



WARHAMMER
40,000

CODEX
ADEPTUS MINISTORUM
/TG/ EDITION



ADEPTUS MINISTORUM

KEEPERS OF THE FAITH

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INTRODUCTION

Welcome, humble servant of the God-Emperor, to the definitive guide to the vast armies of the Adeptus Ministorum. Within this tome of lore you will find the ancient and storied history of the Ecclesiarchy, along with all the information you need to assemble your own force and lead them to battle in the name of He Who Sits Upon the Golden Throne.

The Adeptus Ministorum are a short-ranged, hard-hitting army with an overtly religious theme that makes them stand out even amongst the other forces of the Imperium. They primarily consist of the warrior-sisterhood of the Adepta Sororitas, whose power armor renders them impervious to most attacks, and should that fail, the shield of faith allows them to survive even the most grievous blows and psychic onslaughts. Their acts of faith allow them to perform miracles on the battlefield that can staunch the tide of defeat or secure victory. Relying on the holy trinity of bolt, melta, and flame, they blast their enemies from cover, vaporize tanks and armor, and mercilessly gun down any survivors. Should the enemy foolishly attempt a melee assault, they call upon the Sisters Repentia, Sisters Mortia and the dread Penitent Engines to brutally smash the foe in a mad attempt to earn forgiveness for their sins. Should the situation prove to be truly dire, the Ministorum Priests can rally the common men and women of the Imperium into the Frateris Militia, drowning the enemies of humanity in a tide of zealous rage. In the face of such fervent force, there can be no hope, no mercy, no salvation, save for that which can be found in death.

Within these pages you will find all the information you need to collect an Adeptus Ministorum army and field it on the tabletop.

THE IMPERIAL CHURCH: This section details the ancient and storied history of the Adeptus Ministorum and accounts of the many Wars of Faith they have fought in service to the Master of Mankind.

DEFENDERS OF THE FAITH: This section includes datasheets, wargear lists and weapon rules for every Adeptus Ministorum unit and model for you to use in your games.

SPIRITUAL GUARDIANS OF MANKIND: This section provides additional rules, including Warlord Traits, Strategems, Relics, and matched play points, that allow you to transform your collection of Citadel Miniatures into an Adeptus Ministorum army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit games-workshop.com.





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

- Sermon On the Road to Gathalamor, Dolan Chiros, Cardinal of the Ecclesiarchy





THE IMPERIAL CHURCH

The Imperium of Man encompasses a million worlds and more, spread impossibly thin across two thirds of the known galaxy. The planets and peoples of this stellar empire are nigh infinite in their variety. Despite this staggering range of cultures, one thing is constant: the God-Emperor of mankind.

Even before his internment in the Golden Throne, the Emperor was worshiped as a god by many members of the Imperium, especially on the more regressive planets rediscovered during the Great Crusade. Primitive peoples spoke of gods descending from the skies in chariots winged with fire, and of beings who could smite down a foe with a mere glance. Of course, such fanciful descriptions could apply to almost any Imperial servant landing on a planet in a dropship, but the Emperor's unique powers and presence meant that he was venerated as a living god wherever he passed.

Then the torturous storm of the Horus Heresy tore at the fabric of the Imperium. As humanity was embroiled in an apocalyptic civil war, the fate and future of mankind hung in the balance.

If Horus were to triumph, humanity would be swept into the power of the dark Chaos Gods. In the end, while the followers of Horus assaulted the Imperial Palace on Terra, the traitor Warmaster and the Emperor faced each other on the rebel's battle-barge. Their titanic conflict reflected the Heresy as a whole - a battle fought in the mind as well as with physical weapons. After a bitter struggle, the Emperor destroyed Horus but was fatally wounded himself. The Space Marine Primarch Rogal Dorn discovered the Emperor's devastated body, held alive only by the enormous power of his will. The Emperor was placed in the Golden Throne to sustain his shattered form. As the Emperor's body was incarcerated into the Throne and its life-giving properties flowed through his carcass, his great mind soared into the warp.

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

- The Imperial Creed



THE FOUNDERS OF FAITH

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

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

THE TEMPLE OF THE SAVIOUR EMPEROR

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

As time passed and those followers spread out across the Imperium in pursuit of their various duties, the beliefs of the Temple of the Saviour Emperor spread with them. Army and Navy officers initiated their men into the rites of the Temple, while zealous Missionaries travelled through the Imperium teaching their own religious code to anybody who would listen. They would use their immense skills to slowly incorporate the beliefs of those they met, while also imposing the doctrines of the Temple of the Saviour Emperor. At the

venerable age of 120, Fatidicus died, but by now there were over a billion dedicated followers on Terra itself and countless servants throughout the Segmentum Solar.

In many places the Imperium was still reeling from the anarchy left by the Horus Heresy and the Temple of the Saviour Emperor provided a unifying force to instil cooperation between the lowliest and the highest. Those sects which did not, or could not, incorporate the Temple's wishes faced political and economic annihilation. The population would be roused to cast out the unbelievers and on many worlds this persecution turned to violence. By the 32nd millenium, the only non-followers were the Adepts of the Cult Mechanicus and the Space Marines, who had their own traditions and forms of adoration.

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



THE ADEPTUS MINISTORUM GROWS

With the backing of the Adeptus Terra, the Ecclesiarchy continued to increase its hold over Imperial citizens and soldiers at a phenomenal rate. Those who refused to join the Ministorum were declared unbelievers and banished from their communities or even executed as heretics. The Adeptus Ministorum split the Imperium into areas called dioceses, each led by a Cardinal who controlled the Missionaries and Preachers of hundreds of worlds.

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

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



WARS OF FAITH & CRUSADES

The major difference between a War of Faith and a Crusade are in its origins and who takes part. A Crusade is ordered by the authority of all the High Lords of Terra, and generally involves all the different organisations of the Imperium, including Space Marines, Imperial Guard, the Imperial Navy, the Adeptus Mechanicus, the Adeptus Ministorum and the administrative forces of the Adeptus Terra. A War of Faith is by command of the Ecclesiarch alone and primarily concerns only the members of the Adeptus Ministorum and the followers of the Imperial Creed.

The object of a Crusade, whether it is the extermination of an alien race or the subjugation of rebellious Imperial worlds, is generally considered to be an affront to the Emperor and therefore is also declared a War of Faith by the Ecclesiarch. When a War of Faith is announced, the Ecclesiarch will announce the objectives of the war and declaim the heretical, godless targets of the Emperor's vengeance. However, this is more a matter of stirring popular support than anything else. Almost all Crusades are additionally dubbed Wars of Faith. Space Marine Crusades are another matter entirely, and are never Wars of Faith. Not all Wars of Faith are Crusades - sometimes the Ecclesiarchy is

allowed to pursue its own ends without outside interference. These are true Wars of Faith, when the Ecclesiarchy prepares to battle an enemy for the sake of its beliefs rather than to quell a rebellion or to occupy an alien-held planet.

When not part of a Crusade, Wars of Faith are funded and organised solely by the Ecclesiarchy and contain only warriors from the Adeptus Ministorum, led by members of the clergy. The Ecclesiarch does not have supreme authority to order Wars of Faith, the venture must be approved by the other High Lords of Terra.

Wars of Faith are sometimes assisted by the forces of the other High Lords and even the armies of the Imperial Guard. Wars of Faith can be conducted against factions within the Ecclesiarchy who have been deemed heretics, or may take the form of punitive attacks against alien races. Wars of Faith may even be conducted against unexplored regions of the galaxy and compromise a multitude of Missionaries and the forces to protect them as they bring the light of the God-Emperor to the faithless.

THE AGE OF APOSTASY

The power of the Ecclesiarchy had spread into every facet of Imperial life. Nearly everyone, from humble miners and clerks through Planetary Governors and the High Lords themselves, was an adherent to the Imperial Creed. However, as the Ecclesiarchy's power grew, so did its conflicts with the other powers of the Imperium, leading to one of the darkest periods of Imperial history.

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

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

PATH TO DAMNATION

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

The Ecclesiarchal palaces on Ophelia covered nearly 90,000 square miles and soared 4,000 metres into the sky. They were only rivalled by the Imperial palace on Terra. Separated from the designs of the Administratum by sheer distance, the

power of the Ecclesiarchy grew again. With a succession of punishing increases in tithes, the resources of the Ministorum reached its height. The Cardinals of different dioceses competed with each other to erect the most magnificent monuments, to build the largest and most ostentatious temples and cathedrals. The purges of heretical cults increased significantly, as any opposition to the word of the Ecclesiarch was ruthlessly crushed.

Separated from the Administratum, the Ecclesiarchy began to form its own fleet of interstellar ships and armies. The Frateris Templars, as these forces came to be known, numbered many commercial transports and warships, and dozens of fighting armies each of which rivalled an Imperial Guard regiment in strength. All the while, the Ministorum buildings on Holy Terra were left to ruin and crumble.

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

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

relocating to Terra, the Ecclesiarchy had to increase tithes even further to balance the costs of the rebuilding.

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

DESCENT INTO ANARCHY

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

The Ecclesiarchy responded with a vengeance, sending its armies to crush any sign of revolt and executing higher officials as heretics. Ecclesiarch Alexis XXI used the Officio Assassinorum to eliminate several Governors who redirected their tithes to pay for their own Planetary Defense Forces. The tithes were used to build ever larger temples, to line the roadways of planets with statues of past Ecclesiarchs and to decorate the Ecclesiarchal palaces with the rarest metals and gems.

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

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

Seeing the turmoil wracking the Imperium, Chaos raiders poured forth from the Eye of Terror to attack and despoil their ancient foes. Ork hordes rampaged across vast tracts of the galaxy with no one to halt them. Heretical cults rose in rebellion and overthrew their governments, damning entire worlds to slavery and slaughter. Those worlds not overrun by alien attackers strove to retain what they could. As time passed even the most advanced worlds were brought to their knees. As before, with no central guidance from the Adeptus Ministorum even worship of the Emperor began to devolve into a series of cults and sects, and in the trying times of those centuries those who were once brothers under the light of the Emperor fought and killed one another to assert their religious ideals.

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

THE REIGN OF BLOOD

Despite all the horrors that had already taken place, the worst was yet to come. As the unrest and conflict continued to escalate to ever greater extremes, one man would rise to a position of power and prestige not seen among the High Lords of Terra before or since. His insanity would drive the Imperium to the brink, bringing about an age of despair unrivaled since the Horus Heresy. His name was Goge Vandire.

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

Once he had established his position within the Administratum Vandire moved in to take over the Ecclesiarchy. While other High Lords had manipulated the Adeptus Ministorum covertly, Vandire was brazenly open about his intents. In the end, he personally led a hand-picked contingent of Imperial Guard officers into the Ecclesiarchal palace and overthrew Paulis III in a military coup. Declaring Paulis to be a traitor to humanity he had the Ecclesiarch summarily shot and took upon himself the dual role of High Lord of the Administratum and Ecclesiarch.

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

Vandire elected Cardinals of his own choosing to fill the mahogany benches of the Holy Synod chambers. He chose a calculated mix of weak-willed fools and brilliant geniuses with

just the right amount of cruelty to ensure they would enforce his will without any qualms. The High Lord now had total, unopposed control of both the Ecclesiarchy and the Administratum. The Imperium was about to face its darkest time since the Horus Heresy.

BLOOD AND TERROR

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

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

The Reign of Blood affected the whole Imperium. Sycophantic Army and Navy officers were only too ready to execute Vandire's orders; virus bombing the hive world of Calana VII without reason, invading the farmlands of Boras Minor and enslaving every female child under twelve years of age, using the orbital batteries of Jhanna to melt the planet's ice caps, drowning nearly four billion people in the resultant floods. The list goes on and on, meticulously recorded by

Vandire's scribes. Vandire would dictate long speeches bemoaning the wretched state of the Imperium, demanding justice against whatever group of humanity that was his current object of hate.

DAUGHTERS OF THE EMPEROR

It was not long after the High Lord came to power that his agents sent him word of a unique sisterhood of warrior-women living on the little known world of San Leor. Hearing of their ascetic way of life, their utter dedication to the Emperor, and in particular their skills at arms, Vandire decided that he would make a formal visit to the secluded convent of the 'Daughters of the Emperor'.

The first that the inhabitants of San Leor knew about the state visit by the man who was the de facto the lord of the Imperium was when several thousand of his retainers marched into their simple towns, and demanded that they show the High Lord the utmost devotion, on pain of death. When Vandire finally arrived, he was greeted by roads strewn with delicate petals, the air filled with sacred incense, and the people of San Leor singing his praises to the heavens. He may or may not have known that his retainers stood behind the crowds, guns trained on their backs, ever watchful for dissenting voices amongst the masses. Images of these vast processions were recorded by the spy-lenses of hundreds of servo-skulls, and disseminated across every world in the Imperium not cut off by the raging warp storms. The image of the High Lord Vandire being 'welcomed' to San Leor became a staple of Ecclesiarchy propaganda.

When at last the vast cavalcade reached the gates of the convent in which the Daughters of the Emperor resided, Vandire found them barred and closed. The voice of the gatekeeper informed the High Lord that the Daughters of the Emperor recognised only the authority of the God-Emperor himself, and would open their gates to no man. Vandire's attendants cringed in anticipation of an explosion of rage, yet uncharacteristically, the High Lord remained calm. In a serene manner, Vandire told the gatekeeper that he would prove that he spoke with the authority of the Emperor himself, if they would allow him to enter their convent with but a small bodyguard.

The Daughters of the Emperor acceded to Vandire's request, and the High Lord and a small group of his retainers were led into the central courtyard. There, Vandire announced to the

gathered sisters that he would prove that the Emperor's Grace was upon him, and that should he lie, he would be slain. Vandire brandished his Rosarius, and ordered one of his bodyguards to shoot him. The man was dumbfounded, and fearful of harming his master, but Vandire insisted. Forcing his trembling hand to stillness, the guard aimed his las pistol straight at Vandire's heart and fired.



Vandire was consumed in a blinding white light, and when the vision of the gathered witnesses had cleared, they saw that he stood unharmed before them. All in the courtyard went down upon their knees, and the Daughters of the Emperor proclaimed their fealty to High Lord Vandire.

In truth, Vandire had tricked the sisters, gambling that the primitive warriors had never seen a Rosarius. It was the energy field projected by the generator within the ornate medallion that had turned the guard's shot, and not the protection of the Emperor. Afterwards, Vandire elevated the sect to the position of Ecclesiarchal bodyguard and took them back to Terra with him. From then on, the warrior women became his personal retinue of soldiers and companions, and Vandire renamed them to the Brides of the Emperor. They were trained by the best teachers in the Imperium to combine their own skills with the modern weapons of war and word of their dedication to the protection of Vandire spread through the Imperium. They were his constant guardians and silent executioners, who would kill with a word from their lord.

The Brides not only served as Vandire's bodyguard, but but also as servants and companions. They tasted the High Lord's food, fed him when he fell weak with illness, nursed his frail body and entertained him with singing, dancing and other, more exotic, skills. For all their gaiety on the occasion, the Brides of the Emperor were still hardened fighters, capable of turning from song and dance to murder and bloodshed in an instant.

ROT AND DECAY

For the next seven decades, the Brides of the Emperor and the Frateris Templars led a series of devastating pogroms across the Imperium. Worlds already brought to their knees by anarchy and rebellion were subjected to terrible suppressions. Wherever the servants of Vandire trod, there followed first blood and destruction, and afterwards vast cathedrals and statues build to honour the Emperor and the High Lord. Effigies of Vandire many hundreds of metres tall were erected upon hundreds of worlds, so that none could doubt just who the true ruler of the Imperium of mankind really was.



What a tragedy that so many millions of true men and women should have died under the evil eye of that cruel regime. To the citizens of the Imperium, it seemed that the Emperor had deserted them and the end had finally come. The screams of the innocent rent the night as they were dragged from sleep and taken into the pits of death.

Yet, while the worlds under Vandire's sway became glittering monuments to his glory, the Ecclesiastical Palace upon Terra slipped once more into ruin. Vast wings of the palace fell silent, none save the Brides of the Emperor daring to enter the presence of the High Lord, so erratic had his outbursts become. It is said that the Holy Synod made at least one attempt to dethrone the mad Ecclesiarch. In response, the Brides of the Emperor slaughtered every one of the traitorous cardinals, emerging from the synod chamber bearing their severed heads.

For the masses, there were only two choices. Submit utterly to the rule of High Lord Vandire, or be crushed by the Brides of the Emperor and the Frateris Templars. Those worlds not gripped by anarchy or locked within the deadly embrace of warp storms were entirely in Vandire's thrall, the toils of the populations directed towards his glory. Yet, in one distant corner of the galaxy, upon the once decimated world of Dimmamar, there sparked a glimmer of hope. That hope was a man, and his name was Sebastian Thor.

SEBASTIAN THOR

Sebastian Thor was a supremely humble man, who never courted the power he would one day come to wield. He was a simple preacher, but the passion and wisdom of his oratory caused the faithful of Dimmamar to flock to him from far and wide. He spoke out against the injustice of the High Lord's rule, and while most who did so would soon be ruthlessly suppressed, his supporters always protected him from the attentions of Vandire's agents. In fact, many of the assassins dispatched to deal with the bothersome backwater rabblouser were converted themselves, and protected him against many subsequent assassination attempts.

In a rage, Vandire mustered a vast army of the Frateris Templars at the Clax system, and dispatched them to Dimmamar to reduce the nest of heretics to ashes once and for all. The army never arrived, for the vessels of the fleet that carried it were torn apart as they traversed the warp, by a storm so mighty it afflicts the region still, four thousand years later. Astropaths and others gifted with the psyker's power claim the screams of those slain in the so-called 'Storm of the Emperor's Wrath' can be heard there even now.

Soon, Thor had amassed a sizeable following, and people were even travelling from off world to hear his impassioned sermons. It was then that members of the proscribed

Confederation of Light came to Thor, men who had hidden their faith since the dark time of the First War of Faith. What words passed between Sebastian Thor and these hooded ambassadors may never be known, but Thor and the Confederation became as one, and those who had been so ruthlessly suppressed centuries earlier were once more a force in the galaxy.

When the planetary governor of Dimmamar heard Thor's words, he pledged his entire army to the preacher's cause. Within a year, Thor's sermons had spread throughout the entire segmentum, and his entourage had swelled to several million. This army of the faithful went from one planet to the next, spreading the word of the Emperor and decrying the tyrannies of the High Lord. It was said that wherever Thor travelled, miracles occurred. The sick were cured and the evil turned. The hungry were fed and even the most twisted of mutants was made pure. With each world the ever-swelling army came upon, they travelled closer to Terra, and it is said that the warp itself became calm at their passing. For the first time in millennia, the people dared imagine a better life.

All across the Imperium, the faithful rose as one and cast off the rule of the High Lord. However, there were two powerful factions that had yet to become embroiled in the turmoil of the Reign of Blood.

THE WARS OF APOSTASY

Until now, the Adeptus Mechanicus and Adeptus Astartes had played only a small role in the Age of Apostasy. The two organisations had become estranged from Terra, fortifying their own fiefdoms while undertaking their traditional duties as best they could. Space Marines still stood against marauding aliens and the Forge Worlds of the Mechanicus still churned out the arms and armaments needed to defend humanity from its many enemies. Yet, both institutions did so according to their own judgement, rarely coordinating their long-term goals with those of Terra. Now, the Chapter Masters of the Adeptus Astartes and the Fabricators of the Adeptus Mechanicus began to voice their concerns. Gastaph Hedriatix, Fabricator-General of Mars and the very highest of the servants of the Machine God, issued a demand to the Holy Synod. The High Lord must be indicted and called to account for his deeds.

In response, Vandire dissolved the Council of the High Lords of Terra, and ordered what forces he had left to assault those

of the Adeptus Astartes and the Adeptus Mechanicus who questioned his authority. Needless to say, most of Vandire's commanders refused such a suicidal course of action, and the insane High Lord condemned these as heretics.

Finally, the Fabricator-General saw that he and his allies had no choice but to depose Vandire themselves. A vast army of Skitarii Tech-Guard, cyber-processions of Cult Mechanicus, and four Chapters of Space Marines—the Imperial Fists, Fire Hawks, Soul Drinkers, and Black Templars, launched themselves towards Terra to besiege the Ecclesiastical Palace.

Although much of the Ecclesiarchal Palace had fallen into ruin, the central complex which housed Vandire's throne room remained an impregnable fortress. For months the combined forces of the Skitarii and Space Marines tried to breach its walls, only to be constantly thwarted by the Brides of the Emperor, who numbered some 10,000 fighters by this

time. As the huge cannons of the Cult Mechanicus pounded on the walls of the palace and the Space Marines fought down mile-long corridors littered with dead, Vandire's attention was turned outwards. But it was from within that the greatest threat was to come.

THE HIGH LORD FALLS

Ultimately, it was not the armies of the Space Marines and the Tech-Priests that brought about the doom of the High Lord Vandire. It was his most trusted companions, the Brides of the Emperor.

Throughout the Reign of Blood, one faction had remained entirely hidden. The Adeptus Custodes, the guards of the Emperor himself, had sealed themselves within His throne room, allowing none to intrude, and cutting themselves off from the anarchy that gripped even the holy ground of sacred Terra. As the combined Space Marine and Mechanicus



armies began their siege, the Chapter Masters contacted these ultimate guardians of the Master of mankind, and revealed to them the truth of events outside the throne room. In secret council in the most hidden places of the Emperor's Palace, a plan was decided upon. The Captain-General of the Custodes led a small force through secret passages deep beneath the surface of Terra. After many days of travel, the group emerged in the bowels of the Ecclesiarchal Palace, and approached the leader of the Brides of the Emperor, Alicia Dominica.

The Captain-General made an impassioned plea for the Brides of the Emperor to see the truth of the regime they served. Though he spoke for many hours, Alicia was unmoved, for her oaths of fealty were such that she could never renounce her master. Then, the Centurion made one last appeal. He asked that the leader of the Brides of the Emperor go with him to the very heart of the Emperor's Palace, to the long-sealed throne room itself, the most holy place in the entire galaxy, where the truth would be revealed to her. The leader agreed. The Centurion's men were left behind as surety against treason, and five of Alicia's sisters were selected to accompany her to the Holy of Holies, the Emperor's throne room.

Having travelled back through the ancient and dusty ways far beneath the ravaged surface of Terra, the group eventually came to stand before the rearing portal of the throne room. There, the Captain-General issued the six Brides of the Emperor the direst of warnings. They were told that to speak in the presence of the Golden Throne would be to invite death. At his order, the mighty doors opened for the first time in millennia, and the group walked into the golden radiance shining forth.

No records describing what transpired next are known to exist. Perhaps the sisters witnessed the God-Emperor of mankind himself, suspended in the life-sustaining energies of the Golden Throne. Perhaps the Emperor actually spoke to them, imparting the six with such wisdom that their souls were transformed by his words. Perhaps he shared something of the fate of mankind, of his grand plan, and of the myriad foes that sought to enslave mankind who would triumph if Vandire were not stopped.

Whatever happened, the sisters emerged from the throne room entirely changed. Their hearts were consumed by rage

at the twisted mockery of the Emperor's vision that the Imperium had become. Vandire was responsible, they knew, and Vandire would die.

While all this had been happening, Vandire himself had been plumbing ever more extreme depths of insanity and megalomania. As the guns of the Mechanicus had been pounding the Ecclesiarchal Palace and the Space Marines had been fighting through its winding tunnels, the High Lord had been conducting what he imagined to be a masterful defence. Pouring over his holographic representation of the Imperium, Vandire had issued countless orders for the deployment of forces that no longer existed, and who besides would never have been able to respond in time to affect the battle raging above him. All but his beloved Brides of the Emperor had deserted him, but as word of Alicia's arrival spread through their ranks, the last of Vandire's elite bodyguard left his side and assembled before her in the great hall.

Vandire followed them and launched into a tirade, condemning any and all who would not stand beside him as traitors of the very worst kind. He ordered Alicia to muster her warriors for the final defence, which he still believed would repel and defeat the attackers. Alicia waited in grim silence until the High Lord ended his rant, and then pronounced final judgement upon Vandire.

"You have committed the ultimate heresy. Not only have you turned your back on the Emperor and stepped from his light, you have profaned his name and almost destroyed everything he has striven to build. You have perverted and twisted the path he has laid for Mankind to tread. As your decrees have stated, there can be no mercy for such a crime, no pity for such a criminal. I renounce your lordship, you walk in the darkness and cannot be allowed to live. Your sentence has been long overdue and it is now time for you to die."

- Alicia Dominica to Goge Vandire

Even at the end, the insane High Lord appeared so divorced from reality that he could scarcely comprehend Alicia's words. When finally she pronounced that he would die, Vandire merely shook his head, and stated that he was simply too busy to do so. In front of the 4,000 assembled Brides of the Emperor, Alicia Dominica drew her power sword and beheaded the High Lord. It is said that Vandire's Rosarius, which had protected him upon San Leor, now failed him, its gleaming form cleaved in two by Alicia's blow.

THE REFORMATION

Despite the end of the Reign of Blood, the Age of Apostasy was to rage for several more centuries after the death of High Lord Vandire. The Imperium was still embroiled in internecine wars between the various factions that had risen to power during the time of anarchy, and bitter warp storms still raged across every segmentum. The one region where peace and order had truly returned was that through which Sebastian Thor had passed, but there was still much work to be done before Imperial rule could be re-established.

The first task, undertaken by the Fabricator-General and his Space Marine Chapter Master allies, was the re-establishment of the Council of the High Lords of Terra. Massive trials were held, in which the acts of those in office throughout the Reign of Blood were examined. Those found guilty of contributing to the anarchy were put to death, while those few found blameless were allowed to retain their offices.

When finally some semblance of proper governance was restored, there still remained one office left to fill—that of Ecclesiarch. None were found who were willing or able to fill the position that Vandire had so disastrously abused. The newly reconvened Senatorum Imperialis declared that Sebastian Thor should come to Terra immediately.

Thor, however, was by this time far from the centre of the Imperium's power, preaching across the worlds of the northern rim and restoring faith to those who had lost it. He turned down repeated requests to attend the council, until a messenger was sent to personally bring him before the High Lords. Still, Thor refused, stating that his work was not yet done. Exasperated and insulted, the High Lords finally declared Thor a traitor and dispatched an army to bring him forcibly before them. A multitude stood ready to defend their adored leader, but Thor himself finally acquiesced, entrusting his safety to the will of the Emperor.

When finally Thor stood before the High Lords, a great trial was convened. Thousands came to witness the proceedings, undertaking arduous pilgrimages from every corner of the galaxy. The trial lasted months, and many who wished to witness it only arrived years after it had ended, yet still they came out of adoration for Sebastian Thor. Countless charges were put to Thor, yet every one he refuted. Always had he preached against corruption and injustice, and he had never once ordered his followers to take up arms against the

warriors of the Imperium. Many thousands of witnesses spoke in Thor's defence, from the very highest officers of the Imperial Guard and the Imperial Navy, to the lowliest of soldiers and scribes. Eventually, the High Lords retreated into sealed council to consider their verdict.

That verdict was delivered three days later by the Captain-General of the Adeptus Custodes. It is said that when Sebastian Thor was proclaimed innocent of every charge brought against him, every bell in every spire on Terra rang



out, and that multitudes sang his praises at the top of their lungs. Yet the High Lords had a further proclamation to make. Sebastian Thor was proclaimed Ecclesiarch, to the resounding joy of the faithful that packed the streets. So dire was the need of the Imperium in the aftermath of the calamitous Reign of Blood that only a man as pure, innocent and as driven as Thor could unite its disparate peoples. Yet, Thor refused, stating that the work on which he was engaged could not be enacted from a throne in the Ecclesiarchal Palace, but could only be undertaken out amongst the needy of the galaxy. The High Lords erupted in outrage and indignation, yet the Captain-General of the Adeptus Custodes took Thor aside and whispered a single message into his ear. Though no others heard what passed between the two men, it is commonly held that Thor was given a blunt choice: leave Terra as Ecclesiarch, or leave Terra dead.

To the adulation of the adoring masses, Thor announced that he would accept the appointment, but only on certain conditions. He was to have the unswerving backing of the High Lords of Terra, and he was to be allowed to make whatever changes to the Holy Synod he saw fit. The High Lords agreed to his terms, and Sebastian Thor was duly appointed the 292nd Ecclesiarch.



For the best part of the next century, Thor worked tirelessly to rebuild the Ministorum and with it the shattered Imperium. He established the Synod Ministra upon Ophelia VII, a secondary body that would debate and carry out the pronouncements of the Holy Synod on Terra. This change would ensure that no one man would ever gain such total power over the church as had Vandire. Furthermore, he reorganised the dioceses, splitting each into smaller bodies so that a far greater number of regional representatives sat upon the Synods, doubly ensuring that no one faction could easily gain dominance.

Perhaps the most sweeping of changes Thor instigated affected the military forces over which the Ministorum held sway. What remained of the Frateris Templars was disbanded,

under the terms of the so-called Decree Passive, which forbade the Ecclesiarchy from maintaining a force of 'men under arms.' It would still be possible for individual Cardinals to raise what became known as Frateris Militias, but these were ad hoc bodies consisting of local fighters called to arms to defend the Ministorum's holdings against localised threats.

The issue of the Brides of the Emperor still remained to be solved. In a masterful example of legislative disassembly, the Brides, who had by now resumed their original title of the Daughters of the Emperor, were allowed to remain a standing force, for as a sisterhood of exclusively female warriors they did not break the letter of the Decree Passive. The body that would eventually become known as the Adepta Sororitas, or more colloquially as the Sisterhood, was split first into two Orders Militant, one based on Terra and the other upon Ophelia VII. In time, four more orders militant would be formed, and these in turn would spawn still more subsidiary orders.

All of this work Thor undertook as he travelled the length and breadth of the Imperium, bringing the word of the Emperor to regions long blighted by anarchy and invasion. Wherever he went, the faithful were mustered to throw off the shackles of oppression and chaos. These was an era of great rejuvenation, in which sectors lost to alien invasions, recidivist uprisings, or the rule of self-appointed warlords, were brought back into the fold by the vast crusading armies of the faithful. Wherever Thor went, the warp storms that had blighted the Imperium for so long receded, and slowly, planet by planet, sector by sector, order was restored.

It was only towards the close of his life that Sebastian Thor returned to Terra, at the age of 112. Within six months, he had passed away, as if he had held back the inevitable for as long as he could and had finally allowed himself to rest beneath the sacred soil of holy Terra. A vast funereal wing was added to the Ecclesiarchal Palace, and it is said that over seventy million of the faithful made the arduous pilgrimage to Terra to proceed past his sarcophagus in the first year alone. Even to this day, countless pilgrims make that journey every year, for the Tomb of Sebastian Thor is counted as one of the most holy places in the entire Imperium, second only to the throne room of the Emperor himself.

THE ADEPTUS MINISTORUM

The Adeptus Ministorum, or the Ecclesiarchy as it is generally known, is a massive organisation founded on the worship of the Emperor. The Imperial Creed practiced by the Ecclesiarchy and its countless adherents is the only official religion of the Imperium. Although the interpretation of Ecclesiarchy rites and dogma can vary, any extreme deviance from its strictures is considered heresy and dealt with severely.

Faith in the Emperor is the one unchanging fact of life to be found within the hearts and minds of men, no matter which of the Imperium's countless societies spawned them. From the perfumed courtiers of the planetary court to the lowliest narco-dregs of the underhive, all revere the Emperor as the one and only god in whose divine hands their own fate is held. Whether a man sleeps beneath sheets of glimmering void-silk or amongst the stinking detritus of a hive alley, he offers prayers to the Emperor before closing his eyes, for the things haunting his nightmares are real, and neither wealth nor status can protect him — only faith.

While all subjects of the Imperium offer worship to the Emperor, the manner in which they do so varies enormously

from one culture to the next. So vast are the Emperor's domains and so varied His peoples that most share only the smallest amount of common cultural ground. Outside of the Adepta, with their specialised languages, codes and chants, most people would struggle to communicate with a citizen from any other planet, let alone understand the society from which they hail. In addition many branches of the faith are rooted thousands of years in the past, when once-lost human populations were rediscovered and reintegrated into galactic civilisation. Imperial missionaries often subtly altered native religions, supplanting them so that over many generations entire pantheons of gods came to represent the Emperor and his saints.



Thus, the so-called 'Imperial Creed' takes almost as many forms as there are planets in the Imperium. Though all espouse the worship of the same deity—the Emperor—the followers of many worlds would scarcely feel any kinship with one another or recognise that both venerate the same god. There are worlds where priests cast living human sacrifices into the throats of volcanoes, believing that the Emperor dwells in the fiery depths and the victims will become his favoured servants. Other believers hold that the God-Emperor resides at the burning heart of their sun, which only their constant veneration guarantees will rise above the horizon each dawn. Others know something of the truth—that the Emperor sits upon his Golden Throne on distant Terra—but even among these, there are countless variations in the forms and styles of worship.

Despite these millions of localised manifestations of the Imperial Creed, the religion's ruling classes—the countless officers of the Adeptus Ministorum—come together to form a galaxy-spanning institution which propagates the worship of the God-Emperor of mankind as a living deity, catalogues the endless variety of beliefs, weeds out the truly heretical cults, and guards against errant doctrine. In the name of the Emperor, they call the faithful to prayer, exact tithes and preach holy crusades. In a galaxy in which war and oppression form the normal state of existence, veneration of the Emperor, in whatever form, is held to be the only means by which the countless foes of mankind will be overcome. To preach otherwise is to be cast out from the great bulk of humanity, to be named heretic, and to be damned for all eternity.

This vast organisation is broadly split into two halves. One administers to humanity's spiritual needs, the other to the practical maintenance of the Ministorum itself.

THE CREED SPIRITUAL

The Cardinals are responsible for coordinating the due worship of the Emperor, for propagating the Imperial Faith and for guarding against heresy. There are several thousand Cardinals, the majority of which, known as the Cardinals Astra, each control a diocese of hundreds of worlds. In most cases these diocese equate to a sector, although given the constant upheavals to which the Imperium is subject some overlap one or more sectors or contain many worlds long since lost to mankind. Others of the Cardinals, called Cardinals Ministra, serve on the Synod Ministra on Ophelia

VII, their role to debate and enact the dictates of the Holy Synod on Terra.

Other Cardinals are based on Terra itself, and these are counted amongst the most senior of their rank, though in practice all Cardinals are more or less equal in status. Below the Ecclesiarch, acting as his closest spiritual advisers and aides are the Cardinals Palatine, who reside within the Ecclesiarchal Palace so that they are ever on hand when their master calls. Beyond the palace are the Cardinals Terra, each of whom is responsible for a diocese on the home world itself.

Below the Cardinals are countless subordinate positions. While a Cardinal might conduct services only rarely, and then they might lead a great ceremony before thousands or even millions of the faithful, further down the ranks the various incumbents are responsible for smaller areas and less numerous congregations. A Confessor might have responsibility for a hive city or if it is less populated, an entire world, or in frontier regions a system or even sub-sector. He will reside in a mighty cathedral, often capable of ministering to many thousands of adherents. Furthermore, most cities and worlds are host to countless smaller shrines, which are tended to by Preachers. It is at these that the vast majority of the Imperium's citizens worship on a day to day basis, only travelling to one of the larger cathedrals to mark a holy day of one sort or another.

Just as not every Cardinal heads a diocese, many Confessors and Preachers are not responsible for a specific area. Many are free agents, their duties taking them far and wide. Some find themselves attached to other Imperial institutions. An Imperial Guard general or an Imperial Navy admiral might have as his most trusted confidant a senior Confessor, who advises him on spiritual matters and bolsters his resolve to enact the Emperor's will. Further down the chain, individual regiments of the Guard and vessels of the Navy are accompanied by dozens of preachers, many of whom regard it as their duty to personally take the field of battle and provide inspiration to those in their care. Even such bodies as the Administratum, the Adeptus Astra Telepathica, the Adeptus Arbites and countless other organisations have need of such spiritual ministrations, and it is rare indeed that one who toils in the name of the Emperor does not do so with the words of the saints ringing in his ears and the sweet scent of incense filling every breath he takes.

THE CREED TEMPORAL

While the power of the Ministorum is based upon the word of the Emperor, its foundation is the vast organisation that supports it in all it does. Every day, across the whole Imperium, millions of sermons are preached from pulpits housed in cathedrals whose spires pierce the very clouds. Such a mighty edifice as the Ecclesiarchy could not possibly exist without astronomical wealth flowing into its treasuries, wealth which is rendered by the faithful as their right and proper offering to the Adeptus Ministorum.

This branch of the Ecclesiarchy is headed by the Arch Deacons, who in many cases operate alongside the Cardinal of the diocese they serve. It is an Arch Deacon's duty to administer to the logistics of the diocese, coordinating the construction and maintenance of its cathedrals as well as countless other institutions such as shrine worlds, pilgrimage sites, reliquaries and retreats. Each Arch Deacon is responsible for the distribution of as much wealth as a sector lord or the patriarch of the richest of merchant concerns, and they are often the subjects of bitter jealousy from such individuals. Below the Arch Deacons are the Deacons and the Deans, who are responsible for the distribution of what resources are passed down to them, as well as the actual collection of dues from the faithful.

MISSIONARIUS GALAXIA

The Missionaries of the Missionarius Galaxia are a special breed of Imperial servant, and although they operate under the auspices of the Cardinals Palatine, they are in practice a high autonomous body within the Adeptus Ministorum. The Missionaries are tasked with accompanying all manner of expeditions into regions of the galaxy lost or previously unknown to the Imperium. Whether it be aboard Imperial Guard vessels launching a crusade to retake a sector lost to alien invasion, or in the retinue of a daring Rogue Trader penetrating the dark, unexplored regions of the galaxy, Missionaries bear the flame of the Imperial Creed wherever they go, and with it kindle the faith of those long separated from the true faith.

Upon the discovery of a new or lost human culture out among the stars, it is the task of the Missionarius Galaxia to study all he can of its society and religion. He is ever watchful for ways in which the culture's religious practices and teachings can be subtly altered, to bring them broadly into

line with the Imperial Creed. Practices dubbed benighted or barbaric may be supplanted with more suitable ones, though often some symbolism is allowed to remain to lend a sense of continuity. For example, necrophagia —the eating of the dead—is a practise proscribed by the Imperial Creed, but when it is encountered in savage cultures it may be replaced with the symbolic consumption of a particular totem animal. Equally, the worship of a pantheon of multiple gods will be replaced with that of a host of Imperial Saints, each chosen because they embody something of the qualities associated with each of the deposed deities.

The men and women of the Missionarius Galaxia are supremely skilled orators and diplomats, and they must also be cunning and resourceful to survive contact with often barbaric or belligerent cultures. They have the skill to recognise when an impassioned sermon will change the course of an entire planetary history, or when they must instead retreat into the shadows and lay plans that will not see fruition in their own lifetime. Perhaps unsurprisingly, many of the Ministorum's officers regard the Missionaries as mavericks and reckless adventurers, but the truth is that they are the bedrock on which the faith of multitudes is built.

THE SCHOLA PROGENIUM

When a servant of the Imperium is slain in battle, they may leave behind orphans. These are raised by the Schola Progenium, a galaxy-wide institution administered by the Ecclesiarchy, but ultimately serving many of the Imperium's greatest organisations. Every major world in the Imperial has at least one Schola Progenium habitat, in which the young orphans are tutored. Under the watchful and stern eyes of the Drill Abbots and Abbesses, the young 'progena' are schooled in every aspect of the Imperial Creed, that they might one day become dedicated servants of the Imperium.

Most of the progena will end up in the Adeptus Terra as scribes, clerks or overseers. However, a few will be assigned to higher positions. They may become Commissars or soldiers in the Imperial Guard, petty officers in the Imperial Navy or enter the priesthood of the Adeptus Ministorum. Female progena who display a strong religious inclination may be entered into the Adepta Sororitas. Progena may even be recruited into the Inquisition or the Officio Assassinorum. Though the lifestyle of the teachers and pupils is strict and puritan, it is a great honour to pass through the Schola Progenium, and those who do are well aware of their privilege.

THE ADEPTA SORORITAS

Answering the call to both worship and battle, the sisters of the Adepta Sororitas epitomise true faith in the God-Emperor. Trained as warriors and devoted to the Imperial Creed, the Orders Militant are a largely independent collection of religious orders, composed exclusively of women. They form the militant wing of the Imperial Ecclesiarchy. Each member of the Orders is sworn to serve the God-Emperor, relentlessly trained to excel in all she does, and devoted absolutely to her Order, her work, and the Imperial faith.

Known across the Imperium as the Sisterhood, the Adepta Sororitas was founded under Sebastian Thor from amongst the Daughters of the Emperor who followed Alicia Dominica. The 4,000 or so sisters who survived the siege of the Ecclesiarch's Palace were each assigned to one of two convents: the Convent Prioris on Terra or the Convent Sanctorum on Ophelia VII. In time, these convents grew and were subdivided into orders, and their members saw service across the length and breadth of the Imperium.

There are two types of orders within the Adepta Sororitas. The first are the Orders Militant, three of which are based at each of the Convents, and there are many smaller, subsidiary 'Lesser Orders Militant' or 'Orders Minoris' spread across the Imperium. The warrior-women of the Orders Militant are commonly known as the Sisters of Battle, and they are the direct inheritors of the organisation's founding traditions. The Sisters of Battle have many tasks, the greatest of which is to defend the Ecclesiarchy and the adherents of the Imperial Creed wherever and whenever they are needed. Many great cathedrals have a small contingent of Battle Sisters standing guard over them, and many pilgrim routes are regularly travelled by small 'missions' of sisters, protecting the faithful from the predations of aliens and bandits. Whatever duties its sisters are engaged in, each order will maintain around half its complement at its home convent, ready to go to war whenever the word is given.

RECRUITMENT

The majority of recruits into the Adepta Sororitas are drawn from the Schola Progenium, having been identified by the Drill Abbesses as suitable candidates from an early age. A few may be transferred from outside organisations, in particular the ranks of the servants of the Inquisition, although this is relatively unusual and only undertaken following lengthy consideration. Having been identified as a candidate for



membership, the individual is shipped to one of the two convents, where she will be subjected to a lengthy and arduous regime of testing intended to gauge her suitability to join the sisterhood and to identify which of the orders she would be most suited to. Regardless of which order she will eventually join, all candidates undergo extensive instruction in the traditions of the Adepta Sororitas, and most receive at least a modicum of military instruction.

Once a sister is judged worthy to join the sisterhood and has received her basic training, the candidates are gathered in the great hall of the convent before the Canonesses and Palatines of the orders to which they will be assigned. Such gatherings range from grand ceremonies involving several thousand new sisters and taking several days and nights to conclude, to smaller events where only a handful of candidates gather in the great hall. One by one, the name of each candidate and the order she will join is announced, and the newly elevated sister will be led off to begin her vocation. Once she is assigned to her order, the sister will begin a period of even more rigorous training and indoctrination, which, it is said, will never end until she sits in death at the right hand of the Emperor.

STRUCTURE

Unlike the many Chapters of the Adeptus Astartes, the Sisterhood is united into a single organisation with a centralised ruling body. The head of the Adepta Sororitas holds the rank of Abbess, and is elected from and by the leaders of all the orders.

Beneath the Abbess are two Prioresses, one leading each Convent, and below these, the Canonesses of each Order. There exists a hierarchy of sorts amongst these leaders, though to outsiders it is highly arcane and ritualistic and based on a system of precedence. Orders that were established by 'Ecclesiarchal Writ' are ranked higher in the order of precedence than those that were formed by a group splitting off from a pre-existent order. This is especially visible in the six Orders Militant, each of which has spawned dozens of far smaller Lesser Orders Militant, the Canonesses of which rank lower in the order of precedence than those of their parent organisation.

The Canonesses are aided in their duties by their order's Palatines. These are highly experienced and capable officers, from whose ranks the next Canoness will be drawn. It is the

Palatines that often lead missions in the field, whether the order is an Order Militant fighting the enemies of mankind, or an Order Hospitaller establishing a hospital at the front lines. Below the Palatines are the Sister Superiors, who lead or supervise groups of their sisters in whatever tasks the order in question is focussed upon.

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

NON-MILITANT ORDERS

The original Daughters of the Emperor were not exclusively devoted to warfare, and while their ranks were swelled by warriors during the Reign of Blood, many scholars, philosophers, chirurgeons and others remained on San Leor, pursuing their own esoteric endeavours. After the High Lord's fall, many of these sisters were absorbed into one of the two convents, and soon established their own orders.

The sisters of the Orders Famulous serve amongst the household of the highest of the Imperium's nobility, acting as chamberlains, counsellors and consuls. They broker interhouse alliances, trade deals, and marriages, and their hand is ever at work amongst the highest echelons of power. The Sisters Famulous are skilled diplomats able to reconcile the most bitter of rivals, but their true mission is often performed entirely behind the scenes.

The Orders Famulous are greatly concerned with the spiritual and genetic purity of the human race. Through their arranging of alliances and marriages, they take a direct hand in the fate of humanity, for those they counsel wield the power of whole planets and control the fates of billions. The servants of the Orders Famulous do not openly discuss this element of their work, even with other members of the Sisterhood, but many do appear to have extensive contact with members of the Inquisition, especially the Ordo Hereticus.

The Orders Dialogous are amongst the most learned of scholars, and their particular field of interest is that of language. Their tasks are many and varied, from the interpretation and transcription of long lost texts to accompanying Imperial diplomats on contact missions with intelligent xenos species. The average Sister Dialogous might be fluent in several hundred everyday human dialects, and dozens of secret cants, ciphers and even xenos tongues. They are amongst the very few judged sufficiently pure and incorruptible to withstand the deceits which the capricious Eldar often use in their dealings with Mankind. Many times, an Imperial official has come away from a contact with an Eldar leader believing himself to have gained the upper hand, only for an accompanying Sister Dialogous to inform him of the true meaning and implications of the alien's words.

Sisters Hospitaller are amongst the most skilled and compassionate surgeons in the Imperium. Their convents often take the form of hospitals and retreats, and large numbers of them accompany the armies of the Imperial Guard. So skilled are the Sisters Hospitaller that they are regarded as saints by the common soldiery, who far prefer their gentle ministrations to the crude work undertaken by the field surgeons of the Departmento Munitorum.

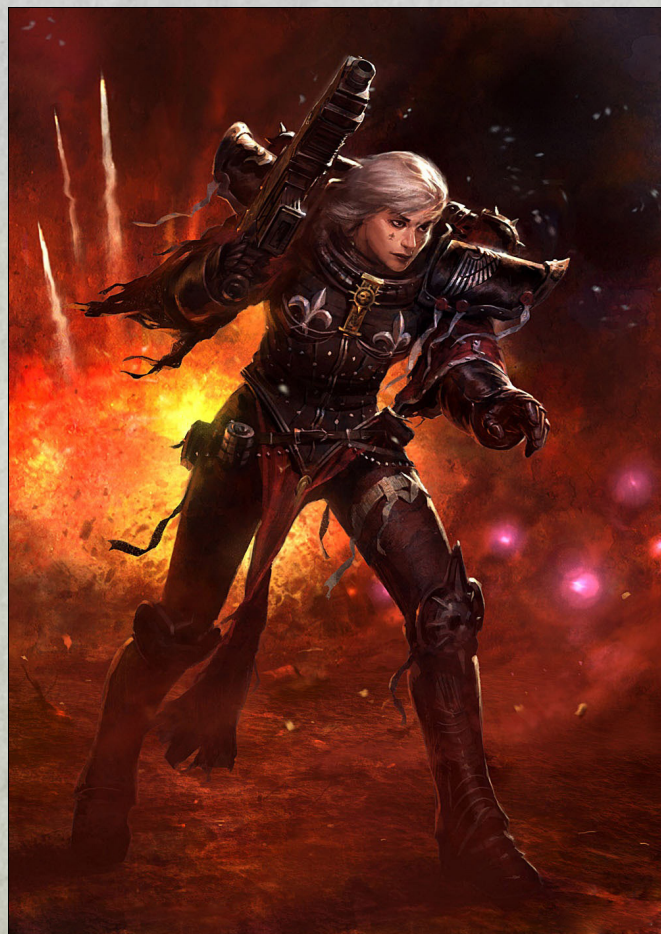
Sisters Hospitaller often serve in conjunction with members of other orders. Their knowledge of genetics makes them useful to Orders Famulous investigations, and their knowledge of the human body often leads them to accompany an Inquisitor into the torture chamber. It is a true measure of their dedication to the Emperor that these supremely skilled and compassionate individuals are able to put aside all selfish thoughts of their personal morality and turn their hands to inflicting pain when duty calls them to do so.

There are scores, perhaps even hundreds more non-militant orders within the Adepta Sororitas, the vast majority of which are unknown to the bulk of Mankind. The Orders Sabine for example specialise in infiltrating newly rediscovered human worlds and preparing the way for the arrival of the Missionarius Galaxia. The Orders Pronatus tend to the myriad sacred relics of the Ecclesiarchy, and are entrusted with the care of artefacts recovered from the followers of Chaos or of aliens. The Orders Madriga provide the all-female choirs that fill the cathedrals with sublime, heavenly song in the temples favoured temples of Arch-Cardinal

Ignato. The Orders Planxilium form thousand-strong processions leading weeping and wailing pilgrims upon the remembrance and high holy days of Veneris. The 'dark sisters' of the Orders Vespila are tasked by Cardinal Gregory Hestor with the sanctification of the bodies of fallen kin, and are sometimes called upon to serve as forensic specialists by the Inquisition.

THE CHAMBER MILITANT

At the end of the Age of Apostasy, the Inquisition formed a secret order within its ranks to watch the Ecclesiarchy and other Imperial institutions more closely to ensure that another Reign of Blood does not occur. Although the analytical and suspicious Inquisitors differ in method to the zealous Sisters of Battle, the two institutions also have the common purpose of eradicating threats from within. Recognising this, the two organisations joined together in their efforts, a relationship formalised by the Convocation of Nephilim. Although the Sororitas and its Sisters of Battle remain part of the Ecclesiarchy, they respond when called upon by Inquisitors of the Ordo Hereticus.



WARGEAR OF THE ADEPTA SORORITAS

SORORITAS POWER ARMOR

The power armour worn by the Orders Militant is based upon the same archaic systems as that worn by their brethren of the Adeptus Astartes. The Sisters of Battle are one of the few Imperial forces outside of the Space Marines to be granted the right to wear such formidable armour, and they are trained to deadly effect to utilise its abilities to the full.

GODWYN-DE'AZ PATTERN BOLTGUN

The standard issue weapon for all Battle Sisters since the Orders Militant were formed, the Godwyn-De-az pattern boltgun has remained unchanged for millenia, largely due to its superior performance in comparison to other weapons of its class. But the boltgun is much more than a weapon to the Sisters of Battle; it is a symbol of the Emperor's divine judgement.

PURITY SEALS

Devotional scripts and declarations of the bearer's sanctity, many Sisters wear purity seals to further protect them from the taint of the impure and the sinful. Each seal is a benediction against the forces of disorder, warpcraft, and mitation, a plea to the Emperor for deliverance from evil.



LIVERY

This Battle Sister wears the livery of the Order of Our Martyred Lady. The red cloth features the first line of the Fede Imperialis, the Battle Hymn of the Adepta Sororitas, framed in parallel lines of silver thread.



FLEUR DE LYS TATTOO

Many Sisters bear devotional markings such as tattoos, electoos, and ritual scarifications, proclaiming their loyalty to the Adepta Sororitas, the Ecclesiarchy, and the Imperium.

CHAPLET ECCLESIASTICUS

Every member of the Sisterhood bears one of these icons of the Ecclesiarchy, worn around the neck or waist on a string of adamantium beads. Each bead represents an act of penitence undertaken by the bearer, though in the case of long-serving members, each bead may count ten, 100, or even 1,000 such acts.

'SABBAT' PATTERN SORORITAS HELM

The standard pattern worn by the majority of Battle-Sisters since the mid 38th millenium, this helm contains an integrated rebreather, allowing the Sister to operate in total vacuum for limited periods.

The second helmet shown is a variant of the Sabbat pattern, mounting the fleur de lys symbol of the Sisterhood upon the front, an honour normally reserved for those Sisters who have performed with exceptional courage and honour.



THE ORDER OF THE EBON CHALICE

THE FAITHFUL



The Order of the Ebon Chalice is the oldest of the Orders Militant, founded at the birth of the Adepta Sororitas by Alicia Dominica—the patron saint of the Sisterhood. Dominica led her warriors in countless crusades against the enemies of the Imperium, and she was the first heroine to be proclaimed a Living Saint by the Ecclesiarchy. The uniforms of Dominica's Order are based on the original garments worn by the Daughters of the Emperor and their combat doctrines—based on equal parts religious devotion and training—have remained largely unchanged for four thousand years. The Order's symbol is a flaming, skull-filled chalice, a representation of the terrible knowledge imparted to Dominica when she was brought before the Golden Throne.



Iconography of the Order of the Ebon Chalice



THE ORDER OF THE VALOROUS HEART

THE JUST



The Sisters of the Order of the Valorous Heart believe they must atone for the unwitting sedition committed by the Daughters of the Emperor during Vandire's Reign of Blood. The Order's founding saint, Lucia, was the most penitent of Dominica's companions, and her Battle Sisters strive to emulate her example, demanding expiation for the slightest perceived sin. As a result, a disproportionate number of its Battle Sisters willingly exile themselves and seek redemption as a Sister Repentia. Saint Lucia is often depicted holding the skull of the executed Lord Vandire—a reminder to never hearken to the words of false prophets—and with a drop of blood running down her cheek, representing the blood sacrifice expected of every Battle Sister.



Iconography of the Order of the Valorous Heart



THE ORDER OF THE ARGENT SHROUD

THE CHARITABLE



Silvana was the first of Dominica's bodyguard to be martyred —assassinated shortly after the Order of the Ebon Chalice was divided into two Orders Militant. A silvery image of

Silvana's skull was left imprinted on her death shroud, and the newly formed Order took the Argent Shroud as their image and title. Silvana was renowned for her altruistic spirit and her stoic faith. She seldom spoke, believing that deeds on the battlefield spoke more of a warrior's devotion than any words. The Sisters of the Argent Shroud likewise rarely speak, and they are famed for their selfless acts of heroism. As such, the Order fields a high number of Celestian and Seraphim squads, their faith a shield as strong as their silver armour and their righteousness a weapon as potent as bolter fire.



Iconography of the Order of the Argent Shroud



THE ORDER OF OUR MARTYRED LADY

THE VENGEFUL



Katherine was regarded as Dominica's second-in-command. Her order was originally entitled the Order of the Fiery Heart, in reference to Katherine's fierce persona, but so deeply did the Battle Sisters mourn her death that they renamed themselves the Order of Our Martyred Lady, and for many centuries thereafter they wore only black. The red cloth of their livery was adopted by the majority of the Order's Preceptories in remembrance of the Sisterhood's losses during the Third War for Armageddon. Even amongst the devout warriors of the Sororitas, the Sisters of Our Martyred Lady have a reputation for incredible determination, inspired by their desire to avenge the deaths of their fallen. This inner fire drives them to destroy their enemies utterly, and those not consumed with cleansing flames are ruthlessly put to the sword.



Iconography of the Order of Our Martyred Lady



THE ORDER OF THE BLOODY ROSE

THE COURAGEOUS



The Order of the Bloody Rose was not formally created until two and a half millennia after the founding of the Adepta Sororitas, and by this time, its patron saint, Mina, was long dead.

Mina was known as a dark and brooding warrior, quick to anger and deadly in combat. She was the most aggressive and impetuous of Dominica's comrades and her symbol was accordingly a blood red rose, prominent with thorns, placed upon a pair of crossed swords. The Battle Sisters of the Bloody Rose, resplendent in their deep crimson power armour, echo Mina's desire to slay their enemies as quickly as possible, and the Order's Dominion squads are renowned for the ferocity of their assaults.



Iconography of the Order of the Bloody Rose

THE ORDER OF THE SACRED ROSE

THE PRUDENT



Like the Order of the Bloody Rose, the Order of the Sacred Rose was not established during the existence of its patron saint —Arabella. In her lifetime, Arabella earned the honorific of 'Liberator' and many Battle Sisters, especially Retributors, are known to pray to her spirit for liberation from doubt and rash action when a cool, logical head is required. Of all Dominica's bodyguards, Arabella was known as a particularly disciplined, even-tempered Sister. However, behind her serenity lay the determination of a resolute warrior, and her symbol was thus a white rose, held aloft in a mailed gauntlet. The white armoured Sisters of the Sacred Rose embody these same virtues, facing down alien hordes and Warp-spawned monsters with bolters calmly levelled where lesser warriors would panic and falter.



Iconography of the Order of the Sacred Rose



THE ORDERS MINORIS

Although the original six Orders are by far the most numerous and active of the Orders Militant, there are numerous other Orders Militant – the Orders Minoris – that have established their own traditions, doctrines, livery and titles inspired by one of the Sisterhood's patron saints. These Orders Militant vary in size, from barely a hundred Battle Sisters to a thousand, but each is dedicated to its mission to serve the Ecclesiarchy's will, and by extension, that of the Emperor.

THE ORDER OF THE BLINDED MARTYR

The sisters of the Blinded Martyr are warriors first and foremost, dedicating themselves fully to perfecting the art of battle. They are very proud, preferring death to dishonoring themselves in retreat. Although this demeanour has brought them countless victories, it has also taken a tremendous toll, bringing them to the brink of extinction. Still, they fight on, always seeking new warzones in which to practice their craft. In combat, the sisters of the Blinded Martyr always seek to attack the enemy under adverse conditions, concealing their advance under cover of rain, thick vegetation, or darkness. Before the foe realizes the terrible danger they are in, Dominator Gunships dive from the heavens, commencing a sudden and devastating areal bombardment. As the enemy reels from this sudden attack, the sisters charge, exterminating the survivors without mercy.



THE ORDER OF THE OBSIDIAN MIRROR

A rare fusion of an Order Dialogus and an Order Militant, the Order of the Obsidian Mirror specializes in intelligence-gathering, covert warfare, and terror tactics, often cowing the enemy into submission with a combination of surgical strikes by Seraphim and psychological warfare by Sisters Dialogus. The sisters of the Obsidian Mirror frequently engage Alpha Legion warbands throughout the Eastern Fringe, waging deadly shadow wars which few outside the Order ever hear of. Recently, their attention has also turned to the growing threat posed by the T'au Empire, and they have fought in several conflicts with T'au agents seeking to turn loyal worlds against the Imperium. Unlike most Adepta Sororitas, the Order's relationship with the Ecclesiarchy is strained, as they often seem to pursue their own enigmatic agenda rather than responding to the requests of the Ministorum.



THE ORDER OF THE MARTYRED HEART

Hailing from the jungle-covered world of Tenocit alongside the Blood Jaguars Space Marine chapter, the sisters of the Martyred Heart are reputed to be some of the toughest, most bloodthirsty women in the Orders Militant. Rather than replenishing their ranks through the Schola Progenium, they recruit from the populace of Tenocit itself. Every year, many men and women participate in a grand contest known as the Dark Road of the Sun. The path is long and perilous, weeding out all but the strongest and most spiritually pure aspirants. Men who survive the process are recruited by the Blood Jaguars, women by the Martyred Heart. Although the deadly nature of the test ensures that the Order is almost always below-strength, the resulting Battle Sisters are exceptionally well-honed warriors, capable of facing many times their number in combat.

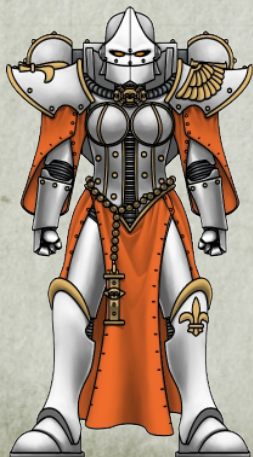


"The heathen alien, the witch-psyker, the abhuman and the foulness of the mutant, even the sickening monstrosities of the Ruinous Powers - all these forces beat at the walls of humanity's salvation and try again and again to drag it screaming into impiety and damnation. None see this as clearly as the Adepta Sororitas. Oh, it is true that we do not fight this tide of enemies alone, but one cannot expect the common soldiery of the Imperial Guard to weather such threats. The Inquisition, while companionable in some forms to the work of the Sororitas, often dallies too closely with the very things they set out to expunge. The Adeptus Astartes are a melange of conflicted, tribal warrior bands that embrace undependable psychics and the tenets of transhumanism. A few of their number are more tolerable than the others, and all are faithful to the Throne in their own crude conduct, but they are never to be trusted.'

- Palatine Imogen, *The Order of Our Martyred Lady*

THE ORDER OF THE GUIDING LIGHT

Unlike most of the Adepta Sororitas, the Order of the Guiding Light maintains a close relationship with the Cult Mechanicus, particularly the faction known as the Divine Light of Sollex. Their homeworld, Pasiphae, is home to numerous solar techno-relics from the Dark Age of Technology, and is deeply coveted by the minions of the dark god Tzeentch. As a result of this constant threat, the sisters of the Guiding Light have become expert witch-hunters, utilizing a wide array of arcane technology and strange creatures native to their homeworld to seek and destroy the scheming heretics wherever they hide. They must often venture far from their home to keep it safe, for the plots of the Great Deceiver are deviously far-reaching and complex.



THE ORDER OF THE POINTED WORD

Stewards of the desert world Dulichium, the sisters of the Pointed Word place a high priority on education, believing that a sharp mind is deadlier than any blade. Many of their number maintain schools, hospitals and orphanages when not on active military duty, and their compassion for the downtrodden is without compare. In battle, the sisters of the Pointed Word rely on high speed disruption tactics, utilizing squads of bikes and seraphim to launch devastating hit-and-run attacks before delivering the killing blow with a blitzkrieg of immolators and repressors. Should the situation prove truly dire, they have been known to use their positions of authority to whip the common folk into a frenzy, creating massive hordes of frateris militia with which they can overwhelm any foe.



THE ORDER OF THE WANING DAWN

Sworn enemies of the Orks, the sisters of the Waning Dawn maintain a ceaseless vigil from their satellite-monastery over the hive world of Derosk XII. Due to its proximity to Armageddon, Derosk XII is almost always under siege by the hated green-skinned, and in these dark times, the Imperium can scarce afford to lose it. To this end, the sisters of the Waning Dawn are close-quarters specialists, and nearly every weapon they wield comes with a melee attachment of some kind. The sisters of the Waning Dawn are renowned for their extreme determination and aggression, as they learned long ago that the only language the green-skinned speak is violence; something they have in ample supply.



WARS OF FAITH

For thousands of years, the Ecclesiarchy has been a light in the darkness, bringing peace to the weary, hope to the downtrodden, and extermination to the heretical.

M31-M33 RISE OF THE FAITH

The Ascension

Following his near-death in the Horus Heresy, the Emperor is enshrined in the strange mechanisms of the Golden Throne. Across the Imperium, countless millions of cults spring up seemingly overnight, worshipping the Master of Mankind and honoring his sacrifice.

The Temple of the Saviour Emperor

On Terra, the Temple of the Saviour Emperor comes into prominence, converting or conquering all other cults on Holy Terra. Over the next thousand years, most of the rest of the Imperium follows suit, and the Temple is officially welcomed into the Adeptus Terra.

The First War of Faith

The Confederation of Light is seemingly destroyed in the first War of Faith, finally securing the Temple of the Saviour Emperor's dominion over the Imperium. All but the Space Marines and the Cult Mechanicus are now firm adherents of the faith.

The War of the Beast

As WAAAGH! Beast rages through the Imperium, Ecclesiarch Mesring goes mad, pledging the Adeptus Ministorum's allegiance to the Beast. He is executed by Lord Commander of the Imperium Koorland, who goes on to strip the Ecclesiarchy of many of its official powers and privileges.

The Beheading

Following the Imperial victory in the War of the Beast, Grand Master of the Assassins Drakan Vangorich executes all of the High Lords of Terra in a single day. Although Vangorich is executed by the Space Marines for this treachery, before his death he reinstates the Ecclesiarchy's powers that were stripped away by Lord Commander Koorland.

M34-M36 THE AGE OF APOSTASY

Exile to Ophelia VII

The Ecclesiarchy leaves Terra for Opelia VII, effectively carving out its own empire within the Imperium. Funded by the trillions of faithful, the Ecclesiarchy founds its own military, known as the Frateris Templars, which comes to rival the Astra Militarum in size and strength.

Return to Terra

After a three-hundred year absence, the Ecclesiarchy returns to Terra with much fanfare. The Ecclesiarchy is forced to raise tithes across the Imperium to pay for the move. The Ministorum's taste for power and wealth grows with each new Ecclesiarch, steadily raising tithes across generations until the people of the Imperium are at their limit.

The Time of Damnation

As the Imperium struggles in the throes of rebellion, massive warp storms erupt across the length and breadth of the Imperium.

Sensing weakness, Chaos raiders pour from the Eye of Terror, Ork warbands rampage across entire sectors, and Drukhari raiders pillage world after world.

The Purge of Lastrati

After the hive world Lastrati is cut off from the Imperium by warp storms, the sect known as the Divine Army seize control, brutally enforcing their rigid code of behaviour. Millions are enslaved and worked to death without food and water. So many die that hundreds of thousands more slaves are required to dispose of the bodies before their own carcasses are added to the massive funeral pyres. Such is the carnage wrought by the Divine Army that when contact is re-established with the Imperium fewer than two and a half million people remain of the original population of fourteen billion.

The Reign of Blood

Goge Vandire secures the dual positions of Ecclesiarch and Master of the Administratum. The insane megalomaniac uses this unparalleled power to commence a reign of terror on the Imperium.

During this time, Vandire discovers and recruits the Daughters of the Emperor. Alongside the Frateris Templars, the rechristened Brides of the Emperor commence a reign of terror on the Imperium at their master's command.

The Wars of Apostasy

The Confederation of Light, long thought dead, rises again under the leadership of Sebastian Thor. Thor leads ever-larger numbers of disillusioned Imperial citizens on a pilgrimage towards Holy Terra. Simultaneously, the Adeptus Astartes and Adeptus Mechanicus launch an assault against the Ecclesiarchal Palace on Terra, determined to remove Vandire.

As the battle drags on with no end in sight, the Adeptus Custodes intervene, secretly taking the six highest-ranking Brides of the Emperor to the foot of the Golden Throne. After returning from this experience, the six execute Lord Vandire, ending the Reign of Blood.

The Reformation

In the aftermath of the Reign of Blood, the Ecclesiarchy is forbidden from maintaining men at arms, and the Frateris Templars are disbanded. The Brides of the Emperor, newly rechristened as the Adepta Sororitas, are allowed to remain as an exception to the rule. Sebastian Thor is elected Ecclesiarch and the Confederation of Light replaces the Temple of the Saviour Emperor as the official religion of the Imperium. Although the majority of the surviving Ministorum clergy convert to the new religion, some flee to the dark and forgotten places of the Imperium, secretly plotting to one day overthrow the Confederation of Light.

The Plague of Unbelief

After word of Sebastian Thor's rise reaches Gathalamor, a region of Imperial space mostly cut off by massive warp storms, Cardinal Bucharis declares that the Ecclesiarchy

has fallen, corrupted from within by traitors and heretics. Naming himself Ecclesiarch, he masses a tremendous military and begins conquering Imperial systems throughout the Segmentum Obscurus.

His advance seems to be unstoppable until he attempts to invade the Fenris system, home of the Space Wolves chapter of space marines. After a long of bloody campaign, the Apostate Cardinal's forces are completely routed by the Astartes, the survivors fleeing back to Gathalamor to escape the Fenrisian's wrath.

Shortly after the defeat at Fenris, Bucharis' realm begins to revolt against him. Led by the incredibly charismatic Confessor Dolan, the rebels retake world after world for the Imperium, bringing the Apostate Cardinal's nascent empire to its knees. Out of desperation, Bucharis orders the assassination of Confessor Dolan, hoping that the rebels can be destroyed more easily without their leader. The Confessor's martyrdom has the opposite effect, and the rebellion grows ever larger, with insurgencies now growing on Gathalamor itself. Fearing for his life, Bucharis attempts to flee the system, only to be torn apart by angry zealots while he attempts to board his personal shuttle.

The Reorganization

Sebastian Thor's successor, Ecclesiarch Alexis XXII, divides the Orders Militant into four Orders; The Order of the Ebon Chalice, the Order of the Valorous Heart, the Order of the Fiery Heart, and the Order of the Argent Shroud. His successor, Ecclesiarch Equitus XI presides over the creation of the rank of Abbess of the Adepta

Sororitas, a High Lord of Terra who is in overall command of the Sisterhood. The first to hold the position is Sister Palmiro of the Order of the Holy Word.

M37-M40 THE AGE OF REDEMPTION

The Orphean War of Faith

Arch-Confessor Marduk of Helvamon declares a War of Faith for the souls of the Orpheus Sector. The Orders of the Valorous Heart and Black Sepulchre, the Angels Revanent chapter, and an Ordo Malleus task force join the countless frateris militia to purge the taints of Chaos and heresy from the sector. By the war's end, a fifth of the sector's population is dead and billions more are injured or displaced.

The Aschen War

After a series of revolts weaken the cardinal world of Dimmamar, Ork marauders and Night Lords Chaos Space Marines attack, plunging the entire sub-sector into a three-way war. In response, the Imperium musters a counter attack consisting of Space Marines, Imperial Guard, and Sisters of Battle of the Order of the Valorous Heart. The counter-attack successfully routs the xenos and heretics within a year, though at considerable cost.

The Second Abonian Genocide

Inquisitor Halan Jentz of the Ordo Hereticus declares the entire population of the Abonian sub-sector *diabolos inculcatus*. Gathering forces from the Orders of the Blue Robe and Black Sepulchre, along with three chapters of Space Marines, the Inquisitor begins a widespread purge of the sub-sector. The genocide rages for nearly a decade before the Inquisitor is satisfied that the corruption has been purged.

M41 THE TIME OF ENDING

The Purgation of Tumulus

By request of Inquisitor Scallen, Battle Sisters of the Order of the Valorous Heart purge Hive Tumulus of the Cult Epicurian.

The Fall of Betalis IV

As Betalis IV falls to the forces of Chaos, Battle Sisters of the Order of the Ebon Chalice hold the ravenous hordes back long enough to save the relics held on the doomed world.

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 Sororitas reprisal, as they come under assault from nine separate Orders Militant and are utterly annihilated by the combined counter-attack.

The Battle of Fire and Blood

During the Vinculus Crusade, Black Templars join forces with the Order of the Bloody Rose to purge the heretical warrior-cults of the Peleregon cluster.

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 on the whole world to have withstood the corrupting touch of Chaos. As the rest of her forces establish a formidable perimeter around the reliquary, Sariah

leads several Celestian and Dominion squads into the labyrinthine corridors beneath it. 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 Nurglings and bloated plaguebeasts. Only Sariah and two Celestians survive to rejoin the Battle Sisters on the surface, having recovered the left thigh bone of Saint Dolan and three pages of the ominous Lexicon of Falsehoods from a stasis vault. The surviving Battle Sisters withdraw to orbit with their prizes just as a fleet of Grey Knights vessels arrives and lays waste to the planet with cyclonic torpedoes.

The Defence of Dimmamar

Dimmamar, birth world of Sebastian Thor, comes under attack from the Eldar of Craftworld Ulthwé without any warning or apparent reason. Seraphim Superior Amelda of the Order of the Bloody Rose immediately 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 lighting. Though many of her companions fall, Amelda refuses to yield and defiantly advances through the edritch storm, slaying the Eldar Farseer with a single bolt round to the head.

The Bloodtide Martyrs

Chaos comes to the Basilica of St. Mariel on the world of Van Horne in the shape of the Bloodthirster known as the Lord of the Bloodtide. The first to oppose the Daemon's legions are the Battle Sisters of the Order of the Ebon Chalice, but soon after battle is

joined, all contact is lost with the Adepta Sororitas. The Daemons are eventually vanquished with the arrival of the 4th Brotherhood of Grey Knights. Upon their victory, contact with the Imperium is re-established and it is discovered that every Battle Sister on the planet has been killed. The slain are officially elevated into the ranks of honoured martyrs in the eyes of the Sisterhood.

The Slaughter at Sanctuary 101

Fortress-sanctuary 101 and all the Sisters of Battle within are destroyed by the Necron armies of Imhotekh the Stormlord, marking the first open contact between the Necrons and the Imperium of Man.

The Battle of the Penitent

The Orders of the Valorous Heart and Ebon Chalice suffer great losses against Warboss Blackaxe's Orks and are pushed back to the walls of the Cathedral of Saint Dufaux. The attackers are held back only due to the unyielding determination and sacrifice of hundreds of Sisters Repentia. However, their martyrdom buys time for the Battle Sisters to open the vast cathedral gates. The greenskins are slaughtered shortly thereafter as two dozen Penitent Engines rampage across the battlefield, staining it with Ork blood.



The Second War for Armageddon

The Order of Our Martyred Lady deploy en masse to counter the endless forces of the Ork Warboss and Prophet Gazghkull Thraka, taking such grievous casualties that their livery is changed to include red robes in memoriam of the martyrs.

The Promethium 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 several war-torn cities. Despite the strength of their combined forces, the Imperium's advance is halted when Lord Gralastyx —the Daemon Prince leading the Chaos forces —unleashes a legion of possessed Chaos Space Marines. As the frenzied Chaos horde rips through the Imperium's ranks, Battle Sisters and Space Marines fight back-to-back, their bolters and flamers defiantly 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 bloody path through the baying horde towards Lord Gralastyx, before plunging her fiery blade through his tainted heart. With the death of Gralastyx, the Chaos horde is banished into the Warp, but of Celestine there is no sign, for she has vanished as mysteriously as she appeared.

The Martyrdom of Praxedes

Canoness Praxedes of the Order of Our Martyred Lady reinforces the Imperial Guard on the cardinal world of Okassis, soon after the start of the Second Tyrannic War. As the 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 Cathedral's fortress-walls. As Tyranids pour through, Praxedes confronts a

monstrous Hive Tyrant. During the fighting, the Canoness is dealt a mortal wound, but even as her blood pours onto the floor, Praxedes summons the strength to land one final blow, caving in the Hive Tyrant's skull with a thunderous strike from her power mace. With the Tyrant's destruction, the Tyranid swarm loses all direction. The Battle Sisters waste no time in pressing the assault, determined to avenge the death of their beloved leader. Such is the fury of their counter-attack that the remaining aliens are swept aside, buying the time needed to evacuate the Ecclesiarchy's priests from Okassis.

Disappearance of the Abbess

Sister Sabrina of the Order of the Ermine Mantle is elected Abbess but disappears during her pilgrimage to San Leor; since this time the position of Abbess has been vacant.

The Third War for Armageddon

The Orders of the Argent Shroud and Our Martyred Lady stand amongst the Imperium's defenders as Ghazghkull Thraka invades the world of Armageddon once more.

The Thirteenth Black Crusade

Abaddon the Despoiler launches the largest invasion of realspace since the Horus Heresy. No fewer than 15 Preceptories of Battle Sisters deploy to reinforce the embattled Imperial forces stationed at the Cadian Gate. Under the command of Geminae Superia Genevieve and Eleanor, the sisters of the Order of Our Martyred Lady distinguish themselves time and again as they hold the Shrine of Saint Morrican against wave after wave of Chaos reinforcements. Nevertheless, the braying forces of the Dark Gods manage to push through the Imperial defenses, punching a hole in the walls

of Kasr Kraff, the Daemon Prince leading the assault slaying the twin Canonesses in the process.

Just as all hope seems lost, Saint Celestine arrives with Imperial reinforcements, resurrecting the Geminae Superia and slaying the daemon prince. At the Battle of the Elysion Fields, Celestine manages to wound Abaddon and force his retreat to orbit, though this is quickly revealed to be a ruse as he orders the fragments of the Blackstone fortress, Will of Eternity, launched into Cadia, fracturing and sundering the world.

The Celestinian Crusade

Guided by prophetic dreams, St. Celestine leads some of the Imperial survivors of Cadia to the ice planet planet Klaisus. The Celestinians fight a running battle with the Chaos Space Marines of the Black Legion, sent by Abaddon the Despoiler to stop the crusade at all costs. Despite the crusader's zeal, they are badly outnumbered and outgunned, taking heavy casualties. As they gather to make a final stand, the Ynnari Eldar arrive from ancient webway gates, slaughtering the Black Legionnaires before coming to an accord with the Living Saint to take the crusade to Ultramar with the intent of reviving the primarch Roboute Gulliman.

The Terran Crusade

Following the resurrection of Roboute Gulliman, several Orders of battle sisters arrive from all corners of the Imperium to aid the Primarch in his return to Terra. Although nearly all die fighting for the son of the Emperor, their martyrdom helps ensure his arrival to the Golden Throne. They are all beatified by the Ecclesiarchy so that their sacrifice may never be forgotten.



'By bolter shell, flamer burst and melta blast, the mutant, the heretic and the traitor alike are cleansed of their sin of existence. So has it been for five millennia, so shall it be unto the end of time.'

- Words of Devotion, Verses IV-V, Chapter X, Volume LII



LIVING SAINTS

Living Saints are those members of the Adepta Sororitas who are said to be so holy in mind, body and spirit that they somehow manifest something of the power of the God-Emperor Himself. Living Saints are not beatified after their death, but rather are spontaneous manifestations of the God-Emperor's grace. Living Saints literally glow with power, and even the least faithful will have no choice but to collapse to their knees in her presence.

A Living Saint will usually, though not always, manifest, from amongst the ranks of the Adepta Sororitas. Typically, the manifestation of a Living Saint will presage some great endeavour, in which countless millions of the faithful take up arms in the name of the God-Emperor and truly extraordinary feats are performed. Sadly, the phenomenon is often short lived, for it appears that the Living Saints are beacons of faith that burn blindingly bright, yet tragically brief. Before her death however, a Living Saint will have doubtlessly changed the course of history for the better.

Living Saints are of great interest to the Thorian faction of the Inquisition, who regard them as vessels of the Emperor's power in the model of Sebastian Thor himself. This also makes them a target for the enemies of the faction, who have on several occasions sought to capture a Living Saint and literally dissect her in order to discover the source of her powers. No matter how well-conceived their plans, they always fail, seemingly due to the intervention of fate itself.

Much of the work of the Orders Famulous often becomes deeply involved in investigations surrounding the appearance of Living Saints. Perhaps due to their connections with the Thorians and their manipulation of noble bloodlines, they have on several occasions predicted and prepared for the arrival of a Living Saint long before she was even born.



CANONESSES

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 unyielding faith in the God-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 Ecclesiarchy.

While the smaller orders *minoris* may only have a single Canoness to lead the entire order, the larger orders, which often number in the thousands, break this rank down to the ranks of Commander, Preceptor, and Superior. Canoness Commanders are the lowliest of these, typically leading a commandery of a few hundred battle sisters. Canoness Preceptors command preceptories; forces numbering approximately on thousand battle sisters. Canoness Superiors are the highest-ranked, and are in command of the entire order. Traditionally, a Canoness of an order *minoris* is outranked by a Canoness of the order *majoris* from which the lesser order was formed.



PALATINES

Although Canonesses are fearsome warriors and shrewd commanders, they cannot be everywhere at once. This role falls to the Palatines. While it is the Canonesses who give orders, it is the Palatines who ensure that they are carried out with the utmost zeal and righteousness. Though their fury is still untempered by experience, they are experts at spreading their uncontrolled hatred, driving the sisters under their command to purge the foe from existence.

The path to becoming a Palatine is not an easy one. Only the most capable Sisters Superior, Celestians, Seraphim, and Chevaliers are even considered for this crucial position. Each Canoness hand-picks their Palatines, as the potential recruits must carry out her orders in the best way she sees fit. To this end, most Canonesses select Palatines who share a similar disposition to themselves. Cold, calculating Canonesses will usually select Palatines who demonstrate a high degree of sagacity, whereas those who believe that most problems are

best solved with copious amounts of firepower will select Palatines who share their enthusiasm for violence.

It is from the ranks of the Palatines that future Canonesses will be drawn, and each Canoness has a different way of training their potential successors. Some will take those who show promise directly under their wing, fighting side-by-side with their protégé, teaching them everything they know. Others give them increasingly dangerous assignments to ensure that only the strongest and most courageous will ascend. Many Canonesses increasingly separate themselves from their Palatines, sending them on special assignments far from their home convent, in order to assess how well they handle themselves on their own.

No matter the method of their training or induction, each Palatine is a capable and devoted leader, serving as exemplars of their order.



ACTS OF FAITH

Faith as a manifest power is an ability that only the most dedicated of the Emperor's servants will ever see, let alone command. How and why it works, and just why certain individuals or groups of individuals display it is even less understood than the powers of the psyker or the gifts of the Navigator. In fact there is only a tiny fraction of the Imperium that know it exists. Even within the ranks of the Ecclesiarchy, most priests live their entire lives accepting faith without ever seeing such wondrous miracles as can be performed by those touched by the divine. If there were to be an exception it would be the Adepta Sororitas, women blessed with a special connection to the divine and the light of the Master of Mankind. Within the ranks of the sisterhood, the Sororitas live lives of complete dedication to the God-Emperor, raised and guided by his teachings. Perhaps it is this total devotion or their special connection to the divine that grants them the gifts of Faith, or perhaps it is their role as the militant arm of the church and their duty to protect it from its foes. Whatever the reason, the Adepta Sororitas share a special bond with the God-Emperor and more than any other group within His domain can channel the power of Faith, perhaps proving their favour in His eyes.

BATTLE SISTER SQUADS

The vast majority of an Order Militant is made up of Battle Sisters. Every Battle Sister is an orphan raised from birth to believe in the righteousness of their cause. They are the most physically adept and martial members of the Adepta Sororitas, and they form the mainstay of the Ecclesiarchy's fighting forces.

Battle Sisters are well disciplined and highly devoted to the Emperor. Their greatest strengths are their superb weapons and armour, which they are trained in the use of from an early age. Battle Sisters fight in small units at close quarters, favouring bolters, flamers and meltaguns to eradicate their enemies utterly. So honed is their expertise that a Battle Sister can stand firm in the face of hive gangs and renegade guardsmen, her faith and power armour protecting her from their lesser weaponry. While their equipment is some of the

best the Ecclesiarchy has to offer, they are not mere soldiers, but living icons of the Imperial Creed.

Each squad of Battle Sisters is led by a Sister Superior. These warriors are ranked beneath the Canonesses and Palatines of the Orders Militant and each is directly responsible for the conduct and training of her squad. When a Sororitas joins one of the Orders Militant, she will be adopted by a Sister Superior, and as she learns the ways of battle, it will be this mentor who looks after her physical and spiritual training. The most experienced Sisters Superior also assist their Canoness in the running of the Order, and many have specific duties and associated titles, including the Abbess of the Armoury, the Mistress of Recruits, the Ordinator of the Reliquary, and many more.



DOMINION SQUADS

Battle Sisters who utilise specialised weaponry such as storm bolters, flamers and meltaguns 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 the worse excess of their impetuosity, Dominions still yearn to fight at the fore of any Sororitas attack. 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 primarily tasked with leading the vanguard of Sororitas assaults, breaking through enemy front lines, destroying heavily defended fortifications and blunting the spearheads of any counter-attacks. The importance of such missions is commensurate with the dangers involved, and as such, Dominions typically ride to battle inside Rhino or

Repressor personnel carriers, protected from the worst of incoming gunfire by the transports' armoured hulls. 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 of any enemy presence as quickly as possible and to lay down covering fire whilst other Sororitas squads move into position. The moment these locations have been secured by their fellow Battle Sisters the Dominions embark on their transports once more, eager to engage their next target.



RETRIBUTOR SQUADS

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 to squads of Battle Sisters, cutting down hordes of enemy infantry with a staggering rate of fire. However, in the close confines of urban warfare, or where the foe are wont to shelter behind armoured bulwarks, Retributors prefer to rely upon heavy flamers, unleashing searing infernos that burn their opponents out of cover and reduce them to charred corpses. Completing the Holy Trinity of bolter, flamer, and melta, Retributors are also adept at wielding deadly multi-meltas, whose roaring thermal blasts can reduce the mightiest of battle tanks into molten slag. Finally, heretical commander who thinks themselves safe from the Retributors onslaught by placing their troops between them and the fusillade of firepower will quickly be fatally taught the error in their ways, for Retributors are deadly shots when wielding trinity rifles.

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 a disproportionate number of the Order's biggest guns in this manner, the Sister Superior leading the squad is more readily able to direct their combined firepower to where it will cause the most damage to the enemy. Retributor squads often enter the fray in Immolators, further bolstering their firepower as they lay waste to any foes foolish enough to stray into their gunsights.



TRINITY WEAPONRY

A recent addition to the armories of the Adepta Sororitas, trinity weapons were gifted to the Sisterhood by Belisarius Cawl following the Celestinian and Terran Crusades. Trinity weapons function similarly to a boltgun, though they are far more powerful. Each one fires a large-calibre bolt, filled with promethium gel rather than explosive ordnance, and tipped with a small melta-charge. Orders who have adopted trinity weaponry have found it to be devastatingly effective against heavy infantry and monstrosities alike, as it easily penetrates their thick armor and immolates them from within. They've even proven moderately effective against armored vehicles, melting important motive and weapons systems and burning their crews alive.

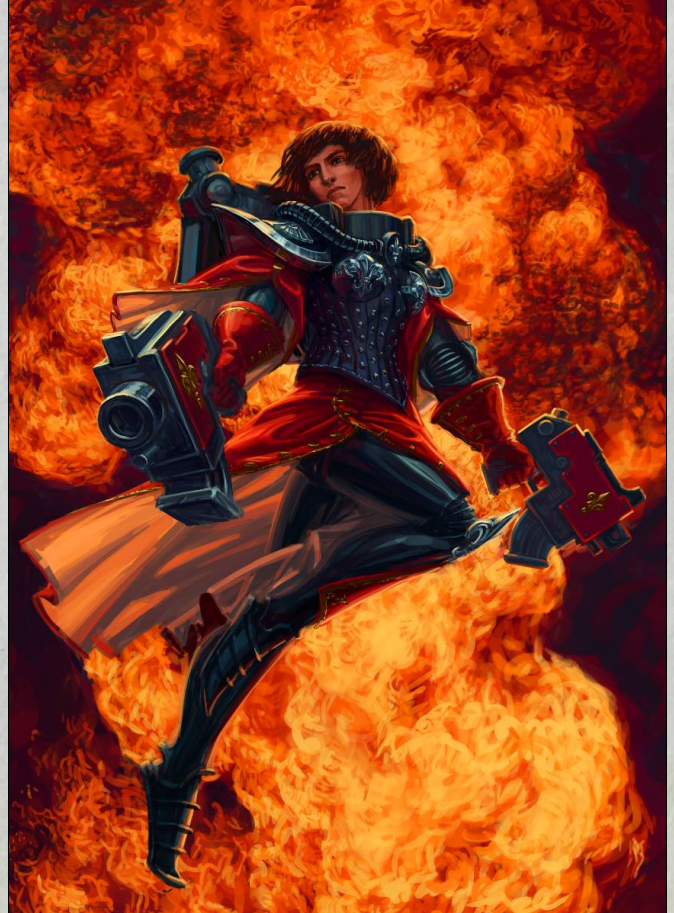
Despite their effectiveness, the weapons are controversial, and have not been accepted by all orders of the Adepta Sororitas. Many in the Sisterhood argue that the new weapons disrupt, rather than complement the holy trinity of bolt, flame, and melta. Additionally, many orders are wary of the Cult Mechanicus' intentions with this gift.

SERAPHIM SQUADS

Even amongst the highly skilled warriors of the Orders Militant, some Battle Sisters prove themselves to be exceptionally talented. These are organised into Seraphim squads and the Seraphim Sister Superiors teach them the ancient fighting techniques which have been passed on down the millennia since the Daughters of the Emperor were founded. Using a mix of pistols, the Seraphim act as the roving hit-and-run specialists of the Sisterhood, hunting heretics from the air and punishing them up close. In order for a Battle Sister to be accepted into the ranks, they must display close combat aptitude and be experienced warriors. Being a Seraphim is a great honour in that they are often lauded as the heroes among heroes, the 'saviours' of a battle as they dispense the Emperor's wrath from the heavens.

Those who join the Seraphim exemplify the willingness of the Sisterhood to pursue heretics wherever they hide. Their mobility on the battlefield makes them one of the most deadly assets a Canoness has at her disposal. Even among the Sororitas, their tactics and training are considered impressive. They are schooled in the ancient skills of their order. This includes methods of unarmed warfare, armed hand-to-hand combat, and the use of sophisticated equipment such as jump packs. Most importantly of all, the Seraphim are taught co-ordination and control to fire two pistols at once. In combination with their jump packs, this skill is deadly and means the Seraphim can strike almost anywhere, hitting hard and fast before moving onto another target.

The sight of the Seraphim has a very powerful influence upon friendly troops who bear witness to them descending into battle, often described as a feeling of being protected by a higher power. The angelic profile given by their jump packs is reportedly an unexpected benefit, though some have speculated that it was intentionally designed millennia ago to boost the morale of the devout and to strike fear in the corrupt. Thousands of battle-weary troops have reported that when the Seraphim arrived, they felt their spirits rise and became newly emboldened to fight their enemies. Many Astra Militarum commanders fighting alongside the Sisters of Battle have been known to time their assaults to coincide with the appearance of the Seraphim in order to fill their soldiers with righteous fervour.



Only the Sisters of Battle with a clarity of purpose and exceptional talent take on the mantle of the Seraphim. These women are implacable foes to those who would blaspheme against the God-Emperor or his Imperium, and fonts of inspiration to those fighting on the God-Emperor's behalf. While many aspire to stay in the ranks of the Seraphim, the need for trained leaders in other combat-ready squads often pulls away from the Sororitas' ability to retain veteran sisters in these units.

"They appear upon the field of battle, the suns are their halos and their arms are the Emperor's judgment. I welcome their arrival, as the number of executions I must perform decreases significantly."

- Commissar Cadet Vectili

CELESTIAN SQUADS

An Adepta Sororitas who has proven herself to have exceptional battlefield skills will often be brought into a Celestian squad. Using training and techniques that have been passed down for millennia, each Celestian is a dangerous and capable battlefield combatant. Celestians are ferocious fighters whose burning hatred of the Emperor's enemies makes them formidable foes in combat. They are fervent adherents to the Imperial Creed and skilled practitioners of the martial disciplines of the Daughters of the Emperor of old.

While the Celestians are armed in the same ways as a regular Battle Sister squad, what is different is that their burning hatred allows them to fight harder against the sworn enemies of the Imperium. When engaged with an enemy, these Sororitas let the pent-up rage vent on their foes; unleashing bullet, bolt, and blade with terrifying results. In combat, Celestians often counter-attack a flank assault or plug a breach in the lines. It is a tactic that has been used to great effect since their inception.

The Celestians are honoured and revered by the Sisterhood as genuinely touched by the Emperor. It is said of them that the hand of the Emperor guides their blows and makes them stand their ground when others would falter and run. When not in combat, the honour accorded to them is the same in many ways as the Palatines of the Order. When engaged with the enemy, their arrival heralds the utter devastation of the Order's foes and all other Sororitas rally to them.

Though Celestians come from many orders, the vast majority of them come from the Orders Militant where the focus on heretical confrontation is more prevalent. The Imperial Creed that burns within the Battle Sister compels them to actively engage the enemies of the Imperium. Like the Repentia, a Celestian's ability to control their hatred in the presence of a known enemy is nonexistent. All she knows is that the heretic, alien, or witch must perish to atone for its crimes. A Celestian's martial prowess and training is the best the Adepta Sororitas have to offer. Much of their training and tactics dates back to the Daughters of the Emperor.



IMAGIFIERS

The most fervent and experienced Celestians may be entrusted with a holy relic of the Ecclesiarchy; a Simulacrum Imperialis. This is one of the highest honors in the Adepta Sororitas, and those entrusted with this sacred duty do not shoulder their burden lightly. The Simulacrum Imperialis drives the Sisters of Battle to ever-greater heights of religious fervour, and many victories are owed to their presence.



NON-MILITANT SUPPORT

The Sisters of the Orders Militant may also be accompanied by Sisters from other, non-militant Orders, who act as advisors and specialists. These Sisters are commonly from the Orders Dialogus and Hospitaller.

SISTERS DIALOGUS

Of the three well-known Orders Non-militant, the Orders Dialogus is the one least often seen. Revered within the Ministorum as some of the most learned people in the Ecclesiarchy, the Sisters Dialogus generally keep to themselves. Canonesses or Inquisitors heading into places that speak new or unusual dialects often seek them out for their skills in unlocking ciphers and translating languages. Though they specialize in languages and processing information, Sisters Dialogus are just as fanatically devoted to the Imperial Creed as any Battle Sister.

Sisters Dialogus are talented at breaking ciphers and translating texts. They are also extremely diligent in caring for the records they are entrusted with and guarding the secrets of the Ecclesiarchy and the Sisterhood. They understand knowledge is useless if they don't act on it. Any extended field assignment grants them a unique opportunity to experience the Imperium first-hand and to use their knowledge to actively hunt down heretics and pry their secrets from them.



SISTERS HOSPITALER

Novice sisters who show a gift for healing and attending to the needs of others are often ushered into the ranks of the Orders Hospitaller. Amongst the most widely welcomed of the Adepta Sororitas, the Hospitallers are sent to war zones or disaster stricken areas, providing the people of the Imperium with medical care and compassion when it is most needed. These sisters display incredible healing skills and compassion towards the wounded and fallen, yet remain implacable foes to the heretics, witches, and mutants around them.

Like their counterparts in the other non-militant Orders, they serve primarily in supporting roles. Where the other Orders may advise nobles or transcribe information in quiet rooms, these Sororitas often see the atrocities of war first-hand. They are often found in battlefield hospitals, tending to the soldiers of the Astra Militarum or sisters of the Orders Militant. A Sister Hospitaller can staunch the bleeding from deadly wounds and purge many lethal poisons from a warrior's bloodstream, allowing a Battle Sister to return to the fray despite grievous injuries.



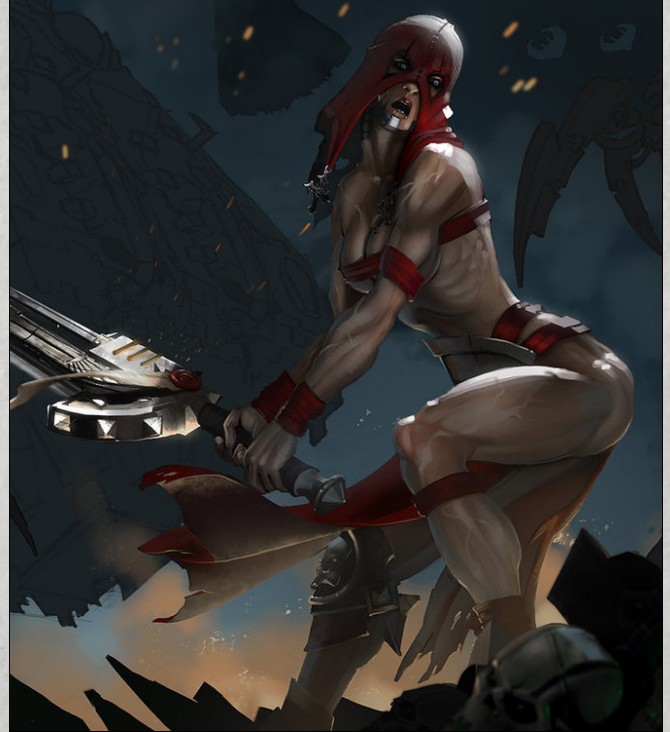
SISTERS REPENTIA

Confession and prayer are as much a part of a Battle Sister's everyday 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 the transgressor may be exiled from their Order. These warriors, known as Sisters Repentia, are each cast out with only a handful of rags, a hood to cover their face and a ceremonial eviscerator with which to strike down the Emperor's enemies.

The Sisters Repentia are those Sororitas who have felt the cold hands of doubt or heresy inside of them and cannot purge themselves of it through extensive fasting, daily self-flagellation, or performing rites of contrition. Whether the perceived sin is slight or imagined, the Repentia's faith holds her true to the God-Emperor's will and she seeks penance in battle. Those who seek absolution in this way are graced by the God-Emperor, for all are imperfect and owe penance to Him. With the fire of His will burning in their chests, Sisters Repentia want nothing more than absolution for their sins in the heat of battle, whether through castigating the heretic or achieving their glory-filled death.

An oath of penance sets the Sororitas on a journey that is revered by the Sisterhood even though the Repentia are set apart. As a penitent, only a few Sororitas ever interact with a Sister Repentia outside of battle once she has taken an oath. While separated from their sisters, the Sisters Repentia hold a special place of honour, as those who seek forgiveness in the God-Emperor's eyes by treading the path of a Sister Repentia occupy a state of grace that many aspire to, yet few ever attain. Those that fulfill the oath are often some of the most formidable warriors in the Adepta Sororitas. Those who are slain are treated with the utmost posthumous respect.

Sisters Repentia band together into groups that seek redemption in the fires of battle, and they are led to war by a Mistress of Repentance—a harsh warrior who drives her charges onwards with a pair of neural whips. The Mistress judges each exiled Sister's deeds and occasionally, at battle's end, she may declare her sins atoned for. Although extremely rare, those few who return to the fold of their Order are held with great esteem by the Sisterhood.



SISTERS MORTIA

On occasion, a Sister Repentia may come to the conclusion that her transgressions are so severe that death is the only suitable penance. This is oftentimes the result of a Sister Repentia being driven completely insane by the rigorous physical and psychological requirements imposed by her station. However, the simplicity of suicide by gun or blade is not sufficient, only by destroying foes of the God-Emperor in her death can she truly earn forgiveness.

Known as Sisters Mortia, these lost souls will charge frantically into combat on Mortia bikes; small, fast bikes equipped with a forward-facing eviscerator. Carrying as many explosives as they are physically able, they seek the absolution in death which evaded them in life.



CHEVALIERS

Whenever a Sister Repentia is absolved of her sin and allowed back into her Order, it is a momentous occasion, a cause for ceremony and celebration. Through sheer dint of will, such a Sister has faced down her darkest sins and vanquished them. However, many find difficulty in returning to their former lives after spending months or even years amongst surviving the rigours of such penance. Many of these Sisters once again leave their former comrades for the ranks of the Chevaliers.

Originally founded by Saint Jehanne of the Order of the Valorous Heart, the Chevaliers form an elite corps within the Sisterhood. Their ranks consist entirely of former Repentias, and this shared experience creates a bond stronger than adamantium. When they ride to war, they do so mounted on fire-breathing heavy war bikes, and armed with power

lances. They can always be found wherever the fighting is thickest, ruthlessly charging the foe's strongest points, smashing their lines and mercilessly running down any survivors.

RELIC ARMOUR

Although all Battle Sisters wear power armor, the most elite among their order are granted the honor of wearing ancient power armor from the days before even the Sisters Militant were formed. Tailored and refitted by artisans of the Adeptus Mechanicus, this heavy armor is often only entrusted to those Sisters Militant who prove themselves to be the most loyal and honorable to the God-Emperor. Most often are these sisters Chevaliers, as these sisters know well the path to sin and how to avoid those temptations.



SORORITAS TRANSPORTS

SORORITAS RHINOS

The Rhino personnel carrier is the most common transport vehicle at the disposal of the Sisters of Battle, allowing units to move swiftly to where they are most needed, be it to seize an objective or strike deep into the heart of an enemy force. This tried and tested vehicle is famously robust, easy to repair and utilised extensively by the Imperium's most elite fighting forces such as the Adeptus Astartes and the Adepta Sororitas. The Rhino is fully capable of interacting with power armour, recharging power cells and downloading tactical battle information as troops are transported into the thick of battle.

Rhinos, like all Sisters of Battle vehicles, are bedecked with holy symbols and relics in addition to military insignia denoting squad and Order markings. The door hatches of the Order's Rhinos are often emblazoned with the Sigil Sororitas—the icon of the Sisters of Battle.

IMMOLATORS

The Immolator battle tank is a design exclusive to the Adeptus Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly, but short ranged, twin heavy flamers that cleanse the battlefield of all but the toughest of foes. The sight of such a tank rumbling into sight has disrupted more than one enemy battle line as warriors try in vain to evade an Immolator's fearsome 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 tank-busting multi-meltas instead of the traditional heavy flamers, whilst others mount heavy bolters to cut down enemy infantry formations at range.

Immolators are tactically versatile vehicles and the tank of choice for many Sororitas commanders, for in addition to their prodigious armaments, their armoured hulls can carry squads of Battle Sisters, deploying them onto vital objectives and then supporting them with heavy weapons fire.

SORORITAS REPRESSORS

The Sisters of Battle first used the Repressor on the Cardinal World of Avignon during the Avignon Uprising, when agent-provocateurs of a heretical sect caused a crowd of a million pilgrims to riot. The local Precincts were overrun by the mob, and a preceptory of Battle Sisters of the Sacred Rose guarding the Cardinal's Palace offered their aid. They replaced the Repressor's non-lethal weaponry of water cannons and grenade launchers with storm bolters and heavy flamers and took to the streets to purge the heretics with holy fire. After two weeks of street fighting the uprising was defeated and the commanding Arbites Marshall gifted the remaining Repressors to the Canonness-Preceptor of the Order of the Sacred Rose as thanks for their intervention.

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



EXORCISTS

An Exorcist is one of the Adepta Sororitas' unique weapons of war, a vehicle that unleashes volleys of explosive, armour-piercing judgment 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, that 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.

"Sisters, let us raise our song to the Golden Throne! 11th Movement, 'We Bless the Sinner as He Burns'. All Exorcists, target heretic Warhound 17 by 12, commence Adagio and engage!"

- Palatine Emilia Nihlus, The Battle of Saints Landing



DOMINATOR GUNSHIPS

The Dominator Gunship is among the most fearsome weapons in the arsenal of the Adepta Sororitas. Whereas most Imperial aircraft are sluggish and utilitarian, the Dominator soars through the heavens with almost supernatural grace, even capable of matching Eldar craft in their manoeuvres. As with most Sororitas vehicles, Dominators are adorned with a plethora of icons and holy scripts, and they are as much works of art as they are weapons of war.

The STC for the Dominator was discovered by Ecclesiarchal Missionaries on the remote world of Skoda on the Eastern Fringe in M38. As the missionaries searched for lost relics from the Courtainus Crusade, they happened across a dataslate containing the Standard Template Construct for an aircraft capable of carrying a small cargo and a lethal armament. Upon their return to their ship, the missionaries who made this incredible discovery contacted the Adeptus Mechanicus, and negotiated to transfer of the technology necessary to construct these devastating aircraft. In gratitude, the first Dominator Gunships were given to the Ecclesiarchy, who first found this important tech-relic.

In combat, the Dominator Gunship serves as an attack craft capable of laying waste to the forces of the Ecclesiarchy's enemies. Flying low and swiftly over the ground, the Dominator's inferno cannon appears almost as a terrifying beast, with a howling roar that reduces entire companies of heretical infantry to ashes. Occasionally, a Dominator may be deployed carrying a melta cannon instead of its inferno cannon, allowing the gunship to sleekly dance through the skies, vaporizing and destroying enemy vehicles before soaring to a different part of the battlefield.

However, the true utility found by the Adepta Sororitas in this powerful vehicle is in its ability to transport Battle Sisters to mission-critical objectives, reducing the occupying forces to ashes on the wind before deploying a squad to secure the objective. This ability to swiftly deploy Battle Sisters in small numbers across the battlefield allows the Adepta Sororitas to capture critical locations and slow the enemy advance, often receiving extended support from the Dominator Gunship which deployed them.

Despite the powerful capability of the Dominator Gunship, not all orders of the Adepta Sororitas deploy it in any meaningful numbers, or even have access to it at all. Some scholars have suggested that the commanders of the Sisters Militant have little experience with such aeronautica and are incapable of properly utilizing them on the battlefield. Others claim that the Tech-Priests of the Adeptus Mechanicus are content not to spread the STC for this valuable tool across the Imperium, let alone manufacture it.



SAINT CELESTINE

HIEROMARTYR OF THE PALATINE CRUSADE

Saint Celestine is a revered Living Saint of the Adepta Sororitas, a being of incredible power and faith believed by many in the Imperium of Man to have been resurrected by the will of the God-Emperor Himself. Celestine is borne aloft on a column of divine radiance and attended by cherubs and doves. She is clad in a suit of shining golden armour, and wields a blade wreathed in fire—a blade so bright none can bear to look upon it. All of noble heart who gaze upon Celestine and dare meet her eyes are filled with adoration, whilst those whose souls harbour evil and corruption are struck with terror. Celestine's influence upon the Orders Militant, for whom she has become the focus of total veneration, is indeed miraculous. She is a mysterious warrior who appears in times of great need and whom the Sisters of Battle would willingly follow to the centre of the Eye of Terror were she to lead them there.

Very little is known of the life of the Battle Sister known as Celestine before she was declared a Living Saint, other than that she was once a Sister Repentia of the Order of Our Martyred Lady that fought alongside the multitudes of Imperial faithful during the protracted war against the Heretics of the Palatine Schism. Celestine was at the forefront of the first wave of the deadliest fighting and was thought to have been killed in battle before the capital city of the planet Eurytion. She fell that day, alongside every other Repentia, but despite her defeat, it was said that she accounted for the deaths of over one hundred Schismatics during the assault. As Celestine's body was reclaimed by her Sisters and set amongst the honoured dead, they saw that life still lingered within her, and the light of one touched by the divine will of the Emperor glowed within her eyes. Cleansing her body of the blood and filth of battle, the Sisters were astonished to find that her body lay flawless before them. The next day the assault resumed, with Celestine at the head of the Imperial forces. The Heretics fell within hours as she wreaked a bloody vengeance upon them. She was hailed as the Crusade's sacred figurehead as the entire sector was eventually scoured of Schismatics and others deemed unworthy of existing within the realm of the Emperor of Mankind.

The Crusade's leader, Lord Militant Ansgar, believed the Crusade would reach its conclusion on the capital world of the Palatine Sector, but Celestine insisted upon first liberating the small backwater planet of Sanctus Lys. Unbeknownst to all but her, that world was home to the Shrine of Saint Katherine of the Order of the Fiery Heart, a holy place visited by that Living Saint in secret just before her death. Celestine's followers found a broken altar amidst some ruins and were ordered by Celestine to remove it. Beneath the shattered remains, a hidden crypt was found. Barring any from following her, Celestine descended the dusty steps that none had trod in millennia. As the dawn of first light broke above the ruined shrine, Celestine rose from the tomb, borne aloft on a column of divine radiance and attended by cherubs and doves. She was now clad in a suit of shining golden power armour, and wielded a vibrant blade that none could look upon - the Ardent Blade.

After her apotheosis, Celestine was declared a Living Saint by Lord Ansgar and a conclave of Ministorum priests shortly thereafter. Saint Celestine was praised for dispatching thousands of Heretics at the vanguard of the Imperial forces as she prosecuted numerous later Wars of Faith. Her presence invested the faithful with an unprecedented fervour, and hundreds of thousands of Heretics met a fiery end at her hands.

Alas, Saint Celestine was lost to the Imperium whilst fighting the Renegade Warmaster of Forrax. When the lunatic Warmaster triggered the meltdown of the ancient nuclear stockpile at the heart of his fortress, an area many miles across was blasted to ash. Many believed she perished during her moment of triumph, yet none survived to give a true account of the battle's conclusion. The mighty Tower of Heroes upon sacred Terra tolled once to proclaim her loss to the faithful, a billion souls pausing in their toil and looking towards the Emperor's Imperial Palace, united in their grief for the fallen heroine of Mankind. But the Sororitas, at prayer within the halls of the Convent Prioris, were gladdened by the mournful peal, for they knew that had she fallen, Celestine was now sitting joyfully at the right hand of the Emperor.

However, it seemed that the God-Emperor was not done with Celestine yet, for sightings of her were reported across the Imperium in the centuries since her apparent death. When the hour was dark and the end was nigh, she would miraculously appear, bolstering the spirits of the faithful and immolating the heretical before disappearing just as suddenly as she came. 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 and every time she has miraculously returned to life, rising like a phoenix from the ashes.

As Abaddon the Despoiler's 13th Black Crusade raged on Cadia in 999.M41, Saint Celestine suddenly appeared once more, claiming she had been resurrected by the will of the Emperor in the hour of His Imperium's greatest need. She appeared swathed in flame above the bloody Cadian battlefields of Kasr Kraf. But she did not come alone, for she brought with her thousands of Battle Sisters of the Order of Our Martyred Lady, thought lost in the Warp some fourteen hundred years before. With their arrival, the battle for Cadia shifted for a time in the Imperial defenders' favour. Celestine immediately engaged the Daemon Prince Urkanthos with the aid of the recently slain twin Canonesses Eleanor and Genevieve, who she had used her extraordinary power and faith to resurrect. Together, the Living Saint and her reborn warriors slew the overconfident servant of the Dark Gods. When they threw the Daemon Prince's broken body from the walls of Kasr Kraf, the Despoiler's forces routed. The twin Canonesses continued to serve alongside her, taking the title of Geminae Superia.

She continued to prove decisive in battle of Cadia and became one of the key Imperial commanders, personally battling Abaddon the Despoiler. However despite her best efforts Cadia ultimately fell and Celestine guided many of the survivors including Belisarius Cawl, Inquisitor Greyfax, and Marshal Marius Amalrich to Kalisus at the behest of prophetic dreams she believed came from the God-Emperor. There, they found a Webway Portal and Ynnari allies who saved them from the pursuing Black Legion.

Fighting alongside the Eldar, the newly-christened Celestinian Crusade fought its way to Macragge, with the intent of resurrecting Roboute Guilliman. While the Celestinians and the Ultramarines were under potent assault by the Forces of Chaos within the Primarch's final resting place, Cawl worked with Yvraine, the Daughter of Shades and



priestess of Ynnread, to restore the Primarch's life force while Cawl's technology healed his grievous wound. The resurrection of the Primarch was held to be a miracle brought about by the will of the Emperor. Celestine's unrelenting faith in the Master of Mankind had been spectacularly rewarded. With Guilliman resurrected, he drove the invaders from Ultramar before deciding to make his way to Terra through the Warp anomalies roiling the galaxy to an extent not seen since the Horus Heresy. Celestine joined the Primarch on this Terran Crusade, her combat prowess and unwavering faith aiding the Imperial forces of the Crusade in all their trials and tribulations.

Following the Terran Crusade's successful conclusion, Celestine moved to minister to the frayed hordes of desperate pilgrims and penitents outside the Imperial Palace, becoming a beacon of hope to all of Terra's downtrodden. As Guilliman prepared to launch a massive counteroffensive against the gathering forces of the Ruinous Powers, there was no doubt that Celestine would stand at his side once more.

EPHRAEL STERN

THE DAEMONIFUGE

Striking from the depths of the webway like a bolt of holy vengeance, Ephrael Stern's eyes crackle with barely-contained power as she lays waste to the foul servants of the Dark Gods. Though she is hunted by the Inquisition for her strange gifts, Stern nevertheless remains a devoted servant of the God-Emperor, endeavouring on the behalf of her sisters wherever she can.

This was not always so, however. Before her transformation into a living weapon, Ephrael Stern was a Battle Sister stationed on Ophelia VII, where an exemplary service record led to her being elevated to the rank of Seraphim in record time. Three years later she was ordained as a Sister Superior.

Following her ordination, Stern was sent to the world of Parnis for an investigation into the lost convent of the Order Pronatus. There, the lost convent had been shaped into the Screaming Cage by the once-imprisoned demon they studied, their bodies and minds linked so that their suffering would be shared, but inadvertently their faith was shared as well. When Ephrael Stern fell in battle while free of the taint of chaos, the shackled souls saw their chance and used their combined might to heal her, strengthen her and make her faster, and pour their knowledge into her. Only Sister Stern returned, the sole survivor of the forces sent there, with her sanity stretched to the limit.

For four years she was held in a cell in the Convent Prioris on Ophelia VII so that her nature could be determined, until she was attacked by a Sister controlled by a chaos demon to silence Stern before that could happen, who Ephrael attacked and killed with her bare hands, setting events in motion once more.

The Inquisition sent in Inquisitor Silas Hand to investigate what happened on Parnis, taking Stern with him. During this investigation the Sisters in the Screaming Cage finished their work and poured the last of their secrets on how to fight chaos as well as their power into her. Inquisitor Hand sacrificed himself to defeat the demon Asteroth, and once again Sister Stern was the sole survivor of the expedition.



Stern is hunted by the Ordo Malleus as well as chaos powers such as the sorcerer Ahriman, who she died a second time to escape from, stabbing herself in her heart to escape his grasp. Buried, she was revived by the gift given to her by her fallen sisters, a light of the warp but not of the warp, a second and final time, Ephrael finally embraced her power and using it freely, defeating even a Culexus Assassin, overwhelming it's abilities with her own. Ephrael Stern was last seen traveling with an Eldar known as the Pariah to the Black Library using her abilities to access the webway. Though the Ordo believes she presents an extreme danger to the Imperium, and has issued orders for her destruction, some members of the Ordo think she might be Mankind's greatest hope since the Primarchs.

MINISTORUM PRIESTS

Adeptus Ministorum Priests often accompany the Orders Militant into battle. On occasion, it has even been known for them to lead Wars of Faith. There are many different titles within the Ecclesiarchy, from high-ranking confessors and lowly preachers to famed missionaries, but their role on the battlefield is the same: to harness the faith of the Ecclesiarchy's troops, with which to smite the Emperor's foes.

Confessors are extremely powerful and influential leaders within the Ecclesiarchy, and wherever they tread, a bodyguard of Battle Sisters is rarely far away. Some confessors prefer fiery speeches and rabble-rousing to incite a population into religious fanaticism, while others are more subtle, manipulating the heads of guilds and other organisations to form coalitions against the enemy.

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.

Missionaries stand at the forefront of the Imperium's expansion, accompanying the crusading armies as they discover new worlds and push back the frontiers of the Emperor's holy domain. Missionaries often encounter hostile alien races and long-lost civilisations of Humanity who refuse to willingly embrace the teachings of the Imperium. In such cases a missionary will call upon the Adepta Sororitas to present a very obvious, and often lethal, reminder of the Ministorum's true power.



FRATERIS MILITIA

Since the dark days of Sebastian Thor's great reformation, the Ministorum has been prevented, by the dictates of the Decree Passive, from maintaining forces that consist of "men at arms." Although this statute put an end to the vast standing armies of the ancient Ecclesiarchy, the archaic wording of the decree has been subjected to many abuses over the centuries, and only a fool would assume that the Ecclesiarchy lacks military power.

The Frateris Militia are the unofficial successors of the Frateris Templars, which were forcibly disbanded by order of the Decree Passive following the Reign of Blood. The existence of the Frateris Militia is tolerated due to the fact that they have no formal connection to the Ecclesiarchy: they are no more than faithful Imperial citizens eager to prove their dedication to the Imperial Cult. The raising of a Frateris Militia force is often tied to the announcement of a War of Faith, with the faithful assembling of their own volition alongside the ranks of the Imperial Guard and Adepta Sororitas, though they can come from any number of sources: a passionate Preacher or Confessor may rouse the local citizenry to dispose of a recently-discovered heretical cult; a Missionary may acquire a following of recent converts to protect and help them spread the good word; a temple may

come under attack, requiring the opening of secret vaults to arm the local clergy and lay members in the shrine's defense.

The clergy is wary of raising a force of Frateris Militia. Mobs of ill-trained zealous fanatics are not only hard to control but can be as much a danger to themselves as they can the enemy; they are equally liable to kill civilians in their attempt to get at the foes of mankind. If the official forces of a War of Faith are defeated, the Frateris Militia often loses focus and degenerates into roving hordes of bandits who pillage and slaughter the locals. When held together by an inspirational figure though, the Frateris Militia have been known to perform courageously and with valour in situations which would make even veteran Guardsmen blanche with fear.

FRATERIS TECHNICALS

Those Frateris Militia who hail from more technologically advanced worlds are often accompanied by a variety of converted civilian vehicles known as Technicals. Offered to the cause by those militiamen who owned (or stole) these vehicles, Technicals are haphazardly upgraded with metal scraps and weapons to make them at least somewhat suitable for war. Despite their ramshackle appearance, they can be surprisingly dangerous in large numbers.



CRUSADERS

Across the Imperium there exist countless orders that combine martial and religious ideals, each venerating and serving the God-Emperor according to its own ideals and traditions. To these Crusaders, war and worship are one and the same. Warriors of utmost dedication and potency, Crusaders are sworn to serve the Ecclesiarchy with no regard for their own desires whatsoever. These puissant warriors are inducted into one of the Crusader Houses, each of which is a closed and secretive community with as few as a dozen or as many as several thousand members. Many of these Houses are located near great cathedrals or holy sites, and some are housed inside the larger fortresses of the Adepta Sororitas.

The duty of a Crusader is to protect the leaders of the Ecclesiarchy, or their allies in the Astra Militarum and the Inquisition, to whom they are bonded by a solemn, unbreakable oath. However, they are more than mere bodyguards. A Crusader is their master's right hand which delivers the coup de grâce or parries the attacks of their foe. To have been inducted into a Crusader House, the warrior must have been judged high-incorruptible, at least in so far as any mortal can be judged so. Induction into a Crusader House occurs only at the invitation of one of its senior members, and only after the subject has been scrutinised from a distance, sometimes for many years. Having joined the cloistered ranks of the Crusaders, the inductee puts aside all thoughts of personal ambition and dedicates themselves body and soul to the House and the greater cause pursued by the Adeptus Ministorum. From that moment on, the Crusader casts off wealth and all possessions beside their weapons, armour, and the articles of their faith. They take residence in a bare stone cell within the Crusader House until such time as they are called upon to serve. Then, they go where their master wills.

Crusaders study every aspect of the arts of close combat, excelling in the use of melee weapons. As a matter of dogma, they eschew ranged weapons, believing that the pure essence of duty is only to be found in the clash of steel on steel, where blood is shed and bone hewed asunder. Crusader Houses teach many and varied martial techniques, many houses favouring a specific, signature weapon by which its members



are known. Such weapons are invariably ancient and highly venerated, bedecked in devotional scripts and purity seals. They bear the intricately inscribed names and deeds of former owners, reminding the current bearer of their duties and that the eyes of the past are ever upon them. Many Crusader Houses favour long, heavy power swords, their reach able to intercept any blow that threatens their charge. Others favour massive polearms, often wielded two-handed so that the mighty haft breaks the blade of any blow it parries.

In addition to their melee weapons, many Crusaders carry storm shields of one type or another. Over the centuries, the shield has become something of an emblem of the Crusader, symbolising the essentially defensive nature of their calling.

DEATH CULT ASSASSINS

Uncounted Death Cults are known to exist, scattered across the length and breadth of the Imperium, from the densely populous worlds of Segmentum Solar to the most isolated of frontier planets. Death Cults are essentially religious sects composed of utterly ruthless killers dedicated to shedding the blood of the enemies of Mankind in honour of the blood of martyrs and the God-Emperor of Mankind. All such cults are highly secretive, and indulge in a wide range of ritual practices. As such, most Death Cults walk a perilous line between fanatical dedication to the Imperial Creed and outright doctrinal heresy. Many, in fact, step over an invisible line. Thus, they become pawns, knowingly or ignorantly, of the ruinous powers. Many are the cults that have stumbled into the arms of the Blood God or the Prince of Pleasures through increasingly extreme ritualistic practice. It is little wonder that the Ecclesiarchy views the Death Cults with great distrust, and that the Inquisition keeps a very close eye on them indeed.

The targets of the Death Cult Assassins are those deemed by the cult's leadership to be deserving of death. Few cults engage in indiscriminate murder, for local authorities would soon challenge them, although those in more isolated regions may occasionally do so. Most instead concentrate their efforts on a particular group of enemies, such as those they have deemed heretical in the eyes of the Emperor, perhaps adherents of a rival Death Cult or natives of a planet that once defied the will of the Emperor.

Many Death Cults are extremely discerning in those they employ as hunters. Some Death Cults recruit only from a particular region, or from a specific class. Others recruit assassins from those who have no hope, such as the dispossessed orphans of hive gangs or refugee communities. Still more recruit exclusively from the followers of a particular strand of the Imperial Creed, creating in effect an invisible core within the faithful. It is rumoured that some cults abduct would-be assassins at a young age, stealing babes away in the dead of night to be raised by hooded strangers until inducted into the cult. Some cults employ only men, others only women, citing a myriad of reasons as varied as the cults themselves.

When not engaged in the hunt, a Death Cult Assassin either hones their martial skills, meditates upon some aspect of the cult's dogma, or engages in one of the cult's bloody rituals. Most of these rituals involve the shedding of blood in some manner. Sometimes, it is the blood of the cult's adherents that is spilled, in remembrance of that shed by the Emperor in the name of Mankind. Others conduct grisly ritual sacrifices of captured foes, and these often stray perilously close to heresy and excommunication.



ARCO-FLAGELLANTS

Arco-flagellation is a punishment carried out on those found guilty of a multitude of crimes against the Ecclesiarchy. It is used to punish any heresy not terrible enough to warrant immediate execution. The point of such extravagant punishments is to physically expunge the sin from a heretic's soul so that they may strengthen the Emperor when they die.

In arco-flagellation, the heretic undergoes extensive physical surgery and mental reconditioning, turning them into frenzied berserkers. The guilty person can be implanted with a variety of weapons, such as cutting claws, pneu-mattocks and electro-flails. The Arco-flagellant is fitted with a sealed pacifier helm containing implants that connect into the cerebrum and spinal cord, which keeps them in a calm, barely conscious state. When in this mode the Arco-flagellant's mind is filled with sacred images and verses, such as symbols of the Ecclesiarchy, pictures of Saints and looped hymnals

and prayers, which enter directly into the heretic's subconscious. The helm can be deactivated by means of a trigger word, releasing inhibitors and unleashing the full fury of the Arco-flagellant. Another trigger word activates the pacifier helm again, rendering the Arco-flagellant passive once more.

Arco-flagellants are almost unstoppable once activated as their bodies are filled with combat drugs and pain killers, making them heedless of most injuries they sustain. Arco-flagellants are normally used by the Ecclesiarchy's fighting forces in suicide attack units. An Arco-flagellant is not a subtle weapon, and they are much appreciated by the more hyper-zealous Ministorum Priests, who are not afraid of some collateral damage and a few civilian casualties.



PENITENT ENGINES

Penitent Engines are towering, bipedal vehicles that rampage through the enemy's battle lines, leaving death and carnage in their wake. The machines' arm-mounted flamers blaze a trail of fiery destruction as they thunder towards their foes, and their gigantic, razor-edged buzz saws carve through armour, flesh and bone with every frenzied swipe.

To be a pilot of a Penitent Engine is to have committed a terrible crime, one so heinous that punishment such as imprisonment, exile, arco-flagellation or execution is 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 condemned 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 pilots' frantic need for forgiveness, Penitent Engines charge towards the closest foe in sight heedless of any 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 and seek redemption.



ARCH-CONFESSOR KYRINOV

BANE OF FALSE DEMOGOGUES

Arch-Confessor Kyrinov has been the scourge of blasphemers and heretics across hundreds of worlds. He purged the Chaos legions of the Demagogue Lord of Valaan, accompanied the Valhallan 22nd Astra Militarum regiment on a crusade of repentance and crushed the Jihad of the Duke of Selda. Kyrinov is known for his harsh treatment of those who deviate from his strict interpretations of Ecclesiarchal doctrine. Kyrinov often quotes from the scriptures of Confessor Dolan and strongly agrees with the martyred Confessor's belief that no sacrifice is too great.

Kyrinov is seen by most as a vocal, tyrannical figure but his patience and shrewd mind often serve him better than any amount of sermonising and lambasting of the masses. It is claimed that Kyrinov would wait until the stars grew cold if it meant that an opponent of the Ecclesiarchy would fall from grace. Kyrinov's fiery speeches, wild gestures and melodramatic actions hide a cold and logical approach to his

work. A prime schemer and manipulator of people, Kyrinov is an impossible foe to out-wit or placate.

Kyrinov is most famous for his handling of the Molovian Heresy. While posing as a staunch supporter of the renegade Governor of Molov, Kyrinov spent three years gathering evidence against him and rallying support for his overthrow. With hundreds of secret meetings with industrial and trade leaders, Kyrinov created a cartel which plotted to topple the greedy Governor Vlachek from power. Using his followers' power, Kyrinov's message was able to reach almost every member of Molovian society. With the support of the workers' unions and the traders, Kyrinov was able to lead a popular revolt and wrest the reins of power from Vlachek. Vlachek's cousin was installed in power in his place and it must be noted that Molov now has a startling reputation for efficiency and honesty when delivering its planetary tithes.



URIAH JACOBUS

PROTECTOR OF THE FAITH

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; an instinctive survivor who has fought in countless battles against alien savages and Chaos worshippers, as he performs his duties on the fringe of the Imperium. Jacobus is a grizzled man famed for his hardy endurance, no-nonsense practicality and quiet, but solid, faith. He is as stubborn as a mule, but his talent for bringing lost worlds back into the fold of Imperial rule is unsurpassed. Some in the Ecclesiarchy believe that the Emperor himself guides Jacobus, whilst others, most notably

the Sisters of Battle who are required to support him in hostile 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.



KLOVIS THE REDEEMER

LORD OF THE REDEMPTIONISTS

Klovis the Redeemer is a legend in his own lifetime and a force to be reckoned with. From his fortress in the Ash Wastes, two weeks journey from Hive Primus, Klovis has launched countless crusades which are notorious for the slaughter they bring. After the Arch-Zealot himself, Klovis the Redeemer is perhaps the most notorious Redemptionist in the Imperium. He battles tirelessly against infidels, scourging heretics and purging mutants with unmatched fury and contempt. His righteous acts of merciful execution are chronicled by the hand of his faithful scribe, Deacon Malakev, who is also charged with carrying the large tome of tortures known as the Liber Excruciatu. Klovis often leads a loyal flock of dedicated zealots on Redemptionist Crusades through the underhives and ash wastes of Necromunda. These are crazed individuals that are members of the Necromundan Redemptionist cults who have been touched by the Emperor's fury.

Although Klovis the Redeemer has spent most of his life operating in the underhives of Necromunda, there are some within the Adeptus Arbites who believe he has taken his mad crusade to the stars. In recent years, there have been several sightings of a man matching his description leading hordes of Redemptionists through the darkholds, underhives and other deep, forgotten places of the Imperium. Many times have Arbitrator and Inquisitorial strike teams located a potential genestealer infestation or Chaos cult, only to arrive and discover all the cultists and their leaders burned to a crisp, the few tortured survivors gibbering about a man bearing a crown of fire. Whether these are the acts of the real Klovis or if he has simply inspired multitudes of imitators remains to be seen.

THE CULT OF REDEMPTION

The Imperial Creed is not a forgiving faith. Those who observe its doctrines in the strictest possible way know that redemption is only found in death. Redemptionists will often congregate in cults whose focus of hatred for a particular sin in the Emperor's eyes is similar. These cults are highly xenophobic and violent, and their members are sworn to expunge all sin with fire and blade. For some cults their focus



of hatred is very limited: mutants, witches or aliens. But for Redemptionists, sin exists in every creature, which can be purged only through bloodshed.

Although ostensibly pro-Imperial, such militant factions can often pose more of a threat to the Emperor's peace than the Heretics they seek to destroy. Their mob mentality and ability to rouse a populace into a frenzied witch hunt, blinded by its all-consuming need for the guilty and blasphemous to be cleansed, can cause serious problems to any planetary government, upsetting the precarious balance of power which allows a world to continue to exist in a galaxy that contains a thousand and one threats. The task at hand is never truly done in the eyes of a Redemptionist, for all of the xenos of an area have been purged then all those who aided them must also be purged, followed by all those who might fail in the future and so on, until everyone is prosecuted for the failure to prevent such heretical acts.



'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

DEFENDERS OF THE FAITH

This section contains all of the datasheets that you will need in order to fight battles with your Adeptus Ministorum miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Adeptus Ministorum units – these are described below and referenced on the datasheets.

KEYWORDS

Throughout this book you will come across a keyword that is within angular brackets, specifically <ORDER>. This is shorthand for a keyword of your own choosing, as described below.

<ORDER>

All members of the Adepta Sororitas belong to an Order and have the <ORDER> keyword. When you include such a unit in your army, you must nominate which Order that unit is from. You then simply replace the <ORDER> keyword in every instance on that unit's datasheet with the name of your chosen Order. You can use any of the Orders that you have read about, or make up your own.

For example, if you were to include a Canoness in your army, and you decided she was from the Order of Our Martyred Lady, her <ORDER> Faction keyword is changed to **ORDER OF OUR MARTYRED LADY**, and her Lead the Righteous ability would then say 'You can re-roll all hit rolls of 1 for friendly **ORDER OF OUR MARTYRED LADY** units within 6" of this model.'

ABILITIES

The following abilities are common to several Adeptus Ministorum units:

ACTS OF FAITH

Roll a D6 at the start of each of your turns. On a roll of 2+, one unit from your army with the Acts of Faith ability can perform an Act of Faith chosen from the following list. Some abilities may allow you to use more than one Act of Faith in the same turn; when this is the case, a different unit must be chosen to perform each Act of Faith.

Hand of the Emperor: The unit can immediately move as if it were the Movement phase.

Divine Guidance: The unit can immediately shoot as if it were the Shooting phase.

The Passion: The unit can, if it is within 1" of an enemy unit, immediately pile in and attack as if it were the Fight phase.

Spirit of the Martyr: One model in the unit recovers D3 lost wounds, or you can return a single slain model to the unit with 1 wound remaining.

SHIELD OF FAITH

Models with the Shield of Faith ability have a 6+ invulnerable save. In addition, units with the Shield of Faith ability can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a **PSYKER**. However, if they do so, instead of rolling 2D6, only roll a single D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.

ZEALOT

You can re-roll failed hit rolls for a unit with this ability in a turn in which it charged, made a heroic intervention, or was charged by an enemy unit.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Ranged Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the Adeptus Ministorum Wargear section (pg 98).

RANGED WEAPONS

- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun
- Storm bolter
- Trinity gun

SPECIAL WEAPONS

- Storm bolter
- Flamer
- Meltagun
- Trinity gun

PISTOLS

- Bolt pistol
- Plasma pistol
- Inferno pistol
- Trinity pistol

MELEE WEAPONS

- Chainsword
- Power axe
- Power maul
- Power sword

HEAVY WEAPONS

- Heavy bolter
- Heavy flamer
- Multi-melta
- Trinity rifle



CELESTINE

	M	WS	BS	S	T	W	A	Ld	Sv
Celestine	12"	2+	2+	3	3	7	6	9	2+
Geminae Superia	12"	3+	3+	3	3	2	3	9	2+

Celestine is a single model armed with the Ardent Blade. Her unit can also include 1 Geminae Superia (**Power Rating +3**) or 2 Geminae Superia (**Power Rating +6**), each armed with a bolt pistol, power sword, phosphor grenades and krak grenades. Only one of this unit may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Ardent Blade (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Bolt pistol	12"	Pistol 1	4	0	1	-
The Ardent Blade (melee)	Melee	Melee	+4	-3	2	-
Power sword	Melee	Melee	User	-3	1	-
Phosphor grenade	6"	Grenade D6	3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Acts of Faith, Shield of Faith (pg 68)

Beacon of Faith: All friendly **ADEPTA SORORITAS** units within 6" of a **LIVING SAINT** add 1 to their Shield of Faith invulnerable saves. All friendly **ADEPTUS MINISTORUM** and **ASTRA MILITARUM** units that are within 6" of a **LIVING SAINT** gain a 6+ invulnerable save.

The Armour of Saint Katherine: Celestine has a 4+ invulnerable save. Furthermore, any Geminae Superia in her unit also have a 4+ invulnerable save thanks to her divine protection.

Saintly Blessings: At the start of each of your turns, you can pick a friendly **ADEPTA SORORITAS** unit within 6" of a **LIVING SAINT** that has the Acts of Faith ability and perform an Act of Faith with it. This is in addition to the Act of Faith you are normally allowed to perform in a turn.

Healing Tears: At the start of each of your Movement phases, you can set up a single slain Geminae Superia with all her wounds restored within 2" of Celestine and more than 1" away from any enemy models.

Miraculous Intervention: Once per game, if Celestine loses her last wound, roll a D6. On a roll of 2+ she is not removed, but is instead resurrected with all her wounds restored; set up Celestine's model within 2" of a Geminae Superia. If it is impossible to do so —because, for example, no Geminae Superia remain in play —you can instead place Celestine anywhere on the battlefield that is more than 9" from any enemy models. On a roll of 1 Celestine is needed elsewhere; remove any remaining Geminae Superia, and count Celestine and her bodyguard as having been slain for the purposes of any mission rules or victory conditions.

WARLORD TRAIT:

Paragon of Conviction: Add 3" to the range of all aura abilities on Celestine's datasheet, such as Beacon of Faith.

FACTION KEYWORDS

IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS

KEYWORDS

CHARACTER, INFANTRY, JUMP PACK, FLY, LIVING SAINT, CELESTINE



CANONESS VERIDYAN

	M	WS	BS	S	T	W	A	Ld	Sv
Canoness Veridyan	6"	2+	2+	3	3	5	4	9	3+
Canoness Veridyan is a single model armed with a bolt pistol, power sword, phosphor grenades, krak grenades and a rosarius. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Power sword	Melee	Melee			User	-3	1	-	
Phosphor grenade	6"	Grenade D6			3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Acts of Faith, Shield of Faith (pg 68)							Clinical Precision: At the start of your Shooting phase, select a friendly ORDER OF OUR MARTYRED LADY unit within 6" of Canoness Veridyan. For the remainder of the Shooting phase, that unit can target an enemy CHARACTER even if it is not the closest enemy unit.	
	Rosarius: Canoness Veridyan has a 4+ invulnerable save.								
	Lead the Righteous: You can re-roll all hit rolls of 1 for friendly <ORDER> units within 6" of Canoness Veridyan.								
WARLORD TRAIT	Blood of Martyrs: Add 1 to Canoness Veridyan's Attacks characteristic for each wound she has suffered, to a maximum of +3. If Canoness Veridyan heals any wounds, she loses the associated bonus Attacks.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, ORDER OF OUR MARTYRED LADY								
KEYWORDS	CHARACTER, INFANTRY, CANONESS, VERIDYAN								



Canoness Veridyan is a veteran of countless battles, a shining beacon of purity and dedication. In battle, she is a shining beacon, leading her Order into battle without fear of death or damnation, her blade tearing through those who stand before her with calculated precision. Under her command, the Sisters of Battle have crushed the foes of the Imperium across the galaxy.





5
POWER

ARCH-CONFESSOR KYRINOV

	M	WS	BS	S	T	W	A	Ld	Sv
Arch-Confessor Kyrinov	6"	2+	2+	3	3	5	4	9	5+
Arch-Confessor Kyrinov is a single model armed with a bolt pistol, the Mace of Valaan, frag grenades, krak grenades and a rosarius. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
The Mace of Valaan	Melee	Melee			+2	-1	2	When targeting a DAEMON , this weapon wounds on a 2+.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Shield of Faith, Zealot (pg 68)					Icon of Chiros: All friendly ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY within 6" of Arch-Confessor Kyrinov can re-roll failed Morale tests.			
	Master Manipulator: If you have Arch-Confessor Kyrinov in your army, then during the first battle round you must roll a die each time your opponent spends Command Points (CPs) to use a Strategem. On a 4+, your opponent must spend one extra CP to use that Strategem, or else it has no effect (the CPs spent so far are lost). This ability cannot affect Strategems used "before the battle begins".					Rosarius: Arch-Confessor Kyrinov has a 4+ invulnerable save.			
						War Hymns: You can add 1 to the Attacks characteristic of all friendly ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units that are within 6" of any friendly MINISTORUM PRIEST .			
WARLORD TRAIT	Executioner of Heretics: Subtract 1 from the Leadership characteristic of enemy units that are within 6" of Arch-Confessor Kyrinov.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ASTRA MILITARUM								
KEYWORDS	CHARACTER, INFANTRY, MINSTORUM PRIEST, ARCH-CONFESSOR KYRINOV								





URIAH JACOBUS

	M	WS	BS	S	T	W	A	Ld	Sv
Uriah Jacobus	6"	3+	3+	3	3	5	4	8	6+
Uriah Jacobus is a single model armed with the Redeemer, a bolt pistol, a chainsword, frag grenades, krak grenades and a rosarius. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
The Redeemer	24"	Assault 2			4	-1	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Shield of Faith, Zealot (pg 68)						Rosarius: Uriah Jacobus has a 4+ invulnerable save.		
	Banner of Sanctity: Friendly ADEPTUS MINISTORUM and ASTRA MILITARUM units within 6" of Uriah Jacobus add 1 to their Leadership characteristic.						War Hymns: You can add 1 to the Attacks characteristic of all friendly ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units that are within 6" of any friendly MINISTORUM PRIEST.		
WARLORD TRAIT	Indomitable Belief: Friendly ADEPTA SORORITAS units within 3" of Uriah Jacobus have a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ASTRA MILITARUM								
KEYWORDS	CHARACTER, INFANTRY, MINSTORUM PRIEST, URIAH JACOBUS								



The legendary missionary leads the faithful through the most treacherous environments to victory in His name.



KLOVIS THE REDEEMER

	M	WS	BS	S	T	W	A	Ld	Sv
Klovis the Redeemer	6"	3+	3+	3	3	5	4	8	5+
Klovis the Redeemer is a single model armed with a the Sword of Persecution, the Mortifier, frag grenades, and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
The Sword of Persecution (ranged)	8"	Assault D6			4	0	1	This weapon automatically hits its target.	
The Sword of Persecution (melee)	Melee	Melee			x2	-4	3	When attacking with this weapon, you must subtract 1 from the hit roll.	
The Mortifier	Melee	Melee			+1	0	1	Each time the bearer fights, he makes D3 additional attacks with this weapon.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Shield of Faith, Zealot (pg 68)						Refractor Field: This model has a 5+ invulnerable save.		
	Scourge and Purge!: You can re-roll hit and wound rolls of 1 for friendly FRATERIS units within 6" of this model.						War Hymns: You can add 1 to the Attacks characteristic of all friendly ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units that are within 6" of any friendly MINISTORUM PRIEST.		
WARLORD TRAIT	Righteous Rage: Add 1 to Klovis the Redeemer's Attacks characteristic.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, FRATERIS, KLOVIS THE REDEEMER								



*'Mine eyes have seen the glory
of the Redeemer our lord!
He will smite the filthy mutant,
He will crush the deviant horde!*

*We will be his shield and armour!
We will be his flaming sword,
As we go marching on!*

*Glory, glory, the Redeemer!
Glory, glory, the Redeemer!
Glory, glory, the Redeemer!
As we go purging on!*

- Battle Hymn of the Redeemer



LIVING SAINT

	M	WS	BS	S	T	W	A	Ld	Sv
Living Saint	6"	2+	2+	3	3	6	5	9	2+
A Living Saint is a single model armed with a bolt pistol, chainsword, phosphor grenades, krak grenades and a rosarius.									
Weapon	Range	Type		S	AP	D	Abilities		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Brazier of holy fire (shooting)	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Brazier of holy fire (melee)	Melee	Melee		+2	-1	1	-		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Eviscerator	Melee	Melee		x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Phosphor grenade	6"	Grenade D6		3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its bolt pistol with a weapon from the <i>Ranged Weapons</i>, <i>Melee Weapons</i>, <i>Pistols</i>, or <i>Special Weapons</i> lists. • This model may replace its chainsword with a brazier of holy fire, an eviscerator or a weapon from the <i>Ranged Weapons</i>, <i>Melee Weapons</i>, <i>Pistols</i>, or <i>Special Weapons</i> lists. • This unit may take a jump pack (Power Rating +1). If it does, it's Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	Acts of Faith, Shield of Faith (pg 68) Beacon of Faith: All friendly ADEPTA SORORITAS units within 6" of a LIVING SAINT add 1 to their Shield of Faith invulnerable saves. All friendly ADEPTUS MINISTORUM and ASTRA MILITARUM units that are within 6" of a LIVING SAINT gain a 6+ invulnerable save. Rosarius: This model has a 4+ invulnerable save.					Saintly Blessings: At the start of each of your turns, you can pick a friendly ADEPTA SORORITAS unit within 6" of a LIVING SAINT that has the Acts of Faith ability and perform an Act of Faith with it. This is in addition to the Act of Faith you are normally allowed to perform in a turn. Sky Strike: During deployment, if this model has a jump pack you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend from the sky —set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	CHARACTER, INFANTRY, LIVING SAINT								



LIVING SAINT

ON BIKE

	M	WS	BS	S	T	W	A	Ld	Sv
Living Saint	14”	2+	2+	3	4	7	5	9	2+
A Living Saint is a single model armed with a bolt pistol, chainsword, phosphor grenades, krak grenades and a rosarius.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12”	Pistol 1			4	0	1	-	
Boltgun	24”	Rapid Fire 1			4	0	1	-	
Brazier of holy fire (shooting)	8”	Assault D6			4	0	1	This weapon automatically hits its target.	
Brazier of holy fire (melee)	Melee	Melee			+2	-1	1	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Phosphor grenade	6”	Grenade D6			3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.	
Krak grenade	6”	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its bolt pistol with a weapon from the <i>Ranged Weapons</i>, <i>Melee Weapons</i>, <i>Pistols</i>, or <i>Special Weapons</i> lists. • This model may replace its chainsword with a brazier of holy fire, an eviscerator or a weapon from the <i>Ranged Weapons</i>, <i>Melee Weapons</i>, <i>Pistols</i>, or <i>Special Weapons</i> lists.								
ABILITIES	Acts of Faith, Shield of Faith (pg 68) Beacon of Faith: All friendly ADEPTA SORORITAS units within 6” of a LIVING SAINT add 1 to their Shield of Faith invulnerable saves. All friendly ADEPTUS MINISTORUM and ASTRA MILITARUM units that are within 6” of a LIVING SAINT gain a 6+ invulnerable save. Rosarius: This model has a 4+ invulnerable save.					Saintly Blessings: At the start of each of your turns, you can pick a friendly ADEPTA SORORITAS unit within 6” of a LIVING SAINT that has the Acts of Faith ability and perform an Act of Faith with it. This is in addition to the Act of Faith you are normally allowed to perform in a turn. Turbo-boost: When this unit Advances, add 6” to its Move characteristic for that Movement phase instead of rolling a dice.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	CHARACTER, BIKER, LIVING SAINT								








CANONESS

	M	WS	BS	S	T	W	A	Ld	Sv
Canoness	6"	2+	2+	3	3	5	4	9	3+

A Canoness is a single model armed with a bolt pistol, chainsword, phosphor grenades, krak grenades and a rosarius.

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Brazier of holy fire (shooting)	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Brazier of holy fire (melee)	Melee	Melee	+2	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Phosphor grenade	6"	Grenade D6	3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun.
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- WARGEAR OPTIONS**

 - This model may replace its bolt pistol with a boltgun.
 - This model may replace its chainsword with a brazier of holy fire, an eviscerator or a weapon from the *Melee Weapons* list.
 - This model may replace either its bolt pistol or its chainsword with a weapon from the *Ranged Weapons* or *Pistols* list.
 - This model may take relic armor (**Power Rating +1**). If it does, its Save characteristic is increased to 2+.
 - This unit may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

ABILITIES	Acts of Faith, Shield of Faith (pg 68)	Sky Strike: During deployment, if this model has a
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ABILITIES	Acts of Faith, Shield of Faith (pg 68)	Sky Strike: During deployment, if this model has a
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Lead the Righteous: You can re-roll all hit rolls of 1 for friendly <ORDER> units within 6" of this model.

Rosarius: This model has a 4+ invulnerable save.

ABILITIES	Acts of Faith, Shield of Faith (pg 68)	Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend from the sky —set it up anywhere on the battlefield that is more than 9" away from any enemy models.
	Lead the Righteous: You can re-roll all hit rolls of 1 for friendly <ORDER> units within 6" of this model.	
	Rosarius: This model has a 4+ invulnerable save.	

FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>
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FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>
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KEYWORDS	CHARACTER, INFANTRY, CANONESS
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KEYWORDS	CHARACTER, INFANTRY, CANONESS
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ON BIKE

	M	WS	BS	S	T	W	A	Ld	Sv
Canoness on Bike	14”	2+	2+	3	4	6	4	9	3+
A Canoness is a single model armed with a bolt pistol, chainsword, phosphor grenades, krak grenades and a rosarius.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24”	Rapid Fire 1			4	0	1	-	
Brazier of holy fire (shooting)	8”	Assault D6			4	0	1	This weapon automatically hits its target.	
Brazier of holy fire (melee)	Melee	Melee			+2	-1	1	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Phosphor grenade	6"	Grenade D6			3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun. • This model may replace its chainsword with a brazier of holy fire, an eviscerator or a weapon from the <i>Melee Weapons</i> list. • This model may replace either its bolt pistol or its chainsword with a weapon from the <i>Ranged Weapons</i> or <i>Pistols</i> list. • This model may take relic armor (Power Rating +1). If it does, its Save characteristic is increased to 2+.								
ABILITIES	Acts of Faith, Shield of Faith (pg 68)							Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	
	Lead the Righteous: You can re-roll all hit rolls of 1 for friendly <ORDER> units within 6" of this model.								
	Rosarius: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	CHARACTER, BIKER, CANONESS								



PALATINE

	M	WS	BS	S	T	W	A	Ld	Sv
Palatine	6"	2+	3+	3	3	3	4	8	3+

A Palatine is a single model armed with a bolt pistol, chainsword, phosphor grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Brazier of holy fire (shooting)	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Brazier of holy fire (melee)	Melee	Melee	+2	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Phosphor grenade	6"	Grenade D6	3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its bolt pistol with a boltgun.
- This model may replace its chainsword with a brazier of holy fire, an eviscerator or a weapon from the *Melee Weapons* list.
- This model may replace either its bolt pistol or its chainsword with a weapon from the *Ranged Weapons* or *Pistols* list.
- This model may take a rosarius.
- This model may take relic armor (**Power Rating +1**). If it does, its Save characteristic is increased to 2+.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

- ## WARGEAR OPTIONS
- This model may replace its bolt pistol with a boltgun.
 - This model may replace its chainsword with a brazier of holy fire, an eviscerator or a weapon from the *Melee Weapons* list.
 - This model may replace either its bolt pistol or its chainsword with a weapon from the *Ranged Weapons* or *Pistols* list.
 - This model may take a rosarius.
 - This model may take relic armor (**Power Rating +1**). If it does, its Save characteristic is increased to 2+.
 - This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

ABILITIES	Acts of Faith, Shield of Faith (pg 68)	Rosarius: If this model is equipped with a rosarius, it has a 4+ invulnerable save.	Wrath of the Righteous: You can re-roll all wound rolls of 1 for friendly <ORDER> units within 6" of this model.	Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend from the sky —set it up anywhere on the battlefield that is more than 9" away from any enemy models.
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ABILITIES	Acts of Faith, Shield of Faith (pg 68)	Sky Strike: During deployment, if this model has a
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Rosarius: If this model is equipped with a rosarius, it has a 4+ invulnerable save.

Wrath of the Righteous: You can re-roll all wound rolls of 1 for friendly <ORDER> units within 6" of this model.

ABILITIES	Acts of Faith, Shield of Faith (pg 68)	Rosarius: If this model is equipped with a rosarius, it has a 4+ invulnerable save.	Wrath of the Righteous: You can re-roll all wound rolls of 1 for friendly <ORDER> units within 6" of this model.	Sky Strike: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend from the sky —set it up anywhere on the battlefield that is more than 9" away from any enemy models.
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FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>
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FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>
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KEYWORDS	CHARACTER, INFANTRY, PALATINE
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KEYWORDS	CHARACTER, INFANTRY, PALATINE
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BATTLE SISTERS SQUAD

	M	WS	BS	S	T	W	A	Ld	Sv
Battle Sister	6"	4+	3+	3	3	1	1	7	3+
Sister Superior	6"	4+	3+	3	3	1	2	8	3+

This unit contains 1 Sister Superior and 4 Battle Sisters. It may contain up to 5 additional Battle Sisters (**Power Rating +4**) or up to 10 additional Battle Sisters (**Power Rating +8**). Each model is armed with a bolt pistol, boltgun, phosphor grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Phosphor grenade	6"	Grenade D6	3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- One Battle Sister may replace her boltgun with a weapon from the *Special Weapons* list.
- One Battle Sister may replace her boltgun with a weapon from the *Special Weapons* or *Heavy Weapons* list.
- The Sister Superior may take a weapon from the *Melee Weapons* list.
- The Sister Superior may replace her boltgun with a weapon from the *Melee Weapons* or *Ranged Weapons* list.
- The Sister Superior may replace her bolt pistol with a weapon from the *Pistols* list.

ABILITIES

Acts of Faith, Shield of Faith (pg 68)

FACTION KEYWORDS

IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>

KEYWORDS

INFANTRY, BATTLE SISTERS SQUAD

'There is no coin to measure what we feel in our hearts. There are no scales upon which we might weigh the faith of one woman against another. There is only duty and blood. There are only deeds and words. There is only the service to the God-Emperor, and the price that demands from each Sister can only be known by Him. But know that whatever fears must be faced, whatever hardships endured, that price is forever worth its full cost.'

- Saint Katherine





FRATERIS MILITIA

	M	WS	BS	S	T	W	A	Ld	Sv
Frateris Militiaman	6"	5+	5+	3	3	1	1	6	6+
This unit contains 20 Frateris Militiamen. It can include up to 10 additional Frateris Militiamen (Power Rating +1). Each Frateris Militiaman is armed with an autogun.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Autogun	24"	Rapid Fire 1			3	0	1	-	
Autopistol	12"	Pistol 1			3	0	1	-	
Grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag grenade	24"	Assault D6			3	0	1	-	
- Krak grenade	24"	Assault 1			6	-1	D3	-	
Heavy Stubber	36"	Heavy 3			4	0	1	-	
Shotgun	12"	Assault 2			3	0	1	If the target is within half range, add 1 to this weapon's Strength.	
Improvised Melee Weapon	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
WARGEAR OPTIONS	- Any Frateris Militiaman can replace their autogun with a shotgun or an improvised melee weapon and autopistol. - Up to three models can replace their autogun with a flamer, grenade launcher, or heavy stubber.								
ABILITIES	Zealot (pg 68)								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	INFANTRY, FRATERIS, MILITIA								



The Frateris Militia storm the ruins of a grand cathedral, shouting prayers to the God-Emperor as they charge the hated foes responsible for this blasphemous atrocity.



10
POWER

EPHRAEL STERN

	M	WS	BS	S	T	W	A	Ld	Sv
Ephrael Stern	12”	2+	2+	3	3	6	5	10	3+
Ephrael Stern is a single model armed with a bolt pistol, power sword, phosphor grenades, and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12”	Pistol 1			4	0	1	-	
Power sword	Melee	Melee			User	-3	1	-	
Phosphor grenade	6”	Grenade D6			3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.	
Krak grenade	6”	Grenade 1			6	-1	D3	-	
ABILITIES	Acts of Faith, Shield of Faith (pg 68)						The Stern Codex: Roll a D6 whenever Ephrael Stern suffers a mortal wound. On a 5+, that wound is ignored. Webway Traversal: During deployment, you can set up Ephrael Stern in the webway instead of placing her on the battlefield. At the end of any of your Movement phases she can teleport into battle —set her up anywhere on the battlefield that is more than 9” away from any enemy models.		
	Daemonifuge: When Ephrael Stern manifests and targets a CHAOS DAEMON with the Smite psychic power, it inflicts D6 mortal wounds instead of D3 (whether or not the result of the Psychic test is more than 10). In addition, she has a 4+ invulnerable save.								
	Premonitions: Ephrael Stern re-rolls armor and invulnerable save rolls of 1.								
PSYKER	Ephrael Stern can attempt to manifest three psychic powers in each friendly Psychic Phase, and attempt to deny three psychic powers in each enemy Psychic phase. She knows the <i>Smite</i> power and all powers from the Daemonifuge discipline. Whenever Ephrael Stern attempts to manifest or resist a psychic power, add 1 to her Psychic test or Deny the Witch test.								
WARLORD TRAIT	Blood of Martyrs: Add 1 to Ephrael Stern's Attacks characteristic for each wound she has suffered, to a maximum of +3. If Ephrael Stern heals any wounds, she loses the associated bonus Attacks.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, ORDER OF OUR MARTYRED LADY, HARLEQUINS								
KEYWORDS	INFANTRY, CHARACTER, JUMP PACK, FLY, PSYKER, EPHRAEL STERN								

DAEMONIFUGE DISCIPLINE

DAEMONIFUGE	
D3	PSYCHIC POWER
1	Screaming Cage <i>Screaming Cage</i> has a warp charge value of 5. If manifested, pick a visible enemy unit within 12" of the psyker. Both controlling players roll a dice and add their respective unit's highest Leadership value. If the target's total is equal to or greater than the psyker's total, nothing happens. If the psyker's total is greater than the target's total, the target unit suffers a number of mortal wounds equal to the difference.
2	Vortex of Doom <i>Vortex of Doom</i> has a warp charge value of 8. If manifested, a vortex opens above the nearest visible enemy model within 12" of the psyker. That model's unit, and every other unit within 3" of that model suffers D3 mortal wounds. The number of mortal wounds inflicted is increased to D6 if the power is manifested with a Psychic test of 12+.
3	Webway Gate <i>Webway Gate</i> has a warp charge value of 6. If manifested, pick a friendly IMPERIUM INFANTRY or HARLEQUINS INFANTRY unit within 12" of Ephrael Stern. Remove that unit from the battlefield and immediately set it up anywhere on the battlefield that is more than 9" from any enemy models.



CELESTIAN SQUAD

	M	WS	BS	S	T	W	A	Ld	Sv
Celestian	6"	3+	3+	3	3	1	2	8	3+
Celestian Superior	6"	3+	3+	3	3	1	3	9	3+

This unit contains 1 Celestian Superior and 4 Celestians. It may contain up to 5 additional Celestians (**Power Rating +5**). Each model is armed with a bolt pistol, boltgun, phosphor grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Phosphor grenade	6"	Grenade D6	3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any Celestian may replace her boltgun with a storm bolter or a chainsword.
- One Celestian may replace her boltgun with a weapon from the *Special Weapons* list.
- One Celestian may replace her boltgun with a weapon from the *Special Weapons* or *Heavy Weapons* list.
- The Celestian Superior may take a weapon from the *Melee Weapons* list.
- The Celestian Superior may replace her boltgun with a weapon from the *Melee Weapons* or *Ranged Weapons* list.
- The Celestian Superior may replace her bolt pistol with a weapon from the *Pistols* list.
- The unit may take relic armor (**Power Rating +1 for every 5 models in the unit**). If it does, its Save characteristic is increased to 2+.

ABILITIES

Acts of Faith, Shield of Faith (pg 68)

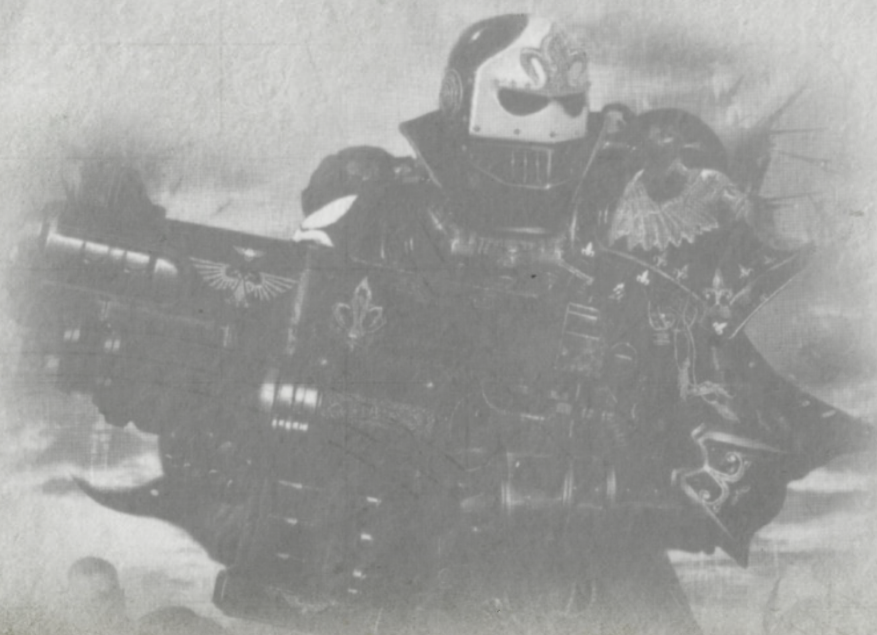
Bodyguard: Roll a D6 each time a friendly <ORDER> CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit —the character does not lose a wound but this unit suffers a mortal wound.

FACTION KEYWORDS

IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>

KEYWORDS

INFANTRY, CELESTIAN SQUAD





		REPENTIA SQUAD							
	M	WS	BS	S	T	W	A	Ld	Sv
Sister Repentia	6"	3+	3+	3	3	1	2	8	7+
This unit contains 3 Sisters Repentia. It may contain up to 3 additional Sisters Repentia (Power Rating +3) or up to 6 additional Sisters Repentia (Power Rating +6). Each model is armed with a penitent eviscerator.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Penitent eviscerator	Melee	Melee			x2	-2	2	When attacking with this weapon, you must subtract 1 from the hit roll.	
ABILITIES	Acts of Faith, Shield of Faith (pg 68)								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, REPENTIA								



		CHEVALIER SQUAD							
	M	WS	BS	S	T	W	A	Ld	Sv
Chevalier	14"	3+	3+	3	4	2	2	8	3+
Chevalier Superior	14"	3+	3+	3	4	2	3	9	3+
This unit contains 1 Chevalier Superior and 2 Chevaliers. It can include up to 2 additional Chevaliers (Power Rating +6) or up to 7 additional Chevaliers (Power Rating +18). Each Chevalier is armed with a power lance, phosphor grenades, and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Absolution flamer	8"	Assault D6		5	-1	1	This weapon automatically hits its target.		
Contrition bolter	18"	Assault 6		4	0	1	-		
Power axe	Melee	Melee		+1	-2	1	-		
Power lance	Melee	Melee		+2	-1	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Phosphor grenade	6"	Grenade D6		3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.		
Krak grenade	8"	Assault 1		6	-1	D3	-		
WARGEAR OPTIONS		- Any model in the unit can replace their power lance with a power axe or power sword. - Any model in the unit can take a contrition bolter or absolution flamer. - Any model in the unit can take a storm shield. - The unit may take relic armor (Power Rating +1 for every 5 models in the unit). If it does, its Save characteristic is increased to 2+.							
ABILITIES		Act of Faith, Shield of Faith (pg 68)				Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.			
		Storm Shield: Any model with a storm shield has a 3+ invulnerable save.							
FACTION KEYWORDS		IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>							
KEYWORDS		BIKER, CHEVALIER SQUAD							



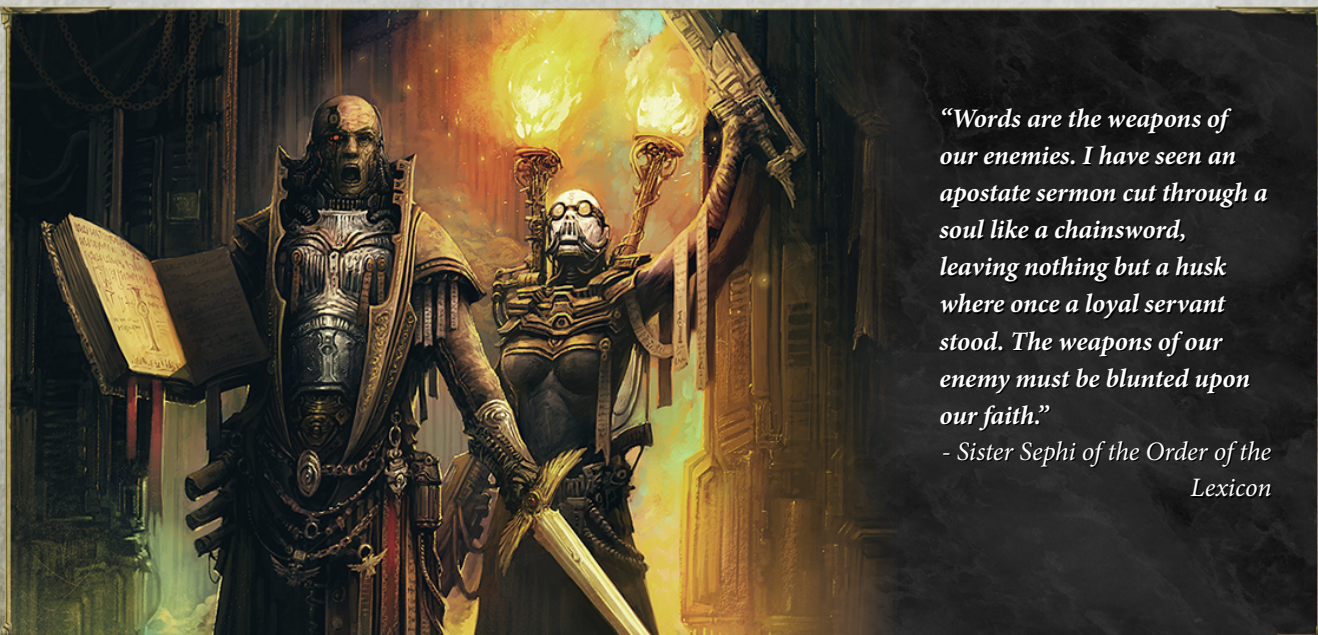
HOSPITALLER

	M	WS	BS	S	T	W	A	Ld	Sv
Hospitaller	6"	4+	3+	3	3	4	2	8	3+
A Hospitaller is a single model armed with chiurgeon's tools.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Chiurgeon's tools	Melee	Melee			User	-1	1	-	
ABILITIES	Acts of Faith, Shield of Faith (pg 68)								
	Healer: At the end of your Movement phase a Hospitaller can attempt to heal or revive a single model. Select a friendly ADEPTA SORORITAS INFANTRY unit within 3" of the Hospitaller and roll a D6. On a roll of 4+, one model in the unit recovers D3 lost wounds; if the chosen unit contains no wounded models but one or more of its models have been slain during the battle, then a single slain model is returned to the unit with 1 wound remaining. A unit can only be the target of the Healer ability once in each turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, HOSPITALLER								



DIALOGUS

	M	WS	BS	S	T	W	A	Ld	Sv
Dialogus	6"	4+	3+	3	3	4	2	8	6+
A Dialogus is a single model armed with a Dialogus staff.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Dialogus staff	Melee	Melee			+1	0	1	When attacking with this weapon, you must subtract 1 from the hit roll.	
ABILITIES	Acts of Faith, Shield of Faith (pg 68)								
	Laud Hailer: Friendly ADEPTA SORORITAS units within 6" of this model can re-roll failed Morale tests.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, DIALOGUS								



"Words are the weapons of our enemies. I have seen an apostate sermon cut through a soul like a chainsword, leaving nothing but a husk where once a loyal servant stood. The weapons of our enemy must be blunted upon our faith."

- Sister Sephi of the Order of the Lexicon



MINISTORUM PRIEST

	M	WS	BS	S	T	W	A	Ld	Sv
Ministorum Priest	6"	4+	4+	3	3	4	3	7	6+
A Ministorum Priest is a single model armed with a laspistol, frag grenades, krak grenades and a rosarius.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Autogun	24"	Rapid Fire 1			3	0	1	-	
Laspistol	12"	Pistol 1			3	0	1	-	
Plasma gun	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Rapid Fire 1			7	-3	1	-	
- Supercharge	24"	Rapid Fire 1			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Shotgun	12"	Assault 2			3	0	1	If the target is within half range, add 1 to this weapon's Strength.	
Eviscerator	Melee	Melee			x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its laspistol with an item from the <i>Pistols</i> list. • This model may take an eviscerator, autogun, plasma gun, shotgun, or an item from the <i>Melee Weapons</i> or <i>Ranged Weapons</i> list.								
ABILITIES	Zealot (pg 68)						War Hymns: You can add 1 to the Attacks characteristic of all friendly ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units that are within 6" of any friendly MINISTORUM PRIEST.		
	Rosarius: This model has a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ASTRA MILITARUM								
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST								





ARCO-FLAGELLANTS

	M	WS	BS	S	T	W	A	Ld	Sv
Arco-flagellant	7"	3+	6+	4	3	2	2	7	7+
This unit contains 3 Arco-flagellants. It may contain up to 3 additional Arco-flagellants (Power Rating +2) or up to 6 additional Arco-flagellants (Power Rating +4). Each Arco-flagellant is armed with arco-flails.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Arco-flails	Melee	Melee		+1	0	1	When you make an attack with this weapon, roll D3 dice instead of 1.		
ABILITIES	Zealot (pg 68)								
	Berserk Killing Machines: Models in this unit have a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INQUISITION								
KEYWORDS	INFANTRY, ARCO-FLAGELLANTS								



CRUSADERS

	M	WS	BS	S	T	W	A	Ld	Sv
Crusader	6"	3+	4+	3	3	1	2	7	4+
This unit contains 2 Crusaders. It may contain up to 2 additional Crusaders (Power Rating +2), up to 4 additional Crusaders (Power Rating +4), up to 6 additional Crusaders (Power Rating +6) or up to 8 additional Crusaders (Power Rating +8). Each Crusader is equipped with a power sword and storm shield.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Power axe	Melee	Melee		+1	-2	1	-		
Power maul	Melee	Melee		+2	-1	1	-		
Power sword	Melee	Melee		User	-3	1	-		
WARGEAR OPTIONS	• This model may replace its power sword with a power axe or a power maul.								
ABILITIES	Act of Faith, Zealot (pg 68) Oathsworn Protectors: Roll a D6 each time a friendly ADEPTUS MINISTORUM, ASTRA MILITARUM, or INQUISITION CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit—the character does not lose a wound but this unit suffers a mortal wound. Storm Shield: This model has a 3+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ASTRA MILITARUM, INQUISITION								
KEYWORDS	INFANTRY, CRUSADERS								



DEATH CULT ASSASSINS

	M	WS	BS	S	T	W	A	Ld	Sv
Death Cult Assassin	7”	3+	4+	4	3	1	4	7	5+
This unit contains 2 Death Cult Assassins. It can include up to 2 additional Death Cult Assassins (Power Rating +1), up to 4 additional Death Cult Assassins (Power Rating +2), up to 6 additional Death Cult Assassins (Power Rating +3), or up to 8 additional Death Cult Assassins (Power Rating +4). Each Death Cult Assassin is armed with Death Cult power blades and poisoned throwing knives.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Death Cult power blades	Melee	Melee		User	-2	1	-		
Poisoned throwing knives	8”	Pistol 1		*	-1	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.		
ABILITIES	Zealot (pg 68)								
	Infiltrators: During deployment, you can set this unit up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can reveal its position —set it up anywhere on the battlefield that is more than 9" from any enemy model.								
	Uncanny Reflexes: Models in this unit have a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INQUISITION								
KEYWORDS	INFANTRY, DEATH CULT ASSASSINS								

"I never saw the killer fully, though I thank the Savior-Emperor for her. We'd lost half the squad and Proctor Aeldred had just gone down with his throat bit open. I fired off the last round from my Puritan and had nothing left but my boot knife and a prayer on my lips when this dark shape dropped from the gantry above. The carrionates, well, the rotted things just came apart, black clotted blood and rancid flesh everywhere. The one in front of me went down in five twitching chunks and I swear I didn't see a single sword stroke fall... a miracle sir. The Emperor's own bloody work—like a death angel from the old hive tales."

- Deputy Provost Morcar, Report on the Morningside Incident, Hive Gloriana





DOMINION SQUAD

	M	WS	BS	S	T	W	A	Ld	Sv
Dominion	6"	4+	3+	3	3	1	1	7	3+
Dominion Superior	6"	4+	3+	3	3	1	2	8	3+
This unit contains 1 Dominion Superior and 4 Dominions. It may contain up to 5 additional Dominions (Power Rating +4). Each model is armed with a bolt pistol, a boltgun, phosphor grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Phosphor grenade	6"	Grenade D6			3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• Up to four Dominions may replace their boltgun with a weapon from the <i>Special Weapons</i> list. • The Dominion Superior may take a weapon from the <i>Melee Weapons</i> list. • The Dominion Superior may replace her boltgun with a weapon from the <i>Melee Weapons</i> or <i>Ranged Weapons</i> list. • The Dominion Superior may replace her bolt pistol with a weapon from the <i>Pistols</i> list.								
ABILITIES	Acts of Faith, Shield of Faith (pg 68) Vanguard: Once both sides are deployed but before the first player takes their turn, this unit can move as if it were their Movement phase. This unit cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first. If all of the models embarked on a transport vehicle have this ability, then the transport vehicle can make the move instead.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, DOMINIONS								





SERAPHIM SQUAD

	M	WS	BS	S	T	W	A	Ld	Sv
Seraphim	12”	3+	3+	3	3	1	1	7	3+
Seraphim Superior	12”	3+	3+	3	3	1	2	8	3+
This unit contains 1 Seraphim Superior and 4 Seraphim. It can include up to 5 additional Seraphim (Power Rating +4). Each model is armed with two bolt pistols, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12”	Pistol 1			4	0	1	-	
Hand flamer	6”	Pistol D3			3	0	1	This weapon automatically hits its target.	
Inferno pistol	6”	Pistol 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Trinity pistol	12”	Pistol 1			5	-4	D3	-	
Phosphor grenade	6”	Grenade D6			3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.	
Krak grenade	6”	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• Up to two Seraphim may replace both their bolt pistols with two hand flamers, two inferno pistols, or two trinity pistols. • The Seraphim Superior may replace one of her bolt pistols with an item from the <i>Melee Weapons</i> list. • The Seraphim Superior may replace her other bolt pistol with an item from the <i>Pistols</i> list.								
ABILITIES	Acts of Faith, Shield of Faith (pg 68)						Sky Strike: During deployment, you can set up a unit of Seraphim high in the sky instead of placing them on the battlefield. At the end of any of your Movement phases the Seraphim can descend from the sky —set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Angelic Visage: Re-roll failed Shield of Faith invulnerable saves for this unit.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, JUMP PACK, FLY, SERAPHIM								





MORTIA SQUAD

	M	WS	BS	S	T	W	A	Ld	Sv
Sister Mortia	14"	3+	3+	3	4	1	2	8	7+
This unit contains 3 Sisters Mortia. It may contain up to 3 additional Sisters Mortia (Power Rating +4) or up to 6 additional Sisters Mortia (Power Rating +8). Each model is armed with phosphor grenades, krak grenades, and melta bombs. Each model rides a Mortia Bike which attacks with a mortia eviscerator.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Sister Mortia									
Phosphor grenade	6"	Grenade D6			3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
Melta bomb	4"	Grenade 1			8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .	
Mortia Bike									
Mortia eviscerator	Melee	Melee			6	-4	D3	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.	
ABILITIES		Act of Faith, Shield of Faith (pg 68)					Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.		
		Martyr's Gift: Whenever a model in this unit is removed as a casualty in the Fight phase, roll a D6. On a 4+, the enemy unit who killed the model suffers D3 mortal wounds.							
FACTION KEYWORDS		IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>							
KEYWORDS		BIKER, MORTIA SQUAD							

"Though doubts assail you, though the storms of war engulf you, though all your past certainties be proved empty lies, take strength and fear not. He is with us — the Emperor your God! Against Him no army shall stand, no tyrant shall endure, and no heresy shall go unpunished. Fear not because we stand with you — His daughters of cleansing fire and unyielding adamant, the bearers of His sacred wrath!"

*- Canoness Jocasta Vail's Sermon
Extremis, The Second Siege of
Vaxanide*





DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Frateris Technical	*	6+	*	5	5	10	*	8	4+	6-10+	14"	5+	3
A Frateris Technical is a single model equipped with a twin heavy stubber.										3-5	10"	5+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		1-2	6"	6+	1
Twin autocannon	48"	Heavy 4			7	-1	2	-					
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.					
Twin heavy stubber	36"	Heavy 6			4	0	1	-					
Mining laser	24"	Heavy 1			9	-3	D3	-					
WARGEAR OPTIONS	• This model may replace its twin heavy stubber with a twin autocannon, heavy flamer, or mining laser.												
ABILITIES	Zealot (pg 68)												
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
	Rugged Construction: Roll a D6 each time this model loses a wound; on a 6 the wound is ignored.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM												
KEYWORDS	VEHICLE, FRATERIS, TECHNICAL												



	M	WS	BS	S	T	W	A	Ld	Sv
Retributor	6"	4+	3+	3	3	1	1	7	3+
Retributor Superior	6"	4+	3+	3	3	1	2	8	3+
This unit contains 1 Retributor Superior and 4 Retributors. It may contain up to 5 additional Retributors (Power Rating +4). Each model is armed with a bolt pistol, a boltgun, phosphor grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Phosphor grenade	6"	Grenade D6			3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• Up to four Retributors may replace their boltgun with a weapon from the <i>Heavy Weapons</i> list. • The Retributor Superior may take a weapon from the <i>Melee Weapons</i> list. • The Retributor Superior may replace her boltgun with a weapon from the <i>Melee Weapons</i> or <i>Ranged Weapons</i> list. • The Retributor Superior may replace her bolt pistol with a weapon from the <i>Pistols</i> list.								
ABILITIES	Acts of Faith, Shield of Faith (pg 68)								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, RETRIBUTORS								

4
POWER

SORORITAS RHINO

DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Sororitas Rhino	*	6+	*	6	7	10	*	8	3+	6-10+	12”	3+	3
A Sororitas Rhino is a single model equipped with a storm bolter.										3-5	6”	4+	D3
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			1-2	3”	5+	1
Hunter-killer missile	48”	Heavy 1			8	-2	D6	Each hunter-killer missile can only be fired once per battle.					
Storm bolter	24”	Rapid Fire 2			4	0	1	-					
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take an additional storm bolter.												
ABILITIES	Shield of Faith (pg 68) Self-repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6” suffers D3 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
TRANSPORT	This model can transport 10 ADEPTUS MINISTORUM INFANTRY models. It cannot transport JUMP PACK models or ADEPTA SORORITAS models from a different Order.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>												
KEYWORDS	VEHICLE, TRANSPORT, RHINO, SORORITAS RHINO												





DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Immolator	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
An Immolator is a single model equipped with a immolation flamer.										3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		1-2	3"	5+	1
Hunter-killer missile	48"	Heavy 1			8	-2	D6	Each hunter-killer missile can only be fired once per battle.					
Immolation flamer	12"	Assault 2D6			5	-1	1	This weapon automatically hits its target.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
Twin heavy bolter	36"	Heavy 6			5	-1	1	-					
Twin multi-melta	24"	Heavy 2			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.					
WARGEAR OPTIONS	• This model may replace its immolation flamer with a twin heavy bolter or twin multi-melta. • This model may take a storm bolter. • This model may take a hunter-killer missile.												
ABILITIES	Shield of Faith (pg 68)							Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.					
TRANSPORT	This model can transport 6 ADEPTUS MINISTORUM INFANTRY models. It cannot transport JUMP PACK models or ADEPTA SORORITAS models from a different Order.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>												
KEYWORDS	VEHICLE, TRANSPORT, IMMOLATOR												



DAMAGE

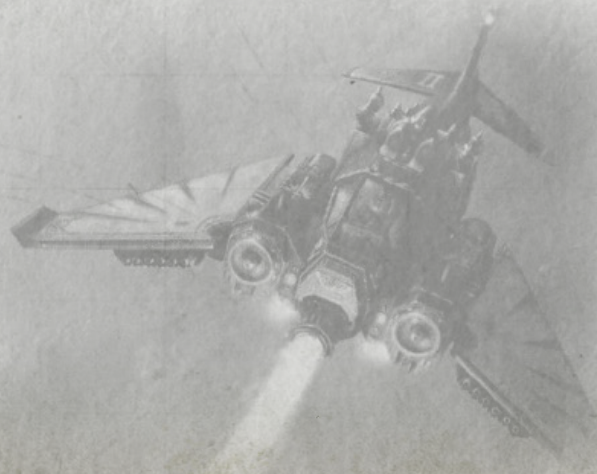
	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Repressor	*	5+	*	6	7	12	*	8	3+	6-12+	12"	3+	3
An Immolator is a single model equipped with a immolation flamer.										3-5	6"	4+	D3
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		1-2	3"	5+	1
Dozer ram	Melee	Melee			User	-1	1	Against INFANTRY units make three hit rolls for each attack rather than one if the Sororitas Repressor has successfully completed a charge this turn.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	Each hunter-killer missile can only be fired once per battle.					
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take an additional storm bolter.												
ABILITIES	Shield of Faith (pg 68) Firing Ports: Up to six models being transported by a Sororitas Repressor can shoot in their Shooting phase, measuring and drawing line of sight from any point on the vehicle. Units that shoot in this manner count as having moved if they or the Sororitas Repressor moved in the preceding Movement phase. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.												
TRANSPORT	This model can transport 10 ADEPTUS MINISTORUM INFANTRY models. It cannot transport JUMP PACK models or ADEPTA SORORITAS models from a different Order.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>												
KEYWORDS	VEHICLE, TRANSPORT, SORORITAS REPRESSOR												



DOMINATOR GUNSHIP

DAMAGE

	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Dominator Gunship	*	6+	*	6	6	10	2	7	3+	6-12+	20"-45"	3+
A Dominator Gunship is a single model equipped with an inferno cannon and two hurricane bolters.										3-5	20"-30"	4+
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		1-2	20"	5+
Hurricane bolter	24"	Rapid Fire 6			4	0	1	-				
Inferno cannon	16"	Heavy 2D6			6	-1	1	This weapon automatically hits its target.				
Melta cannon	24"	Assault D3			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				
WARGEAR OPTIONS	• This model may replace its inferno cannon with a melta cannon.											
ABILITIES	Shield of Faith (pg 68) Aerial Assault: During deployment, you can set this unit up in the sky instead of placing it on the battlefield. At the end of any of your Movement phases, this unit may fly into battle —set it up anywhere on the battlefield that is more than 9" away from enemy models. Angelic Wings: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. When this model Advances, increase its Move characteristic by 20" until the end of the phase —do not roll a dice. Once its move has finished, you can pivot it a further 90° as before. Airborne: This model cannot charge, can only be charged by units that can FLY , and can only attack or be attacked in the Fight phase by units that can FLY .						Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6, it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase. Strafing Run: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot FLY .					
TRANSPORT	This model can transport 6 ADEPTUS MINISTORUM INFANTRY models. It cannot transport JUMP PACK models or ADEPTA SORORITAS models from a different Order.											
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>											
KEYWORDS	VEHICLE, FLY, TRANSPORT, DOMINATOR GUNSHIP											



RELIQUARY MINISTORUM

ADEPTUS MINISTORUM RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolution flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
The Ardent Blade (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Brazier of holy fire (shooting)	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See <i>plasma gun</i>
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	When attacking a PSYKER , this weapon has a Damage of D3.
Contrition bolter	18"	Assault 6	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Immolation flamer	12"	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Inferno cannon	16"	Heavy 2D6	6	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

ADEPTUS MINISTORUM RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Krak grenade	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
Melta cannon	24"	Assault D3	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Poisoned throwing knives	8"	Pistol 1	*	-1	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Rapid Fire 1	7	-3	1	-
- Supercharge	12"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Prioris missile launcher	48"	Heavy D6	8	-4	D3	-
Phosphor grenade	6"	Grenade D6	3	0	1	Enemy units hit by this weapon do not gain a bonus to their saving throws for being in cover.
The Redeemer	24"	Assault 2	4	-1	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Sanctorum missile launcher	72"	Heavy D3	8	-4	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Shotgun	12"	Assault 2	3	0	1	If the target is within half ranges, add 1 to this weapon's Strength.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
The Sword of Persecution (shooting)	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Trinity gun	24"	Rapid Fire 1	5	-4	D3	-
Trinity pistol	12"	Pistol 1	5	-4	D3	-
Trinity rifle	36"	Heavy 1	6	-4	D3	A model firing this weapon can target an enemy CHARACTER , even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy stubber	36"	Heavy 6	4	0	1	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

ADEPTUS MINISTORUM MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arco-flails	Melee	Melee	+1	0	1	When you make an attack with this weapon, roll D3 dice instead of 1.
The Ardent Blade (melee)	Melee	Melee	+4	-3	2	-
Brazier of holy fire (melee)	Melee	Melee	+2	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
Chirurgion's tools	Melee	Melee	User	-1	1	-
Death Cult power blades	Melee	Melee	User	-2	1	-
Dialogus staff	Melee	Melee	+1	0	1	When attacking with this weapon, you must subtract 1 from the hit roll.
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Improvised melee weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
The Mace of Valaan	Melee	Melee	+2	-1	2	When targeting a DAEMON , this weapon wounds on a 2+.
Mortia eviscerator	Melee	Melee	6	-4	D3	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.
The Mortifier	Melee	Melee	+1	0	1	Each time the bearer fights, he makes D3 additional attacks with this weapon.
Neural whips	Melee	Melee	User	-2	1	Add 1 to the wound rolls for attacks made with this weapon Neural whips Melee Melee User if the target unit's highest Leadership characteristic is less than 8 (other than VEHICLES).
Penitent buzz-blades	Melee	Melee	x2	-3	3	-
Penitent eviscerator	Melee	Melee	x2	-2	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
The Sword of Persecution (melee)	Melee	Melee	x2	-4	3	When attacking with this weapon, you must subtract 1 from the hit roll.

SPIRITUAL GUARDIANS OF MANKIND

In this section you'll find rules for Battle-forged armies that include ADEPTUS MINISTORUM Detachments – that is, any Detachment which includes only ADEPTUS MINISTORUM units. These rules include the abilities below and a series of Stratagems that can only be used by the Adeptus Ministorum. This section also includes the Adeptus Ministorum's unique Warlord Traits, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Ecclesiarchy's holy warriors in your games of Warhammer 40,000.

WARRIORS OF THE CREED

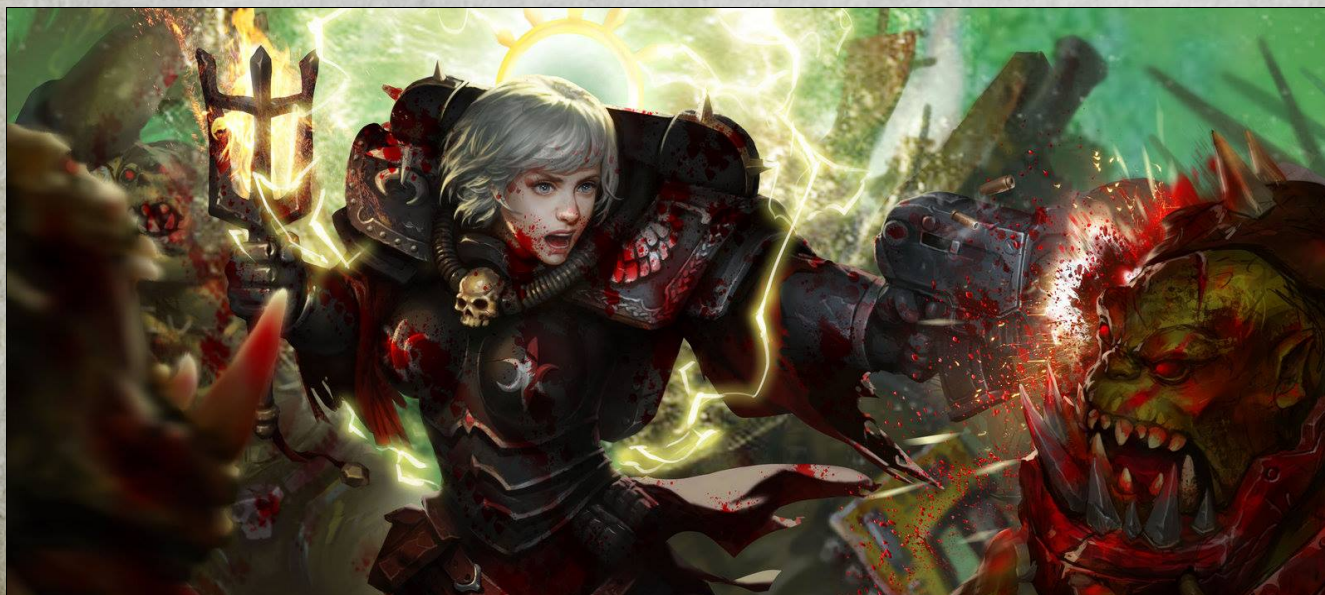
It is said that no army is large enough to conquer the galaxy, but faith alone can overturn the universe. With the God-Emperor on their side, none can stand against the faithful.

If your army is Battle-forged, all Troops units in ADEPTUS MINISTORUM Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

ORDER PRECEPTS

From the original Daughters of the Emperor, many thousands of Orders have spread across the length and breadth of the Imperium. As the millennia have gone by and countless new cultures brought into the fold, the original doctrines of the Sisterhood have adapted to meet the needs of each new challenge. Despite such disparity, all Adepta Sororitas orders remain united by their shared belief in the God-Emperor.

If your army is Battle-forged, units with the appropriate keyword will receive the corresponding order precept, detailed opposite, so long as every other unit in their Detachment is from the same order. If you have chosen an order that does not feature on this list, you can choose the precept that best suits the fighting style and battlefield strategies of the sisters of that order.



ORDER PRECEPTS

ORDER OF THE EBON CHALICE: WITH HYMN AND BLADE

To this day, the sisters of the Ebon Chalice rely on the teachings of the original Daughters of the Emperor, utilizing prayer and combat prowess in equal measure.

Units with this precept can re-roll failed rolls to activate an Act of Faith. This includes rolls made for the Saintly Blessings and Simulacrum Imperialis abilities.

ORDER OF THE VALOROUS HEART: STRIVE EVER FOR REDEMPTION

Of all the sisters of the Adepta Sororitas, it is those of the Valorous Heart who are the most wary of sin and failure, especially amongst their own ranks. They rarely yield, even in the face of overwhelming odds, lest they fail in the God-Emperor's eyes.

Roll a D6 each time a model with this order precept is slain or flees. On a 6, that model refuses to yield. Either the wound that slew it is ignored, or the model does not flee. However, **ORDER OF THE VALOROUS HEART** units with this doctrine cannot fall back unless there is a friendly **ORDER OF THE VALOROUS HEART** character on the battlefield.

ORDER OF THE ARGENT SHROUD: SELFLESS HEROISM

The sisters of the Argent Shroud rarely speak, for true faith resides not in words, but in deeds. As such, they are renowned for their stoic confidence and selfless actions on the battlefield.

Units with this precept can re-roll failed morale tests.



ORDER OF OUR MARTYRED LADY: VENGEANCE FOR THE FALLEN

Even amongst the fanatical warriors of the Adepta Sororitas, the sisters of Our Martyred Lady have a reputation for ruthless grit. Whereas most armies might falter in the face of overwhelming odds or grievous casualties, the Sisters of Our Martyred Lady grow ever more furious, determined to avenge their fallen comrades by any means possible.

Whenever an **INFANTRY** or **BIKER** unit with this precept suffers one or more casualties during the shooting phase or as a result of overwatch, all models in that unit re-roll wound rolls of 1 until the end of your next turn.

ORDER OF THE BLOODY ROSE: AGGRESSIVE ADVANCE

The sisters of the Bloody Rose are of the opinion that speed and aggression win wars, rushing to close with the enemy as quickly as possible. This attitude has earned them a poor reputation with some of their more careful allies, though none can argue with their results.

If a unit with this precept Advances, it can ignore the penalty for firing Assault weapons and treats all Rapid Fire weapons it is armed with as Assault weapons until the end of the turn (e.g. a Rapid Fire 1 weapon is treated as an Assault 1 weapon).

ORDER OF THE SACRED ROSE: EVEN-TEMPERED DETERMINATION

Unlike the loud, aggressive zealotry of many of their fellows, the sisters of the Sacred Rose embody the virtue of steady resolve. Even when in danger of being overwhelmed, these white-armoured women calmly and carefully place their shots, their elegance serving as a sharp contrast to the terrible destruction they wreak upon the enemies of humanity.

When firing Overwatch, units with this precept hit on a roll on 5+, instead of only 6, irrespective of modifiers.



STRATEGEMS

If your army is Battle-forged and includes any ADEPTUS MINISTORUM Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These help to reflect the unique tactics and strategies used by the Adeptus Ministorum on the battlefield.

1CP/3CP

SACRED RELICS

Adeptus Ministorum Stratagem

In the darkest of circumstances, the Adeptus Ministorum will open the doors to its great reliquaries, arming its warriors with the might of the God-Emperor Himself.

Use this Stratagem before the battle. Your army can have one extra Ecclesiarchy Relic for 1 CP, or two extra Ecclesiarchy Relics for 3 CPs. All of the Ecclesiarchy Relics that you include must be different and be given to different Adeptus Ministorum **CHARACTERS**. You can only use this Stratagem once per battle.

3CP

WARPSBANE

Adepta Sororitas Stratagem

Sworn enemy of warp-spawn and psyker alike, the Living Saint relies on her faith as a shield against the unholy empyric energies wielded by her foes.

Use this Stratagem before the battle. Select a **LIVING SAINT**. That unit can attempt to deny two psychic powers in each enemy Psychic phase rather than one. In addition, the unit adds one die to all tests to deny psychic powers. These effects last for the remainder of the game. This Stratagem cannot be used with Celestine.

3CP

DIVINE CHAMPION

Adepta Sororitas Stratagem

The Living Saint is the champion of her Emperor, and she seeks to sunder those who champion perverse causes and false idols.

Use this Stratagem before the battle. Select a **LIVING SAINT**. That unit can target **CHARACTERS** even if they are not the closest enemy unit. In addition, if the unit directs all of her attacks against a single enemy **CHARACTER**, roll an extra 2 attacks. These extra attacks must be directed against the character. These effects last for the remainder of the battle. This Stratagem cannot be used with Celestine.



1CP

MARTYRDOM

Adepta Sororitas Stratagem

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

Use this Stratagem at the end of a phase in which an **ADEPTA SORORITAS CHARACTER** from your army has been slain. Remove that unit from the battlefield. Roll a D6: on a roll of 2+, one unit from your army with the Acts of Faith ability can perform an Act of Faith.

2CP

HIEROPHANT

Adepta Sororitas Stratagem

Seething with holy wisdom, the Living Saint sees more than lesser women. Combined with her exceptional word-craft, she leads the armies of the faithful to glory in His name.

Use this Stratagem before the battle. Select a **LIVING SAINT**. That unit gains the Zealot and War Hymns abilities as well as the **MINISTORUM PRIEST** keyword. This effect lasts for the remainder of the game. This Stratagem cannot be used with Celestine.

1CP

PURITY OF FAITH

Adepta Sororitas Stratagem

The warriors of the Ecclesiarchy march to war with a prayer on their lips, the zealous nature of their faith steeling their hearts and bodies against psychic assaults.

Use this Stratagem when an enemy **PSYKER** manifests a psychic power within 24" of an **ADEPTA SORORITAS** unit from your army. Roll a D6: on a 4+, that psychic power is resisted and its effects are negated.

1CP

THE EMPEROR PROTECTS

Adeptus Ministorum Strategem

As the Priest's impassioned calls ring out across the battlefield, the faithful feel the blessing of the God-Emperor upon them.

Use this Strategem in the Fight phase. Select a unit with the War Hymns Ability. Until the end of the phase, instead of its usual effect, War Hymns allows all friendly **ADEPTUS MINISTORUM INFANTRY** units within 6" to re-roll armour and invulnerable save rolls of 1 until the end of the phase.

1CP

THE EMPEROR'S STRENGTH

Adeptus Ministorum Strategem

Shouting out the prime canticle of Saint Brutos the Belligerent, the Priest calls upon the Emperor to help the faithful smite His foes.

Use this Strategem in the Fight phase. Select a unit with the War Hymns Ability. Until the end of the phase, instead of its usual effect, War Hymns allows all friendly **ADEPTUS MINISTORUM INFANTRY** units within 6" to re-roll wound rolls of 1 until the end of the phase.

1CP

THE RIGHTEOUSNESS OF THE EMPEROR

Adeptus Ministorum Strategem

The Priest bellows psalms of vengeance into the faces of the foe, exhorting their followers to excel in the Emperor's sight.

Use this Strategem in the Fight phase. Select a unit with the War Hymns Ability. Until the end of the phase, instead of its usual effect, War Hymns allows all friendly **ADEPTUS MINISTORUM INFANTRY** units within 6" to re-roll hit rolls of 1 until the end of the phase.

1CP

COORDINATED OCTAVE

Adepta Sororitas Strategem

When working in tandem with one another, exorcists can precisely coordinate their volleys, smiting heretical war-engines and monsters alike with contemptuous ease.

Use this Strategem in your Shooting phase if an Exorcist is within 6" of 2 other friendly **<ORDER>** Exorcists. If you do so, you can add 1 to the wound rolls and damage for all of the Exorcists' attacks that target **MONSTERS** or **VEHICLES** this phase.

1CP

LAUD HAILERS

Adepta Sororitas Strategem

Activating their laud hailers, the vehicles of the Adepta Sororitas sing praise to the Master of Mankind, bolstering the hearts of the faithful.

Use this Strategem at the beginning of the Morale phase. Select an **ADEPTA SORORITAS VEHICLE**. For the rest of the phase, friendly **ADEPTUS MINISTORUM** units within 6" of this model can re-roll failed morale tests.

1CP/3CP

RIDE FOR RUIN

Adepta Sororitas Strategem

When it is opportune, Chevaliers and Sisters Mortia will ride around the enemy army before smashing into their flanks with lethal force.

Use this Strategem during deployment. If you spend 1 CP, you can set up one **ADEPTA SORORITAS BIKER** unit from your army riding around the flanks instead of placing it on the battlefield. If you spend 3 CPs, you can set up two such units riding around the flanks instead. A unit deployed in this manner can arrive at the end of any of your Movement phases—set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from any enemy models. This Strategem can only be used once per battle.

1CP PAIN IS TEMPORARY; DAMNATION ETERNAL

Adeptus Ministorum Strategem

Only through pain and blood is the soul made pure, its fractured essence made whole through the sacrifice of the willing martyr.

Use this Strategem when a unit of Arco-Flagellants, Repentia Squad, Mortia Squad, or Penitent Engines suffers a wound. Roll a D6 for that wound, and each other wound inflicted on this unit for the rest of the phase: on a 5+, that wound is ignored and has no effect.

1CP

SUFFER NOT THE WITCH TO LIVE

Adepta Sororitas Strategem

One of the Sisterhood's primary duties has always been the persecution of heretical psykers.

Use this Strategem when an **ADEPTA SORORITAS INFANTRY** unit is selected to attack in the Shooting phase. The unit can choose to target an enemy **PSYKER CHARACTER**, even if it is not the closest enemy unit.

2CP

THE REAPING

Adeptus Ministorum Strategem

Once unleashed in combat, the Death Cult Assassins erupt in savage grace, rapidly leaping between opponents, their blades slashing and severing with seemingly wild abandon.

Use this Strategem when a unit of Death Cult Assassins consolidates. The unit can consolidate up to 6" rather than the usual 3".

2CP

SACRED CHRISM

Adepta Sororitas Strategem

Holy is the flame of the Emperor, it burns away the evil of His enemies and casts warp-spawn back into their places of freezing darkness and unending night.

Use this Strategem when an **ADEPTA SORORITAS INFANTRY** unit is selected to attack in the Shooting phase. Select one model in the unit. Each time a hand flamer, flamer, or heavy flamer wielded by this model hits a **DAEMON** or **PSYKER**, there is no need to roll to wound; the target suffers a mortal wound instead.

1CP

INCENSORS

Adeptus Ministorum Strategem

The sights and fumes of war are obscured by the faithful as they march under thick clouds sweet-smelling incense.

Use this Strategem during the Shooting phase. Select a friendly **ADEPTUS MINISTORUM INFANTRY** unit. All enemies targeting this unit must subtract 1 from their hit rolls for the rest of the phase.

**1CP**

LIGHT OF THE EMPEROR

Adepta Sororitas Strategem

Celestians know that the only thing they need fear is failing the Emperor of Mankind. Armed with such faith, they are driven to unprecedented feats of prowess.

Use this Strategem when a Celestian Squad is selected to attack in the Shooting or Assault phase. The unit adds 1 to all hit rolls for the rest of the phase.

1CP

THE EMPEROR'S DELIVERANCE

Adepta Sororitas Strategem

As the Seraphim recite rites of destruction, their aim falls where it will cause the most harm – every shot becoming a mortal blow that condemns another heretic to oblivion.

Use this Strategem when a Seraphim Squad is selected to attack in the Shooting or Assault phase. The unit adds 1 to all wound rolls for the rest of the phase.

**1CP**

HOLY FUSILLADE

Adepta Sororitas Strategem

Praying to the Emperor to channel His wrath through their weapons, the Dominions unleash a storm of firepower from which none can escape.

Use this Strategem when a Dominion Squad is selected to attack in the Shooting phase. The unit ignores all penalties to their Ballistic Skill for this attack.

1CP

THE EMPEROR'S WRATH

Adepta Sororitas Strategem

Guided by the will of the Emperor himself, the Retributors' shots shatter the armour of the enemy with contemptuous ease.

Use this Strategem when a Retributor Squad is selected to attack in the Shooting phase. Each time you make a wound roll of 6+ for this attack, that hit is resolved with an AP of -4.

3CP

RESURRECTION

Adepta Sororitas Strategem

Not even death can stop the Emperor's chosen servants, and through His benevolence they rise again to serve the Master of Mankind's will.

Use this Strategem in the Fight phase if a **LIVING SAINT** is slain. Do not remove the **LIVING SAINT** as a casualty. Instead, roll a D6 after the enemy unit that slew it has resolved all of its attacks; the **LIVING SAINT** remains on the battlefield with that many wounds remaining. This Strategem may not be used with Celestine.

2CP**BONDS OF SISTERHOOD***Order of the Ebon Chalice Strategem*

The sisters of the Ebon Chalice are as family, a bond forged not by blood, but faith.

Use this Stratagem after successfully manifesting an Act of Faith. Select another **ORDER OF THE EBON CHALICE INFANTRY** or **BIKER** unit within 6" of the unit that activated the Act of Faith. That unit may also attempt to manifest an Act of Faith.

1CP**HE SHALL NOT FIND US WANTING***Order of the Valorous Heart Strategem*

For the sisters of the Valorous Heart, failure is not an option, no matter the circumstance.

Use this Stratagem at the end of any of your turns. Select an **ORDER OF THE VALOROUS HEART INFANTRY** unit from your army that is within 3" of an objective marker. Until the start of your next turn you can add 1 to all saving throws made for that unit and increase the Attacks characteristic of all models in that unit by 1.

2CP**DIVINE INTERVENTION***Order of the Argent Shroud Strategem*

The sisters of the Argent Shroud selflessly throw themselves into the fray, heedless of the risk.

Use this Stratagem after an enemy unit successfully charges a friendly **IMPERIUM** unit. Select an **ORDER OF THE ARGENT SHROUD INFANTRY** or **BIKER** within 3" of the charged unit. That unit can immediately pile in and join the melee.

1CP**ZEALOUS FEROCITY***Order of Our Martyred Lady Strategem*

The sisters of Our Martyred Lady brutally smash the foe aside, allowing nothing to stay their wrath.

Use this Stratagem at the start of the Shooting or Fight phase. Pick an **ORDER OF OUR MARYRED LADY INFANTRY** or **BIKER** unit from your army. Add 1 to all wound rolls made for that unit until the end of the phase.

1CP**PERFERVID BARRAGE***Order of the Bloody Rose Strategem*

The sisters of the Bloody Rose prefer to announce their intentions with deadly salvos of grenades.

Use this Stratagem before an **ORDER OF THE BLOODY ROSE** unit makes a shooting attack. Up to two models in the unit may throw grenades instead of just one.

1CP**STEADY HANDS, CLEAR MINDS***Order of the Sacred Rose Strategem*

The sisters of the Sacred Rose deliberately place each shot for maximum effect.

Use this Stratagem just before an **ORDER OF THE SACRED ROSE INFANTRY** unit attacks in the Shooting phase. Each time you make a hit roll of 6+ for a model firing a bolt weapon, that model can immediately make another hit roll using the same weapon at the same target (these bonus attacks cannot themselves generate any further attacks). For the purposes of this Stratagem, a bolt weapon is any weapon profile whose name includes the word 'bolt' (e.g. boltgun, heavy bolter, bolt pistol) and the Castigator.



WARLORD TRAITS

The clerics and battle sisters of the Adeptus Ministorum are gifted orators, astute theologians, and mighty warriors, making their leaders formidable commanders indeed.

If an ADEPTUS MINISTORUM CHARACTER is your Warlord, you can choose to give them one of the following Warlord Traits:

D6 RESULT

1 EXECUTIONER OF HERETICS

The Warlord has a fearsome reputation for hunting down the Ecclesiarchy's enemies and slaying them without mercy.

Subtract 1 from the Leadership characteristic of enemy units that are within 6" of your Warlord.

2 INDOMITABLE BELIEF

This Warlord's inspirational belief is such that their followers refuse to yield before the Emperor's enemies. All friendly ADEPTA SORORITAS units within 3" of the Warlord have a 5+ invulnerable save.

3 PURE OF WILL

Such is this Warlord's strength of will that enemy sorceries can find no purchase upon their soul. Your warlord re-rolls failed tests to deny psychic powers.

4 RIGHTEOUS RAGE

The Warlord's contempt for the enemy has been fanned into a furious rage that they call upon to smite their foes on the battlefield. Add 1 to your Warlord's Attacks characteristic.

5 PARAGON OF CONVICTION

The Warlord is a shining beacon of faith, a spiritual as well as a military leader who inspires intense devotion in their warriors. Add 3" to the range of any aura abilities on your Warlord's datasheet, such as Lead the Righteous.

6 INSPIRING ORATOR

Those who hear this Warlord's stirring words are inspired to great feats of bravery. You can re-roll failed Morale tests for friendly ADEPTUS MINISTORUM units within 6" of this Warlord.

ORDER WARLORD TRAITS

If you wish, you can pick an Order Warlord Trait from the list below instead of the Adeptus Ministorum Warlord Traits to the left, but only if your Warlord is from the relevant Order.

ORDER	TRAIT
Ebon Chalice	Daughter of the Emperor: <i>Warlords of the Ebon Chalice rely on sacred tradition.</i> Whilst your Warlord is alive, you can re-roll a single hit roll, wound roll or saving throw per battle. In addition, if your army is Battle-forged and this Warlord is on the battlefield, roll a dice for each Command Point spent when using Stratagems. On a 5+ that Command Point is immediately refunded.
Valorous Heart	Endurance of the Just: <i>Warlords of the Valorous Heart are utterly implacable.</i> Roll a dice each time your Warlord suffers a wound or mortal wound. On a 5+, the wound is ignored.
Argent Shroud	Serene Presence: <i>Warlords of the Argent Shroud embody calm determination.</i> Friendly ARGENT SHROUD units within 6" of your Warlord automatically pass Morale tests.
Our Martyred Lady	Blood of Martyrs: <i>Warlords of Our Martyred Lady allow no blow to go unanswered.</i> Add 1 to your Warlord's Attacks characteristic for each wound she has suffered, to a maximum of +3. If your Warlord heals any wounds, she loses the associated bonus Attacks.
Bloody Rose	Sundering Blows: <i>Warlords of the Bloody Rose strike with the might of the God-Emperor.</i> For each wound roll of 6+ made with your Warlord, add 1 to the damage for that attack.
Sacred Rose	Disciplined Precision: <i>Cover and evasion are of little use against the astute warlords of the Sacred Rose.</i> Your Warlord never suffers any penalties to their hit rolls (although they still only hit on rolls of 6 when firing Overwatch).

ECCLESIAARCHY RELICS

The reliquaries of the Adeptus Ministorum are filled with items of incredible rarity, holy artefacts and revered tools of destruction that the Ecclesiarchy will go to any lengths to recover and protect. Such is their spiritual provenance that they are powerful weapons in the hands of the faithful, and in extreme circumstances they will be entrusted to the warriors of the Adeptus Ministorum.

If your army is led by an Adeptus Ministorum Warlord, you may give one of the following Ecclesiarchy Relics to an Adeptus Ministorum **CHARACTER** in your army. Named characters such as Celestine already have one or more artefacts, and cannot be given any of the following relics.

Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Ecclesiarchy Relics your characters may have on your army roster.

THE LITANIES OF FAITH

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

At the start of each of your turns, a model equipped with the Litany of Faith that has the Acts of Faith ability can perform an Act of Faith. This is in addition to the Act of Faith you are normally allowed to perform in a turn.

THE MANTLE OF OPHELIA

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

ADEPTA SORORITAS model only. Whenever the bearer of the Mantle of Ophelia suffers wounds from a weapon which does multiple wounds, the roll is always a 1.

THE BOOK OF ST. LUCIUS

This great tome contains the complete writings of St. Lucius of Agathea, the first Archconfessor, a priest who was justly known for his unbending zeal. Such was the Archconfessor's devotion that his book was penned not in ink, but with his own blood. Even now, centuries after St. Lucius' death, it is believed that a fraction of his essence still pervades its pages, and one who holds the book speaks with all his holy authority. In dire times, certain passages can be read aloud from the book during a battle, the words banishing mortal fears in an instant and inspiring the warriors of the Ecclesiarchy to great acts of heroism.

All friendly **ADEPTUS MINISTORUM** units within 6" of the bearer of the Book of St. Lucius automatically pass Morale tests and add 2 to tests made to resist psychic powers. This relic does not affect **FRATERIS** units.



THE FONT OF FURY

The only surviving relic from the War of a Billion Baptisms, this grenade-like device has a slot into which can be inserted phials of holy water. Hurlled into the foe, the device atomises its blessed payload and expels it in a hissing cloud that purges the foul and the unworthy from the Emperor's sight.

ADEPTUS MINISTORUM models with frag grenades or phosphor grenades only. The Font of Fury replaces the bearer's frag grenades or phosphor grenades and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Font of Fury	8"	Grenade D6	*	0	D3
Abilities: This weapon wounds on a 4+, unless it is targeting a VEHICLE , in which case it wounds on a 6+. Whenever this weapon wounds a CHAOS model, the target suffers D3 mortal wounds instead of the listed Damage.					

THE CREMATOR

Constructed from of a strange blood-red metal, the weapon known as the Cremator exudes an aura of dread. Although it superficially resembles a flamer, the weapon emits a high-pitched scream when fired, bathing all before it in bright-white flames. Some whisper that it is fueled by souls of those who have failed the Emperor, others that it burns hottest when applied to the treasonous and the damned. Whatever the case, the flames produced by the weapon burn far hotter than any normal combustion ever could - a fire that burns not just the body, but the very soul.

ADEPTA SORORITAS models with a combi-flamer only. The Cremator replaces the bearer's combi-flamer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Cremator	8"	Assault D6	6	-1	D3
Abilities: This weapon automatically hits its target. If the target is an IMPERIUM , HERETIC ASTARTES , or RENEGADES AND HERETICS unit, its Damage is automatically 3, there is no need to roll.					



THE SCEPTRE OF GRACE

The Sceptre of Grace is an ancient and mysterious tech-relic. Using similar technology to a Space Marine Chaplain's Crozius Arcanum, the Sceptre of Grace is covered with a shimmering field of force. However, this field is much more powerful, and can be focused into a beam to strike at a distance.

ADEPTA SORORITAS models with a power maul only. The Sceptre of Grace replaces the bearer's power maul and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Sceptre of Grace (Melee)	Melee	Melee	+3	-2	2
The Sceptre of Grace (Ranged)	12"	Pistol 1	6	-2	2



THE SACRED BANNER OF THE ORDER MILITANT

Each of the six great Orders Militant possesses a single ancient battle banner passed down through the generations from the time when their Order was first created. It is said that several strands of hair taken from each of the Order's founding saints are woven into these sacred banners, and as such their divine provenance is beyond doubt. Each banner represents the heritage and history of their respective Orders and the honour of carrying one is granted only to the most faithful and accomplished members of the Sisterhood. They are proudly borne to war, and the Battle Sisters who fight beneath their shadow are inspired to greater feats of glory, redoubling their efforts and refusing to retreat.

Imagifier only. If a model has the Sacred Banner of the Order Militant, there is no need to roll for the Simulacrum Imperialis ability, you can automatically pick a friendly <ORDER> unit within 6" of the bearer that has the Acts of Faith ability and perform an Act of Faith with it. In addition, whilst within 6" of the bearer, friendly <ORDER> units automatically pass Morale tests.

THE BLADE OF ADMONITION

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

ORDER OF THE EBON CHALICE model with a power sword only. The Blade of Admonition replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Blade of Admonition	Melee	Melee	+2	-3	3

THE WHIP OF SANCTION

Saint Moriah was the most ruthless Mistress of Repentance the Order of the Valorous Heart has ever known. Legend says that whenever she was driving her charges onward to redemption or laying waste to the enemies of the Sisterhood, her whip would become alight with the fire of her faith. Although Saint Moriah disappeared during the 9th Black Crusade, her whip was later discovered in the underhives of Antecanis, surrounded by the bones of sisters repentia and chaos space marines alike. To this day, the whip maintains a warm glow, catching fire when wielded by one of the Adepta Sororitas. The flames that dance along the length of this whip make it terrifying to behold as it cuts scorching lacerations through aliens and heretics alike.

ORDER OF THE VALOROUS HEART model with a power sword only. The Whip of Sanction replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Whip of Sanction	Melee	Melee	+2	-2	2
Abilities: The bearer always fights first in the Fight phase even if she didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.					

THE SHATTERED ARMOUR

Even amongst the sisters of the Argent Shroud, Palatine St. Chrismael had a reputation for complete selflessness, no matter the risk, believing that no harm could come to her so long as she put her faith in the Emperor. After years of taking suicidal risks it seemed she had finally met her match when she engaged the Chaos Lord Azumon after he crushed her Canoness with his enormous daemonic mace. To the astonishment of all, despite the terrible damage he wrought on her armour, he could not harm her, allowing Chrismael to finish him off and lead her surviving sisters to victory. To this day, anyone donning her shattered armour seems to be imbued with divine protection.

ORDER OF THE ARGENT SHROUD model only. The bearer's armour save is reduced to 6+, but they gain a 3+ invulnerable save, and add an additional die when rolling to resist psychic powers with the Shield of Faith ability.

THE SKULL OF PETRONELLA THE PIOUS

A famed Abbess of the Order of Our Martyred Lady, Petronella the Pious was renowned for the miracles that occurred in her presence. Though the humble warrior never claimed to possess any unusual powers of worth, it seemed that the eye of the Emperor was ever upon her. Foes were consumed by holy fire, while friends were spared from death by miraculous twists of good fortune. After her courageous martyrdom on Xyphol V, Petronella's skull was fashioned into a sacred totem, to which her blessings still cling.

ORDER OF OUR MARTYRED LADY model only. Once per turn, the bearer may re-roll a single hit roll, wound roll, armor save roll, invulnerable save roll, or a roll to resist a psychic power.

THE CLOAK OF ST. ASPIRA

Canoness St. Aspira of the Order of the Bloody Rose led her Battle Sisters in a War of Faith that liberated nearly one hundred worlds from the grip of the blasphemous tyrant Denescura. At the inception of the war, Aspira was presented with a magnificent cloak blessed in the Ecclesiarchal Palaces of Terra. Whilst this in itself marked the cloak as a treasured relic, small shards of the Emperor's own armour were woven into it to ward away the blows of the enemy, elevating it to a sacred garment of incomparable spiritual significance. St. Aspira wore the cloak throughout the War of Faith, striding into the fray heedless of her own safety, secure in her unwavering knowledge that the Emperor protects.

ORDER OF THE BLOODY ROSE model only. The wearer of the Cloak of St. Aspira can re-roll failed armour saves and Shield of Faith invulnerable saves.

THE CASTIGATOR

Hand-crafted by one hundred and seventeen deaf-and-blind artificers within the shrine of the Nameless Saint, the bolt pistol known as Castigator is renowned for its absolute lethality. No armour can protect against the vengeance it brings, no matter how thick or powerful. No force field can turn its shots aside, no warding magics or unnatural powers can stay its wrath. Those caught within Castigator's crosshairs are doomed from the moment the trigger is pulled.

ORDER OF THE SACRED ROSE model with a bolt pistol only. The Castigator replaces the bearer's bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Castigator	12"	Pistol 1	4	-4	3
Abilities: Invulnerable saves cannot be taken against wounds caused by this weapon.					



TACTICAL OBJECTIVES

When the armies of the Adeptus Ministorum march to war, it is with fire and fury. Ancient hymns reverberate across the battlefield, sung to the accompaniment of Exorcist tanks and the screams of the dying as fumes of incense, promethium and blood fill the air.

If your army is led by an **ADEPTUS MINISTORUM** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when an Adeptus Ministorum player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Adeptus Ministorum Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	TACTICAL OBJECTIVE
11	Slay the Heretic
12	Armour of Contempt
13	Reclaim the Lost Relic
14	Trust in the Emperor
15	The Blood of Martyrs
16	Burn the Witch

11

SLAY THE HERETIC

Adeptus Ministorum

The enemy leaders are corrupt heretics and vile demagogues who oppose the will of the Ecclesiarchy and the Emperor. Show them the error of their blasphemous ways with bolter, flamer and melt.

Score 1 Victory Point at the end of your turn if you killed any enemy **CHARACTERS** during your turn.

14

TRUST IN THE EMPEROR

Adeptus Ministorum

Have faith in the purity of the Emperor, and he will grant you the strength to slay your foes.

Score 1 Victory Point at the end of your turn if, during your turn, a unit with the Act of Faith ability completely destroyed an enemy unit. If your unit destroyed the enemy unit whilst under the effect of an Act of Faith, score D3 Victory Points instead.

12

ARMOUR OF CONTEMPT

Adeptus Ministorum

Show the heathen foe that no harm, physical or spiritual, can befall those who believe in the divine purity of the Emperor.

This Tactical Objective is achieved the next time one of your **ADEPTA SORORITAS** units makes a successful Shield of Faith invulnerable save or successfully denies a psychic power. When achieved, you immediately score 1 Victory Point.

15

THE BLOOD OF MARTYRS

Adeptus Ministorum

The blood of martyrs is the seed of the Imperium.

This Tactical Objective is achieved the next time one of your **ADEPTUS MINISTORUM CHARACTERS** is slain. If the character was an **ADEPTA SORORITAS**, you immediately score D3 Victory Points; otherwise, you score 1 Victory Point.

13

RECLAIM THE LOST RELIC

Adeptus Ministorum

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

Roll a D6 when this Tactical Objective is generated. Score 1 Victory Point at the end of your turn if you control the Objective Marker whose number corresponds to the D6 result.

16

BURN THE WITCH

Adeptus Ministorum

We cannot abide the witches and sorcerers hosted by the enemy. Put them to the torch.

Score 1 Victory Point at the end of your turn if you destroyed an enemy **PSYKER** unit on your turn. If you destroy 3 or more such units, score D3 Victory Points instead.

ADEPTUS MINISTORUM POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Arco-flagellants	3-9	15
Battle Sisters Squad	5-15	9
Canoness	1	35
Canoness on Bike	1	57
Celestine Squad	5-10	11
Chevaliers	3-10	31
Crusaders	2-10	7
Death Cult Assassins	2-10	18
Dialogus	1	15
Dominator Gunship	1	118
Dominion Squad	5-10	10
Exorcist	1	135
Frateris Militia	20-30	3
Frateris Technical	1	50
Hospitaller	1	30
Imagifier	1	40
Immolator	1	68
Living Saint	1	75
Living Saint on Bike	1	97
Ministorum Priest	1	25
Mistress of Repentance	1	35
Mortia Squad	3-9	35
Palatine	1	30
Penitent Engines	1-3	55
Repentia Squad	3-9	17
Retributor Squad	5-10	9
Seraphim Squad	5-10	11
Sororitas Repressor	1	71
Sororitas Rhino	1	73

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Arch-Confessor Kyrinov	1	100
Canoness Veridyan	1	55
Celestine	1	200
- Geminae Superia	0-2	25
Ephrael Stern	1	200
Klovis the Redeemer	1	50
Uriah Jacobus	1	100



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolution flamer	17
Autogun	0
Autopistol	0
Bolt pistol	0
Boltgun	0
Combi-flamer	11
Combi-melta	19
Combi-plasma	15
Condemnor boltgun	1
Contrition bolters	3
Flamer	9
Frag grenade	0
Grenade launcher	5
Hand flamer	3
Heavy bolter	10
Heavy flamer	17
Heavy stubber	4
Hunter-killer missile	6
Hurricane bolter	4
Immolation flamer	35
Inferno cannon	20
Inferno pistol	9
Krak grenade	0
Laspistol	0
Melta cannon	35
Meltagun	17
Multi-melta	27
Poisoned throwing knives	0
Plasma gun	13
Plasma pistol	7
Prioris missile launcher	0
Sanctorum missile launcher	0
Shotgun	0
Storm bolter	2
Trinity gun	7
Trinity pistol	5
Trinity rifle	20
Twin autocannon	15
Twin heavy bolter	17

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Twin heavy stubber	0
Twin multi-melta	54

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arco-flails	0
Brazier of holy fire	13
Chainsword	0
Chirurgeon's tools	0
Death Cult power blades	0
Dialogus staff	0
Dozer ram	0
Eviscerator	12
Improvised melee weapon	0
Neural whips	3
Penitent buzz-blades	40
Penitent eviscerator	0
Power axe	5
Power lance	4
Power maul	4
Power sword	4

OTHER WARGEAR

WEAPON	POINTS PER ITEM
Relic armour (CHARACTERS)	15
Relic armour (other units)	5
Rosarius	10
Storm shield	5

