

OFFICIAL
RULES

WARHAMMER
40,000

Sisters of Battle

The Sisters of Battle are warriors who forge their unshakeable faith in the Emperor into a potent weapon of war. In this issue, we present the first part of the official Codex, detailing the units and abilities of the Sisters of Battle.



Chapter Approved

This official Codex for the Sisters of Battle, written by Robin Cruddace and Mat Ward, will be presented in two parts, and stands as a replacement for the published Codex: Witch Hunters. You will only need these two issues of White Dwarf, the Warhammer 40,000 rulebook and a collection of Sisters of Battle models to field an army.



The Sisters of Battle, also known as the Adepta Sororitas, are an elite Sisterhood of warriors raised from infancy to adore the Emperor of Mankind. Their fanatical devotion and unwavering purity is a bulwark against corruption, heresy and alien attack, and once battle has been joined they will stop at nothing until their enemies are utterly crushed. Not even death can stay the wrath of the Adepta Sororitas, for the blood of martyrs only strengthens their resolve, spurring them to greater acts of heroism.

The Adeptus Ministorum – or Ecclesiarchy as it is generally known – is a monolithic organisation founded on the worship of the Emperor and the preaching of the Imperial Creed. The Sisters of Battle are the army of the Ecclesiarchy. Clad in ceramite power armour and trained to the peak of human ability, they stand amongst Mankind's most dedicated and disciplined warriors. Wherever there are foes of the Emperor, the Sisters of Battle will be found fighting with faith and steel.

When not actively prosecuting the Ecclesiarchy's wars, Battle Sisters divide their time between training and worship. Indeed, to the Adepta Sororitas, the disciplines are inseparable, for whilst combat drills and studies of tactics can hone the body and the mind, only prayer can bolster the spirit, and all three are required to defeat the Imperium's foes. The combination of combat doctrine and prayer is most evident on the battlefield where Battle Sisters loudly proclaim their faith in hymn and verse as they march to war, calling upon the Emperor to aid them in the fight against their enemies. The fervid, unquestioning nature of this faith is a potent weapon, manifesting as divine inspiration that drives the Adepta Sororitas to unprecedented feats of prowess. Sisters of Battle gripped with holy fervour banish fears from their minds, shrug off wounds and summon great strength to smite their foes. Those who witness such miracles are left in no doubt that the Emperor indeed walks with these pious warriors.

Origins

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Origins of the Adepta Sororitas

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

Early in his rule, Vandire discovered an all-female order, the Daughters of the Emperor, on the backwater world of San Leor. Vandire saw this community as a deadly army, if only he could bend it to his will. Through deception he convinced the Daughters that he was a pious man chosen by the Emperor to lead the Imperium. So it was that the Daughters of the Emperor became Vandire's personal bodyguards.

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



Missionaries

Missionaries are part of the Missionarius Galaxia, accompanying crusades as they push back the frontiers. Battle Sisters accompany Missionaries, protecting them as they enforce their doctrine at the barrel of a gun.



Dominion with flamer

The Ecclesiarchal Palace came under attack, but for months Vandire's army withstood every assault. The madness only ended when the commander of the Adeptus Custodes – the praetorian guard of the Emperor himself – sought out Alicia Dominica, the leader of Vandire's bodyguard, and her trusted companions. The Custodes took them before the Golden Throne, and though no histories tell of what transpired, it was evident that some great truth was passed to Dominica and her fellow warriors. When they emerged

tens of thousands of Sisters. In time, the Orders Militant grew into larger and more powerful organisations and Sebastian Thor's successor, Ecclesiarch Alexis XXII, decreed that the two Convents each be divided into two Orders Militant. The Convent Prioris was split to become the Order of the Ebon Chalice, whose founder was Dominica, and the Order of the Argent Shroud, led by Silvana. The Convent Sanctorum was divided into the Order of the Fiery Heart, led by Katherine, and the Order of the Valorous Heart, led by Lucia. Though

“The strength of the Emperor is Humanity, and the strength of Humanity is the Emperor. If one turns from the other we shall become the lost and the damned.”

The Sermons of Sebastian Thor, Vol. XXVII, Ch. LXII

from the throne room they marched with barely controlled fury to Vandire's chamber. There, they found him in the midst of an insane tirade and, pausing only to condemn him for his crimes against the Emperor, Dominica cut the head from the traitor's shoulders. The Reign of Blood was over.

The Reformation of the Ecclesiarchy

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

During the first years of the Sisterhood's existence, Alicia Dominica led wars against the alien invaders that had exploited the Imperium's weakness. Silvana, Mina, Lucia, Katherine and Arabella – those Sisters who had joined her before the Golden Throne – accompanied Dominica. Under their leadership, the Adepta Sororitas were filled with a righteousness of purpose that none had witnessed since the days of the Great Crusade. Countless enemies fell as the armies of the Adepta Sororitas brought the divine judgement of the Ecclesiarch to the darkest corners of the galaxy, and to this day the Sisters of Battle have stood as faithful and loyal defenders of the Ecclesiarchy, and the Imperium.

The Founding of the Orders Militant

The Adepta Sororitas were split between the Convent Prioris on Holy Terra and the Convent Sanctorum on Ophelia VII. Both Convents were massive fortresses housing

all could trace their origins back to the teachings of the Daughters of the Emperor, small variances began to manifest as the outlook and persona of the founders asserted itself. The Order of the Fiery Heart, for example, started to reflect the vengeful nature of Katherine, while the Sisters of the Argent Shroud became renowned for their heroic acts of self-sacrifice, echoing the selfless nature of Silvana.

By late M36, the Sisters of Battle had become synonymous with the power of the Ecclesiarchy, enforcing its dogma and prosecuting its wars across the galaxy. The Orders Militant spread, establishing subsidiary convents on key worlds across the Imperium. Dominica, Katherine, Silvana and Lucia, all of whom had been declared Living Saints in their own lifetimes, performed legendary acts and led their Orders in countless victories. But such legends seldom end well, and first Dominica, then Silvana and Lucia were martyred by Chaos worshippers and aliens. When Katherine was murdered by the Witch-cult of Mnestteus, her Order was renamed the Order of Our Martyred Lady, so deeply did her sisters mourn her loss.

In mid M38, Ecclesiarch Deacis VI created two more Orders Militant based at the Convents Sanctorum and Prioris. Both were formed from groups of Sisters who venerated the remaining two companions of Dominica – Mina and Arabella – and although these long-dead martyrs never led their Orders in battle, each was founded in one of their names; the Order of the Bloody Rose in honour of Mina, and the Order of the Sacred Rose after Arabella.

During this time numerous other Orders Militant – the Orders Minoris – were founded across the Imperium with their own traditions, doctrines, livery and titles. The Orders Minoris vary in size, and though some only number as few as a hundred or so Battle Sisters, each is an elite military force dedicated to destroying the Ecclesiarchy's enemies.

Ophelia VII
Oldest of the Cardinal Worlds, Ophelia VII is second in sanctity only to Holy Terra itself. Site of the Synod Ministra, its surface is covered in mile-high cathedrals and gothic bell towers linked by avenues lined with statues of the Imperium's thousands of saints. Deep beneath the gilded architecture, the dungeons of Ophelia VII plunge deep into the bowels of the world. Here, heretics are made to repent their sins in a variety of soul-cleansing ways such as Arco-flagellation, Death-masking, Soul-scouring and internment into the machineries of a Penitent Engine.



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Wars of Faith

The following list of events give a few brief details of the campaigns, wars and actions of the Adepta Sororitas during the latter part of the 41st Millennium. This is only a small fraction of the countless battles fought during this bloody era.

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.

835.M41

The War for Piety

The Shrine World of Piety rematerialises after being swallowed by a Warp storm two centuries earlier. The planet is, however, almost unrecognisable, having transformed into a hideous Daemon World. Canoness Sariah of the Order of the Sacred Rose immediately leads a force of Battle Sisters to the planet to retrieve artefacts from the Reliquary of Hope, one of the few sites to have withstood the corruption. As the rest of her forces establish a perimeter around the reliquary, Sariah leads several squads into the labyrinthine corridors beneath. For three days Canoness Sariah and her Sisters battle through monster-infested passageways; bolters cut down scores of blood-hungry Daemon-hounds and flammers burn swathes of bloated plague-beasts. 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. The surviving Battle Sisters withdraw to orbit with their prizes just as a fleet of Grey Knight vessels arrive and lay waste to the planet with cyclonic torpedoes.

858.M41

The Defence of Dimmamar

Dimmamar, birth world of Sebastian Thor, comes under attack from the Eldar of Ulthwé 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.

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

Canoness Josmane,
Order of the
Sacred Rose



897.M41

The Slaughter at Sanctuary 101

The fortress-sanctuary 101, and all Sisters of Battle within, is destroyed by the Necrons.

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 flammers 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. With the death of Gralastyx, the Chaos horde is destroyed, but of Celestine there is no sign, for she vanished as mysteriously as she appeared.

991.M41

The Martyrdom of Praxedes.

Canoness Praxedes of the Order of Our Martyred Lady reinforces the Imperial Guard on the cardinal world of Okassis, soon after the start of the Second Tyranic War. As the Tyranids of Hive Fleet Kraken assault the Ecclesiarchal Cathedral, the combined fire of Retributor Squads and Exorcist tanks obliterates the first wave, but the second manages to breach the fortress-walls. As Tyranids pour through, Praxedes confronts a Hive Tyrant. During the fighting the Canoness is dealt a mortal wound, but even as her blood ebbs away, she summons the strength to land a final blow, 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, determined to avenge the death of their beloved leader. The remaining aliens are swept aside, buying the time to evacuate the Ecclesiarchy's priests.

Army Special Rules

The Sisters of Battle can draw upon the wellspring of their faith to guide their actions. Absolute belief in the Imperial Creed allows the Sisters of Battle to perform the seemingly impossible. Yet miracles are not to be relied upon. At the heart of the Imperial Creed is the belief that the divine Emperor relies on his followers to create their own salvation, but also that if the situation is sufficiently bleak, he will intervene to deliver his true servants.

Faith Points

At the start of each of your Movement phases you generate D6 Faith Points. This is how many Faith Points you have available for the turn; the more available, the more Acts of Faith you will be able to attempt. Any Faith Points that are unused at the end of your turn are lost.

Acts 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 (or runs) 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 of the following: Sister Superior, Retributor Superior, Dominion Superior, Seraphim Superior, Celestian Superior or Mistress of Repentance.
- +1 if the unit has been joined by at least one of the following independent characters: Canoness, Ecclesiarchal Confessor, Saint Celestine, Uriah Jacobus or Arch-Confessor Kyrinov.
- +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 to or greater than 5, the Act of Faith is successful. The unit immediately gains a bonus and/or special rules until the end of the phase. The nature of the bonus depends upon the unit that is using the Act of Faith, as detailed later.

For example, if a unit of Celestians makes a successful Act of Faith during the Assault phase, their Hand of the Emperor Act of Faith grants them +1 Strength and Fearless until the end of the Assault phase.

Independent Characters and Acts of Faith

Independent characters that have the Acts 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.

If both a unit and an independent character have an Act of Faith that takes effect in the same phase, you must attempt each Act of Faith separately. For example, if a Canoness joins a unit of Celestians then you would require two Faith Points (and two Acts of Faith) to use both the Passion and the Hand of the Emperor Acts of Faith in the Assault phase.

Shield of Faith

The Sisters of Battle are taught that faith is a shield stronger than any armour. Such is the power of their belief that the Emperor will protect them 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.



Retributor with heavy bolter

“No army is big enough to conquer the galaxy, but faith alone can overturn the universe.”

Ecclesiarch Deacis IX



Canoness

Canoness

A Canoness is one of the most powerful examples of the Imperial Creed in purpose. Each of the hundreds of Canonesses in the position of leadership, shepherding the sheer over-arms, a Canoness into the fray, backwards, breath. The Sisters of Battle have the Imperium.

Though the Prioress superior knowledge holds sway, a Canoness spiritual warrior, her command guardian of Canoness' leading the

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Canoness

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

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

Though she is ostensibly answerable to the Prioress of her Convent, a Canoness' superior knowledge of battle inevitably holds sway concerning military matters. A Canoness is also responsible for the spiritual well-being of the warriors under her command and she is the principle guardian of her Battle Sisters' souls. A Canoness' non-military duties include leading the Order in its prayer services,

performing rites of initiation and overseeing the running of the Order. As a result, a Canoness inspires intense devotion in her Battle Sisters, leading them from the fore whilst reciting the great hymns of the Adeptus Ministorum.

UNIT TYPE: Infantry (character)

SPECIAL RULES: Acts of Faith, Independent Character, Stubborn, Shield of Faith.

The Passion: A 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 +1 Initiative and the Preferred Enemy special rule until the end of the Assault phase.

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



Canoness



Celestian with Simulacrum Imperialis

Sororitas Command Squads

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

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

A Sororitas Command Squad may also be accompanied by Sisters from other, non-militant Orders, who act as advisors and specialists to the Canoness. These Sisters are commonly from the Orders Dialogous – skilled orators whose amplified voices can embolden the spirits of nearby troops – and the Orders Hospitaller. With her surgeon's tools, the medical ministrations from a Sister Hospitaller can staunch the

bleeding from wounds and purge many lethal poisons from a warrior's bloodstream, allowing a Battle Sister to return to the fray despite grievous injuries.

UNIT TYPE: Infantry

SPECIAL RULES: Acts of Faith, Shield of Faith.

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

This Act of Faith is used in the Movement phase. If successful the unit gains the Relentless and Move Through Cover special rules until the end of the turn.

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



Sister Dialogus



Sister Hospitaller



Ecclesiarchy Preacher



Arco-flagellant



Crusader



Death Cult Assassin

Ecclesiarchy Priests

	WS	BS	S	T	W	I	A	Ld	Sv
Ecclesiarchy Confessor	5	5	3	3	3	4	3	10	5+
Ecclesiarchy Preacher	3	3	3	3	1	4	2	7	5+

Ecclesiarchy priests 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, and wherever they tread, a bodyguard is rarely far away. 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 the 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 long-lost relics and artefacts.

UNIT TYPE: Infantry (character)

SPECIAL RULES: Acts of Faith, Independent Character, Shield of Faith.

Righteous Rage: On a player turn in which a model with this special rule assaults, he and all members of the unit he has joined re-roll failed rolls to hit.

WARGEAR: Flak armour, laspistol, chainsword, frag grenades, krak grenades, rosarius.

Ecclesiarchy Battle Conclaves

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

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; anything larger would breach the prohibition of 'men under arms' as laid down in the Decree Passive. Even so, the Inquisition covertly monitors Battle Conclaves to safeguard the spirit of the Decree Passive, if not its letter.

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

Arco-flagellation is a punishment carried out on those found guilty of crimes against the Ecclesiarch. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with weaponry. Pacifier helms project soothing hymnals until a trigger word is spoken. Once activated, an Arco-flagellant turns into a berserk killing machine.

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. Death Cult Assassins have perfected the art of blades, which when combined with their deep-rooted devotion to the Emperor, makes them lethal and loyal followers.

UNIT TYPE: Infantry

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

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

WARGEAR: A Crusader has flak armour, a power weapon and a storm shield. An Arco-Flagellant has arco-flails (close combat weapon). A Death Cult Assassin has flak armour and two power weapons.

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Sisters Repentia

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

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

SPECIAL RULES: Act of Faith, Fearless, Feel No Pain, Fleet, Rage, Shield of Faith.

Spirit of the Martyr: *The Sisters Repentia summon the strength to land one final blow.*

This Act of Faith is used in the Assault phase. If successful, do not remove any models in the unit if they are killed before they have attacked. Instead, place them on their side. After all other models involved in the assault have made their attacks, any mortally injured model placed on its side gets to make a single attack. After these attacks have been made, any models on their side are removed as casualties.

WARGEAR: A Sister Repentia has an eviscerator; a Mistress of Penitence has power armour, two neural whips, frag grenades, krak grenades.



Sister Repentia



Mistress of Repentance

Penitent Engines

	WS	BS	S	I	A	Front	Armour Side	Rear
Penitent Engine	4	2	5(10)	3	D6+1	11	11	10

Penitent Engines rampage through the enemy's battlelines, leaving death and carnage in their wake. The machines' 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 the unfortunates sentenced to pilot a Penitent Engine were once members of the Ecclesiarchy; Priests fallen from grace or Battle Sisters who have, through failure of duty or faith, caused the deaths of their fellows. A multitude of wires and chemical injectors are implanted into the pilots' spines, and when they are not ripping through the ranks of their enemies, lances of pain and images of guilt shoot directly into their brains, reminding them of their sins. Driven by their 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 past sins.

UNIT TYPE: Vehicle (Walker, Open-topped)

SPECIAL RULES: Rage, Shield of Faith.

Unstoppable Rampage: Penitent Engines ignore any crew shaken and crew stunned results on the Vehicle Damage tables.

Battle Frenzy: For every unsaved Wound a Penitent Engine inflicts in close combat, the Penitent Engine immediately makes an additional attack. These extra attacks do not generate further additional attacks in the same way.

WARGEAR: Two Dreadnought close combat weapons (with built in heavy flamers). Note that the bonus for being equipped with two close combat weapons is already included in the Penitent Engine's profile.



Penitent Engine

Don



Battle Sisters are among the fiercest warriors, and Emperor's tempered still yearns for the Orders Militant who are a warrior's life. In the task of Battle's assault, braving destroying counter-attacks missions involved ride to battle protected. These tanks from their armed Do objective, deadly beams and



Seraphim
Seraphim

Amongst those Battalions, brightly through himself guided warriors are exclusively as well as control ne The Seraph descending fire, their In melee, their foes killing blood point-blank

UNIT TYPE: Infantry

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

This Act of Faith can be used in the Movement phase, the Shooting phase or the Assault phase. If used in the Movement phase when the Battle Sisters squad are falling back, the unit immediately regroups, despite any normal restrictions. If used in the Shooting or Assault phase, the unit re-rolls any failed To Hit rolls of a 1 until the end of that phase. Note that the same squad can use Light of the Emperor in two or more phases if you choose, but a separate Faith Point and Act of Faith test are required in each phase.

Sera

Seraphim
Seraphim

to the power of their faith. Celestians are fervent adherents to the Imperial Creed, shining examples of righteousness that many Battle Sisters aspire to emulate. Celestians harness this ardour in battle, and it lends them the strength to split the skulls of alien savages in a single blow and smite hideous Daemons back into the Warp.

UNIT TYPE: Infantry

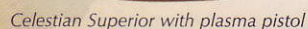
Hand of the Emperor: Celestians call upon the Emperor to grant them the courage and the strength to strike down their foes.

This Act of Faith is used in the Assault phase. If successful, the unit gains +1 Strength and the Fearless special rule until the end of the phase.

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



Celestian

A detailed miniature of a Celestian, a large, armored warrior from the Warhammer 40,000 universe. The figure is painted in a dark, metallic grey with vibrant red and black accents. It has a large, white, mask-like face with a single, glowing yellow eye. The Celestian is equipped with a massive, ornate shield on its left arm and a long, double-edged chain sword held high in its right hand. The figure stands on a small, circular base with some green grass tufts.

Dominion Squads

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

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 Sisters of Battle's shock troops and they are tasked with leading the vanguard of the assault, breaking through enemy frontlines, destroying 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 Rhino or Immolators, protected from the worst of incoming fire. These tanks rumble to a halt mere yards from their target and within seconds a fully armed Dominion Squad is storming their objective, annihilating the enemy with a deadly combination of bolter rounds, melta beams and searing flames.

Dominions do not hold objectives; their task is simply to clear them 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.

UNIT TYPE: Infantry

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

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

This Act of Faith is used in the Shooting phase. If successful, the unit's weapons count as being twin-linked until the end of the phase.

WARGEAR: Power armour, bolter, bolt pistol, frag grenades, Krak grenades.



Dominion with storm bolter



Dominion with melta gun

Seraphim Squads

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

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.

UNIT TYPE: Jump Infantry

SPECIAL RULES: Acts of Faith, Hit and Run, Shield of Faith.

The Emperor's Deliverance: *As the Seraphim recite rites of destruction, every shot becomes a mortal blow.*

This Act of Faith is used in the Shooting phase. If successful, the unit's Shooting attacks re-roll any failed To Wound rolls until the end of the phase.

Seraphim Pistols: Any model in a Seraphim squad that is armed with two pistols can fire both in the Shooting phase. If they do so, they can fire no other weapon that turn.

Angelic Visage: Seraphim re-roll failed Acts of Faith rolls and failed invulnerable saves granted by the Shield of Faith special rule.

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



Seraphim Superior with power sword



Seraphim with two hand flamers

Retributor Squads

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



Retributor with Heavy flamer



Retributor with Heavy bolter

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 flamers, unleashing infernos to burn their foes from cover and reduce them to charred corpses. Finally, completing the holy trinity of bolter, flamer, and melt, 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 Sororitas, a trait that serves them well on the battlefield as they prioritise and despatch their targets with calm efficiency. Although it is usual to attach individual Retributors to Battle

Sisters squads, many Sororitas Commanders maintain a core of dedicated heavy weapon squads. By concentrating the Order's biggest guns in this manner, the Retributor Superior is more readily able to direct their combined firepower to where it will cause the most damage to the enemy.

UNIT TYPE: Infantry

SPECIAL RULES: Acts of Faith, Shield of Faith.

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

This Act of Faith is used in the Shooting phase. If successful, the unit's weapons gain Rending until the end of the phase.

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

Exorcists

	BS	Front	Armour Side	Rear
Exorcist	4	13	11	10

An Exorcist is part of the Sororitas' unique weapons of war, a vehicle that unleashes volleys of explosive, armour-piercing judgement upon the foes of the Imperium. They are, however, unpredictable

machines that are only vaguely understood by the Tech Priests who must continuously service them. Many Exorcists have been in service

since the Age of Apostasy, further adding to their erratic nature. The Exorcist missiles fired by these revered vehicles are capable of splitting open enemy battle tanks or destroying entire squads of heavy infantry in one punishing salvo, provided, of course, the Exorcist's temperamental machine-spirit does not malfunction.

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

UNIT TYPE: Vehicle (Tank)

SPECIAL RULES: Shield of Faith.

WARGEAR: Exorcist missile launcher, smoke launchers.



Rhinos

	BS	Front	Armour Side	Rear
Rhino	4	11	11	10

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. Door hatches are often emblazoned with the Sigil Sororitas, the icon of the Sisters of Battle.

UNIT TYPE: Vehicle (Tank)

TRANSPORT: A Rhino has a transport capacity of ten models. It cannot transport models in Terminator armour.

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

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

SPECIAL RULES: Shield of Faith

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

WARGEAR: Storm bolter, smoke launchers.



Immolators

	BS	Front	Armour Side	Rear
Immolator	4	11	11	10

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

Sisters of Battle favour bolters, flamers and meltas to eradicate their enemies – the so-called 'holy-trinity' of weapons. As a result, some Immolators are armed with a pair of multi-meltas instead of heavy flamers, whilst others mount heavy bolters loaded with deadly incendiary rounds.

Immolators are tactically versatile vehicles and the tank of choice for many commanders, for in addition to their prodigious armaments, they can carry squads of Battle Sisters, supporting their passengers with heavy weapons fire.

UNIT TYPE: Vehicle (Tank)

TRANSPORT: An Immolator has a transport capacity of six models. It cannot transport models in Terminator armour.

Fire Points: None.

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

SPECIAL RULES: Shield of Faith.

WARGEAR: Twin-linked heavy flamer, smoke launchers.





Arch-Confeſſor Kyrinov

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

The Sermons of Sebastian Thor, Vol. XI, Ch. IV

Arch-Confeſſor Kyrinov

	WS	BS	S	T	W	I	A	Ld	Sv
Arch-Confeſſor Kyrinov	5	5	3	3	3	4	3	10	5+

Arch-Confeſſor Kyrinov has been the ſcourge of blaſphemers and heretics across a hundred worlds. Kyrinov is known for unflinching adherence to Eccleſiarchal doctrine and his fiery ſpeeches can whip entire populace into manic fervour. However, Kyrinov's patience and ſhrewd mind often ſerve him better than any amount of ſermoning. It is claimed that the Arch-Confeſſor could wait until the ſtars grew cold if it meant that an enemy of the Eccleſiarchy would fall from grace. Kyrinov's wild geſtures and melodramatic acts of faith hide a very cold and logical approach to defeating his foe. The Arch-Confeſſor is a prime manipulator of people, a dangerous foe who is almoſt impoſſible to out-think or placate.

For all his rabble-rouſing, Kyrinov knows that actions ſpeak louder than words, and he can be ſeen fearleſſly fighting across the battlefields of the Imperium. Every ſtep of the way the forces of the Sisters of Battle follow, and the Arch-Confeſſor's booming ſermons are accompanied with the harſh bark of bolter

fire. Such is the power of Kyrinov's zealous oratory that in his preſence the Orders Militant redouble their efforts, calling upon a righteous anger to deſtroy their enemies.

UNIT TYPE: Infantry (character).

SPECIAL RULES: Acts of Faith, Fearleſſ, Independent Character, Righteous Rage (ſee page 96), Shield of Faith.

Heightened Fervour: Arch-Confeſſor Kyrinov counts as having both a laud hailer and a ſimulacrum imperialis.

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

Mace of Valaan: The Mace of Valaan is a power weapon. In addition, any model that ſuffers an unſaved Wound from the Mace of Valaan is reduced to Initiative 1 until the end of the following player turn.

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

Uriah Jacobus, Protector of the Faith

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

There are many types of Miſſionary, from the young, fervent hopefuls ſtepping out to ſpread the word of the Imperium for the firſt time, to the ancient, toughened members of the Miſſionarus Galaxia. Uriah Jacobus is of the latter breed, a ſurvivor of countless battles. Jacobus is famed for his hardy endurance, no-nonsense practicality and quiet but ſolid, faith. As ſtubborn as a mule (and ſome ſay as mad), his talent for bringing loſt worlds back into the fold of Imperium rule is unſurpaſſed. Some believe that the Emperor himſelf guides Jacobus, whiſt others, moſt notably the Sisters of Battle who ſupport him war zones, ſimply think he has a knack for finding trouble.

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

UNIT TYPE: Infantry (character).

SPECIAL RULES: Acts of Faith, Righteous Rage (ſee page 96), Stubborn, Independent Characters, Shield of Faith.

Protector of the Faith: Whiſt Uriah Jacobus is alive, you can re-roll the dice to determine the number of Faith Points you have each turn.

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

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

Range	Strength	AP	Type
24"	4	4	Assault 2

The Banner of Sanctity: 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.



Uriah Jacobus, Protector of the Faith

Saint Cel

Saint Cel

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UNIT TYPE:

SPECIAL R Character,

Miraculous Celestine i a counter 'died'. Rol

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Saint Celestine

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

Very little is known of Celestine's life before she was declared a Living Saint, but following her apotheosis during the Palatine Crusade she became a warrior imbued with divine power who appears in times of great need. Saint Celestine has fought at the vanguard of numerous Wars of Faith, and hundreds of thousands of heretics have met a bloody end at the hands of her armies. It is said that she has fallen in combat several times, having been dealt a mortal blow by one of the Imperium's many enemies. However, each time she has miraculously returned to life for Celestine will die only when the Emperor himself claims her, and not a moment before.

UNIT TYPE: Jump Infantry (character).

SPECIAL RULE: Acts of Faith, Independent Character, Fearless, Shield of Faith.

Miraculous Intervention: Every time Celestine is removed as a casualty, 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 possible 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.

WARGEAR: Frag grenades, krak grenades, jump pack.

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

The Ardent Blade: This is a power weapon that always wounds enemies on a 4+ (unless a lower roll would be required). In addition, it can fire in the Shooting phase with the following profile:

Range	Strength	AP	Type
Template	5	4	Assault 1

“The blood of martyrs is the seed of the Imperium.”



Saint Celestine

Coming Next Month: Sisters of Battle Army List

Next month we present part 2 of the Codex, including everything needed to field the army. We also pitch the Adepta Sororitas against Hive Fleet Leviathan in a battle report.



OFFICIAL
RULES

WARHAMMER
40,000

Sisters of Battle

Last issue we introduced the first part of the brand-new Codex: Sisters of Battle. This month we present everything you need to be able to field your army of Sisters of Battle in Warhammer 40,000, with a complete army list and wargear section.





SISTERS OF BATTLE ARMY LIST

The following army list enables you to field an army of Sisters of Battle 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 role on the battlefield. Each model is also given a points value that 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.

Using a Force Organisation Chart

The army list is used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection.

Standard Missions



COMPULSORY	OPTIONAL	OPTIONAL
1 HQ 2 Troops	1 HQ 4 Troops 3 Elites	3 Fast Attack 3 Heavy Support



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 Part 1, which was in last month's White Dwarf (issue 379).

Each unit entry in the Sisters of Battle army list is split into several sections:

Name: At the start of each army list entry you will find the name of the unit alongside the point's cost of the unit without any upgrades.

Profile: This section will show the characteristics profile of any models the unit can include.

Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Unit Type: This refers to the Unit Type Rules chapter of the Warhammer 40,000 rulebook. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding movement, shooting, assault, etc.

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.

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 Part 1 of the Codex or the Warhammer 40,000 rulebook.

Dedicated Transport: Where applicable, this section refers to any transport vehicles the unit may take. These have their own army list entry on page 89. 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, and their entry in this book, explains how these dedicated transport vehicles work.

Options: This section lists all of the upgrades you may add to the unit, should 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 listed.

“The Emperor is our Father and our Guardian, but we must also guard the Emperor.”

– The Sermons of Sebastian Thor, Vol. XVI, Ch. I

Saint Celestia

Saint Celestia

Composition

- 1 (Unique)

Canoness

Canoness

Unit Composition

- 1 Canoness

Unit Type

- Infantry (c)

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You can t
Command

Hospital
Celestian
Dialogues

Unit Composition

- 3 Celestia
- 1 Dialogues
- 1 Hospital

Unit Type

- Infantry

Special Rules

- Acts of
- Endless
- Shield of

HQ

Saint Celestine 115 points

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

Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (character)

Wargear:

- Armour of Saint Katherine
- The Ardent Blade
- Frag grenades
- Krak grenades
- Jump pack

Special Rules:

- Acts of Faith
- Fearless
- Miraculous Intervention
- Shield of Faith

Canoness 65 points

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

Unit Composition:

- 1 Canoness

Unit Type:

- Infantry (character)

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Independent Character
- Shield of Faith
- Stubborn
- The Passion

Options:

- May replace boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword, combi-flamer, -melta or -plasma 10 points
 - Condemnor boltgun, plasma pistol or inferno pistol 15 points
 - Eviscerator 25 points
- May take rosarius 25 points
- May take melta bombs 5 points

“These heretics refute the Emperor’s holy right to rule. Let them argue with the barrel of a gun.”
Canoness Sabine, Order of Our Martyred Lady

Sororitas Command Squad 115 points

You can take one Sororitas Command Squad for every Canoness you have included in your army. Units of Sororitas Command Squads do not themselves take up an HQ choice.

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

Unit Composition:

- 3 Celestians
- 1 Dialogus
- 1 Hospitaler

Unit Type:

- Infantry

Special Rules:

- Acts of Faith
- Endless Crusade
- Shield of Faith

Wargear:

- Power armour
- Boltgun (Celestians only)
- Bolt pistol
- Frag grenades
- Krak grenades
- Surgeon’s tools (Hospitaler only)
- Loud hailer (Dialogus only)

Dedicated Transport:

- The squad can select any dedicated transport (see page 89).

Options:

- One Celestian may take either:
 - Simulacrum Imperialis 20 points
 - Blessed banner 15 points
- Any Celestian may replace her boltgun with:
 - Chainsword free
 - Storm bolter 3 points per model
 - Heavy bolter or flamer 5 points per model
 - Multi-melta or meltagun 10 points per model
 - Heavy flamer 20 points per model

HQ

Arch-Confessor Kyrinov 90 points

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

Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Flak armour
- Bolt pistol
- Mace of Valaan
- Frag grenades
- Krak grenades
- Icon of Chiros
- Rosarius

Special Rules:

- Acts of Faith
- Fearless
- Heightened Fervour
- Independent Character
- Righteous Rage
- Shield of Faith

Uriah Jacobus, Protector of the Faith 90 points

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

Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Flak armour
- Bolt pistol
- The Redeemer
- Chainsword
- Frag grenades
- Krak grenades
- Banner of Sanctity
- Rosarius

Special Rules:

- Acts of Faith
- Independent Character
- Protector of the Faith
- Righteous Rage
- Shield of Faith
- Stubborn



Uriah Jacobus leads his Battle Conclave against a force of Daemons.

Ecclesi

Confessor

Unit Comp

- 1 Eccles

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Special R

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- Indepe
- Righte
- Shield

HQ

Ecclesiarchy Confessor 75 points

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

Unit Composition:

- 1 Ecclesiarchy Confessor

Unit Type:

- Infantry (character)

Special Rules:

- Acts of Faith
- Independent Character
- Righteous Rage
- Shield of Faith

Wargear:

- Flak armour
- Las pistol
- Chainsword
- Frag grenades
- Krak grenades
- Rosarius

Options:

- May replace las pistol and/or chainsword with:
 - Shotgun, bolt pistol or boltgun 2 points
 - Storm bolter 3 points
 - Power sword, combi-flamer, -melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
 - Eviscerator 25 points
- May take a plasma gun 15 points
- May take melta bombs 5 points

Battle Conclave

For each Ecclesiarchy Confessor, Confessor Kyrinov or Uriah Jacobus in your army you may also include a Battle Conclave 3-10 models in size, in any combination. Battle Conclave Squads do not themselves take up an HQ choice.

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

Wargear:

- Death Cult Assassin:
- Flak armour
 - 2 power weapons

Crusader:

- Flak armour
- Power weapon
- Storm shield

Arco-flagellant:

- Arco-flails (close combat weapon)

Special Rules:

- Feel No Pain (Arco-flagellants only)
- Uncanny Reflexes (Death Cult Assassins only)

Options:

- Arco-flagellant 15 points per model
- Crusader 15 points per model
- Death Cult Assassin 15 points per model

Dedicated Transport:

- The Battle Conclave can select any dedicated transport (see page 89).

ELITES

Ecclesiarchy Priest 45 points

A Sisters of Battle army can include 0-5 Ecclesiarchy Priests per detachment. Priests do not use up any Force Organisation chart selections, but are otherwise treated as separate Elite units.

	WS	BS	S	T	W	I	A	Ld	Sv
Priest	3	3	3	3	1	4	2	7	5+

Unit Composition:

- 1 Ecclesiarchy Priest

Unit Type:

- Infantry (character)

Special Rules:

- Acts of Faith
- Independent Character
- Righteous Rage
- Shield of Faith

Wargear:

- Flak armour
- Las pistol
- Chainsword
- Frag grenades
- Krak grenades
- Rosarius

Options:

Each Ecclesiarchy Priest may replace his las pistol and/or chainsword with:

- Shotgun, bolt pistol or boltgun 2 points
- Storm bolter 3 points
- Power sword, combi-flamer, -melta or -plasma 10 points
- Condemnor boltgun or plasma pistol 15 points
- Eviscerator 25 points
- May take melta bombs 5 points

ELITES

Celestian Squad 80 points

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

Composition:

- 4 Celestians
- 1 Celestian Superior

Unit Type:

- Infantry



Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Hand of the Emperor
- Shield of Faith

Dedicated Transport:

- The squad can select any dedicated transport (see opposite page).

Options:

- Include up to five additional Celestians: 15 points per model
- One Celestian may replace her boltgun with one of the following:
 - Storm bolter 3 points per model
 - Heavy bolter or flamer 5 points per model
 - Multi-melta or meltagun 10 points per model
 - Heavy flamer 20 points per model
- Up to one Celestian may replace her boltgun with one of the following:
 - Storm bolter 3 points per model
 - Flamer 5 points per model
 - Meltagun 10 points per model
- One Celestian may take a Simulacrum Imperialis 20 points
- The Celestian Superior may replace her boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword or combi-flamer, combi-melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
- The Celestian Superior may take melta bombs 5 points

Repentia Squad 90 points

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

Composition:

- 4 Sisters Repentia
- 1 Mistress of Repentance

Unit Type:

- Infantry

Wargear:

- Sisters Repentia
- Eviscerator

Mistress of Repentance:

- Power armour
- 2 neural whips
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Fearless
- Feel No Pain
- Fleet
- Rage
- Shield of Faith
- Spirit of the Martyr

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

—Confessor Ganinimus



Battle

Battle Sister

Composi

- 9 Battle
- 1 Sister

Unit Type

- Infantry

Rhino

Rhino

Unit Com

- 1 Rhino

Unit Type

- Vehicle

Transport

- Ten mo

Immo

Immolat

Unit Com

- 1 Immo

Unit Type

- Vehicle

Transport

- Six mo



TROOPS

Battle Sister Squad 125 points

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

Composition:

- 9 Battle Sisters
- 1 Sister Superior

Unit Type:

- Infantry



Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Light of the Emperor
- Shield of Faith

Dedicated Transport:

- The squad can select any dedicated transport (see below).

Options:

- May include up to ten additional Battle Sisters: 12 points per model
- Up to one Battle Sister may replace her boltgun with one of the following:
 - Storm bolter 3 points per model
 - Heavy bolter or flamer 5 points per model
 - Multi-melta or meltagun 10 points per model
 - Heavy flamer 20 points per model
- Up to one Battle Sister may replace her boltgun with one of the following:
 - Storm bolter 3 points per model
 - Flamer 5 points per model
 - Meltagun 10 points per model
- One Battle Sister can take a simulacrum imperialis 20 points
- The Sister Superior may replace her boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword or combi-flamer, combi-melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
- The Sister Superior may take melta bombs 5 points

DEDICATED TRANSPORTS

Rhino 35 points

	BS	F	S	R
Rhino	4	11	11	10

Unit Composition:

- 1 Rhino

Unit Type:

- Vehicle (Tank)

Transport Capacity:

- Ten models

Wargear:

- Storm bolter
- Smoke launchers

Special Rules:

- Repair
- Shield of Faith

Options:

- May take any of the following:
 - Searchlight 1 points
 - Dozer blade 5 points
 - Storm bolter 10 points
 - Hunter-killer missile 10 points
 - Extra armour 15 points

Immolator 65 points

	BS	F	S	R
Immolator	4	11	11	10

Unit Composition:

- 1 Immolator

Unit Type:

- Vehicle (Tank)

Transport Capacity:

- Six models

Wargear:

- Twin-linked heavy flamer
- Smoke launchers

Special Rules:

- Shield of Faith

Options:

- May replace twin-linked heavy flamer for one of the following:
 - Twin-linked heavy bolter and inferno bolts free
 - Twin-linked multi-melta 15 points
- May take any of the following:
 - Searchlight 1 points
 - Dozer blade 5 points
 - Storm bolter 10 points
 - Hunter-killer missile 10 points
 - Extra armour 15 points

FAST ATTACK

Seraphim Squad..... 80 points

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

Composition:

- 4 Seraphim
- 1 Sister Superior

Unit Type:

- Jump Infantry

Wargear:

- Power armour
- Two bolt pistols
- Frag grenades
- Krak grenades
- Jump pack

Special Rules:

- Acts of Faith
- Angelic Visage
- Hit and Run
- Seraphim Pistols
- Shield of Faith
- The Emperor's Deliverance

Options:

- May include up to five additional Seraphim: 15 points per model
- Up to two Seraphim may replace both their bolt pistols with one of the following:
 - Two hand flamers 20 points per model
 - Two inferno pistols 30 points per model
- The Seraphim Superior may replace one of her bolt pistols with:
 - Chainsword free
 - Power sword 10 points
 - Eviscerator 25 points
- The Seraphim Superior may replace her other bolt pistol with a plasma pistol 15 points
- The Seraphim Superior may take melta bombs 5 points

Dominion Squad..... 70 points

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

Composition:

- 4 Dominions
- 1 Sister Superior

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Frag grenades
- Krak grenades
- Bolt pistol

Special Rules:

- Acts of Faith
- Holy Fusillade
- Scouts
- Shield of Faith

Dedicated Transport:

- The squad can select any dedicated transport (see page 89).

Options:

- Include up to five additional Dominions: 13 points per model
- For every five models in the squad, up to two Dominions may replace their boltgun with one of the following:
 - Storm bolter 3 points per model
 - Flamer 5 points per model
 - Meltagun 10 points per model
- One Dominion can take a Simulacrum Imperialis 20 points
- The Dominion Superior may replace her boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword or combi-flamer, combi-melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
- The Sister Superior may take melta bombs 5 points



“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

HEAVY SUPPORT

Retributor Squad..... 65 points

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

Composition:

- 4 Retributors
- 1 Retributor Superior

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Divine Guidance
- Shield of Faith

Dedicated Transport:

- The squad can select any dedicated transport (see page 89).

Options:

- Include up to five additional Retributors: 12 points per model
- Up to four Retributors may replace their boltguns with one of the following:
 - Heavy bolter 5 points per model
 - Multi-melta 10 points per model
 - Heavy flamer 20 points per model
- One Retributor may take a Simulacrum Imperialis 20 points
- The Retributor Superior may replace her boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword or combi-flamer, combi-melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
- The Retributor Superior may take melta bombs 5 points

Exorcist..... 135 points

	BS	F	S	R
Exorcist	4	13	11	10

Unit Composition:

- 1 Exorcist

Unit Type:

- Vehicle (Tank)

Wargear:

- Exorcist launcher
- Smoke launchers

Special Rules:

- Shield of Faith

Options:

- May take any of the following:
 - Searchlight 1 points
 - Dozer blade 5 points
 - Storm bolter 10 points
 - Hunter-killer missile 10 points
 - Extra armour 15 points

Penitent Engine..... 85 points

	WS	BS	S	I	A	F	S	R
Penitent Engine	4	2	5(10)	3	D6+1	11	11	10

Unit Composition:

- 1 Penitent Engine

Unit Type:

- Vehicle (Walker, Open Topped)

Wargear:

- Two Dreadnought close combat weapons (with built in heavy flamers)

Special Rules:

- Rage
- Battle Frenzy
- Unstoppable Rampage
- Shield of Faith



WARGEAR

Blessed Banner

Any Sisters of Battle unit within 12" of the Banner Bearer re-rolls failed Morale and Pinning tests. In addition, while the Banner Bearer is still alive, the Sororitas Command Squad counts as having scored one extra wound in close combat for the purposes of calculating the assault result.

Chainsword

Chainswords are close combat weapons, as described in the Assault Phase chapter of the Warhammer 40,000 rulebook.

Chirurgeon's Tools

Implements of both torture and salvation, the Chirurgeon's Tools can restore the fallen so that they might fight once more.

As long as the Sister Hospitaler is alive, her unit has the Feel No Pain special rule.

Combi-Weapons

A model armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) can choose to fire either the bolter or the secondary weapon, each with the profile listed elsewhere in this section. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, rapid fire). You cannot fire both weapons in the same turn.

Condemnor Boltgun

The condemnor boltgun is a highly specialised combi-weapon used almost exclusively by the operatives of the Ecclesiarchy and combines a boltgun with a single-shot crossbow armature. Though archaic-seeming, the crossbow fires a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp. A direct hit from the crossbow will therefore not only deal a severe wound to a psyker, it will also send his power spiralling out of control to consume its user.

The condemnor boltgun follows all the rules for combi-weapons given above – it comprises a boltgun and a stake-crossbow. The stake-crossbow can be fired once per game and has the following profile:

Range	Strength	AP	Type
24"	5	-	Assault 1, Psi-shock*

* Any psyker that takes an unsaved wound from the stake-crossbow shot suffers the Perils of the Warp in addition to any other effects.

Eviscerator

An Eviscerator is a grotesquely large double-handed chainsword.

Eviscerators follow all the rules for power fists, and roll an additional D6 for armour penetration.

Frag Grenade

Frag grenades are assault grenades, as described in the Assault Phase chapter of the Warhammer 40,000 rulebook.

Laud Hailer

Proclaiming the power of the Emperor in heavenly tones, Laud Hailers bolster the spirits of the faithful.

When any Sisters of Battle unit within 12" of a model with a Laud Hailer successfully makes an Act of Faith, roll a D6 straight away. On a 6, your army immediately gains a single Faith Point.

Neural Whip

Neural whips follow the rules for power weapons. In addition, Hits caused by a neural whip against non-vehicle units strike at Strength 8 and roll To Wound against the opponent's unmodified Leadership characteristic instead of their Toughness.

Rosarius

A Rosarius is a gorget or amulet incorporating a force field, worn by members of the Ecclesiarchy to protect them from physical and spiritual harm.

A Rosarius confers a 4+ invulnerable save.

Simulacrum Imperialis

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones.

A unit with a Simulacrum Imperialis re-rolls failed Acts of Faith tests.

Storm Shield

A model with storm shield has a 3+ invulnerable save. A model equipped with a storm shield can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault.



Vehicle Upgrades

Dozer Blade
Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test.

Extra Armour
Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

Hunter-killer Missile
A hunter-killer missile has the following profile and can only be used once per battle.

Range	Strength	AP	Type
Unlimited	8	3	Heavy 1

A hunter-killer missile is fired at Ballistic Skill 4 and treated as an additional weapon.

Inferno Bolts
A heavy bolter equipped with inferno bolts re-rolls any failed To Wound rolls.

Storm Bolter
Pintle-mounted storm bolters are treated as an additional defensive weapon, with the profile of a normal storm bolter. See the storm bolter entry for details.

Searchlight
Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight it must still use the Night Fighting rules to pick a target but, having acquired a target, may illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the night fighting special rule. However, a vehicle that uses a searchlight can be targeted during the following enemy turn as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.

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SUMMARY

Troop Types

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	2	9	3+
Battle Conclave									
Arco-flagellant	5	1	5	3	1	3	4	8	-
Crusader	4	3	3	3	1	3	1	8	5+
Death Cult Assassin	5	3	4	3	1	6	2	8	5+
Canoness	5	5	3	3	3	4	3	10	3+
Celestian	4	4	3	3	1	3	2	9	3+
Celestian Superior	4	4	3	3	1	3	2	9	3+
Confessor	5	5	3	3	3	4	3	10	5+
Dialogus	3	4	3	3	1	3	1	9	3+
Dominion	3	4	3	3	1	3	1	8	3+
Dominion Superior	3	4	3	3	1	3	2	9	3+
Kyrinov	5	5	3	3	3	4	3	10	5+
Hospitaler	3	4	3	3	1	3	1	9	3+
Priest	3	3	3	3	1	4	2	7	5+
Retributor	3	4	3	3	1	3	1	8	3+
Retributor Superior	3	4	3	3	1	3	2	9	3+
Saint Celestine	7	7	3	3	3	7	5	10	2+
Seraphim	4	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	3	2	9	3+
Sister Repentia	4	4	3	3	1	3	2	8	-
Mistress of Repentance	4	4	3	3	1	3	2	9	3+
Uriah Jacobus	5	5	3	3	3	4	3	10	5+

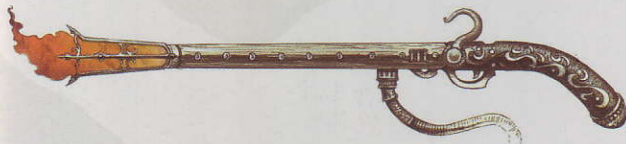
Weapon Types

Weapon	Range	Strength	AP	Type
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Condemnor				
Boltgun	24"	5	-	Assault 1, Psi-shock
Exorcist Missile Launcher	48"	8	1	Heavy D6
Flamer	Template	4	5	Assault 1
Hand Flamer	Template	3	6	Pistol
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Inferno Pistol	6"	8	1	Pistol, Melta
Laspistol	12"	3	-	Pistol
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Shotgun	12"	3	-	Assault 2
Storm Bolter	24"	4	5	Assault 2

Vehicles

	Armour			
	BS	F	S	R
Exorcist	4	13	11	10
Immolator	4	11	11	10
Rhino	4	11	11	10

	WS	BS	S	I	A	Armour		
						F	S	R
Penitent Engine	4	2	5(10)	3	D6+1	11	11	10



Adepta Sororitas from the Order of the Sacred Rose prepare to launch their attack.

Forge World

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Forge World make a huge array of highly detailed large resin models, upgrade kits and accessories designed to complement our range of Citadel miniatures. Amongst their products is a range of tanks, conversion kits and icons for the Sisters of Battle.

Repressor

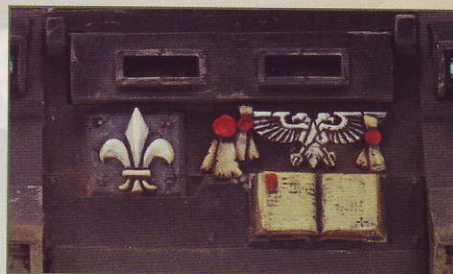
The Repressor is a long-ordained variant of the Rhino STC whose role has been reserved for paramilitary and civil enforcement forces by Imperial edict. Both the Adeptus Arbites and the Sisters of Battle make use of the Repressor in this capacity, using it in specialist situations such as the escort of high-value Ecclesiarchy members or suppression operations on shrine worlds.

The Repressor is not just valuable in policing operations, as the Adepta Sororitas have been known to deploy it alongside their warriors in theatres of war too. With a capacity of ten multiple firepoints and a turret-mounted heavy flamer, not to mention its assault ramps, the Repressor is designed to deliver a squad of Battle Sisters right into the thick of the enemy's battlelines.

The Repressor is a plastic and resin kit available from the Forge World website, along with new rules and an army list entry.



Sisters of Battle Rhino door



Sisters of Battle Rhino front plate

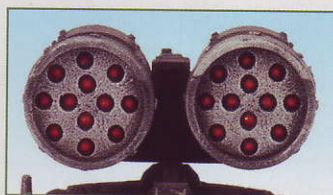


Exorcist

The Exorcist is the premier artillery piece of the Adepta Sororitas, a mobile weapons platform that can unleash a barrage of firepower. Toting the deadly Exorcist missile launcher, a potent weapon that fires anywhere up to six missiles at a time, the Exorcist provides the Sisters of Battle with incredible firepower no matter where their wars of faith take them.

Although many Exorcists in a Sisters of Battle army serve as both a shrine and a mobile artillery piece, they still field weapons that are altogether more practical, and Forge World's Exorcist kit allows you to represent just such a vehicle in your army. You can even combine it with the various Sisters of Battle accessories, such as the Rhino doors, front plate and purity seals if you like, to add Sigil Sororitas symbols and other iconography to your vehicle.

You can find the whole range on the Forge World website.



The Exorcist missile launcher



WARHAMMER 40,000

Battle Report

Faith Versus Instinct



This month's second battle report sees Robin Cruddace return to the tabletop but this time at the head of a Sisters of Battle army, taking on the predatory might of a Tyranid horde led by White Dwarf's Tom Hutchings.

Battle Stats

Game size – 1500pts

Forces/players –

Sisters of Battle
(Robin Cruddace) vs.
Tyranids
(Tom Hutchings)

Deployment –

Dawn of War

Mission – Seize Ground
(4 objectives rolled)

Scrivener – Andy Hall



Dou may have noticed that we've been keeping Robin Cruddace quite busy of late. Not only has he been fighting with the Tomb Kings in this very issue but we also tasked him to write the new Sisters of Battle Codex and then play a battle report with them against the Tyranids – a Codex he also authored.

Nevertheless, Robin was up for taking the Battle Sisters for a test run and even felt confident he could take on the many gribbles present in the Tyranid army list. Step forward Tom Hutchings, our resident link to the Hive Mind and someone who takes particular joy in reducing his opponent's army to their constituent genomes so they're ready to be consumed by the bio-fleets. With our two players in place we set up the table, going for a traditional 40K tabletop that was dominated by the impressive Fortress of Redemption. Ideally, from a narrative perspective, we wanted the Sisters occupying the fortress as that would lead nicely into a classic 'base under siege' scenario, but we let the dice decide. It just happened that the dice

agreed with us, as a Seize Ground mission and a Dawn of War deployment type was rolled, with Robin winning the roll and placing a Battle Sisters squad in one of the three fortress annexes.

For the Fortress of Redemption we used the rules found in the December 2009 issue of White Dwarf, but if you haven't got that issue to hand then the rules in Planetstrike are very easy to modify. Basically, the three sections of the Fortress all counted as Armour 14 Buildings (with free movement between each annex), and the occupying player could surrender his squad's normal fire to shoot with the fortress weaponry instead, whether that was with the turret-mounted heavy bolters, the Heavy 1 (Ordnance) Strength 8 AP3 missile silo or the twin-linked lascannon.

With the players fully briefed, it was time for the Sisters to ready their weapons and for the Tyranids to glisten their teeth. That the battle would be fierce there was no doubt but would instinct or faith prevail? There was only one way to find out – let battle commence...



if anyone could be this crazy... underestimating

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Just in o though, I'll a Battle Co the thing to With my ar but to pray foul xenos.

The swarms of Leviathan skitter burrow toward





Robin: The Sisters of Battle excel at short-range firefights, but getting up-close to a Tyranid swarm is not usually a recipe for long-term survival. However, my army will be led by none other than Uriah Jacobus, and

if anyone can help me win the day, it'll be this crazy old man, who should not be underestimated at any point.

With three squads of Battle Sisters (Squads Athena, Bethuda and Cythinion), a Dominion Squad and Seraphim Squad, I'll have enough firepower (and flamers) to deal with anything from Termagants to Tyranid Warriors. I'll need some heavier weapons to blast apart any Carnifexes and Hive Tyrants (shoot the big ones!) before they stampede into my lines, a job I'm going to task to a Retributor Squad and an Exorcist. The power of the Exorcist comes from the devastating potential of its missiles. However it is has a notoriously temperamental machine spirit, which means it could bless me with six missiles or just one when I need it most. Many devotions to the Emperor will be said before battle commences.

Just in case any Tyranids do survive though, I'll be taking a Penitent Engine and a Battle Conclave of Arco-flagellants – just the thing to mount a heroic counter-charge. With my army chosen there's nothing left but to pray to the Emperor and burn some foul xenos.



Tom: Well, a chance to unleash the Tyranid swarm upon its creator is clearly not one I'd want to pass up...

I always start off by adding a strong Synapse backbone to my Tyranid army, so the first choice was obviously a Hive Tyrant, ably defended by a pair of Tyrant Guard. Two units of Tyranid Warriors give me some backup for the big fella, and a bit of ranged power to boot.

As Sisters are wont to bring plenty of Rhinos and other pesky metal contraptions along with them, I added in a pair each of Hive Guard and Zoanthropes for some serious anti-tank firepower.

At this point I noticed I didn't have many bodies in the army yet, so in went a big fat unit of Termagants and an only slightly smaller unit of poisonous Hormagaunts (re-rolling to wound is always great fun, especially when the targets are wearing power armour, I'll need all the help I can get!).

A bit of sneakiness and speed never goes amiss, so in went some outflanking Genestealers, and some speedy Gargoyles and Ravagers.

Finally, I picked a Trygon for real impact. A Carnifex would have been a lovely thing to include, but I didn't want to skimp on sheer mass, so he got left back on the bio-ship. My force was now fully assembled, and enemy organisms had been located – it was time to devour...

Watch out for...

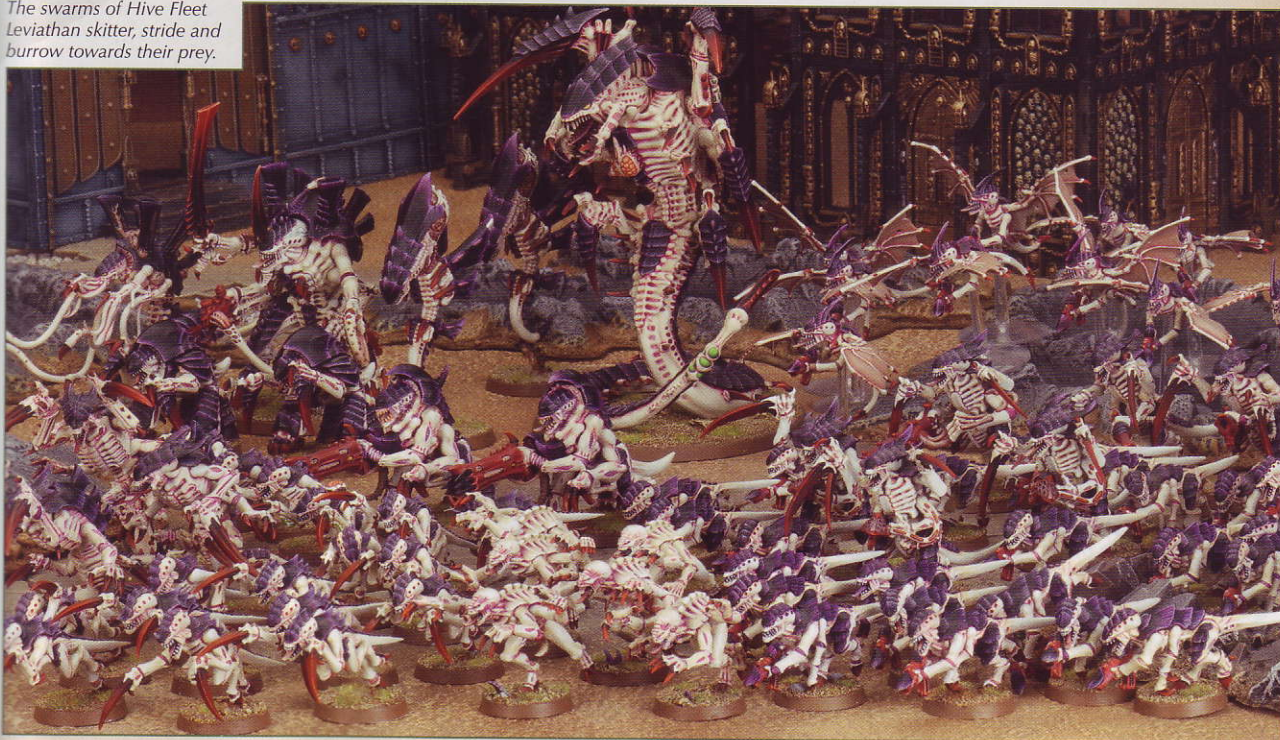
Including Uriah Jacobus will not only allow Robin to re-roll the dice to determine Faith Points, but the unit he accompanies into battle will gain Feel No Pain and +1 Attack.

As for Tom's Tyranids, with the Fortress of Redemption to breach, Tom's Zoanthropes may well come into their own due to their devastating Strength 10 Warp Lance psychic power.



Uriah Jacobus

The swarms of Hive Fleet Leviathan skitter, stride and burrow towards their prey.



Enemy Sighted

Turns 1-2

Annotations

- A** All the Seraphim survive the difficult landing amongst the crater in no small part to their Shield of Faith special rule and some good rolling by Robin. Even so, they are then assaulted by the Raveners. The fearsome xenos slay three Battle Sisters, who flee from the carnage but are consumed by the pursuing Tyranids.
- B** The Retributors aim at the Hive Tyrant and score two wounds both of which are taken by the Tyrant Guard.
- C** The Exorcist also targets the Hive Tyrant but only fires one missile. The wound is taken on the Tyrant Guard once again.
- D** The Penitent Engine is drawn towards the closest enemy, striding northwards, followed by Uriah and his attendant Arco-flagellants.
- E** The Gargoyles fly along the east flank trying to close down the Retributors but it will be another turn before the Battle Sisters are within assault range.
- F** The surviving Zoanthrope powers its deadly *Warp Lance* and a bolt of energy arcs across the battlefield to strike and destroy the missile silo although the annex itself remains intact.
- G** Squad Athena takes control of the southern objective, despite the presence of a Trygon.



Objective

Squad Bethuda was already ensconced in the fortress and with no sign of the Tyranids for the moment, the remainder of Robin's army tentatively moved onto the battlefield. The exception was the Seraphim, who were kept in reserve, ready to Deep Strike in when the enemy had revealed themselves. In the Shooting phase Robin moved his squads further on to the table to maximise fields of fire in preparation for the Tyranids' eventual appearance.

As expected, Tom started his first turn by swarming his models on from the north and advancing even further by running in the Shooting phase to reduce the distance to their prey. Tom's force was separated into roughly two parts, with the two broods of Tyranid Warriors and the Raveners approaching from the north-west and the Gaunts, Gargoyles and Hive Tyrant advancing from the north-east.

The second turn saw the Seraphim flying down from upon high and attempting a daring landing in the north of the battlefield, behind the Termagant swarms. Unfortunately, Robin's roll scattered them wide, causing a Deep Strike Mishap. Tom was given the choice of where to place the Seraphim and elected to stick them in a crater to the west, which was dangerous terrain and also conveniently in assault range of the Raveners.

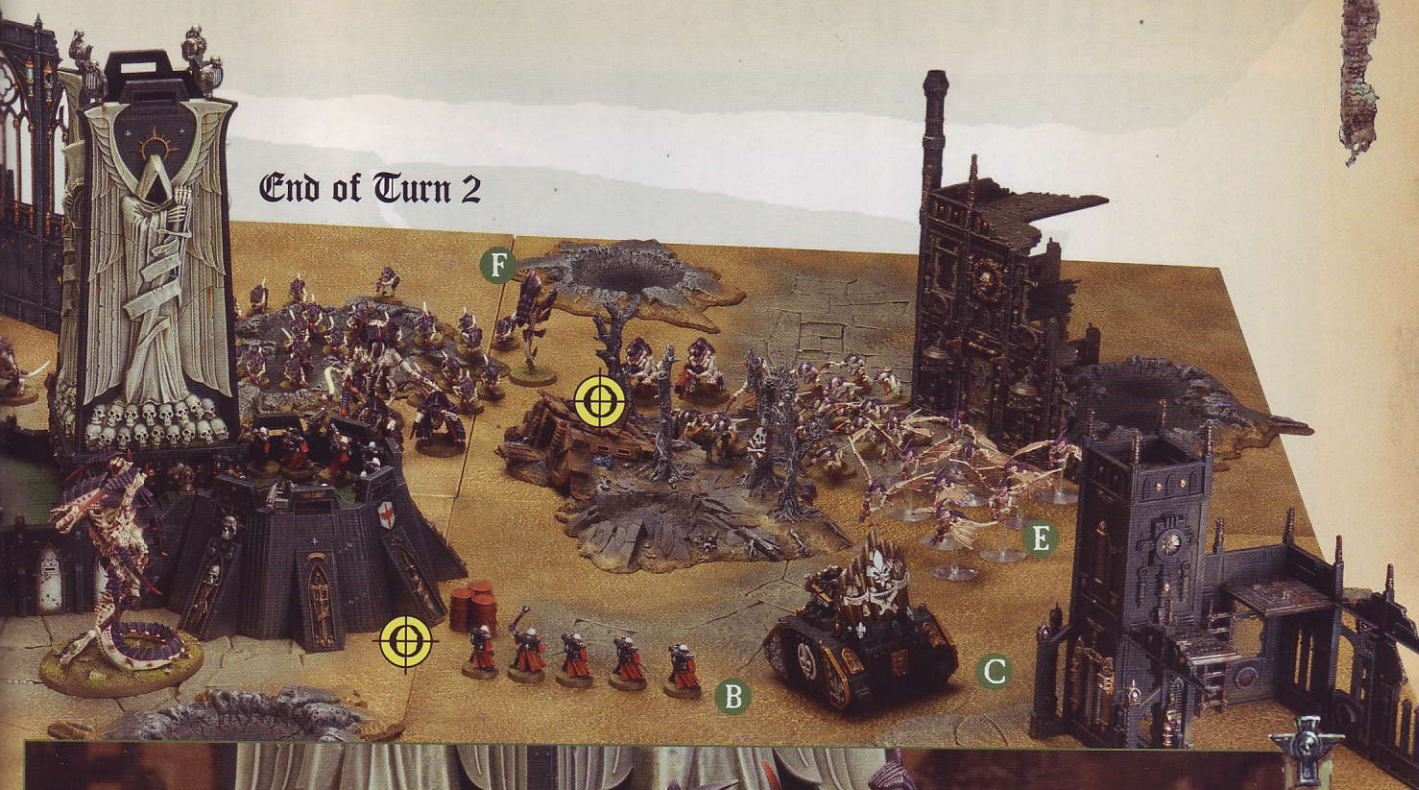
Unperturbed, Robin moved onto his other models. Squad Athena disembarked from their Rhino and occupied the lascannon annex of the fortress, the Immolator drove northwards, and prepared to spurt promethium on the encroaching Tyranid Warriors but remained out of range for now. Meanwhile, the Retributor Squad had already taken up a strong firing position in the east and brought their heavy bolters to bear on the swarms.

In the Shooting phase, Robin used one of his four Acts of Faith on the Retributors to give their weapons the rending ability, they unleashed their holy bolts upon the Hive Tyrant, but the creature's bodyguards intervened to prevent serious damage. Robin spent another Faith point on Squad Bethuda in the Fortress, who fired at the Zoanthropes, killing one outright and wounding another.

In Tom's turn, the Tyranids advanced upon the fortress. The Raveners and Tyranid Warriors struck westwards, towards the fallen Seraphim and Uriah Jacobus. But while the Raveners were fully committed to the assault, the Tyranid Warriors held back and fired their venom cannon at the Penitent Engine. The walker was hit but shrugged off the effects, refusing to be shaken by the attack. Nevertheless, the Tyranids were left in a strong position for the following turns.

Trygon
Just to
a Trygon
directed
glanced

End of Turn 2



Trygon Eruption

Just to the south of the fortress, the ground erupted and a Trygon emerged, crackling with energy. The monster directed the bio-electric pulse at the Immolator and glanced the vehicle, preventing it from firing in the next

turn as energy rippled around the hull. More importantly, the creature was in the heart of Robin's defence and could easily strike at the Sisters themselves or the fortress in the following turns.

Fire and Fury!

Turns 3-4



The Dominion Squad prepare to engulf the gigantic Trygon in burning promethium.

Leading Astray

The role of a Venomthrope is usually to shroud friendly units in a dense spore cloud thus giving them a measure of protection. However, Tom's Venomthrope took the role of bait, leading the deadly Penitent Engine away to keep it from attacking the majority of his army.



Robin started the turn with a healthy 5 Faith Points, none of which would go to waste considering how close the enemy was. First and foremost was the serious matter of the Trygon that stood ready to rip apart the Fortress of Redemption. Robin had kept Canoness Helena and her accompanying Dominion Squad in reserve for just such an instance, they sped forward in their Rhino and disembarked, bringing flamers and meltaguns to bear. In the west the Penitent Engine was forced to advance on the Ravensers, as the nearest enemy, followed by Uriah and the Arco-Flagellants. To further bolster the west flank, Squad Cythinon approached in their Rhino and alighted with weapons ready, the Ravensers firmly in their sights and revenge for the Seraphim in mind.

Robin began his Shooting phase with the Dominion Squad firing on the Trygon. An Act of Faith was successfully granted, giving Robin twin-linked heavy flamers. Three wounds were caused, but Tom made all his saves. However, the Trygon didn't survive the fusillade totally unscathed as the Dominion Superior's plasma pistol did take off a wound. Squad Cythinon called upon their Act of Faith and fired upon the Ravensers. Even with the ability to re-roll

1s to hit, Robin's Battle Sisters proved to be deadly accurate and all three Ravensers were slain in a hail of holy firepower.

Squad Athena were next to shoot and took aim at the Trygon from the rampart of the fortress. Bolter fire reverberated around the battlefield and the Trygon was hit an impressive 15 times, but the beast's dense carapace proved tough to break and so the creature was only wounded twice before Tom made both his saves to increase Robin's ire even further. This left him with no other option but to fire the Exorcist at the same target. The maximum six missiles were launched, all of which wounded the Trygon, reducing the creature to purple goo! There was some debate around the table as to whether Robin should have used the Exorcist against the Trygon in the first place, but its innate unpredictability would have made this a risky ploy to say the least! Tom may have lost a powerful creature before its true destructive might could have been utilised, but it had soaked up a tremendous amount of Robin's firepower.

Robin finished his Shooting phase with the Retributors, bringing down four of the rapidly-approaching Gargoyles and Squad Bethuda took aim at the Tyrant but failed to wound it or even force the Tyrant Guard to shield their master.

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The advent of Tom's third turn meant he was finally in a position to strike, although his Genestealer reserves had yet to arrive. The Gargoyles flew into the Retributors, while the Hive Tyrant moved in on the fortress. The Venomthrope backed up to lure the Penitent Engine away from the action. Otherwise, Tom's forces advanced but kept two of the objectives within claiming distance of his Troops.

In the shooting phase, the Hive Guard temporarily prevented the Exorcist from firing. The Zoanthrope unleashed its *Warp Lance* on the missile silo annex again, this time destroying the heavy bolters, much to Tom's annoyance. Back in the west, the Tyranid Warriors fired their venom cannon at the Battle Conclave. The shot was accurate and slew every member of the unit except for Uriah Jacobus; the old missionary was not ready to die at the hands of the Emperor's enemies just yet.

It was then time for the Assault phase. The Gargoyles swarmed around the Retributors and wiped out the Battle Sisters with relative ease. The Hive Tyrant charged the missile silo annex and breached the plascrete walls with its massive blades. The resulting explosion slew a Tyrant Guard, a Gargoyle and two Battle Sisters of Squad Bethuda in the blast.

It was still anyone's battle and Turn 4 saw the most intense fighting so far. With

the death of the Trygon, Robin rearranged his firing lines, by bringing the Dominators back to the fore via their Rhino and moved Squad Bethuda back into the intact part of the fortress. In the Shooting phase the Immolator finally unleashed its twin-linked heavy flamer on the Tyranid Warriors but only managed to wound one. Squad Athena fired upon the same target and was more successful, reducing the unit to one lone Tyranid Warrior. Squad Bethuda targeted the Gargoyles and utterly destroyed them – another Battle Sister unit avenged!

Tom's fourth turn saw him gnashing his incisors in frustration as the Genestealers failed to appear yet again, they were proving to be either slow or just lazy – either way the Hive Mind was not impressed. The Termagants moved forward to take the south-east objective and the other swarm of Gaunts kept the northern objective firmly in Tyranid control. The lone Tyranid Warrior advanced forward in a sacrificial move to occupy the Penitent Engine. In the Shooting phase the Zoanthrope initially targeted the accursed Exorcist but it was actually out of range. This forced the Hive Tyrant to fire on it (and thus prevent it from setting about the rest of the fortress). But to further frustrate Tom, the Hive Tyrant missed by several inches, leaving Robin's most powerful weapon free to fire in the coming turn...

Acts of Faith

Such is their strength of faith that Battle Sisters can gain a divine boon when in dire need. The nature of the Act of Faith will depend on the unit, for example the Dominion Squad successfully gained an Act of Faith making their weapons twin-linked. The inclusion of the Canoness was useful as it gained Robin a further +1 bonus when rolling to see if the Act of Faith was successfully implemented.



Rather than risk another barrage of Exorcist missiles, the Hive Tyrant fires on the Sister's tank – but misses!

The Fortress Stands

Turns 5-6

Late for Supper

Tom's highly elite and ferocious Genestealers proved extremely tardy by not making an appearance until the fifth turn of the battle. To add insult to injury, they then arrived on the wrong flank (from Tom's perspective at any rate) and then were promptly beaten in combat and wiped out by the Battle Sisters of Squad Cythinion. Not a good day for the usually dependable Genestealers.



After a weak fourth turn by Tom, it was Robin's chance to capitalise and claim victory for the Sisters. Things didn't start off too well as he rolled 3 for his Acts of Faith and then chose to re-roll but only ended up with a 2! In the east the Dominator Squad disembarked from their Rhino and used their Act of Faith to gun down and burn the Hormagaunts – it was late into the game now, and Robin wisely wanted to make sure that Tom had no Troop broods to control any objectives. 14 Tyranids died in the ensuing inferno. Squad Bethuda continued the fusillade, slaying a further two and just leaving a solitary Hormagaunt. If this creature reverted to its instinctive behaviour it would leave the objective to go and feed, which was Robin's hope. Squad Athena turned to the fortress weapons and fired the lascannon at the Tyranid Warriors, leaving just one, which was engulfed in Immolator fire. The Exorcist targeted the Hive Tyrant much to Tom's horror. Three missiles struck the creature, leaving it on a single wound. Finally, the Tyranid Warrior from the second brood was assaulted by the Penitent Engine.

Tom had to quickly bring things back on side in the fifth turn, or else lose the battle. The Genestealers finally turned

up in the west; they charged straight into Squad Cythinion who were taking cover in the crater. This allowed the Sisters to strike first and, with the help of Jacobus, they overcame the alien threat and wiped them all out! Also in Tom's turn, the lone Hormagaunt fell back to protect the north objective and let the more numerous Termagants advance to take the south-eastern one. The Hive Tyrant assaulted the Canoness and Dominator Squad. The Canoness was slain, along with two more Sisters, but the squad remained in the fight.

Turn 6 saw Robin strike out and claim another objective behind the fortress securing two in total; he just had to shake Tom off one to gain the upper hand. A Rhino was sent off to contest one of Tom's tenuously held objectives and Squad Bethuda advanced from the safety of the tower annex to contest the objective in the south east. It was a gamble as there was no guarantee the game would end on Turn 6. However, it proved to be a very wise move as too many Tyranids had been burnt or were full of bolter holes. Tom's attack had been blunted and the Sisters were victorious, holding two objectives to the Tyranids one. In this battle, at least, faith had overcome instinct.



Time for Penitence!

After being 'led by the nose' for the majority of the battle by Raveners and then a cheeky Venomthrope, the Penitent Engine finally caught some prey. Tyranid Warriors are not used to being hunted down, if

anything, it is they who are normally chasing quarry. In this instance the lone Tyranid Warrior was definitely prey and the Penitent Engine fell upon the creature with righteous fury, destroying it utterly.

End of
Game

WARHAMMER
40,000

Sisters of Battle

Final Score

SISTERS OF BATTLE 2 TYRANIDS 1



A The Zoanthrope tries to unleash its Warp Lance again but rolls a double-6 for its Perils of the Warp test and explodes!

B The Penitent Engine, having gotten a taste for Tyranid Warriors, seeks out the last surviving creature, although the game ends before it can close with its prey.

C The Hive Tyrant remains locked in combat with the stubborn Sisters of the Dominator Squad, who are keen for vengeance due to the loss of their beloved Canoness.

D The Termagants swarm around Squad Bethuda but it is too little, too late – victory belongs to the Sisters of Battle!

Victor's Lament

Robin: Thanks to their faith in the Emperor, and some very jammy dice rolls, the Sisters of Battle have salvaged a little pride for me after having lost to Jeremy earlier on with my Tomb Kings. However, it was by no means a certain victory.

Winning the dice roll to deploy first in this game gave me a huge advantage, as it meant I could deploy my squads in the fortress from the very start. Until Tom's horde breached the fortress' formidable armour there was no way his swarms could get to the Battle Sisters inside. This gave Tom all sorts of headaches, because those broods that had the ability to get through that armour, like his Zoanthropes and Hive Guard, also had to contend with my own firebase units, such as the Exorcist and Retributor Squad. I think Tom split his fire well but was let down only by his abysmal damage rolls. It seemed that for every 6 I rolled for my Shield of Faith, he rolled a 1 when trying to inflict damage. Tom was also unlucky with his reserves. I think his Trygon appeared too early – and got hammered back into the ground as a result – whilst his Genestealers arrived too late. By the time they appeared, Uriah Jacobus and Squad Cythinian had secured their objective, and with the advantage of cover they managed to fend off the dreaded xenos. Had they arrived earlier, I doubt even Jacobus' mightiest heroics would have prevented them from being ripped to pieces.

However, I didn't have everything my own way. My Seraphim were unceremoniously torn apart by Tom's Raveners before they got a single shot off, and the Battle Conclave was annihilated in a single round of bio-weapons fire. However, when I needed those 6s the most, they were there. Truly the Emperor protects.

To join the Ecclesiarch and field a mighty Sisters of Battle army of your own then visit the Games Workshop website where you'll find the entire range of models and kits.