapter. Her involvement with the xenos races in pursuit of the truth remains heavily criticised by some within the Inquisition, but the revelation of Chapter Master Kyras’ Daemonic pacts and his ultimate destruction has done much to strengthen Adrastia’s reputation.

SPECIAL RULES: Stubborn, Independent Character

Psyker: Adrastia has a psychic mastery level of 2. She may generate two psychic powers from the Pyromancy, Biomancy, and Telepathy disciplines.

In addition to these two powers Adrastia always possesses the Purgatus psychic power described below.

Purgatus (Warp Charge 1): Adrastia is a seasoned master in the ways of hunting the heretic. With her gaze alone she is able to decimate the will of her enemies, filling their mind with the unbearable truth of their sins, until nothing more than a drooling, broken form remains.

Purgatus is a focussed witchfire that hits automatically any enemy Character within 24”. Both players roll a D6 and add the Leadership of their respective models. If Adrastia’s score is equal or higher the target’s Leadership is reduced by 3 for the remainder of the game. Purgatus may only affect a given target once per game.

By Any Means Necessary: Adrastia may target any model with her attacks, even a friendly model or ongoing assaults.

Warlord: When Adrastia is used as an army’s Warlord she does not roll on the Warlord Traits table. Instead she gains the following trait:

Princeps of Deceit: During deployment, before deploying Infiltrators and before Scouts redeploy, you can do one of the following: redeploy one of your units within 3D6” of its current position, or redeploy 3 of your units, each within D6” of their current positions (roll separately for each). These redeployments cannot take a unit out of its deployment zone.

The weak will always be led by the strong. Where the strong see purpose and act, the weak follow; where the strong cry out against fate, the weak bow their heads and succumb. There are many who are weak; and many are their temptations. Despise the weak for they shall flock to the call of the Daemon and the Renegade. Pity them not and scorn their cries of innocence - it is better that one hundred innocently fall before the wrath of the Emperor than one kneels before the Daemon.”

- The First Book of Indoctrinations

UNIT TYPE: Infantry (character)

WARGEAR: Power armour (pg 83), Force sword, Frag grenades, Meltabombs, Rosarius (pg 80)

Archeotech Inferno Pistol: Archeotech weapons date from humanity’s far past, relics of lost human civilisations from the Dark Age of Technology, the secrets of which are beyond the understanding of the current-day Mechanicus.

The Archeotech Pistol may be fired as either a Master-crafted Inferno pistol or Hand flamer. Such is the power of the weapon that all hits are rending.
INQUISITOR LORD IASON

While many records exist of Iason’s actions, dating back to 897.M41, none speak of his birth or rise to the rank of Inquisitor. Those who question his past or motives are often lost from history themselves but whispers of his power have begun to reach even the High Lords themselves.

UNIT TYPE: Infantry (character)

WARGEAR: Carapace armour (pg 83), Psychic Hood, Frag grenades, Rad-grenades (pg 80), Psyber-raven (pg 78)

Lethe Blade: Iason’s blade is an unexplained anomaly in the Inquisitor’s records – for while countless foes have fallen before him no description exists of its appearance, no memory of it from those who witnessed the event, even technological records fade in time.

Dubbed the forgetful blade by those who recall it, for a time, the blade rapidly fades from memory from the moment it is lost from sight, slipping effortlessly through armour and protective fields unseen and unremembered.

No saves of any kind can be taken against wounds from the Lethe Blade, not even invulnerable saves.

Emperor’s Tarot: (see page 44)

SPECIAL RULES: Shrouded, Independent Character

Through A Glass, Darkly: There are things too dangerous to know, lives too heinous to continue and there are memories too terrible to bear, even for the strongest mind. In most of these cases, the answer as far as the Inquisition is concerned is simple: death, be it a well-deserved execution or the blessing of the Emperor’s peace. But for a small number, a different solution is found - mental cleansing, a laborious and involved process sometimes known as mind-scrubbing or the “death of self”. Through a combination of psycho-viral, mimetic and telepathic intervention, the subject’s memories are selectively erased and thought patterns altered. The resulting individual is then something of a blank slate to be rewritten, fearless and unwavering, but often a shell of their former selves.

A single infantry or jump infantry unit chosen from the Troops, Fast Attack, or Elites section of the codex may exchange their Shield of Faith and Acts of Faith special rules for Preferred Enemy (All) and Fearless.

Units with the Beacon of Faith special rule may not be chosen for mind cleansing.

Dark Soul: It is whispered that Iason could stare into the untempered Warp itself, though any who spread such rumours soon vanish. Perhaps prolonged exposure to darkness has acted as an inoculation against all that is foul, or perhaps even the Daemons fear to tempt his wrath.

Iason receives a 3+ invulnerable save against wounds and effects inflicted by the Perils of the Warp, daemonic gifts, and psychic powers, even if a save is not normally allowed. He may also choose to pass or fail any Leadership based test he is required to make other than psychic tests.

Psyker: Iason has a psychic mastery level of 3. He may generate three psychic powers from the Telepathy, Telekinesis, and Divination disciplines.

In addition to these three powers Iason always possesses the Hammer of Witches psychic power described below.

Hammer of the Witches (Warp Charge 2): This power can be used at the start of Iason’s Movement phase. Roll a D6; this number of enemy psykers must pass a Leadership test on 3D6 or suffer the Perils of the Warp, starting with the psyker closest to Iason and working outwards from him.

Warlord: When Iason is used as an army’s Warlord he does not roll on the Warlord Traits table. Instead he gains the following trait:

Intimidating Presence: Enemy units within 12” of Iason must use their lowest Leadership value, not the highest.

“Imperator Vult.”

-Inquisitor Lord Iason
INQUISITOR LORD PIETAS

Inquisitor Pietas was a well known and senior member of the Ordo Hereticus during the early 41st millennium, instrumental in the construction of the elite Sororitas Strike Forces. Given perhaps the most difficult of tasks an Inquisitor might face — Pietas was responsible for the investigation and censure of Astartes chapters deemed to have acted heretically, a task that would ultimately cost her her life. Upon observing acts of cannibalism amongst the secretive Sons of Malice Chapter Pietas personally led a strike force of Celestians to bring their Chapter Master to account. The marines responded to the interference of their sacred Chapter rites by savagely attacking the strike force and dragging the meddling Inquisitor before the chapter altar where she was ritually sacrificed. The chapter was excommunicated and their world burnt to ash.

**Strike Forces:** The Strike Forces of the Ordo Hereticus are composed of the elite of the Sisters of Battle. Led by an experienced Inquisitor, they launch devastating surprise attacks against the enemies of the Imperial Creed.

The Ordo Hereticus was established over 6,000 years ago in the aftermath of the Age of Apostasy to ensure that no one individual, sub-sect or cult could ever again threaten the security of the Imperium or the spiritual integrity of the Imperial Faith. On many occasions the Ordo will work alongside the Adepta Sororitas, whose role it is to enforce the Ecclesiarchal rule and together the two branches of the Imperium constitute a formidable obstacle to any who would challenge the primacy of the Imperial Creed. The types of operations embarked upon by the joint forces of the Ordo Hereticus and the Adepta Sororitas are often sensitive, and have at times amounted to little more than barely-sanctioned assassination. The most common mission is a rapid, surgical strike against a religious group. Often the target of the attack will be a member of the Ministorum, perhaps a Cardinal or Missionary whose teachings have strayed too far from the accepted orthodoxy, forcing his excommunication. Such an individual may have a sizable following, and the Ordo will therefore expect stiff resistance to their attack. In such a situation, it is imperative that the attack is carried out in secrecy; no witnesses are left to spread doubt, and no martyrs to the cause are allowed to inspire further rebellion.

These Strike Forces are composed of the very best the Adepta Sororitas can field, and are equipped to an even higher standard than is usual within the Orders Militant. Led by a senior member of the Ordo Hereticus, the force can call upon the aid of the Imperial Navy, from whose troop transports they can deploy using the small numbers of drop pods each of the Orders Militant maintains exclusively for these operations.

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<tr>
<th>Pietas</th>
<th>WS</th>
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**UNIT TYPE:** Infantry (character)

**WARGEAR:** Power armour (pg 83), Master crafted bolter, Power weapon, Rosarius (pg 80), Frag grenades, Krak grenades

**Inquisitorial Mandate:** Listing the many penalties of failure, this dreaded document outlines the punishments that will be meted out to those who falter in their duty to the Emperor.

Pietas may reveal the mandate at any time and for the rest of the turn all friendly models within 2D6" receive +1 Attack. The mandate may only be used once.

**Vengeance Rounds:** Originally designed to breach the power armour of Traitor Marines, vengeance rounds employ unstable flux core technology that makes them hazardous to use, but incredibly effective against armoured targets.

**Liber Heresius:** Containing the wisdom of thousands of Witch Hunters, this tome allows an Inquisitor to better understand the machinations of her enemies and allows her to approach their lairs from the optimum position of attack.

At the start of the game, after terrain has been placed but before armies have been deployed, you may move a single piece of scenery up to 12" from its original position. The new position must not be within 3" of any other scenery and fortifications may not be repositioned.

**SPECIAL RULES:** Acts of Faith (pg 29), Stubborn, Independent Character

**Strike The Heart:** Pietas chooses her targets carefully, drawing upon a network of spies and assassins to locate the true driving force behind each betrayal and heresy.

After deployment choose a single enemy Independent Character, unique model or Monstrous Creature. Drop pods used by the Sisters player treat this model (or the transport carrying them) as a locato beacon.

**Warlord:** When Pietas is used as an army’s Warlord she does not roll on the Warlord Traits table. Instead she gains the following trait:

**Target Priority:** Pietas, and all friendly units within 12", re-roll To Hit rolls of 1 when shooting at enemy units that are within 3" of one or more objectives.

Sisters of Battle – Forces of the Ecclesiarchy 71
 Uriah Jacobus was a Missionary travelling the worlds west of Bakka, in the southern galaxy. By the age of fifty he had introduced fifteen new worlds to the Imperial Creed, a remarkable achievement considering the scarcity of inhabited planets in the region. He achieved even greater recognition on the half-frozen world of Solstice. After spending three years learning about the inhabitants of the world, whose technology and society was reaching a feudal stage, Jacobus started to introduce the doctrines of the Ecclesiarchy into the beliefs of the natives’ own rather disorganised religion.

When meeting the king of one particular realm, Jacobus was disturbed to see an idol of the kingdom’s god — a four-armed god of death. Guessing a Genestealer cult to be involved, Jacobus returned to more friendly kingdoms and persuaded them to ally with each other to attack the traitor king. As suspected, when Jacobus arrived with a mass of crossbowmen and cavalry at his back, his army was attacked by a horde of Genestealers. Although many of the horrific creatures were felled by a storm of quarrels, the Genestealers started tearing apart the infantry with ease.

Jacobus split his knights into two forces. One he left as a reserve while he led the other on a flank march that struck at the rear of the Genestealer cult. Smashing his way through a screen of human Brood Brothers, the knights attacked the heart of the cult. The Patriarch was finally slain, though a mound of bodies lay heaped around its corpse, and the Magus was spitted on a lance. The cult was momentarily confused by the loss of its leaders. Seeing the inaction of their foes, the rest of the knights attacked, sweeping away the aliens in one glorious charge.

After the Battle of Solstice, Jacobus became a legendary figure, able to call upon the Emperor’s aid to thwart whatever odds opposed him. He converted another six worlds to the Emperor’s worship before he finally died of a lung-destroying virus on the death world of Gorang.

<table>
<thead>
<tr>
<th>Uriah Jacobus</th>
<th>WS BS S T W I A Ld Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>+5</td>
<td></td>
</tr>
</tbody>
</table>

UNIT TYPE: Infantry (character)

WARGEAR: Flak armour (pg 83), Bolt pistol, Heavy chainsword, Frag grenades, Rosarius (pg 80)

The Redeemer: Uriah Jacobus carries the Redeemer, a massive shotgun that has the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>24</td>
<td>4</td>
<td>4</td>
<td>Assault 2, Strikedown</td>
</tr>
</tbody>
</table>

The Banner of Sanctity: The Banner of Sanctity was woven by the daughters of King Ellesan of Solstice from the finest threads. Foes that see the banner are filled with awe and dread. Friendly troops following the banner will fight their utmost for the honour of the Emperor.

This banner is one of the holiest relics possessed by the Ecclesiarchy. Models in Jacobus’ unit have +1 Attack and have the Feel No Pain rule.

SPECIAL RULES: Beacon of Faith (pg 29), Shield of Faith (pg 29), Independent Character, Zealot

Knights of Solstice: All Frateris Militia units in an army containing Uriah Jacobus gain the Shield of Faith special rule.

Warlord: When Jacobus is used as an army’s Warlord he does not roll on the Warlord Traits table. Instead he gains the following trait:

Master of Offence: Your Warlord, and his unit, have the Furious Charge special rule while they are in the enemy’s deployment zone.
SISTER SUPERIOR ANASTASIA

Once a member of the elite Seraphim, Sister Anastasia fell from grace after using un-proscribed methods in recapturing an escaped psyker. Details of her actions were sealed within the Order’s records, known only to the Canoness herself, but since that time Anastasia has been known to demonstrate an unhealthy knowledge of forbidden lores and heresies.

In the years that followed Anastasia rose to the position of superior once again, through her past transgressions barred her from the ranks of the Seraphim. Following the destruction of a Sororitas holy site by agents of the man known as ‘The Voice of the Emperor’ Anastasia was tasked with leading a force of Retributors to seek out and execute those responsible.

Her investigations led her to the planet of Perlia where she and her force became embroiled in battling the invasion of Varan the Undefeatable and the activities of the radical inquisitor Ernst Stavros Killian.

Anastasia was last seen evacuating the world with other forces following the unexpected arrival of a Necron scouting party, reportedly carrying a small, flat slab of dark stone that radiated an unmistakable eeriness.

Since that time she has made no contact with her Order and the Inquisition is said to be seeking her with some urgency.

UNIT TYPE: Infantry (character)

WARGEAR: Artificier armour (pg 83), Master crafted bolt pistol, Master crafted plasma pistol, Frag grenades, Krak grenades, Hexagrammic wards (pg 79)

Tears of the Emperor: There are many stories of statues of the Emperor and other icons of the faith weeping blood-like tears. These tears are collected in ornate crystal bottles, and are a potent weapon against psykers and the forces of Chaos.

Once during the game the phial can be thrown as a shooting attack with the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>4</td>
<td>-</td>
<td>Assault 1, Daemonbane**</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Psyshock**, Small Blast</td>
</tr>
</tbody>
</table>

* Any daemonic unit that suffers one or more wounds from the Tears of the Emperor must test for instability.

** Any psyker hit by the Tears of the Emperor suffers Perils of the Warp in addition to any other effects.

Caged Songbird: These tiny, winged mechanical birds were originally thought of as simple baubles, remnants of one of the many extinct civilisations that dot Imperial space.

It was the Rogue Trader Captain Kavile who first reported their greater worth, when his began to shriek loudly shortly before his Gellar Field suffered a severe fluctuation. After some very risky testing it was established that they could indeed sense intrusions of the warp.

If an enemy unit containing one or more daemons or psykers arrives within 12" of Anastasia and within her line of sight, she and her unit can immediately make an out-of-sequence shooting attack against it. There is no limit on how many times the ability can be used in a turn.

SPECIAL RULES: Acts of Faith (pg 29), Shield of Faith (pg 29), Only in Death (pg 29), Independent Character

Psychic Blank: Similar to the Pariahs employed by the Sisters of Silence and Culexus Assassin Temple, Blanks, also known as ‘untouchables’ are able to block out psychic effects within a certain area. Though far weaker in nature than a true Pariah they are still highly disturbing foe for any psyker and greatly sought after by agents of the Ordo Hereticus.

Whenever an enemy model succeeds on a Psychic test within 24" of Anastasia, roll a dice — on the roll of 4+ that power is nullified.

Seraphim Pistols: (see page 50)

Light of the Emperor: (see page 50)
SISTER-FAMULOUS EUPHEMIA

The Sisters of the Orders Famulous organise, educate and maintain the households of certain Imperial Planetary Governors and Imperial nobles, serving as advisers and by their very presence reminding them of their higher loyalties to the Emperor of Mankind. In this way, the Ecclesiarchy maintains a fairly tight control over the most powerful individuals in the Imperium. The Famulous maintain their own strict lifestyle and strive to control the excesses of those they are assigned to. They arrange marriages and agreements between the noble families, quelling long-term feuds and disputes and settling matters that might otherwise jeopardise the stability of the area. With members in every aspect of society, the Sisterhood can maintain a close eye on the affairs of the Imperium.

When a noble strays from their dedication to the Emperor the Sisters-Famulous oppose any disloyalty with the support of faithful followers from the inside of the noble household itself, and combined with the Sisters of the Orders Dialogus they are a powerful political and social tool of the Ministorum.

The Orders Famulous also maintain and update extensive genetic and genealogical records for all the important noble families of the Imperium and can conduct genetic testing at the request of the Inquisition when rampant mutation or heresy on the part of Imperial nobles is suspected.

Born to the noble house of Chalcedon, Euphemia was the product of noble liaisons ordained and controlled for countless generations, bred and trained as part of the Ecclesiarchy’s many eugenics programs.

When the forces of the 13th Black Crusade descended upon Chalcedon Euphemia joined with her militant sisters in defence of the central hive, using her enhanced intellect and forbidden knowledge to anticipate the heretic’s plans.

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<table>
<thead>
<tr>
<th>Euphemia</th>
<th>WS BS S T W I A Ld Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>4 4 3 3 1 3 2 9 3+</td>
</tr>
</tbody>
</table>

UNIT TYPE: Infantry (character)

WARGEAR: Power armour (pg 83), Bolt Pistol, Paragon Blade (pg 77), Thermite bombs (pg 81), Cherubim (pg 79)

Omen-pattern Boltgun: This rare and exotic weapon is a relic from the time of the Horus Heresy, said to have once resided amongst the heretic Vandire’s own collection.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>30°</td>
<td>4</td>
<td>4</td>
<td>Salvo 2/4</td>
</tr>
</tbody>
</table>

Phial of Dolan: Anyone who drinks the contents of one of these crystal bottles is filled with the strength and determination of Dolan, the Great Confessor

Euphemia may drink the contents of the phial at the start of any turn. For the rest of the turn Euphemia’s Strength and Toughness characteristics are increased to 5.

SPECIAL RULES: Acts of Faith (pg 29), Shield of Faith (pg 29)

Know Thy Enemy: After units have been deployed, but before scout moves have been made, Euphemia’s controlling player may make a scout move with any one enemy unit.

World Weary: Euphemia and her unit automatically pass leadership tests for fear, pinning, tank shock, and moral tests caused by shooting casualties. All other moral tests are taken at Euphemia’s unmodified leadership of 9 — even if it would otherwise be higher.

“Many claim they wish to destroy their enemies. If this were true, most would be compelled to destroy themselves.”

- Discourses on the Faith
HELENA THE VIRTUOUS
PRIORESS OF THE CONVENT SANCTORUM

Raised from infancy in an Ophelian Schola Progenium, Helena proved to be remarkably gifted in her earliest childhood. Exceptionally intelligent, eloquent, and incisive, she was destined to become a high authority in whatever vacation she chose. After 30 years service in the Order of the Key, Helena had risen to the position of Canoness, and was responsible for a great increase in the power of the Ecclesiarchy.

Her efforts did not go unnoticed and when the Prioress of the Convent Sanctorum died, Helena was the first name on the Ecclesiarch’s lips. Although Helena’s duties are mainly of an organisational and spiritual nature, she has always possessed the gift of involving herself personally at the right moment.

As a Prioress, Helena is a member of all the Adepta Sororitas, including the Orders Militant. Although she lacks the lifelong training of one of that Order, it has been known for Helena to personally intervene in a battle. With her own strict regime of training and exercise, she keeps her ageing body in the best condition possible and she is very skilled in the theories of battle. However, she never usurps command from another, instead acting as an advisor and an honoured guest of the Order.

Helena’s greatest asset is the holiness and serenity she radiates. Her presence has an underlying strength which reassures others and imbues her followers with an undying love and respect. Combined with encyclopaedic knowledge and shining charisma, these qualities make Helena a truly great battlefield commander and politician.

Mantle of Ophelia: Helena’s robes of office incorporate the ancient cloak known simply as the Mantle of Ophelia. The Mantle is a badge of office for the Prioress of the Convent Sanctorum and is believed to have sacred powers of protection.

The Mantle grants Helena the Invulnerable special rule (see page 30)

SPECIAL RULES: Beacon of Faith (pg 29), Shield of Faith (pg 29)

Holy Radiance: It is claimed that Helena the Virtuous shines with the light of the Emperor. It is true that she radiates an aura of calm and courage, and her words reach into the soul of those who hear them.

As long as Helena lives any Sisters of Battle unit which fails a moral test in the Shooting phase may choose to become pinned rather than falling back.

Units which are already falling back cannot use this ability.

Revered Leader: The troops following Helena hold her in such high regard that they are likely to go to any length to ensure no harm befalls her. If Helena the Virtuous is wounded her followers will be driven into a madness of retribution.

Leave Helena’s model or a suitable marker where she died. From that point on, all Sisters of Battle become fearless for the rest of the game. This marker is an additional objective worth 2 Victory Points.

Cleanse and Purge: (see page 45)

Purifying Light: Raising the Rod of Grace to the heavens, Helena calls forth a blinding flash of light to guide the faithful.

This Act of Faith is used in the Movement phase. If successful, all successful cover saves by enemy units within 12” of Helena’s unit must be rerolled.

Additionally if the Nightfighting rules are in effect, they cease to apply until the end of the controlling player’s turn.

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

- Helena the Virtuous

UNIT TYPE: Infantry (character)

WARGEAR: Artificier armour (pg 83), Boltgun, Frag grenades

Rod of Grace: Using similar technology to a Space Marine Chaplain’s Crozius Arcanum, the Rod of Grace is covered with a shimmering field of force. However, this field is much more powerful and can be focused into a beam to strike at a distance.

The Rod of Grace is a master crafted power maul with the Blind special rule that can be fired in the Shooting phase with the following profile:

```
<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>6”</td>
<td>8</td>
<td>2</td>
<td>Assault 1, Lance, Blind</td>
</tr>
</tbody>
</table>
```
While at the Sanctorum, Stern underwent numerous trials to investigate the Inquisitor Silas Hand, who had been sent to the Order on Ophelia VII. An Inquisitorial investigation, under the command of Inquisitor Silas Hand, was sent to the Order on Ophelia VII to investigate the former convent on Parnis. During the investigation the fallen Sisters of the Screaming Cage finished their holy work -- pouring all of their remaining knowledge and power into Sister Stern to fight the corruption of Chaos. Inquisitor Hand sacrificed himself to defeat Asteroth and banish the daemon back to the Warp. Sister Stern went missing after this second expedition, again the sole survivor.

Hunted by both the Imperium as well as the Forces of Chaos, Stern remains aloof from both. She has even sacrificed herself, stabbing herself in the heart, to escape the foul machinations of the infamous Chaos Sorcerer Ahriman. Resurrected once again by the power of the faith within her, Stern finally embraced her power and used it freely for the first time. With these newly embraced abilities, Stern as the Daemonifuge has managed to even defeat a Culexus Assassin that had been sent to kill her by the Inquisition. Ephrael Stern was last seen travelling with a mysterious Eldar known as the Pariah to the fabled Black Library, using her abilities to access the vast conduits of the Eldar Webway. Though the Ordo Hereticus has issued orders for her destruction, some believe that she might represent humanity’s greatest hope since the Primarchs.

**UNIT TYPE:** Infantry (character)

**WARGEAR:** Power armour (pg 83), Blessed weapon (pg 77), Bolt pistol, Frag grenades, Krak grenades, Jump pack (pg 79)

**SPECIAL RULES:** Fearless, Hit and Run

**Daemonifuge:** Any Daemonic Gifts possessed by units in an assault with Ephrael cease to work until the end of the combat and any psyker targeting her with a psychic power automatically suffers the Perils of the Warp. At the beginning of each turn roll a D6, on a roll of 1 Ephrael is briefly overwhelmed by the weight of her knowledge and may not shoot or assault that turn, though she may fight if already engaged.

**Invulnerable:** (see page 30)

**Scourging:** (see page 64)
This section of Codex: Sisters of Battle lists the weapons and equipment used by the Sisters of Battle and the forces of the Ecclesiarchy along with rules for using them in your games of Warhammer 40,000. Equipment that is unique to one type of model or unit is detailed in the appropriate entry in the Forces of the Ecclesiarchy section (pg 29-76), while weapons and equipment used by all the other types of units are detailed here.

**MELEE WEAPONS**

Profiles and full rules for the following Melee weapons can be found in the Warhammer 40,000 rulebook.

- Chainfist
- Chainsword
- Close combat weapon
- Eviscerator
- Force weapon

**Blessed Weapon**

Including such renowned weapons as the Staff of Belief, the Axe of Retribution and the Flail of Chastisement, 'blessed weapon' is a category that includes the most revered artefacts carried to war by the Orders Militant.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>User</td>
<td>3</td>
<td></td>
<td>Melee, Poisoned (4+), Rending</td>
</tr>
</tbody>
</table>

**Brazier of Holy Fire**

This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness.

Once per game the Brazier of Holy Fire may be used in the shooting phase as a flamer with the Torrent and Blind special rule. It may also be used in the close combat phase with the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>User</td>
<td>+1</td>
<td>5</td>
<td>Melee, Blind</td>
</tr>
</tbody>
</table>

**Ceremonial Blade**

The prayers and blessing of those of true faith in the God-Emperor of Mankind, coupled with the ancient lore of Ecclesiastical alchemy, is able to turn mere mundane blades into weapons that are capable of harming the denizens of the warp and other such unnatural horrors.

Ceremonial Blades are two-handed close combat weapons. Successful Invulnerable saves taken against a Ceremonial Blade must be re-rolled.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>+2</td>
<td></td>
<td>Melee, Two Handed</td>
</tr>
</tbody>
</table>

**Null Rod**

Crackling with anti-magic energy, even a glancing blow from this archaic weapon can provoke a cataclysmic neuron failure in a sorcerer or mystic.

The null rod is a power maul. Any unsaved wounds caused by a null rod inflict instant death on psykers. Furthermore, the bearer (and her squad) cannot be affected by psychic powers in any way.

**Paragon Blade**

Weapons forged of consummate artistry or irreplaceable relics of a forgotten origin, Paragon blades are possessed of phenomenal killing power and valued beyond price by the Imperium’s warriors.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>+1</td>
<td>2</td>
<td>Melee, Murderous Strike*</td>
</tr>
</tbody>
</table>

*Attacks with this weapon cause Instant Death on a To Wound roll of 6.

**Relic Blade**

Relic blades are two-handed swords or axes sheathed in an armour-sundering power field. Most have origins in the Dark Age of Technology, although a rare few have been crafted in the centuries since.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>6</td>
<td>3</td>
<td>Melee, Two-handed</td>
</tr>
</tbody>
</table>

**Witch Lance**

The Witch Lance, sometimes also known as a “power stake” or “excoriator”, is a heavily modified power weapon taking the form of a metre and a half long spear or stake of cold iron and adamantine. It contains a pressure-release reservoir of concentrated promethium mixed with sacred oils and anti-psy compounds. Should the lance impale a victim’s body this mixture is explosively vented, consuming the victim utterly in a blast of holy fire.

The lance follows all of the rules for a power lance with the Soul Blaze special ability. Any Hammer of Wrath hits inflicted by a model with a Witch Lance are resolved using the weapon’s full strength and AP values.
RANGED WEAPONS

Profiles for the following Ranged weapons are listed on the profiles page (pg 114). Their full rules can be found in the Warhammer 40,000 rulebook.

Autocannon
Boltgun
Bolt-pistol
Combi-weapon
Flamer
Flamestorm cannon
Hand flamer
Heavy bolter
Heavy flamer
Inferno pistol
Lascannon
Laspistol
Meltagun
Missile launcher
Multi-laser
Multimelta
Plasma cannon
Plasma gun
Plasma pistol
Shotgun
Sniper rifle
Storm bolter

Archotech Pistol
A relic of Mankind's ancient might, created with technology lost to myth and legend and the stifling darkness of Old Night. Such priceless artefacts of war are varied in form but all equally deadly in function.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>6</td>
<td>3</td>
<td>Pistol, Master-crafted</td>
</tr>
</tbody>
</table>

Deacis-pattern Combi-Flamer
Used exclusively by the Sororitas the Deacis combi-weapon incorporates a large auxiliary tank of blessed promethium for extended usage.

The Deacis functions as a combi-heavy flamer equipped with blessed promethium (see page79).

Demolition Charge
Small, compact, but extremely destructive, demolition charges are used to destroy enemy fortifications.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>8</td>
<td>2</td>
<td>Assault 1, Large Blast, One Shot Only</td>
</tr>
</tbody>
</table>

Grenade Launcher
Each time the grenade launcher fires, the controlling player must decide which round is being used.

<table>
<thead>
<tr>
<th>Frag grenade</th>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>24&quot;</td>
<td>3</td>
<td>6</td>
<td>Assault 1, Blast</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Krak Grenade</th>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>24&quot;</td>
<td>3</td>
<td>6</td>
<td>Assault 1</td>
</tr>
</tbody>
</table>

Needle Pistol
The needle pistol is a small and elegant weapon of clouded origins that fires monomolecular darts imbued with the most potent of venoms.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>3*</td>
<td>2</td>
<td>Pistol</td>
</tr>
</tbody>
</table>

* Shots from a needle pistol always wound on a 2+.

Neural Shredder
This weapon fatally disrupts synapse activity, and uses the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Template</td>
<td>8*</td>
<td>1</td>
<td>Assault 1, Neural-disruptor*</td>
</tr>
</tbody>
</table>

* Hits from a neural disruptor weapon are resolved against the target's Leadership, rather than its Toughness. Neural disruptor weapons cannot harm vehicles.

Irad-cleanser
Difficult to manufacture, and heavily proscribed by the Mechanicus, these devices boil organic targets alive with little effect on inorganic matter.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Template</td>
<td>2</td>
<td>5</td>
<td>Assault 1, Fleshbane Rad-Phage*</td>
</tr>
</tbody>
</table>

* A model which loses one or more wounds to an attack with the Rad-Phage special rule has its Toughness score reduced by -1 for the rest of the battle. The effects of multiple wounding hits do not stack.

Psyber-eagle / Psyber-raven
A psy-bonded (or psyber) familiar is a living creature bonded to its master by arcane technology and often implanted with lethal concealed weaponry.

The psyber-eagle can be unleashed to hunt, this is treated as a Shooting attack with the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>4</td>
<td>-</td>
<td>Assault D6, Pinning</td>
</tr>
</tbody>
</table>

Stake Crossbow
The Catechist-pattern is a high-power, self-loading crossbow designed not to fire regular crossbow bolts but rather specially constructed adamantine-silver alloy stakes, each of which are microetched with deadly prayers of anathema against the witch and the Daemon.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>5</td>
<td>-</td>
<td>Assault 2, Psyshock*</td>
</tr>
</tbody>
</table>

*A psyker that suffers an unsaved wound from a Psyshock weapon also suffers the Perils of the Warp.
**Aspirate Cloak**
These intricately worked cloaks of adamantine scales are granted only to those sisters who have served in the Patronica guard and provide unparalleled protection.

A model wearing an Aspirate Cloak gains a 2+ armour save against attacks in close combat only.

**Auspex**
An auspex is a short-ranged scanner used to detect hidden enemy troops.

A model equipped with an auspex may use it in place of making a shooting attack. If it does so, target an enemy unit within 12" (this does not count as choosing a target for her unit to shoot at). A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

**Blessed Promethium**
Thrice blessed and meticulously purified, Blessed Promethium burns far hotter than normal flamer fuels.

A squad with Blessed Promethium may apply the full effects of their faith powers to hand flamers, flamers, and heavy flamers.

**Book of St. Lucius**
This holy artefact contains the sermons of the famed St. Lucius.

Any friendly units within 6" may use the bearer’s unmodified Leadership for any moral or pinning tests.

**Cameleoline Cloak**
A model wearing a cameleoline cloak has the Stealth special rule.

**Cherubim**
These small, psy-bonded familiars serve numerous roles in battle, such as carrying a Canoness’s boltgun while she wields an eviscerator in combat, impeding the enemy, or tirelessly singing the Emperor's praises.

A character accompanied by Cherubim gains +1 Attack.

**Chirurgeon’s Tools**
 Implements of both torture and salvation, restoring the fallen that they might fight once more.

The bearer grants her unit the Feel No Pain rule, and is counted as wielding an additional close combat weapon

**Ecclesiarchal Steeds**
Few animals from Humanities distant past survive in the 41st millennium but perhaps the most distinctive of those that do are the Ecclesiarchy’s famed steeds, each cloned from genetic material rumoured to have originated from a pre-warp colonial star vessel.

Every steed is held to an exacting standard, with every physical aspect matched against records of the original clone batch and even the slightest deviation resulting in the animals immediate destruction.

A model mounted on an Ecclesiarchal steed gains the Furious Charge Special Rule and is treated as a cavalry model. They may not dismount during the game.

**Hexagrammic Wars**
The Sisters are protected by powerful charms and canticles of faith and devotion.

Models with Hexagrammic Wards may reroll failed Deny The Witch rolls, and are immune to Instant Death inflicted by force weapons and psychic powers.

**Jump Pack**
Jump packs can lift even heavy power armour from the ground, and a warrior equipped with one can leap across the battlefield, over obstructions, and slam into combat.

Models equipped with jump packs have the Jump unit type, as described in the *Warhammer 40,000* rulebook.

**Implant Injectors**
While most zealots content themselves with prayer and self-flagellation, the most fanatical turn to exotic and often lethal chemicals and implants on the eve of battle, throwing themselves at the enemy in a berserk drug-induced frenzy.

A model with Implant Injectors gains the Fearless, Furious charge, and Fleet Special rules.

**Laud Hailer**
Proclaiming the power of the Emperor in heavenly tones, Laud Hailers bolster the spirits of the faithful while striking fear and awe into the hearts of the unclean.

Enemy units within 6" of one or more vehicles or units with a Laud Hailer cannot fire Overwatch.
Litanies of Faith
It may take a single Adept the whole of his life to write out a scroll containing the Litanies of Faith. The bearer can choose certain hymnals and chants to inspire their followers to greater feats of faith.

Once per turn a model with the Litanies of Faith may automatically pass any single Act of Faith roll.

Locator Beacon
Locator Beacons contain broad-spectrum communicators and geo-positional trackers for precision reinforcement.

If a unit wishes to arrive on the battlefield via deep strike and chooses to do so within 6” of a model carrying a locator beacon, then it won’t scatter. The beacon must be on the table at the start of the turn for it to be used.

Master-Crafted Weapons
Master-crafted weapons are each the product of years of labour by the most accomplished artisans and tech-priests.

A master-crafted weapon allows the bearer to re-roll one failed roll to hit per player turn when using the weapon.

Power Field Generator
This potent artefact creates an energy field that protects not only its wearer but also all those within close proximity.

A model with a power field generator, and all models (friendly and enemy) within 3” of a model with a powerfield generator, have a 4+ Invulnerable save.

Præsidium Protectiva
These large, highly ornate shields are modelled after the revered relic Sancus, and contain powerful refractor field generators to deflect and disperse incoming attacks.

For every roll of ‘1’ to hit the bearer of a Protectiva in close combat, enemy units immediately suffer an automatic Strength 4 hit as the impact is reflected back.

Psyk-out Grenades
Psyk-out grenades are produced using an extremely rare substance which, upon detonation, scatters a dense cloud of psi-refractive particles across the target area.

When a unit equipped with psyk-out grenades launches an assault, any Daemons or psykers in the assaulted unit(s) are reduced to Initiative 1 for the remainder of the phase.

Psycocculum
A psycocculum’s visor contains an arcane assembly of mystically-treated lenses, image enhancement circuitry and low-light amplifiers. It allows the bearer to track psykers by their psychic emanations, rather than by vision alone.

The bearer of a psycocculum (and her unit) count as being Ballistic Skill 10 if shooting at a psyker, or a unit containing one or more psykers.

Rad Grenades
Rad grenades detonate in a shower of tiny contaminated fragments. Each particle’s radioactive emissions have a millisecond half-life, ensuring that the thrower is safe from contamination. Nevertheless, those enemies caught in the initial explosion will feel the rad grenade’s debilitating influence for some time afterwards.

During a turn in which a unit equipped with rad grenades launches an assault, or is assaulted, the enemy unit(s) suffer a -1 penalty to Toughness until the end of the phase (this does affect the victims’ instant death threshold).

Rosarius
A Rosarius is a badge of faith incorporating a powerful conversion field that protects its wearer from harm.

A rosarius grants the bearer a 4+ invulnerable save.

Servo-arm
Some Cherubs and Servitors are equipped with a powerful servo-arm that can be used for battlefield repairs or even put to use as a weapon.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>x2</td>
<td>1</td>
<td>Melee, Unwieldy, Specialist Weapon</td>
</tr>
</tbody>
</table>

Servo-skull
Servo-skulls are sensor array platforms, fashioned from the hollowed-out crania of Imperial servants, and given motive force by small anti-grav generators.

Servo-skulls are treated as counters, rather than units, for all intents and purposes. They are placed on the table after deployment areas have been determined, but before any forces are deployed, and can be placed anywhere on the battlefield outside of the enemy’s deployment zone.

Enemy infiltrators cannot set up within 12” of a Servo-skull. Similarly enemy scouts cannot use their pre-game move to approach to within 12” of one. A friendly unit arriving by Deep Strike rolls one D6 less for scatter if it aims to arrive within 12” of a Servo-skull. Likewise, friendly blast templates placed within 12” of a Servo-skull roll one D6 less for scatter. Should an enemy unit move to within 6” the servo-skull will self destruct or flee - remove it from play.

Signum
The signum is a special form of communication device that can access a myriad of useful targeting data, allowing a more accurate concentration of fire.

A model can use a signum in lieu of making a shooting attack of her own. If she does so, one model in her squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls to hit are made.
**Stasis Generator**

*Used to contain and protect recovered artefacts, this device can be used to entrap unwary foes.*

Once per game, in lieu of making close combat attacks, choose a model in base contact with the wielder. The victim must immediately roll equal or under its remaining Wounds on a D6 or be trapped in stasis — remove the model as a casualty, with no saves of any kind.

**Storm Shield**

*A storm shield is a solid shield that has an energy field generator built into it. Though the bulk of the shield offers physical protection, much more impressive is the energy field, capable of deflecting almost any attack.*

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

**Thermite Bombs**

*Thermite bombs are powerful incendiary devices used to burn away traces of mutant and xenos infestations. The intense heat of the thermal gel can melt steel and crack even the ceramite walls of bunkers given time.*

In the assault phase models equipped with thermite bombs count as being armed with assault grenades.

In addition a model may use thermite bombs as a Melee weapon while fighting vehicles and/or Monstrous Creatures, but can only ever make one attack regardless of the number of Attacks in its profile or any bonuses.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>6</td>
<td>-</td>
<td>Rending</td>
</tr>
</tbody>
</table>

Thermite bombs cannot be thrown in the shooting phase, but may be thrown into the fire points of during an assault and are treated as blast weapons for calculating the number of huts inflicted on any occupants.

**BANNERS**

**Banner of the Ordo Militant**

*The Banner of the Ordo Militant is a symbol not of the Ecclesiarchy, but of the Sororitas’ higher duty to the Emperor and the High Lords, even when that duty should bring them into conflict with the church itself.*

All models in the same unit as the Banner of the Ordo Militant gain +1 Attack whilst the banner bearer is alive. Additionally, the unit will automatically pass its Faith test to activate *Endless Crusade*.

**Banner of Wrath**

*Found amongst the ruins of desecrated shrines or symbolising a battle lost, each banner of wrath represents an unfulfilled promise of vengeance against the enemies of the Emperor.*

Once per game in the movement phase, whilst the standard bearer is still alive, her squad may call upon the power of the banner to gain the fear and hammer of wrath special rules until the end of the turn.

**Blessed Banner**

*Both Sororitas and Frateris forces march to war with banners and minor relics blessed by the priesthood, symbols of faith and the Emperors deliverance, and of the sacrifices He demands.*

Whilst the standard bearer is still alive, her squad counts as scoring one additional wound for the purposes of calculating close combat results and may re-roll failed Morale and Pinning tests.

**Holy Icon**

*The Sororitas sometimes go to war carrying their Orders most revered relics; a fragment of a Saints armour, a legendary battle standard, or even a relic taken from Holy Terra.*

When any Sisters of Battle unit within 12" of a model with a Holy Icon successfully triggers an Act of Faith, roll a D6 straight away. On a 6 your army immediately gains a single Faith Point.

In addition daemon units must roll instability tests on 3D6 while within 6" of one or more Holy Icons.

**Sacred Banner of the Convent**

*Sacred Banners are physical representations of the faith and devotion of the Order, fashioned and anointed on Ophelia VII or Holy Terra itself. No Sororitas would ever allow it to fall into enemy hands.*

All models in the same unit as the Sacred Banner gain the counter-attack special rule whilst the banner bearer is alive. In addition any friendly units within 12" may re-roll failed Morale and Pinning tests.

**Simulacrum Imperialis**

*Taking many forms, these holy symbols of the Ecclesiarchy were once carried by one of the Imperium’s many saints, or may even be wrought from their bones.*

A unit with a Simulacrum Imperialis may re-roll all failed Acts of Faith and Shield of Faith rolls.
VEHICLE ARMOURY

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

<table>
<thead>
<tr>
<th>Dozer blade</th>
<th>Searchlight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extra armour</td>
<td>Smoke launchers</td>
</tr>
</tbody>
</table>

Archeotech Weaponry
Some vehicles and structures used by the Ecclesiary date back to the dark ages of the Imperium, lost technology kept functional through barely understood rituals and prayer.

All weapons on the vehicle become rending. Whenever the vehicle fires roll a D6 — on a roll of 1 the vehicle loses a hull point as the archaic technology malfunctions.

Armoured Cockpit
The aircraft is fitted with a reinforced and armoured canopy to protect the aircraft’s crew from incoming fire.

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken or Crew Stunned on a roll of 4+.

Chaff Launcher
Chaff launchers provide a 4+ Invulnerable save against weapons with the ‘Missile’ type.

Cherub Choir
One of the few permitted examples of biosculpted homunculi allowed within the Imperium, these constructs work tirelessly to protect and repair the Sister’s vehicles.

The vehicle gains the It Will Not Die special rule.

Distinctive Paint Scheme
The aircraft bears an unusual colour scheme that marks it out amongst its allies. Whether a badge of its pilot’s skill or bravado, it serves to inspire the troops below.

Once per turn a friendly unit within line of sight to the vehicle may re-roll a single Morale test

Exorcist Missile Launcher
These temperamental and barely understood missile launchers fire salvos of melta-missiles arcing high into the air, raining fire and devastation onto the Emperor’s foes.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>48</td>
<td>8</td>
<td>1</td>
<td>Heavy D6</td>
</tr>
</tbody>
</table>

Hellstrike Missile
Hellstrike Missiles combine a solid fuel core with a high explosive payload.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>72</td>
<td>8</td>
<td>3</td>
<td>Ordnance 1, One Shot</td>
</tr>
</tbody>
</table>

Hellfury Missile
Hellfury missiles are packed with incendiary submunitions to drive enemy troops from cover.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>72</td>
<td>4</td>
<td>5</td>
<td>Heavy 1, Large Blast</td>
</tr>
</tbody>
</table>

No Cover Saves

Hunter-killer Missile
Hunter-killer missiles are commonly fitted to the Imperium’s vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage enemy armoured vehicles that would otherwise far outmatch them.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unlimited</td>
<td>8</td>
<td>3</td>
<td>Heavy 1, One Shot</td>
</tr>
</tbody>
</table>

Illum Flares
The aircraft carries a stock of powerful, fast burning chemical flares to illuminate even the darkest battlefield.

A vehicle equipped with Illum Flares may drop a single illum flare per turn. They are fired in the same manner as Bombs, placing a marker where the flare lands after it has scattered. Any unit targeting an enemy unit within 12” of the marker in the same turn gains the Night Vision rule for the purposes of that shot.

Infra-red Targeting
The aircraft has been modified with special targeting augers for optimum performance when fighting at night.

A vehicle with Infra-red Targeting gains the Night Vision special rule.

Skystrike Missile
These powerful anti-air missiles are fitted with heat seeking warheads to target power signatures and engine exhaust.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>60</td>
<td>7</td>
<td>3</td>
<td>Heavy 1, Skyfire, Heatseeker*</td>
</tr>
</tbody>
</table>

* A weapon with the Heatseeker special rule can re-roll all failed rolls To Hit against Flyers and Skimmers. Successful cover saves against Heatseeker weapons must be rerolled.

Tactical Bombs
These high explosive armour piercing bombs are the most common form of ordinance carried by Imperial Navy aircraft, suitable for engaging both infantry formations and lightly armoured vehicles.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bomb</td>
<td>6</td>
<td>4</td>
<td>Heavy 1, Barrage, Bomb, Small Blast, One Shot</td>
</tr>
</tbody>
</table>
ARMOUR

Artificer Armour
Superdense construction materials ensure that most suits of artificer armour offer a degree of protection rivalling that of Tactical Dreadnought armour. Models equipped with artificer armour receive an armour save of 2+.

Carapace Armour
Carapace armour is made up of large rigid plates of armaplas or ceramite moulded to fit the bearer. Models equipped with carapace armour receive an armour save of 4+.

Shield Robes
When not clad in their well known power armour, the Adepta Sororitas will often wear consecrated adamantine-laced robes designed for both devotional study and martial training. Models equipped with Shield Robes receive an armour save of 5+.

Flak Armour
Cheap and easy to produce, flak armour comprises several layers of ablative thermostatic materials and impact absorbent carbifibres. Models equipped with flak armour receive an armour save of 5+.

Sub-flak Armour
The frateris and civilian zealots who rise to the call of the Ecclesiarchy rarely have access to military equipment and must rely on their faith in the Emperor, and what scraps of armour they can scavenge. Models equipped with sub-flak armour receive an armour save of 6+.

Power Armour
Made from thick ceramite plates and electrically motivated fibre bundles that enhance the movements of the wearer, power armour is the standard protection for Sororitas. Models equipped with power armour receive an armour save of 3+.

BATTLE GEAR OF THE ADEPTA SORORITAS

SORORITAS POWER ARMOUR
The power armour worn by the Battle Sisters of the Orders Militant is based upon the same archaic systems as that worn by the brethren of the Adeptus Astartes. It provides the same degree of armoured protection, yet must forego the more advanced life-support systems and strength enhancing abilities used by the Space Marines, as the Sisters of Battle are not implanted with the Black Carapace that allows the Astartes to interface fully with their own armour. Despite this, the Sisters of Battle are one of the few Imperial forces outside of the Space Marines to be granted the right to wear such formidable armour, and they are trained to deadly effect to utilise its abilities to the full.

GODWYN-DE’AZ PATTERN BOLTER
The standard issue weapon for all Battle Sisters since the Orders Militant were formed, the Godwyn-De’az pattern bolter has remained unchanged for millennia, largely due to its superior performance in comparison to other weapons of its class. But the Godwyn-De’az is much more than a weapon to the Sisters of Battle; it is a symbol of the Emperor’s divine judgement, the first and foremost of the ‘holy trinity’ of bolter, flamethrower and meltagun with which the Adepta Sororitas bring justice to the manifold enemies of Mankind.

PURITY SEALS
Devotional scripts and declarations of the bearer’s sanctity, many Sisters wear purity seals to further protect them from the taint of the impure and the sinful. In the course of her duties a Sister may bear witness to the most terrible of sights and so the more purity seals borne, the more of such horrors she has had to endure. Each seal is a benediction against the forces of disorder, warpcraft and mutation, a plea to the Emperor for deliverance from evil.

CHAPLET ECCLESIASTICUS
Every member of the Sisterhood bears one of these icons of the Ecclesiarchy, worn around the neck or waist on a string of adamantium beads. Each bead represents an act of penitence undertaken by the bearer, though in the case of long serving members, each bead may count ten, 100 or even 1,000 such acts. The Adepta Sororitas ever strive to honour the sacrifice made by the Emperor by emulating His example.
ECCLESIASTRACHAL RELICS

These artefacts are items of incredible rarity, ancient heirlooms that are maintained in places of honour on Terra. Only the purist and most influential of the Ecclesiarchys number are worthy to use such storied items, and their heroic deeds simply add to the continuing legends and myths of the items themselves. Only one of each of the following relics may be chosen per army - there is but one of each of these items in the galaxy!

The Blade of Admonition

The mirror polish of the Blade of Admonition reflects the true face of those who gaze upon it. The wicked must avert their gaze in abject terror of their own true selves.

The Blade of Admonition is a single handed close combat weapon. Any enemy unit with a model within 6" of the bearer gains no benefit from the Fearless, And They Shall Know No Fear, and Stubborn special rules.

Sanctus

Believed to contain shards of armour worn by the Emperor himself, this highly ornate shield was once carried by Saint Katherine, shieldbears to Alicia Dominica.

Sanctus is a Praesidium Protectiva that grants its wielder the Invulnerable special rule (see page 30). Furthermore the wielder and any unit she joins gain +1 to Shield of Faith and Deny the Witch saves.

The Hellax Infernus

One of the many ancient technological relics uncovered by Morben the Devout during the Icaira Crusade this ancient fusion weapon remains a symbol of the Ecclesiarchy’s increasing influence within the Mechanicum, thanks in great part to Morbens discoveries of lost technologies and STC blueprints during the crusade.

The Hellax Infernus is a ranged weapon with the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>18&quot;</td>
<td>8</td>
<td>1</td>
<td>Salvo 1/3, Melta</td>
</tr>
</tbody>
</table>

The Axe of Chalcydon

Once borne by Saint Jason during his crusade against the Eldar on Huale, this massive double-bladed axe is studded with jewels which rend the flesh of those that strike.

It is said that the jewels, claimed from the fallen xenos witches, are cut to so sharp an edge that they cleave impurities from the air and sin from a man’s soul.

Sin Cleaver: Add 1 to the Axe’s Strength for each unsaved wound it has caused earlier in the game.

The Black Sword of Ulricus

At the conclusion of the Vinculus Crusade High Marshal Ludoldus and Canoness Jasmine met one final time to exchange tokens of remembrance, Jasmine offering the blade of the fallen Inquisitor Vinculus and receiving in return the Black Sword of the Emperors Champion Ulricus.

The wielder of the Black Sword of Ulricus gains the Monster Hunter special rule and may reroll any failed to hits in challenges. However they must issue challenges in combat whenever possible and may not refuse a challenge from an opponent.

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>+2</td>
<td>2</td>
<td>Melee, Two Handed, Unwieldy, Rending</td>
</tr>
</tbody>
</table>

Standard of the Saviour Emperor

Frozen in time by an ancient stasis generator this battered standard bears the iconography of the Imperial Army and is said to have been held aloft during the defence of the Imperial Palace by Fatidicus himself.

Friendly units from Codex: Sisters of Battle within 12” of the bearer re-roll failed Moral Checks and Pinning tests. Additionally, friendly units from Codex: Sisters of Battle within 6” of the bearer have the Hatred special rule, and add +1 to their total when determining their assault distance rolls. Furthermore the bearer and her unit gain the Fear special rule.

A model may only carry one banner.

The Crown of Light

Recovered from Kaurava IV only moments before it’s destruction by order of Exterminatus the Crown is a conversion field generator of archaic design, the last surviving relic of the martyred Saint Anais.

The Crown of Light confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the Crown, all units within D6” of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test while the bearer and any unit she joins are immune to the Crowns effects.

Additionally friendly units from Codex: Sisters of Battle within 6” of the bearer add +1 to their test of faith rolls.
Saint Celestine.

Uriah Jacobus

Canoness

Arch Confessor Kyrinov

Inquisitor Lord Pietas

A Celestian bodyguard accompanies their Canoness into battle.
A Palatine leads a strikeforce of the Celestian Elohim
Order Pronatus sentry gun

Celestian with heavy flamers

Celestian

Simulacrum Imperialis

Sisters of Battle – Rallying the Faithful

Order Pronatus sentry gun

Celestian with heavy flamers

Celestian

Simulacrum Imperialis
Death cultists  Arco Flagelants

Crusader  Cardinal  Zealot

An Ecclesiarchal Battle Conclave fearlessly confronts the daemonic hordes
Battle Sisters

Multimelta Retributor

Heavy Bolter Retributor

Blessed Banner Bearer

Sisters of Battle – Rallying the Faithful
HAIR
The hair was given a basecoat of Fortress Grey, and then highlighted with Shiny White.

FACE
For the face, we used Tanned Flesh as a basecoat, followed by a layer of Dwarf Flesh. Finally, a highlight of est! Flesh was applied.

ICONS
The icons were painted Stealing Gold first, then highlighted with Burnished Gold.

METAL
The weapons were painted Boltgun Metal, and then highlighted with Chaos Black. A final highlight of Translucent Silver was then applied.

ARMOUR
The armour was given a basecoat of Chaos Black, followed by a fine highlight of Midnight Blue mixed with Fortress Grey.

ROBES
A basecoat of Scab Red was used, followed by a layer of Blood Red. This was then highlighted with Blazing Orange.

Orders Militant

Order of Our Martyred Lady
- Armour: Chaos Black
- Robes: Blood Red
- Weapons: Boltgun Metal

Order of the Valorous Heart
- Armour: Chaos Black
- Robes: Chaos Black with Skull White lidging and gloves
- Weapons: Chaos Black and Boltgun Metal

Order of the Bloody Rose
- Armour: Blood Red
- Robes: Chaos Black
- Weapons: Chaos Black and Boltgun Metal

Order of the Sacred Rose
- Armour: Skull White
- Robes: Chaos Black
- Weapons: Boltgun Metal

Order of the Ebon Chalice
- Armour: Chaos Black
- Robes: Skull White
- Weapons: Boltgun Metal

Order of the Argent Shroud
- Armour: Boltgun Metal
- Robes: Skull White
- Weapons: Blood Red and Boltgun Metal
Sisters of Battle: Rallying the Faithful

Seraphim Superior

Seraphim

Seraphim
Penitent Engine

Avenger Strike Fighter
Prioris Pattern Exorcist

Sanctorum Pattern Exorcist

Sisters of Battle – Rallying the Faithful
SISTERS OF BATTLE ARMY LIST

The following army list enables you to field a Sisters of Battle army and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

USING THE ARMY LIST

The Sisters of Battle army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their roll on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit. More information about the background and rules for the Sisters of Battle and their options can be found in the Forces of the Ecclesiarchy section, while information and examples of the Citadel miniatures you will need to represent them can be found in the Rallying the Faithful section.

REPENTIA SQUAD

1 50 Points

<table>
<thead>
<tr>
<th>Unit Name</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Repentia</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mistress</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Wargear:</th>
<th>Special Rules:</th>
<th>Options:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Two close combat weapons (Repentia only)</td>
<td>Acts of Faith</td>
<td>Add up to fifteen additional Repentia</td>
</tr>
<tr>
<td>Power armour (Mistress only)</td>
<td>Shield of Faith</td>
<td>Any model (including the Mistress) may replace</td>
</tr>
<tr>
<td>Two neural Whips (Mistress only)</td>
<td>Fearless</td>
<td>all of their</td>
</tr>
<tr>
<td></td>
<td>Feel No Pain</td>
<td>weapons with an</td>
</tr>
<tr>
<td></td>
<td>Fleet</td>
<td>Evacuator</td>
</tr>
<tr>
<td></td>
<td>Race</td>
<td>The Mistress may take</td>
</tr>
<tr>
<td></td>
<td>Martyrs</td>
<td>melt bombs</td>
</tr>
<tr>
<td></td>
<td>Cut Them Down</td>
<td>The unit may take a Rhino</td>
</tr>
</tbody>
</table>

1. **Unit Name:** At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

2. **Unit Profile:** This section will show the profile of any models the unit can include.

3. **Unit Type:** This section refers to the Warhammer 40,000 Unit Type Rules chapter. For example, a unit may be classed as infantry, vehicle or beasts, which will subject it to a number of rules regarding movement, shooting, assaulting etc. If the Unit Type box includes the word 'Unique' you may only include one of this unit in your army.

4. **Unit Composition:** Where applicable, this section will show the number and type of models that make up the basic unit before any upgrades are taken.

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

6. **Special Rules:** Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Forces of the Ecclesiarchy section or the Universal Special Rules section of the Warhammer 40,000 rulebook.

7. **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so alongside the associated points cost for each. Where an option states that you may exchange one weapon ‘and/or’ another, you may replace either, neither or both provided you pay the points cost.

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

0. **Warlord Traits:** Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.
SISTERS OF BATTLE WARGEAR LIST

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

Melee Weapons ............................................ Page 77
A model can replace one weapon with one of the following:
- Close combat weapon .................................... free
- Heavy chainsword ...................................... free
- Power weapon ........................................... 10 pts
- Eviscerator ............................................... 15 pts
- Witch Lance ............................................. 20 pts

Ranged Weapons .......................................... Page 78
A model can replace one weapon with one of the following:
- Bolt Pistol ............................................... 1 pt
- Boltgun ..................................................... 1 pt
- Shotgun ................................................... 1 pt
- Storm Bolter ............................................. 3 pts
- Stake-Crossbow ........................................ 5 pts
- Plasma Pistol ........................................... 10 pts
- Inferno pistol ........................................... 10 pts
- Hand Flamer ............................................ 10 pts
- Combi-flamer, -melta or -plasma .................. 10 pts

Heavy Weapons .......................................... Page 78
A model can replace her boltgun with one of the following:
- Heavy Bolter ............................................ 5 pts
- Multi-melta .............................................. 10 pts
- Heavy Flamer ........................................... 15 pts

Special Weapons .......................................... Page 78
A model can replace her Melee weapon or boltgun with one of the following:
- Storm Bolter ............................................. 3 pts
- Stake Crossbow ......................................... 3 pts
- Flamer ..................................................... 5 pts
- Meltagun .................................................. 10 pts

Sororitas Banners ........................................ Page 81
A model can replace one weapon with one of the following.
No model may carry more than a single banner.
- Banner of Wrath ........................................ 5 pts
- Simulacrum Imperialis ................................ 10 pts
- Blessed Banner ......................................... 15 pts
- Holy Icon .................................................. 20 pts
- Sacred Banner of the Convent ..................... 25 pts
- Banner of the Ordo Militant 1 ....................... 30 pts

1 Celestians only, one per detachment

Sororitas Relics ............................................ Page 77
A model can replace any weapon with one of the following:
- Praesidium Protectiva ................................ 5 pts
- Brazier of Holy Fire .................................... 10 pts
- Deacin Pattern Combi-flamer ..................... 15 pts
- Blessed Weapon ........................................ 20 pts
- Paragon Blade .......................................... 25 pts
- Relic Blade .............................................. 30 pts

Inquisitorial Weaponry ................................. Page 77
A model can replace one weapon with one of the following:
- Neural Shredder ....................................... 10 pts
- Needle Pistol .......................................... 15 pts
- Power Fist .............................................. 15 pts
- Condemnor Boltgun .................................. 15 pts
- Thunder Hammer ..................................... 20 pts
- Null Rod .................................................. 25 pts

Archeotech ................................................ Page 79
A model can replace one weapon with one of the following.
Only one of each item may be taken per detachment.
- Irad Cleanser ............................................ 10 pts
- Stasis generator ........................................ 15 pts
- Archeotech Pistol ....................................... 20 pts
- Power Field Generator ............................... 30 pts

Ecclesiarchal Artefacts ................................. Page 84
A model can replace one weapon with one of the following.
Only one of each Artefact may be taken per army.
- The Helax Infernus ..................................... 20 pts
- The Black Sword of Ulricus 1 ....................... 25 pts
- The Axe of Chalcydon ................................. 30 pts
- The Crown of Light 1 ................................ 35 pts
- The Blade of Admonition ............................. 40 pts
- Sanctus 1 ............................................... 55 pts
- Standard of the Emperor Ascendant ............ 65 pts

1 Heiromartyr, Cannoness, and Palatine only

Divine Powers ............................................. Page 30
Only one of each Divine Power may be taken per army.
- Final Sanction ........................................... 10 pts
- Blessed be the Faithful ............................... 15 pts
- Divine Convocation ................................... 15 pts
- No Forgiveness, No Respite ......................... 20 pts
- Avatar of Faith ......................................... 25 pts
- Invulnerable ............................................. 30 pts
- Invulnerable ............................................. 35 pts
- Wings of Faith ......................................... 40 pts

Vehicle Equipment ...................................... Page 82
A model can take up to one of each of the following:
- Searchlight ........................................... 1 pt
- Dozer blade 1 ........................................... 5 pts
- Laud hailer ............................................. 5 pts
- Storm bolt 1, 2 .......................................... 5 pts
- Flamer 1 2 ................................................ 10 pts
- Combi-flamer or -melta 1, 2 ......................... 10 pts
- Hunter-killer missile .................................. 10 pts
- Extra armour .......................................... 10 pts

1 Tank models only
2 A vehicle may only mount a single secondary weapon

Sisters of Battle —Army List 101
<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Points</th>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>SAINT CELESTINE</td>
<td>135</td>
<td>Jump Infantry (Character)</td>
<td>1 (Unique)</td>
<td>62</td>
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<tr>
<td>WA - Wargear:</td>
<td></td>
<td></td>
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<tr>
<td>Frag grenades</td>
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<tr>
<td>Krak grenades</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jump pack</td>
<td></td>
<td></td>
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<td></td>
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<td>SAINT SABBAT</td>
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<td>Jump Infantry (Character)</td>
<td>1 (Unique)</td>
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<tr>
<td>WA - Wargear:</td>
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<tr>
<td>Artificer armour</td>
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<tr>
<td>Melta bombs</td>
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<td>Jump pack</td>
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<td></td>
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<td>Cyber-skull drones</td>
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<td>CANONESS PRAXEDES OF OPHELIA VII</td>
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<tr>
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<td>Power armour</td>
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<td>Deacis-patter combi-flamer</td>
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<td>Melta bombs</td>
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<td>Hexagrammic wards</td>
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<td>ARCH CONFESSION KRY诺V</td>
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<td>1 (Unique)</td>
<td>67</td>
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<tr>
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<tr>
<td>Flak armour</td>
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<tr>
<td>Master-crafted bolt pistol</td>
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<tr>
<td>Frag grenades</td>
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<tr>
<td>Krak grenades</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Rosarius</td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**Special Rules:**
- Beacon of Faith
- Fearless
- Miraculous Intervention
- Independent Character
- Hit and Run
- Shield of Faith

**Relics and Artefacts:**
- Armour of Saint Katherine
- The Ardent Blade
- Paragon Blade
- Scepter of Vengeance
- Cloak of Saint Aspira
- Mace of Valaan
- Icon of Chiros
- Conqueror of Cities
- Rosarius

**Warlord Trait:**
- Legendary Fighter
- Saint Sabbat can choose any one of the Ecclesiarchal Warlord Traits on page 29 (there is no need to roll)
- Convocation of Wrath
- Conqueror of Cities
- Beacon of Faith
- Independent Character
- Irresistible Charge
- Endless Crusade
- Invulnerable
- Heroic Strike
- Stubborn
- Monster Hunter
- Celestian Elohim

**Pontifex Guard:**
In a primary detachment that includes Kyrinov, Battle Conclaves are troops choices instead of elites.
CARDINAL ARMANDUS HELFIRE

100 Points

Armandus Helfire

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
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<th>A</th>
<th>Ld</th>
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<td>4</td>
<td>3</td>
<td>10</td>
<td>5+</td>
</tr>
</tbody>
</table>

**Unit Type**: Infantry (Character)

**Unit Composition**: 1 (Unique)

**Page**: 68

**Wargear**:  
- Flak armour  
- Plasma gun  
- Frag grenades  
- Krak grenades  
- Rosarius  

**Relics and Artefacts**:  
- Sceptre of Avignor  

**Warlord Trait**:  
- Inspiring Presence

**Special Rules**:  
- Acts of Faith  
- Independent Character  
- Holy Distain  
- Feel no Pain  
- Slow and Purposeful  
- War of Faith  
- Shield of Faith

INQUISITOR LORD ADRASTIA

125 Points

Inquisitor Lord Adrastia

<table>
<thead>
<tr>
<th>WS</th>
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<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
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</thead>
<tbody>
<tr>
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<td>5</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>10</td>
<td>3+</td>
</tr>
</tbody>
</table>

**Unit Type**: Infantry (Character)

**Unit Composition**: 1 (Unique)

**Page**: 69

**Wargear**:  
- Power armour  
- Archeotech Inferno pistol  
- Force sword  
- Frag grenades  
- Meltabombs  
- Rosarius  

**Warlord Trait**:  
- Principles of Deceit

**Psyper**:  
Adrastia generates her powers from the **Biomancy**, **Telepathy** and **Pyromancy** disciplines.

**Special Rules**:  
- Stubborn  
- Independent Character  
- By Any Means Necessary  
- Psyker (Mastery Level 2)  
- Purgatus

INQUISITOR LORD IASON

175 Points

Inquisitor Lord Iason

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
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<th>T</th>
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<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
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<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>10</td>
<td>4+</td>
</tr>
</tbody>
</table>

**Unit Type**: Infantry (Character)

**Unit Composition**: 1 (Unique)

**Page**: 70

**Wargear**:  
- Carapace armour  
- Lethe blade  
- Psyber-raven  
- Emperor’s tarot  
- Psychic hood  
- Rad grenades  

**Warlord Trait**:  
- Intimidating Presence

**Psyper**:  
Iason generates his powers from the **Divination**, **Telepathy** and **Telekinesis** disciplines.

**Special Rules**:  
- Shrouded  
- Shrouded  
- Dark Soul  
- Independent Character  
- Hammer of the Witches

**Chosen Vanguard**:  
Through A Glass, Darkly:
A single infantry or jump infantry unit chosen from the Troops, Fast Attack, or Elites section of the codex may exchange their Shield of Faith and Acts of Faith special rules for Preferred Enemy (All) and Fearless.

Units with the Beacon of Faith special rule may not be chosen for mind cleansing.

**INQUISITOR LORD PIETAS**

110 Points

Inquisitor Lord Pietas

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
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<td>4</td>
<td>3</td>
<td>10</td>
<td>2+</td>
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</tbody>
</table>

**Unit Type**: Infantry (Character)

**Unit Composition**: 1 (Unique)

**Page**: 71

**Wargear**:  
- Artificier armour  
- Master Crafted Boltgun  
- Vengeance Rounds  
- Power sword  
- Rosarius  
- Frag grenades  
- Krak grenades

**Relics and Artefacts**:  
- Inquisitorial Mandate  
- Liber Heresius

**Warlord Trait**:  
- Target Priority

**Special Rules**:  
- Acts of Faith  
- Stubborn  
- Independent Character  
- Strike The Heart

**Chosen Vanguard**:  
In an army that includes Pietas, Celestian Squads are Troops choices.
Wargear:
- Artificer armour
- Blessed weapon
- Power weapon
- Frag grenades
- Krak grenades
- Rosarius

Special Rules:
- Beacon of Faith
- Independent Character
- Shield of Faith
- Only in Death
- The Passion
- Inspirational Leader
- Celestian Retinue
- Angelic Visage
- Seraphim Pistols

Options
- Must take two options from the Divine Powers section of the wargear list.
- May take items from the Sororitas Relics and Ecclesiarchal Artefacts lists.

AVENGING ANGELS
For each Hieromartyr in your army (including Saint Celestine and Saint Sabbat) you may include a unit of Avenging Angels. Avenging Angels do not use up a Force Organisation slot.

Wargear:
- Blessed Weapon

Special Rules:
- Souless
- Invulnerable
- Divine Intervention
- Soul Blaze
- Fear

Options
- Add up to seven additional Avenging Angels ................. 35 pts each
- Any Angel may exchanged their Blessed Weapon for:
  - Paragon Blade or Witch Lance ................................ 5 pts
  - Relic Blade or Thunder Hammer ................................. 10 pts

CANONESS

Wargear:
- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:
- Beacon of Faith
- Independent Character
- Shield of Faith
- Only in Death
- The Emperor’s Champion

Options
- May take items from the Melee Weapons, Ranged Weapons, Sororitas Relics, and Ecclesiarchal Artefacts lists.
- May choose any of the following:
  - Melta bombs and/or Hexagrammic wards ...................... 5 pts
  - Book of Saint Lucius and/or Cherubim ........................ 10 pts
  - Jump pack .................................................................. 15 pts
  - Rosarius or Litanies of Faith ....................................... 25 pts

PALATINE

Wargear:
- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:
- Beacon of Faith
- Independent Character
- Shield of Faith
- Only in Death
- The Emperor’s Champion

Options
- May take items from the Melee Weapons, Ranged Weapons, Sororitas Relics, Ecclesiarchal Artefacts, and Inquisitorial Weapony lists.
- May choose any of the following:
  - Melta bombs and/or Hexagrammic wards ...................... 5 pts
  - Book of Saint Lucius and/or Cherubim ........................ 10 pts
  - Rosarius and/or Litanies of Faith ............................... 25 pts
  - Armour of the Sacred Guard ................................. 30 pts
  - May be upgraded to the rank of Seraphiel ..................... 15 pts
  - May be mounted on an Ecclesiarchal Steed .................. 10 pts
Wargear: - Flak armour - Laspistol - Close combat weapon - Frag grenades - Krak grenades - Rosarius

Special Rules: - Beacon of Faith - Heightened Fervour - Independent Character - Zealot - Shield of Faith - Slow and Purposeful (Palanquin only)

Options - May take items from the Melee Weapons, Ranged Weapons, and Ecclesiarchal Artefacts lists. - The Confessor may ride upon a Palanquin - A Palanquin may mount a multi-melta or heavy flamers - May take meltabombs - May take an Ecclesiarchal Corseque - May take a plasma gun

Ranged Weapons: - Rosarius - Krak grenades - Close combat weapon

Melee Weapons: - Flak armour - Laspistol - Heavy chainsword - Frag grenades - Krak grenades - Rosarius

Options - Any Priest may be upgraded to a Banisher - Any Priest may be upgraded to a Sister Sabine - May take items from the Melee Weapons, and Ranged Weapons lists. - May take meltabombs - May take implant injectors - May take a plasma gun - May be mounted on an Ecclesiarchal Steed

Relics and Artefacts: - The Redeemer - The Banner of Sanctity

Special Rules: - Beacon of Faith - Independent Character - Knights of Solstice - Shield of Faith - Zealot

Sisters of Battle –Army List 105
**TROOPS**

### BATTLE SISTER SQUAD

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>9 Sisters of Battle</td>
<td>37</td>
</tr>
<tr>
<td>Infantry</td>
<td>1 Sister Superior</td>
<td></td>
</tr>
</tbody>
</table>

#### Options
- Add up to ten Battle Sisters ............... 12 pts/model
- Add up to three Cenobytes ............... 10 pts/model
- One Battle Sister may be upgraded to
  an Oblatia ........................................ 10 pts
- The Sister Superior and Oblatia may take items from the *Melee Weapons*, *Ranged Weapons* and *Sororitas Relics* lists.
- The Superior may carry melta bombs ........... 5 pts
- The squad may take Sarrissas ............... 10 pts
- The squad may take Blessed promethium ... 10 pts
- For every five models in the squad, one Battle Sister may take one of the following:
  - One weapon from the *Special Weapons* list.
  - Ceremonial blade .................................. 5 pts
  - For every ten models in the squad, one Battle Sister may take one of the following:
  - One weapon from the *Heavy Weapons* list.
  - One item from the *Sororitas Banners* list.
  - Eviscerator ........................................ 15 pts
- The unit may take a single transport from the *Dedicated Transports* section (page 111)

#### Special Rules:
- Acts of Faith
- Only in Death
- Shield of Faith
- Divine Guidance
- Penitence (Oblatia only)

### 0-1 FORLORN HOPE

One squad of Battle Sisters may be fielded as the Forlorn Hope at no additional cost.

After deployment zones have been chosen, but before any units are placed, the Forlorn Hope must be deployed onto the board at least 18" from any table edge (normal restrictions do not apply). The unit gains the Martyrs, Fearless, and Beacon of Faith special rules. They may not take a dedicated transport or begin the game in reserve.

### RETRIBUTOR SQUAD

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry (Character)</td>
<td>4 Retributors</td>
<td>38</td>
</tr>
<tr>
<td>Infantry (Character)</td>
<td>1 Sister Superior</td>
<td></td>
</tr>
</tbody>
</table>

#### Options
- Add up to five Retributors ............... 12 pts/model
- One Retributor not carrying a heavy weapon may take an item from the *Sororitas Banners* list.
- The Sister Superior may take items from the *Melee Weapons*, *Ranged Weapons* and *Sororitas Relics* lists.
- The Superior may carry a signum ........... 5 pts
- The Superior may carry melta bombs ........... 5 pts
- The squad may take Blessed promethium ... 10 pts
- Up to four Retributors may take a weapon from the *Heavy Weapons* list.
- Any Retributor may replace their boltgun with a shotgun and siege mantlet .................. 3 pts
- One Retributor may carry an auspex ........... 5 pts
- The unit may take a single transport from the *Dedicated Transports* section (page 111)

#### Special Rules:
- Acts of Faith
- Only in Death
- Shield of Faith
- Psychic Blank
- Seraphim Pistols
- Light of the Emperor

### SISTER SUPERIOR ANASTASIA

One Retributor Sister Superior may be upgraded to Sister Superior Anastasia

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry (Character)</td>
<td>1 (Unique)</td>
<td>73</td>
</tr>
</tbody>
</table>

#### Options
- Artificer armour
- Master crafted bolt pistol
- Master crafted plasma pistol
- Frag grenades
- Krak grenades
- Hexagrammic wards
- Relics and Artefacts:
  - Tears of the Emperor
  - Caged Songbird
- Special Rules:
  - Acts of Faith
  - Only in Death
  - Shield of Faith
  - Psychic Blank
  - Seraphim Pistols
  - Light of the Emperor

106 Sisters of Battle –Army List
## TROOPS

### SISTERS NOVICAЕ

<table>
<thead>
<tr>
<th>Celestian</th>
<th>Sister Novicae</th>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>WS 4 BS 4 S 3 T 3 W 1 I 3 A 2 9 Ld 3+ Sv 3+</td>
<td>3 3 1 3 1 3 1 7 4+</td>
<td>Infantry</td>
<td>5 Celestians</td>
<td>105 Points</td>
</tr>
<tr>
<td>Wargear:</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Bolt Pistol</td>
<td></td>
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<tr>
<td>- Close combat weapon</td>
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<tr>
<td>- Frag grenades</td>
<td></td>
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<tr>
<td>- Krak grenades</td>
<td></td>
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</tr>
<tr>
<td>- Bolter (Celestians only)</td>
<td></td>
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</tr>
<tr>
<td>- Power armour (Celestians only)</td>
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</tr>
<tr>
<td>- Carapace armour (Sisters Novicae only)</td>
<td></td>
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</tr>
<tr>
<td>Special Rules:</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>- Acts of Faith</td>
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<td></td>
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</tr>
<tr>
<td>- Only in Death</td>
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<tr>
<td>- Heedless Devotion</td>
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<tr>
<td>- Shield of Faith</td>
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<tr>
<td>- Endless Crusade</td>
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</tr>
<tr>
<td>Options:</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Add up to twenty additional Sisters Novicae</td>
<td>5 pts/model</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>- Celestians may take items from the Melee Weapons, Ranged Weapons, and Sororitas Relics lists.</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>- Any Novicae may replace their bolt pistol with a shotgun</td>
<td>free</td>
<td></td>
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</tr>
<tr>
<td>- Up to two Novicae may take flamers</td>
<td>5 pts</td>
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</table>

### REPENTIA SQUAD

<table>
<thead>
<tr>
<th>Sister Repentia</th>
<th>Mistress</th>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>WS 4 BS 4 S 3 T 3 W 1 I 3 A 2 8 Ld 3+ Sv 3+</td>
<td>3 3 1 3 2 9 3+</td>
<td>Infantry</td>
<td>4 Sisters Repentia</td>
<td>50 Points</td>
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<tr>
<td>Wargear:</td>
<td></td>
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<td></td>
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<tr>
<td>- Two close combat weapons (Repentia only)</td>
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<tr>
<td>- Power armour  (Mistress only)</td>
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<tr>
<td>- Two neural Whips (Mistress only)</td>
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<tr>
<td>Special Rules:</td>
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</tr>
<tr>
<td>- Acts of Faith</td>
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</tr>
<tr>
<td>- Shield of Faith</td>
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</tr>
<tr>
<td>- Fearless</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>- Feel No Pain</td>
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<td></td>
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<tr>
<td>- Fleet</td>
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<tr>
<td>- Rage</td>
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<tr>
<td>- Martyrs</td>
<td></td>
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<tr>
<td>- Holy Hatred</td>
<td></td>
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<tr>
<td>Options:</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Add up to twenty five additional Repentia</td>
<td>7 pts/model</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Any model (including the Mistress) may replace all of their weapons with an Eviscerator</td>
<td>10 pts/model</td>
<td></td>
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<tr>
<td>- The Mistress may take metal bombs</td>
<td>5 pts</td>
<td></td>
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</tr>
<tr>
<td>- The unit may take a Rhino from the Dedicated Transports section (page 111)</td>
<td></td>
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</tbody>
</table>

### FRATERIS MILITIA

<table>
<thead>
<tr>
<th>Preacher</th>
<th>Frateris Militia</th>
<th>Zealot</th>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>WS 3 BS 3 S 3 T 3 W 1 I 3 A 2 8 6+ Ld 6+ Sv 6+</td>
<td>2 2 3 3 1 3 1 7 6+</td>
<td>Infantry</td>
<td>10 Frateris Militia</td>
<td>30 Points</td>
<td>41</td>
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<tr>
<td>Wargear:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>- Sub-flak armour</td>
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</tr>
<tr>
<td>- Laspistol</td>
<td></td>
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<tr>
<td>- Close combat weapon</td>
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<tr>
<td>Special Rules:</td>
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<tr>
<td>- Crusaders</td>
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<tr>
<td>- Overcharged weapons</td>
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<tr>
<td>Options:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Add up to three preachers</td>
<td>5 pts/model</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Add up to twenty frateris</td>
<td>3 pts/model</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Any number of frateris may be upgraded to zealots</td>
<td>2 pts/model</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>- The entire squad may be upgraded to Frateris Cavalry</td>
<td>3 pts/model</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>- The entire squad may be equipped with carapace armour</td>
<td>2 pts/model</td>
<td></td>
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</tr>
<tr>
<td>- Any Preacher may take items from the Melee Weapons and Ranged Weapons lists</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>- Any Preacher may take a Rosarius</td>
<td>15 pts</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>- The squad may take frag grenades</td>
<td>10 pts</td>
<td></td>
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</tr>
<tr>
<td>- Any number of models may replace their close combat weapon one of the following:</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>- Laspistol or heavy chainsword</td>
<td>1 pt</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>- Shotgun, boltgun, or bolt pistol</td>
<td>2 pts</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>- For every five models in the squad, one may replace their laspistol with one of the following:</td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>- Sniper rifle</td>
<td>2 pts</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Heavy Stubber</td>
<td>3 pts</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Flamer or grenade launcher</td>
<td>5 pts</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Witch lance or Eviscerator</td>
<td>15 pts</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>- One model may take a Demolition charge</td>
<td>10 pts</td>
<td></td>
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</tr>
<tr>
<td>- One model may carry a blessed banner</td>
<td>10 pts</td>
<td></td>
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</tr>
<tr>
<td>- One zealot may carry a holy relic</td>
<td>30 pts</td>
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</tr>
</tbody>
</table>
### CELESTIAN SQUAD

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>4 Celestians</td>
<td>42</td>
</tr>
<tr>
<td>Infantry (Character)</td>
<td>1 Celestian Superior</td>
<td>1</td>
</tr>
<tr>
<td>Infantry (Character)</td>
<td>1 Celestian Superior</td>
<td>1</td>
</tr>
</tbody>
</table>

**Wargear:**
- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon
- Thermite bombs
- Chirurgeon’s Tools

**Special Rules:**
- Acts of Faith
- Shield of Faith
- Only in Death
- Endless Crusade

**Special Operations:**
- Infiltrate
- Fire Support

**Relics and Artefacts:**
- Paragon Blade
- Omen-pattern boltgun
- Phial of Dolan

**Options:**
- Add up to five Celestians .......... 15 pts/model
- One Celestian may be upgraded to the rank of Hospitaller ........................................ 15 pts
- One Celestian may take an item from the **Sororitas Banners** list.
- The Celestian Superior may take items from the **Melee Weapons, Ranged Weapons and Sororitas Relics** lists.

- The Superior may carry melta bombs .......... 5 pts
- The squad may take Hexagrammic wards ... 25 pts
- The squad may take Blessed promethium .... 10 pts
- The squad may take jump packs .......... 5 pts/model

- Any model may replace her boltgun with one of the following:
  - Heavy chainsword .................................. free
  - Ceremonial blade ......................................... 5 pts
  - Combi-flamer, -melta, or -plasma ............... 5 pts

- Up to three Celestians may take one of the following:
  - One weapon from the **Special Weapons** list.
  - One weapon from the **Heavy Weapons** list.
  - Power weapon ............................................. 10 pts
  - Witch lance .............................................. 15 pts

- The unit may take a single transport from the **Dedicated Transports** section (page 111)

### SISTER DIALOGUS

Any Celestian squad may include a Sister Dialogus

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry (Character)</td>
<td>1 Sister Dialogus</td>
<td>42</td>
</tr>
</tbody>
</table>

**Wargear:**
- Shield Robes
- Bolt Pistol

**Special Rules:**
- Acts of Faith
- Shield of Faith

**Options:**
- May take a Laud Hailer ................................ 10 pts
- May take an auspex ........................................ 5 pts

### SISTER FAMULOUS EUPHEMIA

One Celestian Superior per may be upgraded to Sister Famulous Euphemia

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry (Character)</td>
<td>1 (Unique)</td>
<td>74</td>
</tr>
</tbody>
</table>

**Wargear:**
- Artificer armour
- Bolt Pistol
- Cherubim
- Thermite bombs

**Relics and Artefacts:**
- Paragon Blade
- Omen-pattern boltgun
- Phial of Dolan

**Special Rules:**
- Acts of Faith
- Know Thy Enemy
- World Weary
- Shield of Faith

**Options:**
- Add up to five stormtroopers ............ 10 pts/model
- Any model may replace their boltgun with one of the following:
  - Shot gun or close combat weapon ................. 2 pts
  - Sniper rifle ............................................ 2 pts
  - Hot-shot lasgun ....................................... 5 pts

- The squad may take melta bombs .......... 3 pts/model
- The squad may take cameleoline cloaks .... 15 pts
- The squad may be surgically augmented .... 20 pts

- Up to three models may replace their boltgun with one of the following:
  - Flamer or grenade launcher ....................... 5 pts
  - Meltagun, plasma gun, or power maul .... 10 pts
  - Heavy flamer (one per squad) ...................... 15 pts

- One model may take a locator beacon .... 10 pts
- One model may take a Demolition charge .... 10 pts
- The unit may take a Rhino from the **Dedicated Transports** section (page 111)

### INQUISITORIAL STORMTROOPERS

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>5 Inquisitorial Stormtroopers</td>
<td>48</td>
</tr>
</tbody>
</table>

**Wargear:**
- Carapace Armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

**Special Rules:**
- Infiltrate
- Special Operations

**Options:**
- Add up to five stormtroopers ............ 10 pts/model
- Any model may replace their boltgun with one of the following:
  - Flamer or grenade launcher ....................... 5 pts
  - Meltagun, plasma gun, or power maul .... 10 pts
  - Heavy flamer (one per squad) ...................... 15 pts

- One model may take a locator beacon .... 10 pts
- One model may take a Demolition charge .... 10 pts
- The unit may take a Rhino from the **Dedicated Transports** section (page 111)

---

Sisters of Battle – Army List
Wargear:
- Storm bolter
- Smoke launchers
- Locator beacon

Special Rules:
- Storm bolter
- Smoke launchers
- Locator beacon

Options
- May take a strike relay .................................................. 50 pts
- May take a jamming beacon ............................................. 10 pts
- May take items from the Vehicle Equipment list

Sisters Hospitaller

Wargear:
- Bolt pistol
- Combat Blade
- Chirurgeon’s tools (hospitallers only)
- Medicus Ministorum (superior only)

Special Rules:
- Acts of Faith
- Shield of Faith
- Cleanse and Purge

Options
- Add up to five Sisters Novicae ............... 5 pts/model
- The Hospitaller Superior may take items from the Melee Weapons and Ranged Weapons lists.
- The entire squad may be equipped with:
  - Snare mines ..................................................... 1 pt/model
  - Thermite bombs .............................................. 2 pts/model
- The Hospitaller Superior may be equipped with Rad grenades .................................... 15 pts
- The entire unit may be upgraded to agents of the Order Vespilia ............................. 20 pts
- Any Hospitaller may replace her bolt pistol with:
  - Hand flamers or vivisector .......................... 5 pts
  - Neural Shredder .................................................. 10 pts
  - Needle Pistol .................................................. 15 pts
- Up to two Sisters Novicae may replace their bolt pistol with:
  - Shotgun ................................................................. free
  - Flamer ................................................................. 5 pts
  - Plasma pistol ...................................................... 10 pts
- The unit may be accompanied by up to three servo skulls .................................. 3 pts each

Priores Helena the Virtuous

One Hospitaller Superior may be upgraded to Priores Helena the Virtuous

Wargear:
- Artificer armour
- Boltgun
- Frag grenades

Relics and Artefacts:
- Rod of Grace
- Mantle of Ophelia

Options
- Any Hospitaller may take a plasma pistol and/or rosarius .......... 10 pts
- Any Hospitaller may take items from the Melee Weapons, Sororitas Relics, and Sororitas Banners lists.
- Any Hospitaller may be mounted on an Ecclesiarchal Steed ........................................ 5 pts/model

Patronica Guard

Wargear:
- Carapace armour
- Aspirate cloak
- Ceremonial Blade
- Praesidium Protectiva

Special Rules:
- Acts of Faith
- Independent Character
- Shield of Faith
- Only in Death
- Holy Contempt
- Light of the Emperor

Options
- Any Patronica may take a plasma pistol and/or rosarius .......... 10 pts
- Any Patronica may take items from the Melee Weapons, Sororitas Relics, and Sororitas Banners lists.
- Any Patronica may be mounted on an Ecclesiarchal Steed ........................................ 5 pts/model
### ECCLESIARCHAL AUGER

**Ecclesiarchal Auger**  
**Unit Type:** Infantry (Character)  
**Composition:** 1 Ecclesiarchal Auger  
**Points:** 50

<table>
<thead>
<tr>
<th>Wargear:</th>
<th>Special Rules:</th>
<th>Options:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Flak armour</td>
<td>- Independent Character</td>
<td>- May carry the Emperor’s Tarot .................................................. 10 pts</td>
</tr>
<tr>
<td>- Laspistol</td>
<td>- Soul Binding</td>
<td>- May carry a force staff .......................................................... 10 pts</td>
</tr>
<tr>
<td>- Rosarius</td>
<td>- Augury</td>
<td>- May upgrade to psychic Mastery Level 2 ......................................... 20 pts</td>
</tr>
</tbody>
</table>

### SORORITAS CRYPTEIA

**Crypteia Team**  
**Unit Type:** Infantry  
**Composition:** 3 Crypteia Teams  
**Points:** 75

<table>
<thead>
<tr>
<th>Wargear:</th>
<th>Special Rules:</th>
<th>Options:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Power armour</td>
<td>- Acts of Faith</td>
<td>- Add up to three crypteia teams ................................................ 25 pts per team</td>
</tr>
<tr>
<td>- Bolter</td>
<td>- Shield of Faith</td>
<td>- Any crypteia team may take items from the Melee Weapons and Ranged Weapons lists...</td>
</tr>
<tr>
<td>- Bolt Pistol</td>
<td>- Only in Death</td>
<td>- Any Crypteia team may exchange their bolt for a heavy bolter and assassin bolts ........................................ 10 pts each</td>
</tr>
<tr>
<td>- Close combat weapon</td>
<td>- Bounding Overwatch</td>
<td>- One Crypteia may take an excruciator .......................................... 10 pts</td>
</tr>
<tr>
<td>- Frag grenades</td>
<td>- Bulky</td>
<td>- Must be mounted on a primary detachment that includes Setheno a single Crypteia unit may be taken as a troops choice.</td>
</tr>
<tr>
<td>- Krak grenades</td>
<td>- Murderous Strike</td>
<td>- In a primary detachment that includes Setheno a single Crypteia unit may be taken as a troops choice.</td>
</tr>
</tbody>
</table>

### CANONESS ERRANT SETHENO

**Canoness Errant Setheno**  
**Unit Type:** Infantry (Character)  
**Composition:** 1 (Unique)  
**Points:** 140

<table>
<thead>
<tr>
<th>Wargear:</th>
<th>Relics and Artefacts:</th>
<th>Special Rules:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Bolter</td>
<td>- Truesilver armour</td>
<td>- Fearless</td>
</tr>
<tr>
<td>- Null Rod</td>
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<td>- Beacon of Faith</td>
</tr>
<tr>
<td>- Neural whip</td>
<td></td>
<td>- Independent Character</td>
</tr>
<tr>
<td>- Frag grenades</td>
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<td>- Shield of Faith</td>
</tr>
<tr>
<td>- Krak grenades</td>
<td></td>
<td>- Bitter Foe</td>
</tr>
<tr>
<td>- Rad grenades</td>
<td></td>
<td>- Endless Crusade</td>
</tr>
<tr>
<td>- Rosarius</td>
<td></td>
<td>- The Emperor’s Deliverance</td>
</tr>
</tbody>
</table>

**Crypteia Tribunal:**  
In a primary detachment that includes Setheno a single Crypteia unit may be taken as a troops choice.

### BATTLE CONCLAVE

**Battle Conclave**  
A battle conclave consists of between 3 and 20 models chosen in any combination from the unit options below.

<table>
<thead>
<tr>
<th>Wargear:</th>
<th>Options:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Death Cult Assassin:</td>
<td>- Any Death Cult Assassin may exchange a single power weapon for a sniper rifle ........................................... free</td>
</tr>
<tr>
<td>- Flak armour</td>
<td>- Any Death Cult Assassin may take a poisoned blade ... 2 pts/model</td>
</tr>
<tr>
<td>- Two power weapons</td>
<td>- Up to three Death Cult Assassins may take needle pistols ... 15 pts</td>
</tr>
<tr>
<td>Arco-flagellant:</td>
<td>- Any Arco-flagellant take power scourges ................................ 5 pts/model</td>
</tr>
<tr>
<td>- Arco-flagellant:</td>
<td>- Up to three Crusaders may exchange their power weapon for a Thunder Hammer ........................................... 10 pts</td>
</tr>
<tr>
<td>- Arco-flails (close combat weapon)</td>
<td>- One Crusader may exchange their power weapon for a Blessed Banner .......................................................... 15 pts</td>
</tr>
<tr>
<td>Crusader:</td>
<td>- The entire unit may take implant injectors .................................. 3 pts/model</td>
</tr>
<tr>
<td>- Flak armour</td>
<td>- A unit consisting entirely of Crusaders may be mounted on Ecclesiarchal Steeds ..................................... 5 pts/model</td>
</tr>
<tr>
<td>- Power weapon</td>
<td>- The unit may take a Rhino from the Dedicated Transports section (page 111)</td>
</tr>
</tbody>
</table>
| - Storm shield            | -  

---

110 Sisters of Battle – *Army List*
## DEDICATED TRANSPORTS

### RHINO

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>F</th>
<th>S</th>
<th>R</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rhino</td>
<td>4</td>
<td>11</td>
<td>11</td>
<td>10</td>
<td>3</td>
</tr>
</tbody>
</table>

**Unit Type:** Vehicle (Tank, Transport)

**Unit Composition:** 1 Rhino

**Options:**
- May take a cherub choir
- May take items from the Vehicle Equipment list.

**Transport Capacity:**
- Ten models

**Wargear:**
- Storm bolter
- Smoke launchers

**Special Rules:**
- Shield of Faith
- Repair

```
35 Points
```

### IMMOLATOR

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>F</th>
<th>S</th>
<th>R</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Immolator</td>
<td>4</td>
<td>11</td>
<td>11</td>
<td>10</td>
<td>3</td>
</tr>
</tbody>
</table>

**Unit Type:** Vehicle (Tank, Fast, Transport)

**Unit Composition:** 1 Immolator

**Options:**
- May replace twin-linked heavy flamer with one of the following
  - Twin-linked heavy bolter with dragonfire shells
  - Twin-linked multi-melta
  - Flamestorm cannon
  - May take a cherub choir
  - May take items from the Vehicle Equipment list.

**Transport Capacity:**
- Six models

**Wargear:**
- Twin linked heavy flamer
- Smoke launchers

**Special Rules:**
- Shield of Faith

```
65 Points
```

### REPRESSOR

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>F</th>
<th>S</th>
<th>R</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repressor</td>
<td>4</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>3</td>
</tr>
</tbody>
</table>

**Unit Type:** Vehicle (Tank, Transport)

**Unit Composition:** 1 Repressor

**Options:**
- May replace heavy flamer with one of the following
  - Grenade launcher
  - Multi-melta
  - Flamestorm cannon
  - May take a cherub choir
  - May take items from the Vehicle Equipment list.

**Transport Capacity:**
- Ten models

**Wargear:**
- Storm bolter
- Heavy flamer
- Dozer blade
- Smoke launchers

**Special Rules:**
- Shield of Faith

```
75 Points
```

### DROP POD

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>F</th>
<th>S</th>
<th>R</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drop Pod</td>
<td>4</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>3</td>
</tr>
</tbody>
</table>

**Unit Type:** Vehicle (Open topped, Transport)

**Unit Composition:** 1 Drop Pod

**Options:**
- Replace storm bolter with a deathwind missile launcher
- May take a locater beacon

**Transport Capacity:**
- Twelve models

**Wargear:**
- Storm bolter

**Special Rules:**
- Inertial Guidance System
- Immobile
- Drop Pod Assault

```
35 Points
```
FAST ATTACK

SERAPHIM SQUAD

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>85 Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seraphim</td>
<td>Jump Infantry</td>
<td>4 Seraphim</td>
</tr>
<tr>
<td>Seraphim Superior</td>
<td>Jump Infantry (Character)</td>
<td>1 Seraphim Superior</td>
</tr>
</tbody>
</table>

Wargear:
- Power armour
- Jump pack
- Two bolt pistols
- Frag grenades
- Krak grenades

Special Rules:
- Beacon of Faith
- Shield of Faith
- Only in Death
- Angelic Visage
- Hit and Run
- Seraphim pistols
- Light of the Emperor

Options:
- Add up to five Seraphim ........................................ 15 pts/model
- For every five models in the squad, up to two Seraphim may replace both of their bolt pistols with one of the following:
  - Bolt pistol and charnal sabre .................................. free
  - Two hand flamers or two power weapons ....................... 15 pts
  - Two plasma pistols or two inferno pistols ................... 20 pts
- One Seraphim may carry a thurible of sacred incense ........... 10 pts
- The Seraphim Superior may take items from the Melee Weapons, Ranged Weapons and Sororitas Relics lists.
  - The squad may carry melta bombs ................................ 3 pts/model
  - The squad may carry blessed promethium ....................... 10 pts

DOMINION SQUAD

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>80 Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dominion</td>
<td>Infantry</td>
<td>4 Dominions</td>
</tr>
<tr>
<td>Sister Superior</td>
<td>Infantry (Character)</td>
<td>1 Sister Superior</td>
</tr>
</tbody>
</table>

Wargear:
- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:
- Acts of Faith
- Shield of Faith
- Only in Death
- Scouts
- Shock Troopers
- The Emperor’s Deliverance

Options:
- Add up to five Dominions ........................................ 14 pts/model
- One Dominion may take a locator beacon ...................... 10 pts
- One Dominion may take an auspex ............................... 5 pts
- One Dominion may take an item from the Sororitas Banners list.
  - The Sister Superior may take items from the Melee Weapons, Ranged Weapons, and Sororitas Relics lists.
    - The squad may carry melta bombs ............................ 3 pts/model
    - The squad may take Blessed promethium .................... 10 pts
- Any model may add an auxiliary grenade launcher to their boltgun or shotgun ....3 pts/model
- Any model may replace their boltgun with one of the following:
  - Bolt pistol or shotgun ........................................... free
  - Sniper rifle ...................................................... 3 pts
  - Plasma pistol ................................................... 10 pts
- For every five models in the squad, up to two Dominions may take a weapon from the Special Weapons list.
  - The unit may take a single transport from the Dedicated Transports section (page 111).

PENITENT ENGINE SQUADRON

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>75 Points per model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Penitent Engine</td>
<td>Vehicle squadron of</td>
<td>1-5 Penitent Engines</td>
</tr>
<tr>
<td>Entombed Priest</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Wargear:
- Two Chainfists
- Searchlight

Special Rules:
- Rage
- Fleet
- Battle Frenzy
- Rampage
- Unstopable Rampage
- Shield of Faith
- Martyr
- Zealot (Priest only)

Options:
- One penitent engine in the squadron may be upgraded to an Entombed Priest .................. 75 pts
- May take one of the following arm-mounted weapon options:
  - Two heavy flamers .................................................. 15 pts
  - Two frag cannons .................................................. 25 pts
  - Two chem cannons .................................................. 35 pts
  - May take a hull mounted hurricane bolter ........................ 10 pts
  - May carry frag assault launchers ................................. 15 pts
  - May take archeotech weaponry ................................... 15 pts
  - An Entombed Priest may take a cherub choir ..................... 10 pts

112 Sisters of Battle –Army List
### WITCH SEEKERS

<table>
<thead>
<tr>
<th>Unit</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Witch Seeker</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>4+</td>
<td>50</td>
</tr>
<tr>
<td>Oblivion Knight</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>En-Dog</td>
<td>4</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>4</td>
<td>3</td>
<td>4</td>
<td>4+</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear:**
- Carapace armour
- Bolt pistol
- Close combat weapon
- Psyk-out grenades
- Relic Blade (Knight only)

**Special Rules:**
- Preferred Enemy (Psykers)
- Neural shredder
- Boltgun

**Relics and Artefacts:**
- Inquisitorial
- Etherium

**Warden's of the Black Ships:**
In a force containing Witch Seekers, any Sororitas unit may opt to exchange their krak grenades for psyk-out grenades and the Preferred Enemy (Psykers) rule at no additional cost.

---

### EXCRUTIATUS

**One Oblivion Knight in the detachment may be upgraded to the rank of Excrutiatus**

<table>
<thead>
<tr>
<th>Unit</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Excrutiatus</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>4+</td>
<td>65</td>
</tr>
</tbody>
</table>

**Wargear:**
- Needle pistol
- Neuro gauntlet
- Frag grenades
- Psyk-out grenades

**Relics and Artefacts:**
- Ethereum

**Special Rules:**
- Preferred Enemy (Psykers)
- Soulless
- Stealth
- Chosen Prey

---

### LIGHTNING INTERCEPTOR SQUADRON

**125 Points per model**

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lightning Interceptor</td>
<td>Vehicle squadron of 1-3</td>
<td>58</td>
</tr>
</tbody>
</table>

**Wargear:**
- Twin-linked lascannon
- Armoured cockpit

**Special Rules:**
- Agile
- Strafing Run
- Supersonic
- Interceptor

**Options:**
- May take one of the following wing weapons:
  - Eight tactical bombs
  - Six hellstrike missiles
  - Six hellfury missiles
  - May mount a single autocannon

---

### EPHRAEL STERN

<table>
<thead>
<tr>
<th>Unit</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ephrael Stern</td>
<td>6</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>6</td>
<td>3</td>
<td>10</td>
<td>3+</td>
<td>150</td>
</tr>
</tbody>
</table>

**Wargear:**
- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Jump pack

**Relics and Artefacts:**
- Blessed Weapon

**Special Rules:**
- Fearless
- Invulnerable
- Hit and Run
- Daemonifuge

---

**FAST ATTACK**

**50 Points**

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>2 Witch Seekers</td>
<td>52</td>
</tr>
<tr>
<td>Infantry</td>
<td>(Character)</td>
<td></td>
</tr>
<tr>
<td>Beasts</td>
<td>1 Oblivion Knight</td>
<td></td>
</tr>
</tbody>
</table>

**65 Points**

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry (character)</td>
<td>1 Excrutiatus</td>
<td>52</td>
</tr>
</tbody>
</table>

**125 Points per model**

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle (Flyer)</td>
<td>Vehicle squadron of 1-3</td>
<td>58</td>
</tr>
<tr>
<td>Lightning Interceptors</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**150 Points**

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump Infantry (character)</td>
<td>1 (Unique)</td>
<td>76</td>
</tr>
</tbody>
</table>

Sisters of Battle —Army List 113
### SISTERS PRONATUS

**25 Points**

<table>
<thead>
<tr>
<th>Wargear</th>
<th></th>
<th>Options</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>- Shield robes</td>
<td></td>
<td>Add up to seven Servitors armed with close combat weapons and servo arms …… 10 pts/model</td>
<td></td>
</tr>
<tr>
<td>- Bolt pistol</td>
<td></td>
<td>One Sister Pronatus may be upgraded to the rank of Augmenticist …………………… 25 pts</td>
<td></td>
</tr>
<tr>
<td>- Snare mines</td>
<td></td>
<td>One Sister Pronatus may take an item from the Archeotech list</td>
<td></td>
</tr>
</tbody>
</table>

**Special Rules:**
- Acts of Faith
- Shield of Faith
- The Emperor Protects
- Split Fire
- Blessing of the Omnissiah
(Aspectaricist only)

**For each unit:**
- May include up to two additional arcoballista (each including two Retributor crew) ……………………… 50 pts/model
- May exchange twin-linked heavy bolter for twin-linked multi-melta ……………………………………… 15 pts/model

#### PRONATUS AUTOMATED SENTRY GUNS

**15 Points per model**

<table>
<thead>
<tr>
<th>Sentry Gun</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>- 3</td>
<td>3</td>
<td>6</td>
<td>2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3+</td>
<td>-</td>
<td>-</td>
<td>Artillery</td>
<td>1-3 Sentry Guns, forming a battery</td>
<td>46</td>
</tr>
</tbody>
</table>

**Wargear:**
- Twin-linked heavy bolter

**Special Rules:**
- Automated Artillery

**Options:**
- May exchange twin-linked heavy bolter for twin-linked multi-melta ……………………………………… 5 pts/model

#### ARCOBALLISTA BATTERY

**50 Points**

<table>
<thead>
<tr>
<th>Wargear</th>
<th></th>
<th>Options</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>- Power armour</td>
<td></td>
<td>May include up to two additional arcoballista (each including two Retributor crew) ……………………… 50 pts/model</td>
<td></td>
</tr>
<tr>
<td>- Boltgun</td>
<td></td>
<td>Any arcoballista may take:</td>
<td></td>
</tr>
<tr>
<td>- Bolt pistol</td>
<td></td>
<td>- Up to two additional crew …………………………… 12 pts/model</td>
<td></td>
</tr>
<tr>
<td>- Frag grenades</td>
<td></td>
<td>- Retributor with signum …………………………… 20 pts</td>
<td></td>
</tr>
<tr>
<td>- Krak grenades</td>
<td></td>
<td>- Shield of Faith</td>
<td></td>
</tr>
</tbody>
</table>

**Special Rules:**
- Acts of Faith
- Shield of Faith
- Only in Death
- Holy Fussilade

#### EPHOROS ASSAULT TANK

**275 Points**

<table>
<thead>
<tr>
<th>Wargear</th>
<th></th>
<th>Transport Capacity:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>- Twin-linked heavy bolter</td>
<td></td>
<td>Twenty five models</td>
<td></td>
</tr>
<tr>
<td>- Twin-linked multimelta</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Cherub Choir</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Extra Armour</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Special Rules:**
- Shield of Faith
- Power of the Machine Spirit
- Assault Vehicle
- Unstoppable Force
- Archaeotechnology

### Army List

**HEAVY SUPPORT**

1-3 Arcoballista

**Wargear:**
- Arcoballista

**Options:**
- Acts of Faith
- Shield of Faith
- Only in Death
- Holy Fussilade

**Special Rules:**
- Acts of Faith
- Shield of Faith
- Only in Death
- Holy Fussilade

**For each unit:**
- May include up to two additional arcoballista (each including two Retributor crew) ……………………… 50 pts/model
- Any arcoballista may take: | |
- - Up to two additional crew …………………………… 12 pts/model
- - Retributor with signum …………………………… 20 pts
- - Shield of Faith
- - Power of the Machine Spirit
- - Assault Vehicle
- - Unstoppable Force
- - Archaeotechnology

**Vehicle (Tank, Transport)**

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Unit Composition</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Arcoballista</td>
<td></td>
<td>38</td>
</tr>
<tr>
<td>2 Retributors</td>
<td>Artillery</td>
<td></td>
</tr>
<tr>
<td>1 Arcoballista</td>
<td>Artillery</td>
<td></td>
</tr>
</tbody>
</table>

**For each unit:**
- May exchange twin-linked heavy bolter for twin-linked multi-melta ……………………………………… 15 pts/model
# HEAVY SUPPORT

## EXORCIST

**Wargear:**
- Exorcist Missile Launcher
- Smoke launchers

**Armour**
- Exorcist
  - BS: 4
  - F: 13
  - S: 12
  - R: 10
  - HP: 3

**Unit Type:** Vehicle (Tank)
- Composition: 1 Exorcist
- Page: 60
- Points: 135

**Options:**
- May replace Exorcist Missile Launcher with a Catafalque of Sins .................................................. 15 pts
- May take a cherub choir ............................................. 10 pts
- May take items from the Vehicle Equipment list.

## IMMOLATOR PRAETORIAN

**Wargear:**
- Bolt Cannon
- Smoke launchers

**Armour**
- Immolator
  - BS: 4
  - F: 11
  - S: 11
  - R: 10
  - HP: 3

**Unit Type:** Vehicle (Tank, Fast, Transport)
- Composition: 1-3 Immolators
- Page: 54
- Points per model: 90

**Options:**
- May take one of the following:
  - Three hellstrike missiles ..................................... 30 pts
  - Three hellfury missiles ....................................... 30 pts
  - Three skystrike missiles ..................................... 25 pts
  - May take a cherub choir ........................................ 10 pts
  - May take items from the Vehicle Equipment list.

## AVENGER STRIKE FIGHTER

**Wargear:**
- Avenger Bolt Cannon
- Two Lascanons
- Armoured Cockpit

**Special Rules:**
- Strafing Run
- Supersonic

**Armour**
- Avenger Strike Fighter
  - BS: 3
  - F: 12
  - S: 10
  - R: 10
  - HP: 2

**Unit Type:** Vehicle (Flyer)
- Composition: 1 Avenger Strike Fighter
- Page: 59
- Points: 140

**Options:**
- May take any of the following:
  - Chaff launchers ................................................. 10 pts
  - Infra-red targetting ............................................ 5 pts
  - Lumiflare .......................................................... 5 pts
  - Distinctive markings ............................................ 10 pts
  - May take archeotech weaponry ................................. 15 pts
  - May be upgraded to carry battle servitor control systems .................................................. 15 pts
- May mount a defensive heavy stubber ......................... 10 pts
  - Six tactical bombs .............................................. 40 pts
  - Two hellstrike missiles ....................................... 20 pts
  - Two hellfury missiles ......................................... 20 pts

## DOMINICA-PATTERN DROP POD

**Wargear:**
- Five heavy bolters
- Spotlight

**Special Rules:**
- Independent Machine Spirits
- Inertial Guidance System
- Immobile
- Drop Pod Assault
- Area Denial

**Armour**
- Dominica Drop Pod
  - BS: 4
  - F: 12
  - S: 12
  - R: 12
  - HP: 3

**Unit Type:** Vehicle (Open topped)
- Composition: 1 Dominica Drop Pod
- Page: 56
- Points: 75

**Options:**
- May replace all five heavy bolters with five multi-meltas .......... 35 pts
- May take a defensive heavy flamer ................................ 10 pts
- May take a locaton beacon ....................................... 10 pts

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Sisters of Battle –Army List 115
SISTERS OF BATTLE

Foremost amongst the fanatical warriors of the Imperial Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. They constantly guard Humanity against the vile hordes of Chaos, the insidious threat of heretics and the assaults of heathen aliens. With their elite training, superb wargear and unshakable faith in the Emperor, the Sisters of Battle have crushed the foes of Mankind in countless battles across every part of the galaxy.

“A single man with faith can triumph over a legion of the faithless. Untold billions of the faithful can never be opposed”

-Sebastian Thor

Inside you will find:

• The Adeptus Ministorum: Explore the origins of the Ecclesiarchy, the Orders of the Sororitas, and their greatest battles against the witch and the heretic.

• Forces of the Ecclesiarchy: Here you’ll find details of the many varied troop types, characters and war machines that make up the armies of the Ecclesiarchy, along with the rules to use them in your games of Warhammer 40,000. Also contained within these pages are the mightiest heroes of the Ministorum, from the legendary Canoness Praxedes of Ophelia VII to Ephrael Stern, the thrice-born Daemonifuge, and the miraculous (and seemingly immortal) Saint Celestine.

• Rallying the Faithful: A showcase of the extensive Sisters of Battle miniature range, including the most famous Sororitas Orders and an impressive selection of mighty heroes and war machines.

• Sisters of Battle Army List: Muster your collection of Sisters of Battle miniatures into a fighting forces suitable for the tabletop battlefield, and prepare to smash the enemy aside for the Emperor!