

The cover art features a central figure, a Sister of Battle, in the foreground. She is a woman with short, straight blonde hair, wearing a dark, ornate power armor with a red cape. She holds a large, detailed bolter in her right hand, pointing it upwards. Her left hand is on her hip, holding a small, ornate cross. In the background, to the left, another Sister of Battle is visible, also in armor and holding a bolter. To the right, a third figure, possibly a Sister of Battle or a different type of warrior, is partially visible. The background is a dark, smoky, and fiery landscape, suggesting a battlefield or a place of destruction. The overall tone is dramatic and intense.

WARHAMMER

40,000

CODEx

ADEPTA SORORITAS

INTRODUCTION

This section describes the history of the Sisters of Battle and gives an overview of how these warriors organise themselves and fight in battle. It also provides you with the rules required to assemble your collection of Adepta Sororitas miniatures into a powerful army in your games of Warhammer 40,000.

The Adepta Sororitas, also known as the Sisters of Battle, are an elite sisterhood of warriors raised from infancy to believe unquestioningly in the supreme power of the Emperor of Mankind. The fervid, unshakeable nature of their faith is a potent weapon indeed, manifesting as divine inspiration that drives the Sisters of Battle to incredible feats of martial prowess. Their fanatical devotion and unwavering purity are a bulwark against corruption, heresy and alien attack, and once battle has been joined they will stop at nothing until their enemies are utterly crushed.



BETA CODEX

This section of *Chapter Approved* forms what we are calling a beta codex. At time of writing, we are busy sculpting a new range for the Adepta Sororitas and are in the initial stages of writing a new *Codex: Adepta Sororitas*. However, it will be some time before this project reaches completion, and we didn't want to leave Sisters of Battle players without a greater selection of the expanded rules – Stratagems, Relics, etc. – that are available to other Factions. This beta codex is therefore designed to provide Sisters of Battle players with a set of these rules that they can make use of until the full *Codex: Adepta Sororitas* is released alongside the new miniatures range.

As this is a beta codex, we want to take this opportunity to invite players to give us feedback on the rules found within. What worked well? What could be improved? What points values should be changed (and to what)? Please get in touch with us at 40kfaq@gwplc.com and let us know (please make the subject of your e-mail 'Beta Codex: Adepta Sororitas feedback'). This feedback will then help to inform the final rules in the full *Codex: Adepta Sororitas*.

It is worth highlighting that we have made some changes for the Adepta Sororitas in this beta codex from the rules within *Index: Imperium 2*. Mostly these take the form of small changes to characteristics or abilities,

but more significantly we have completely overhauled the Acts of Faith ability that is common to much of the army. We are particularly interested to hear your feedback on this rule in comparison to that presented in *Index: Imperium 2*. We have also removed Imagifiers as a unit – instead, models within certain Adepta Sororitas units can now carry a Simulacrum Imperialis, and this ties in to how the proposed new Acts of Faith ability works.

Finally, whilst this beta codex has been designed to be used in all types of games, including matched play games, if you intend to use them at organised events then it is ultimately up to the event organiser as to whether these rules will be allowed or not (as is the case with all our beta rules).

Designer's Note – Hand Flamers: *Whilst writing this beta codex we felt that the profile for a hand flamer did not do this fearsome weapon justice, and learnt that it was often overlooked in favour of other sidearms. As a result, we have improved the hand flamer's Type from Pistol D3 to Pistol D6. We will errata this profile in all our other books wherever it appears. Burn the heretic!*



Designer's Note – Crusaders: *The Crusaders datasheet appears both in this beta codex and in Codex: Astra Militarum. The biggest difference between the two arises from the revised Acts of Faith ability. As noted, this is one of the rules we would most like to get your feedback on; as such, if you are using Crusaders as part of an Astra Militarum army, please use the datasheet and all rules for them as presented in this beta codex until the full Codex: Adepta Sororitas is published, whereupon we will also make any necessary updates to Codex: Astra Militarum.*



ADEPTA SORORITAS

The Adepta Sororitas are the elite fighting arm of the Ecclesiarchy. Wielding the holy trinity of bolter, melta and flamer, the Sisters are renowned throughout the Imperium as the scourge of the traitor, the mutant and the witch. None may question their devotion to their cause.

The Adeptus Ministorum – commonly known as the Ecclesiarchy – is a vast organisation within the Imperium that is dedicated to the worship of the Emperor. It is they who preach the Imperial Creed, the only accepted religion within the empire of Mankind. The Adepta Sororitas – often referred to as the Sisters of Battle – are the Ecclesiarchy's standing army.

Clad in ceramite power armour and trained to the pinnacle of human ability, the Sisters of Battle stand amongst Mankind's most formidable warriors. From their infancy, the Sisters learn to revere the Emperor and to adhere to the strictest of disciplines. Their fanatical devotion and the unwavering purity of their belief lends the Adepta Sororitas divine aid in battle. Not even injuries or death can stay their zeal, for the blood of martyrs spurs them on to great acts of heroism.

First amongst the duties of the Adepta Sororitas is the safeguarding of the property of the Ecclesiarchy, for they are rich in power and holdings. The Sisters of Battle are called upon to defend shrines, fortress-cathedrals, the burial tombs of fallen saints, and more. It is not property alone they safeguard, for the Adepta Sororitas also serve as bodyguards to all hierarchs – from the Arch-Cardinals to important preachers of the Imperial Creed or any number of wandering figures, such as Missionaries or Preachers.

In addition to defending what is theirs, the Ecclesiarchy calls upon the Sisters of Battle to prosecute its many wars. There are lost relics to recover, xenos to be eradicated, and missionaries to protect. It is the Ministorum's duty to punish heretics, and should the Ecclesiarch call a War of Faith, the militant backbone of such an operation will be provided by the Sisters of Battle.

When not actively prosecuting the Ecclesiarchy's wars, the Sisters of Battle divide their time between training and devotional activities. To the Adepta Sororitas, the disciplines are inseparable, for whilst combat drills and the study of tactical acumen hone the body and mind, only prayer to the Emperor can bolster the spirit – and all three are required to defeat the Imperium's many foes.

While the enormous wealth of the Ecclesiarchy has ensured the Sisters of Battle are outfitted with the best arms and armour riches can buy, their greatest weapon remains their faith. The power of combat doctrine married with prayer is most evident upon the field of battle, where the Sisterhood loudly proclaim their faith in hymns and verses. This chanting is not only done on the march; even in the whirling maelstrom of combat they will continue to venerate the Emperor, and call upon him to aid in the fight against his enemies.

Even unbelievers and heretics cannot deny some supernatural force grants the Adepta Sororitas power, driving them to otherwise unachievable feats of prowess. Gripped with holy fervour, Sisters of Battle shrug off mortal wounds, summon superhuman strength with which to smite their foes, or emerge unscathed from explosions that by rights should have incinerated them many times over. To the Sisters themselves, such acts of faith are inescapable proof of the divine.

ORIGINS

The Adepta Sororitas were founded in the 36th Millennium, during the Age of Apostasy. It was a time of great political upheaval. After centuries of turmoil the Ecclesiarchy had risen to the zenith of its power, and could impose its will over all other branches of the Imperium.



With a military coup, the High Lord Goge Vandire took control over both the Adeptus Administratum and the Adeptus Ministorum. His cruel leadership of these organisations would drive the Imperium to its bitterest period of civil war since the Horus Heresy.

Through deception, Vandire took command of an all-female Ministorum cult – the Daughters of the Emperor. He convinced them that he was pious and chosen by the Emperor to lead Mankind, and thus did he win over the Daughters as his own bodyguard.

Under Vandire's leadership began a time known as the Reign of Blood, in which hundreds of millions were persecuted for disagreeing with his whims. To execute his increasing demands, the Ecclesiarchal armies grew in size, absorbing more power with every passing day.

Rising up against the injustice of the times was a new cult, the Confederation of Light, led by the

preacher Sebastian Thor. Swayed by his powerful oratory, entire worlds joined his rebellion against the oppressions of Vandire.

At the head of a crusading army, Sebastian Thor dared to close in on Terra and to attack the Ecclesiarchal Palace itself. By that time Thor's armies were buoyed by many Chapters of Space Marines and armies of the Adeptus Mechanicus – most of whom had previously remained strictly defensive or kept clear of the civil war altogether.

The battle was fierce, and only ended when the commander of the Adeptus Custodes – the elite protectors of the Emperor – sought out Alicia Dominica, the leader of Vandire's bodyguard, and ushered her and her closest Sisters before the Golden Throne. No formal history records what transpired there, yet it was evident some great truth was revealed to Dominica. When they emerged from the throne room, the leader of the Daughters of the Emperor

could barely control her fury. She marched into Vandire's chamber, interrupting one of his insane tirades. Pausing only to condemn his crimes, Dominica beheaded Vandire, ending the Reign of Blood with a single stroke.

REFORMATION

In the wake of the war, Sebastian Thor was named Ecclesiarch and the rebuilding of the Imperium began. One of the first commands of the reformed High Lords of Terra was the Decree Passive – a new law which forbade the Adeptus Ministorum from ever controlling 'men under arms'.

As an all-female order, the Daughters of the Emperor did not break this new commandment. They became the founding members of the Adepta Sororitas, and were ordained as the ultimate defenders of the faith. Since that time they have loyally enforced the dogma of the Ecclesiarchy across the galaxy.

ARMIES OF FAITH AND STEEL

Foremost amongst the fanatical warriors of the Ecclesiarchy stand the Sisters of the Adepta Sororitas. With bolt, flame and faith they guard the Adeptus Ministorum against the vile threat of Chaos, the insidious menace of heretics and the inhuman assaults of loathsome xenos.

The Sisters of Battle are organised into orders, split between the Convent Prioris on Holy Terra and the Convent Sanctorum on Ophelia VII. Both Convents are massive fortresses housing tens of thousands of sisters. By far the greater proportion of the Sisterhood's members belong to the Orders Militant, of which the largest and most active are the original four, and the two created in mid M38. Since their founding, numerous other Orders Militant – the Orders Minoris – have been formed across the Imperium. Each has its own traditions, doctrines, livery, and titles. The Orders Minoris vary in size, but all are elite military forces dedicated to destroying the Ecclesiarch's foes.

LEADERS OF FAITH

At the head of each order is a Canoness, a shining example of purity and dedication. Each Canoness is charged with overseeing every aspect of her order, as well as leading her force in battle. To rise so high a Canoness must display leadership, tactical genius, and acts of pure faith that impress her own Sisterhood.

A Canoness might be accompanied by advisors from the non-militant orders, such as from the Orders Dialogus – skilled orators whose amplified voices can embolden nearby troops – and the Orders Hospitaller, healers who aid those wounded in battle.

THE SISTERHOOD

The core of an Adepta Sororitas army is made up of Battle Sisters Squads. Led by a veteran officer known as a Sister Superior, a Battle

Sisters Squad bears boltguns as standard armament, although they are also given training in the use of special and heavy weaponry, most particularly the flamer. Battle Sisters Squads are equally adept at attack and defence. Sometimes one of the squad will carry a Simulacrum Imperialis – a relic that inspires the faithful. The Celestian Squads are similarly equipped to the Battle Sisters Squads, but are composed of the finest and noblest warriors of the order. They often act as guardians of their order's leaders upon the battlefield.

The Seraphim are the elite shock troops of the Orders Militant. They are trained in the use of jump packs, and they strike like avenging angels, descending into battle with twin bolt pistols spitting death. For heavier infantry support the Sisters of Battle deploy Dominion and Retributor Squads. Often used as the vanguard of an assault, Dominions are Sisters equipped with special weapons. They use hails of storm bolter shots, melta beams or searing flames to destroy the enemy. Retributor Squads bear heavy weaponry which is used to counter enemy armour or whittle down larger hordes.

Those who fall short of the Adepta Sororitas' rigorous codes are subject to punishment, and in serious cases might be exiled from their order. These warriors – the Sisters Repentia – band together to seek redemption in battle. Each Sister Repentia bears a two-handed chainblade known as an eviscerator. They are often led to battle by a Mistress of Repentance, and it is her duty to observe her fallen Sisters and judge if they have atoned for

their sins. Those that fall completely from grace are bound within monstrous bipedal battle machines known as Penitent Engines.

The Sisters of Battle employ the sturdy Rhino as a main transport. The Immolator can also carry troops but its primary purpose is to bear an immolation flamer to sweep the battlefield with cleansing flames. The ornate Exorcist is a mobile weapon that unleashes volleys of explosive judgement.

Imbued with divine power, the mysterious but powerful Living Saints are known to aid the Adepta Sororitas in times of need. Saint Celestine is one such being, and she is often accompanied by her bodyguards – the Geminae Superia.

ECCLESIAARCHAL FORCES

Priests of the Ecclesiarchy often join the Orders Militant in battle. Their titles are many, but in war all have a similar goal – to stoke the troops' faith and encourage them to smite the Emperor's foes. Some Priests have gained great fame, such as Uriah Jacobus, a tireless Missionary with a talent for bringing lost worlds back to the Imperium's fold.

Ecclesiarchy Priests often bring with them conclaves of warriors. These are purposefully small in number to avoid drawing attention to the violation of the 'men under arms' prohibition. These can consist of Crusaders – ideal champions – Death Cult Assassins, who live to kill for the Emperor, or Arco-flagellants – heretics turned into living weapons through horrific augmentative surgery as punishment for their crimes.



ORDER OF THE VALOROUS HEART

This order's first leader, now known as Saint Lucia, was the most penitent of Dominica's companions. To this day, the order seeks atonement for the unwitting sedition of their forebears during the Reign of Blood. They take especial pleasure in hunting down and destroying false prophets.



ORDER OF OUR MARTYRED LADY

Originally founded as the Order of the Fiery Heart, the name was changed after their patron's death to the Witch-cult of Mnestheus. For many centuries the order wore only black to honour Saint Katherine, but red was adopted into their livery following the Third War for Armageddon.



ORDER OF THE BLOODY ROSE

Created two and a half millennia after the founding of the Adepta Sororitas, the Order of the Bloody Rose was formed from Sisters who venerated Saint Mina. She had been the most aggressive of Dominica's comrades, and this order has adopted this trait, and is known for the ferocity of its assaults.



ORDER OF THE EBON CHALICE

The oldest of the Orders Militant, the Order of the Ebon Chalice still bear the colours of the Daughters of the Emperor. The symbol of the order is the flaming, skull-filled chalice representing the terrible knowledge passed on to Dominica when she was brought before the Golden Throne.



ORDER OF THE ARGENT SHROUD

The Sisters of the Argent Shroud rarely speak, preferring to let their actions do so for them. Their first leader was Sister Silvana who was martyred and sainted soon after their founding. The order took their name and symbol from the silvery impression of Silvana's skull upon her death shroud.



ORDER OF THE SACRED ROSE

Dedicated to Arabella, the Sisters of Order of the Sacred Rose are known for their discipline and even temper. Yet like their patron Saint, they are resolute warriors beneath their guise of serenity. No matter the foe, no matter the odds, the Sisters of the Sacred Rose hold their ground with cold efficiency.



KEEPERS OF THE FAITH

Clad in ceramite, the Sisters of Battle fight the Emperor's foes with unmatched zeal. These pages showcase the Citadel Miniatures range for the Adepta Sororitas in all its righteous pageantry, as painted by the 'Eavy Metal team. Behold their glory, and suffer not the heretic to live!



Canoness of the Order of the Sacred Rose with bolt pistol



Canoness of the Order of Our Martyred Lady with power sword and bolt pistol



Mistress of Repentance



Canoness with power sword and bolt pistol



Dialogus



Hospitaller





Led by Saint Celestine and her Geminae Superia, a Sisters of Battle army of the Order of Our Martyred Lady prepares to deliver merciless judgement to the despised warriors of the T'au Empire. Those who deny the right of the Emperor of Mankind to rule the stars must be cleansed from the galaxy with bolt and flame.



Sister Genevieve of the
Geminae Superia



Sister Eleanor of the
Geminae Superia



Seraphim with two bolt pistols



Seraphim Superior with
bolt pistol and power sword



Seraphim Superior with
plasma pistol and chainsword



While an Exorcist bombards the Asuryani constructs, the remaining Sisters of Battle advance, unleashing a hail of bolter-fire. Although reduced to ruins in the fighting, the shrine world remains holy ground, and the presence of the xenos unbelievers can not be tolerated.



Battle Sister of the
Order of the Sacred Rose



Battle Sister of the
Order of the Ebon Chalice



Battle Sister of the
Order of the Valorous Heart



Battle Sister of the
Order of the Argent Shroud



Battle Sister of the
Order of Our Martyred Lady



Battle Sister of the
Order of the Bloody Rose



WARRIORS OF THE FAITH

This section contains the datasheets you need to fight battles with your Adepta Sororitas miniatures. Each datasheet includes the characteristics profiles of the unit it describes, and any wargear and abilities it may have. Some rules are common to several units – these are described below and referenced on the datasheets.

KEYWORDS

Throughout this section 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 your army included a Canoness from the Order of the Bloody Rose, her **<ORDER>** Faction keyword is changed to **ORDER OF THE BLOODY ROSE**, and her Lead the Righteous ability would say 'Re-roll hit rolls of 1 for friendly **ORDER OF THE BLOODY ROSE** units whilst they are within 6" of this model.'

ABILITIES

The following abilities are common to several units in this section:

ACTS OF FAITH

The Sisters of Battle can call upon the Emperor for divine assistance.

If your army includes any models with this ability, you will start the battle with 3 Faith Points, plus 1 additional Faith Point for every 10 models with this

ability in your army (rounding down). These can be spent to attempt the Acts of Faith listed below. Each can only be attempted once per battle round, and you must spend one Faith Point each time you do so (if you have no Faith Points remaining, you cannot attempt an Act of Faith). To attempt an Act of Faith, select a unit in your army that has the Acts of Faith ability and then choose the Act of Faith you wish to attempt. Then make a Test of Faith for the unit by rolling a D6; if the result is less than that Act of Faith's devotion value, or is an unmodified roll of 1, the test fails and nothing happens. Otherwise the test is successful and the Act of Faith takes effect.

Hand of the Emperor

Devotion value 4

Use this Act of Faith at the start of your Movement phase. If successful, add 3" to the selected unit's Move characteristic until the end of that phase.

Spirit of the Martyr

Devotion value 3

Use this Act of Faith at the start of your Movement phase. If successful, one model in the selected unit regains D3 lost wounds, or, if there are no wounded models and any models in the unit have been slain, you can return one slain model to the unit with 1 wound remaining (this model is set up in unit coherency and cannot be set up within 1" of any enemy models – if it is not possible to place this model, it is not returned to the unit).

Aegis of the Emperor

Devotion value 3

Use this Act of Faith at the start of your opponent's Psychic phase. If successful,

then until the end of that phase, roll a D6 each time the selected unit suffers a mortal wound. On a 4+ that mortal wound is ignored.

Divine Guidance

Devotion value 4

Use this Act of Faith at the start of your Shooting phase. If successful, add 1 to hit rolls for attacks made with this unit's ranged weapons until the end of the phase.

The Passion

Devotion value 5

Use this Act of Faith at the start of your Fight phase. If successful, the selected unit can be chosen to fight with twice in that phase.

Light of the Emperor

Devotion value 3

Use this Act of Faith at the start of the Morale phase. If successful, the selected unit automatically passes Morale tests that phase.

SHIELD OF FAITH

Conviction is the greatest armour.

Models in this unit have a 6+ invulnerable save. In addition, units with this ability can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a **PSYKER**. When they do so, first select a model in the unit – measure range, visibility, etc. from this model. When making this attempt, only roll a single D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.

ZEALOT

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

You can re-roll failed hit rolls for this unit in a turn in which it made a charge move, was charged or performed a Heroic Intervention.

ADEPTA SORORITAS WARGEAR LISTS

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 on page 92.

RANGED WEAPONS

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

SPECIAL WEAPONS

- Storm bolter
- Flamer
- Meltagun

PISTOLS

- Bolt pistol
- Plasma pistol
- Inferno pistol

MELEE WEAPONS

- Chainsword
- Power maul
- Power sword

HEAVY WEAPONS

- Heavy bolter
- Heavy flamer
- Multi-melta



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Celestine	12"	2+	2+	3	3	6	6	9	2+
Celestine is a single model armed with the Ardent Blade. 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.		
The Ardent Blade (melee)	Melee	Melee		+4	-3	2	-		
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79)						Saintly Blessings: The invulnerable save friendly ADEPTA SORORITAS units receive from the Shield of Faith ability is improved by 1 whilst they are within 6" of Celestine (it is improved by 2 instead if it is a GEMINAE SUPERIA unit), to a maximum of 3+. In addition, friendly ADEPTUS MINISTORUM and ASTRA MILITARUM units have a 6+ invulnerable save whilst they are within 6" of Celestine.		
	Healing Tears: At the start of your Movement phase, you can pick a friendly GEMINAE SUPERIA unit within 3" of Celestine that has suffered one or more wounds, or a casualty. If you do, a single model in that unit regains all her lost wounds. If the unit contains no wounded models, then a single slain GEMINAE SUPERIA is instead returned to the unit with all lost wounds regained (this model is set up in unit coherency and cannot be set up within 1" of any enemy models – if it is not possible to place her, she is not returned to the unit).						Miraculous Intervention: The first time Celestine is reduced to 0 wounds, roll a D6. On a 2+, set her up again at the end of the phase, as close as possible to her previous position and more than 1" from any enemy models, with all lost wounds regained.		
	The Armour of Saint Katherine: Celestine has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, JUMP PACK, FLY, CELESTINE								

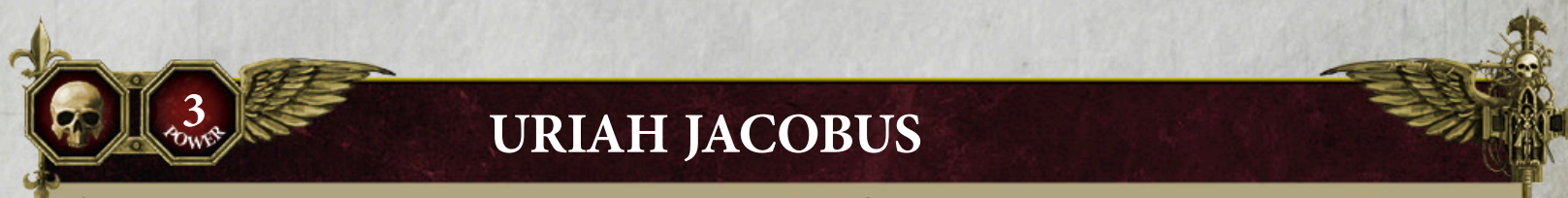


Descending out of a blinding flash come Saint Celestine and the Geminæ Superia. From on high they bring the Emperor’s swift justice to those found wanting. To heretics and unbelievers they bring only death.



CANONESS

NAME	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, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
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> or <i>Pistols</i> list. • This model may take a weapon from the <i>Melee Weapons</i> list.								
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79)						Lead the Righteous: Re-roll hit rolls of 1 for friendly <ORDER> units whilst they are within 6" of this model.		
	Rosarius: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	CHARACTER, INFANTRY, CANONESS								



URIAH JACOBUS

NAME	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, chainsword, frag 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	-		
The Redeemer	18"	Assault 2		4	-1	1	If the target is within half range, add 1 to this weapon's Strength.		
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 79)						Rosarius: Uriah Jacobus has a 4+ invulnerable save.		
	Word of the Emperor: Roll a D6 each time an ADEPTUS MINISTORUM model flees whilst its unit is within 6" of any friendly models with this ability. On a 4+, that model does not flee.						War Hymns: Add 1 to the Attacks characteristic of ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units whilst they are within 6" of any friendly MINISTORUM PRIESTS.		
	Banner of Sanctity: Add 1 to the Leadership characteristic of friendly ADEPTUS MINISTORUM and ASTRA MILITARUM units whilst they are within 6" of Uriah Jacobus.						Lone Mission: You can only include a single MISSIONARY in each Detachment in a Battle-forged army.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, MISSIONARY, URIAH JACOBUS								



MISSIONARY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Missionary	6"	4+	4+	3	3	4	3	7	6+
A Missionary is a single model armed with an autogun, laspistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Autogun	24"	Rapid Fire 1		3	0	1	-		
Laspistol	12"	Pistol 1		3	0	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	Zealot (pg 79)						War Hymns: Add 1 to the Attacks characteristic of ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units whilst they are within 6" of any friendly MINISTORUM PRIESTS.		
	Rosarius: This model has a 4+ invulnerable save.								
	Word of the Emperor: Roll a D6 each time an ADEPTUS MINISTORUM model flees whilst its unit is within 6" of any friendly models with this ability. On a 4+, that model does not flee.						Lone Mission: You can only include a single MISSIONARY in each Detachment in a Battle-forged army.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, MISSIONARY								



BATTLE SISTERS SQUAD



NAME	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 +2) or up to 10 additional Battle Sisters (Power Rating +4). Each model is armed with a bolt pistol, boltgun, frag 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	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• One Battle Sister may replace her boltgun with a weapon from the <i>Special Weapons</i> list. • One Battle Sister may replace her boltgun with a weapon from the <i>Special Weapons</i> or <i>Heavy Weapons</i> list. • One Battle Sister who has not replaced her boltgun with a weapon from the <i>Special Weapons</i> or <i>Heavy Weapons</i> list may take a Simulacrum Imperialis. • The Sister Superior may either replace her boltgun with a weapon from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list, or take a weapon from the <i>Melee Weapons</i> list in addition to her other wargear. • The Sister Superior may replace her bolt pistol with a weapon from the <i>Pistols</i> list.								
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79) Simulacrum Imperialis: Add 1 to the result of Tests of Faith for a unit whilst it includes a model with a Simulacrum Imperialis.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, BATTLE SISTERS SQUAD								

GEMINAE SUPERIA

NAME	M	WS	BS	S	T	W	A	Ld	Sv

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Geminae Superia	12"	3+	3+	3	3	2	3	9	3+
This unit contains 1 Geminae Superia. It can include 1 additional Geminae Superia (Power Rating +1). Each model is armed with a bolt pistol, power sword, frag grenades and krak grenades. Only one of this unit 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	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79)						Lifewards: Roll a D6 each time CELESTINE loses a wound whilst she is within 3" of this unit; on a 2+ Celestine does not lose a wound but this unit suffers 1 mortal wound.		
	Divine Guardians: If your army is Battle-forged, this unit does not take up a slot in a Detachment that includes CELESTINE. Geminae Superia can never have a Warlord Trait.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, JUMP PACK, FLX, GEMINAE SUPERIA								



Descending from the heavens upon gilded wings, Saint Celestine brings fire and ruin to the servants of Chaos.



REPENTIA SQUAD

NAME	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 +2) or up to 6 additional Sisters Repentia (Power Rating +4). 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 78-79)								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, REPENTIA SQUAD								



MISTRESS OF REPENTANCE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mistress of Repentance	6"	3+	3+	3	3	4	3	8	3+
A Mistress of Repentance is a single model armed with neural whips, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Neural whips	Melee	Melee			User	-2	1	Add 1 to the wound rolls for attacks made with this weapon if the target unit's highest Leadership characteristic is less than 8 (other than VEHICLES).	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79)							Mistress of the Penitent: If your army is Battle-forged, this model does not take up slots in a Detachment that includes any <ORDER> REPENTIA SQUAD units.	
	Driven Onwards: You can re-roll Advance, charge and hit rolls for friendly <ORDER> REPENTIA SQUAD units that are within 6" of this model when the dice are rolled.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	CHARACTER, INFANTRY, MISTRESS OF REPENTANCE								

5 POWER CELESTIAN SQUAD									
NAME	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 +2). Each model is armed with a bolt pistol, boltgun, frag 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	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• One Celestian may replace her boltgun with a weapon from the <i>Special Weapons</i> list. • One Celestian may replace her boltgun with a weapon from the <i>Special Weapons</i> or <i>Heavy Weapons</i> list. • One Celestian who has not replaced her boltgun with a weapon from the <i>Special Weapons</i> or <i>Heavy Weapons</i> list may take a Simulacrum Imperialis. • The Celestian Superior may either replace her boltgun with a weapon from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list, or take a weapon from the <i>Melee Weapons</i> list in addition to her other wargear. • The Celestian Superior may replace her bolt pistol with a weapon from the <i>Pistols</i> list.								
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79) Bodyguard: You can 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 intercepts that hit – the character does not lose a wound but this unit suffers 1 mortal wound. Simulacrum Imperialis: Add 1 to the result of Tests of Faith for a unit whilst it includes a model with a Simulacrum Imperialis.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, CELESTIAN SQUAD								



2 POWER PREACHER									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Preacher	6"	4+	4+	3	3	4	3	7	6+
A Preacher is a single model armed with a laspistol and chainsword.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Laspistol	12"	Pistol 1			3	0	1	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
ABILITIES	Zealot (pg 79)								War Hymns: Add 1 to the Attacks characteristic of ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units whilst they are within 6" of any friendly MINISTORUM PRIESTS.
	Rosarius: This model has a 4+ invulnerable save.								
	Icon of the Ecclesiarchy: Subtract 1 from the Leadership characteristic of CHAOS units whilst they are within 3" of any enemy models with this ability.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, PREACHER								



HOSPITALLER



NAME	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 surgeon's tools.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Chirurgeon's tools	Melee	Melee			User	-1	1	-	
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79)								
Medicus Ministorum: At the end of your Movement phase a Hospitaller can attempt to heal or revive a single model. Select a friendly ADEPTUS MINISTORUM INFANTRY unit within 3" of the Hospitaller and roll a D6. On a roll of 4+, one model in the unit regains 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 (this model is set up in unit coherency and cannot be set up within 1" of any enemy models – if it is not possible to place it, it is not returned to the unit). A unit can only be the target of the Medicus Ministorum ability once in each turn.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, HOSPITALLER								



DIALOGUS



NAME	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	-	
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79)								
	Laud Hailer: Add 1 to the Leadership characteristic of ADEPTA SORORITAS units whilst they are within 6" of any friendly models with this ability. In addition, you can re-roll failed Tests of Faith for ADEPTA SORORITAS units whilst they are within 6" of any friendly models with this ability.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, DIALOGUS								



ARCO-FLAGELLANTS

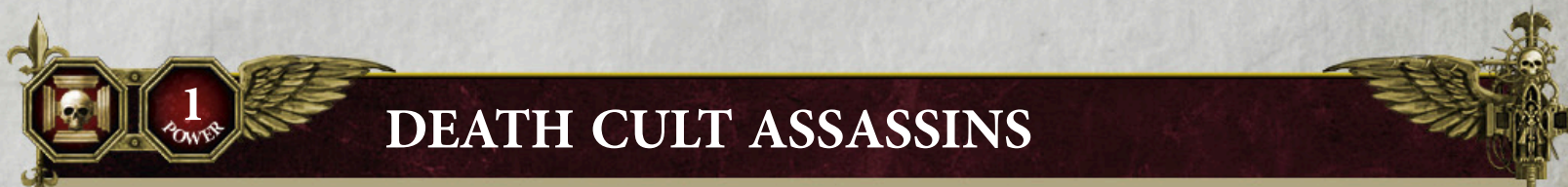


NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arco-flagellant	7"	3+	-	4	3	2	2	7	7+
This unit contains 3 Arco-flagellants. It may contain up to 3 additional Arco-flagellants (Power Rating +2) or up to 6 additional Arco-flagellants (Power Rating +4). Each Arco-flagellant is armed with arco-flails.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Arco-flails	Melee	Melee			+1	-1	1	Make D3 hit rolls for each attack made with this weapon.	
ABILITIES	Zealot (pg 79)								Ecclesiarchy Battle Conclave: If your army is Battle-forged, this unit does not take up slots in a Detachment that includes any MINISTORUM PRIESTS.
	Berserk Killing Machines: Each time a model with this ability loses a wound, roll a D6; on a 5+, the model does not lose that wound.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	INFANTRY, ECCLESIArchY BATTLE CONCLAVE, ARCO-FLAGELLANTS								



CRUSADERS

NAME	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 +1), up to 4 additional Crusaders (Power Rating +2), up to 6 additional Crusaders (Power Rating +4) or up to 8 additional Crusaders (Power Rating +5). Each Crusader is armed with a power sword and storm shield.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Power sword	Melee	Melee		User	-3	1	-		
ABILITIES	Acts of Faith, Shield of Faith, Zealot (pg 78-79)						Ecclesiarchy Battle Conclave: If your army is Battle-forged, this unit does not take up slots in a Detachment that includes any MINISTORUM PRIESTS.		
	Storm Shield: Models in this unit have a 3+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ASTRA MILITARUM								
KEYWORDS	INFANTRY, ECCLESIArchY BATTLE CONCLAVE, CRUSADERS								



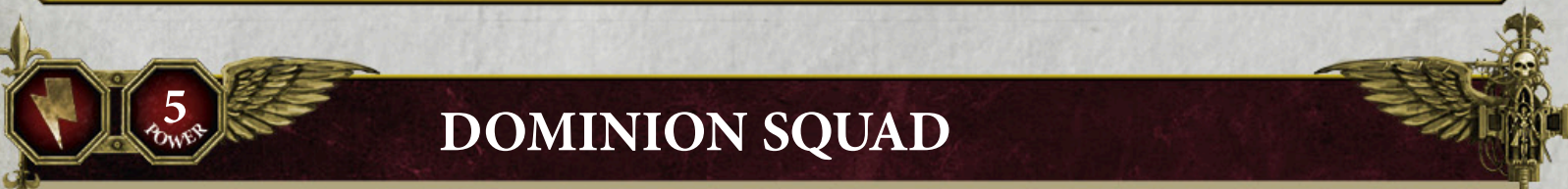
DEATH CULT ASSASSINS

NAME	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 may contain up to 2 additional Death Cult Assassins (Power Rating +2), up to 4 additional Death Cult Assassins (Power Rating +4), up to 6 additional Death Cult Assassins (Power Rating +5) or up to 8 additional Death Cult Assassins (Power Rating +7). Each Death Cult Assassin is armed with Death Cult power blades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Death Cult power blades	Melee	Melee		User	-2	1	-		
ABILITIES	Zealot (pg 79)						Ecclesiarchy Battle Conclave: If your army is Battle-forged, this unit does not take up slots in a Detachment that includes any MINISTORUM PRIESTS.		
	Uncanny Reflexes: Models in this unit have a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	INFANTRY, ECCLESIArchY BATTLE CONCLAVE, DEATH CULT ASSASSINS								



SERAPHIM SQUAD

NAME	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 +2). 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 D6		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.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• Up to two Seraphim may replace both their bolt pistols with two hand flamers or two inferno pistols. • The Seraphim Superior may replace one of her bolt pistols with a chainsword or power sword and/or may replace her other bolt pistol with a plasma pistol.								
ABILITIES	Acts of Faith, Shield of Faith (pg 78-79)						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: Improve the invulnerable save this unit receives from the Shield of Faith ability by 1, to a maximum of 3+.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, JUMP PACK, FLY, SERAPHIM SQUAD								



DOMINION SQUAD

NAME	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 can include up to 5 additional Dominions (Power Rating +2). Each model is armed with a bolt pistol, boltgun, frag 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	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
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. • One Dominion who has not replaced her boltgun with a weapon from the <i>Special Weapons</i> list may take a Simulacrum Imperialis. • The Dominion Superior may either replace her boltgun with a weapon from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list, or take a weapon from the <i>Melee Weapons</i> list in addition to her other wargear. • 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 78-79) 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 have this ability, then the transport can make the move instead. Simulacrum Imperialis: Add 1 to the result of Tests of Faith for a unit whilst it includes a model with a Simulacrum Imperialis.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, DOMINION SQUAD								



EXORCIST

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Exorcist	★	6+	★	7	8	12	★	7	3+

REMAINING W	M	BS	A
7-12+	12"	3+	3
4-6	6"	4+	D3
1-3	4"	5+	1

An Exorcist is a single model equipped with an Exorcist missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Exorcist missile launcher	48"	Heavy D6	8	-4	D6	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
WARGEAR OPTIONS	- This model may take a storm bolter. - This model may take a hunter-killer missile.					
ABILITIES	Shield of Faith (pg 79) Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. 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.					
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>					
KEYWORDS	VEHICLE, EXORCIST					



RETRIBUTOR SQUAD

NAME	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 can include up to 5 additional Retributors (Power Rating +2). Each model is armed with a bolt pistol, a boltgun, frag 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	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
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. - One Retributor who has not replaced her boltgun with a weapon from the <i>Heavy Weapons</i> list may take a Simulacrum Imperialis. - The Retributor Superior may either replace her boltgun with a weapon from the <i>Ranged Weapons</i> or <i>Melee Weapons</i> list, or take a weapon from the <i>Melee Weapons</i> list in addition to her other wargear. - 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 78-79)								
	Simulacrum Imperialis: Add 1 to the result of Tests of Faith for a unit whilst it includes a model with a Simulacrum Imperialis.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, RETRIBUTOR SQUAD								

5
POWER

PENITENT ENGINES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Penitent Engine	7"	3+	5+	5	6	7	4	8	4+
This unit contains 1 Penitent Engine. It can include 1 additional Penitent Engine (Power Rating +5) or 2 additional Penitent Engines (Power Rating +10). Each Penitent Engine is equipped with penitent buzz-blades and two heavy flammers.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.	
Penitent buzz-blades	Melee	Melee			x2	-3	3	-	
ABILITIES	Zealot (pg 79)							Berserk Killing Machines: Each time a model with this ability loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
	Desperate for Redemption: This unit can fight twice in each Fight phase, instead of only once.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	VEHICLE, PENITENT ENGINES								



In brutal close combat the pilot of a Penitent Engine seeks to gain absolution through the act of slaughtering heretics and traitors.



SORORITAS RHINO

DAMAGE

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

NAME	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
										1-2	3"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	This weapon 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 79) 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. 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.												
TRANSPORT	This model can transport 10 ADEPTUS MINISTORUM INFANTRY models. It cannot transport JUMP PACK models and can only transport ADEPTA SORORITAS models if they have the <ORDER>, DIALOGUS or HOSPITALLER keyword.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>												
KEYWORDS	VEHICLE, TRANSPORT, RHINO, SORORITAS RHINO												



IMMOLATOR

DAMAGE

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

NAME	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
										1-2	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This weapon 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 79) 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 6 ADEPTUS MINISTORUM INFANTRY models. It cannot transport JUMP PACK models and can only transport ADEPTA SORORITAS models if they have the <ORDER>, DIALOGUS or HOSPITALLER keyword.											
FACTION KEYWORDS		IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>											
KEYWORDS		VEHICLE, TRANSPORT, IMMOLATOR											

WEAPONS OF FAITH

The forces of the Adepta Sororitas carry a wide variety of weapons to war, but most revolve around the holy trinity of bolt weapons, flame weapons and melta weapons. From the simple bolt pistol to the ornate and deadly Exorcist missile launcher, all are deadly tools in the hands of the faithful.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Ardent Blade (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Autogun	24"	Rapid Fire 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
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 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 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 for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any hit rolls of 1 when firing supercharge, the bearer is slain after all of the weapon's shots have been resolved.
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	When attacking a PSYKER , this weapon has a Damage characteristic of D3.
Exorcist missile launcher	48"	Heavy D6	8	-4	D6	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D6	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.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Immolation flamer	12"	Assault 2D6	5	-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.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	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.
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.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
The Redeemer	18"	Assault 2	4	-1	1	When resolving shots at targets within half range, add 1 to this weapon's Strength characteristic.
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.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arco-flails	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon.
The Ardent Blade (melee)	Melee	Melee	+4	-3	2	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 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	-
Neural whips	Melee	Melee	User	-2	1	Add 1 to the wound rolls for attacks made with this weapon 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 maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-

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 costs of all your models and the wargear they are equipped with to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Canoness	1	45
Missionary	1	35

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Battle Sisters Squad	5-15	9

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Arco-flagellants	3-9	15
Celestian Squad	5-10	11
Crusaders	2-10	9
Death Cult Assassins	2-10	17
Dialogus	1	30
Geminae Superia	1-2	21
Hospitaller	1	30
Mistress of Repentance	1	35
Preacher	1	25
Repentia Squad	3-9	15

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Dominion Squad	5-10	10
Seraphim Squad	5-10	11

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Exorcist	1	125
Penitent Engines	1-3	72
Retributor Squad	5-10	9

DEDICATED TRANSPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Immolator	1	68
Sororitas Rhino	1	73

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Celestine	1	160
Uriah Jacobus	1	50

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autogun	0
Bolt pistol	0
Boltgun	0
Combi-flamer	8
Combi-melta	15
Combi-plasma	11
Condemnor boltgun	1
Exorcist missile launcher	0
Flamer	6
Frag grenade	0
Hand flamer	3
Heavy bolter	10
Heavy flamer	14
Hunter-killer missile	6
Immolation flamer	30
Inferno pistol	7
Krak grenade	0
Laspistol	0
Meltagun	14
Multi-melta	22
Plasma pistol	5
Storm bolter	2
Twin heavy bolter	17
Twin multi-melta	40

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Arco-flails	0
Chainsword	0
Chirurgion's tools	0
Death Cult power blades	0
Dialogus staff	0
Neural whips	0
Penitent buzz-blades	0
Penitent eviscerator	0
Power maul	4
Power sword	4

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Simulacrum Imperialis	10
Storm shield	0



FURY OF THE RIGHTEOUS

In this section you will find rules for Battle-forged armies that include Adepta Sororitas Detachments – that is, any Detachment which includes only Adepta Sororitas units (as defined below). These rules include the abilities below and a series of Stratagems that can only be used by the Adepta Sororitas. This section also contains unique Warlord Traits and Relics for the faithful.

ADEPTA SORORITAS UNITS

In the rules described in this section we sometimes refer to ‘Adepta Sororitas units’. This is shorthand for units with one of the following keywords: ADEPTA SORORITAS, MINISTORUM PRIEST, PENITENT ENGINE or ECCLESIArchy BATTLE CONCLAVE.

ABILITIES

Adepta Sororitas Detachments gain the following abilities:

ORDER CONVICTIONS

Each order of the Adepta Sororitas has developed its own specialised combat philosophy, suited to the unique skills and traits of its Sisters.

If your army is Battle-forged, all <ORDER> INFANTRY units in an Adepta Sororitas Detachment gain an Order Conviction, so long as every unit in that Detachment is from the same order. The Order Conviction gained depends upon the order they are drawn from, as shown in the table opposite. For example, an ORDER OF THE EBON CHALICE unit with the Order Convictions ability gains the Daughters of the Emperor conviction.

If your order does not have an associated Order Conviction, you may pick the conviction that you feel best represents the fighting style and strategies of the warriors in your army.



STRENGTH OF FAITH

The warriors of the Ecclesiarchy have an unshakeable faith, and never doubt the righteousness of their cause. While a single believer stands, the Imperial Creed will be spread through word and fire.

If your army is Battle-forged, all Troops units in Adepta Sororitas Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. 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.

Designer’s Note: *The Stratagems, Warlord Traits and Relics found in this section replace those presented in the Adepta Sororitas Faction rules found in Chapter Approved: 2017 Edition.*

MATCHED PLAY RULE

If you are using a Battle-forged army in a matched play game, the following rule applies:

PRIESTLY DELEGATION

A Detachment that does not include any MINISTORUM PRIESTS can only include one ECCLESIArchy BATTLE CONCLAVE unit.

THE PIOUS AND THE PENITENT

The units found in this codex and listed below can be included in an Adepta Sororitas Detachment without preventing other units in that Detachment from gaining an Order Conviction. Note that the units listed below can never themselves benefit from an Order Conviction.

- Celestine
- Geminae Superia
- Hospitaller
- Dialogus
- Penitent Engines
- MINISTORUM PRIEST models
- ECCLESIArchy BATTLE CONCLAVE models



ORDER	ORDER CONVICTION
Valorous Heart	Stoic Endurance: Like their patron Saint Lucia, those of the Order of the Valorous Heart are willing to bear any agony in the name of atonement. Such is their willingness to suffer for their cause that they can shrug off seemingly mortal wounds without breaking stride. Each time a model with this conviction loses a wound, roll a D6; on a 6 the wound is not lost.
Our Martyred Lady	The Blood of Martyrs: So dedicated are the Sisters of the Order of Our Martyred Lady that nothing can keep them from fulfilling their Emperor-given duty. When the fighting is fiercest and the casualties highest, these holy warriors fight with renewed conviction and purpose, inspired by their desire to avenge the deaths of their fallen. Each time a unit with this conviction from your army is destroyed, you gain 1 Faith Point.
Ebon Chalice	Daughters of the Emperor: The Order of the Ebon Chalice is the oldest of the Orders Militant, and it is said that they above all others bear the blessing of the Emperor's divine grace. Add 1 to the result of Tests of Faith for units with this conviction.
Argent Shroud	Deeds, Not Words: It is the strong belief of those within the Order of the Argent Shroud that one's conviction is best shown through bold action. Thus in battle the best way to prove their unquenchable faith, for there they may smite the Emperor's foes and demonstrate the depths of their devotion. Each time an enemy unit is destroyed by a unit with this conviction, roll a D6. On a 4+ you gain a Faith Point.
Bloody Rose	Quick to Anger: Once their battle fury is roused, none prosecute the wars of the Adeptus Ministorum with greater fervour than do those warriors who belong to Order of the Bloody Rose. Add 1 to the Strength and Attacks characteristics of a model with this conviction during any turn in which it made a charge move, was charged or performed a Heroic Intervention.
Sacred Rose	Devout Serenity: The Sisters of the Order of the Sacred Rose are renowned for their calm and implacable resolve in battle. Even in the face of overwhelming odds, the heirs of Saint Arabella stand unyielding. A unit with this conviction can never lose more than a single model as the result of any single failed Morale test. In addition, when a model with this conviction fires Overwatch, a 5 or 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.

STRATAGEMS

If your army is Battle-forged and includes any Adepta Sororitas 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 holy crusades and strategies used by the Sisters of Battle on the battlefield.

1CP/3CP

OPEN THE RELIQUARIES

Adepta Sororitas Stratagem

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

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

1CP

SUFFER NOT THE WITCH

Adepta Sororitas Stratagem

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

Use this Stratagem at the start of any Shooting or Fight phase. Choose an ADEPTA SORORITAS unit from your army. Until the end of the phase, you can re-roll failed wound rolls for attacks made by that unit that target enemy PSYKER units.

1CP

BURNING DESCENT

Adepta Sororitas Stratagem

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

Use this Stratagem after a SERAPHIM SQUAD unit from your army is set up on the battlefield using its Sky Strike ability. You can immediately shoot with that unit as if it were your Shooting phase, and for those attacks, the range of that unit's hand flamers is increased to 12". This does not prevent it from shooting again in the following Shooting phase.

2CP

EXTREMIS TRIGGER WORD

Adepta Sororitas Stratagem

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

Use this Stratagem in the Fight phase when you pick an ARCO-FLAGELLANTS unit to fight. Until the end of that phase, replace that unit's arco-flails' ability with 'Make 3 hit rolls for each attack made with this weapon.' At the end of that phase, roll a number of D6 equal to the number of models in that unit. For each roll of 6, one model in the unit is slain.

3CP

VESSEL OF THE EMPEROR'S WILL

Adepta Sororitas Stratagem

The Emperor's grace extends from his chosen leaders to those that follow them into battle.

Use this Stratagem after a successful Test of Faith roll is made for an ADEPTA SORORITAS CHARACTER from your army. The Act of Faith used on that character affects all friendly ADEPTA SORORITAS units within 6" of the character (this does not cost any additional Faith Points and no additional Tests of Faith are required).

1CP

FINAL REDEMPTION

Adepta Sororitas Stratagem

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

Use this Stratagem at the start of the Fight phase. Pick a REPENTIA SQUAD unit from your army. Until the end of the phase, roll a D6 each time a model in that unit is slain. On a 4+ the enemy unit that slew that model suffers 1 mortal wound after the unit has resolved all of its attacks.

1CP**BLESSED BOLTS***Adepta Sororitas Stratagem*

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

Use this Stratagem before shooting with an **ADEPTA SORORITAS INFANTRY** unit from your army in the Shooting phase. Until the end of the phase, change the AP characteristic of storm bolters that models in that unit are armed with to -2, and their Damage characteristic to 2.

1CP**FAITH AND FURY***Adepta Sororitas Stratagem*

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

Use this Stratagem after a successful Test of Faith roll is made for an **ADEPTA SORORITAS** unit from your army. You can re-roll wound rolls of 1 for that unit until the end of the phase.

1CP**SACRED BANNER OF THE ORDER MILITANT***Adepta Sororitas Stratagem*

Each of the Orders Militant possesses a single ancient banner, an irreplaceable holy relic.

Use this Stratagem before the battle. Select a model from your army that has a Simulacrum Imperialis; it is upgraded to a Sacred Banner. In addition to its normal ability, the power of the banner can be used once per battle, at the start of any battle round. When used, until the end of the battle round, the invulnerable save this model's unit receives from the Shield of Faith ability is improved by 1, to a maximum of 3+. You can only use this Stratagem once per battle.

1CP**RALLY THE FAITHFUL***Adepta Sororitas Stratagem*

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

Use this Stratagem when an **ADEPTA SORORITAS** unit from your army fails a Morale test. Halve the number of models that flee (rounding down).

1CP**PURITY OF FAITH***Adepta Sororitas Stratagem*

The faith of the Ecclesiarchy's warriors steels 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**MARTYRDOM***Adepta Sororitas Stratagem*

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

Use this Stratagem when an **ADEPTA SORORITAS CHARACTER** from your army is slain. You immediately gain D3 Faith Points; if the slain model was your Warlord, you instead gain 3 Faith Points.

1CP**HOLY TRINITY***Adepta Sororitas Stratagem*

With bolter, flamer and melta is the foe purged.

Use this Stratagem before shooting with an **ADEPTA SORORITAS** unit in the Shooting phase. If that unit targets all of its attacks at the same target, and that target is within range of at least one model in the unit firing a bolt weapon, one other model firing a flamer weapon, and one other model firing a melta weapon, add 1 to all wound rolls made for the firing unit until the end of the phase. For the purposes of this Stratagem, a bolt weapon is any weapon profile whose name includes the word 'bolt' (e.g. boltgun), a flamer weapon is any weapon profile whose name includes the word 'flamer' (e.g. hand flamer), and a melta weapon includes inferno pistols and any weapon profile whose name includes the word 'melta' (e.g. meltagun).

1CP**SACRED RITES***Adepta Sororitas Stratagem*

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

Use this Stratagem at the start of your Movement phase. Gain 1 Faith Point.

WARLORD TRAITS

From fervent preachers to militant commanders, those who lead the warriors of the Adeptus Ministorum to battle are as varied as they are deeply pious in their devotion to the Emperor.

If an ADEPTA SORORITAS CHARACTER is your Warlord, they can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits her preferred style of waging war. If a MINISTORUM PRIEST is your Warlord, they can have the Righteous Rage Warlord Trait from the table below instead of generating a Warlord Trait from the table in the *Warhammer 40,000* rulebook.

D6 RESULT

1 INSPIRING ORATOR

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

You can re-roll failed Morale tests for friendly <ORDER> units whilst they are within 6" of this Warlord. In addition, friendly <ORDER> units can use this Warlord's Leadership characteristic instead of their own whilst they are within 6" of this Warlord.

2 RIGHTEOUS RAGE

With burning indignation, this servant of the divine can barely contain their desire to strike down the unfaithful.

You can re-roll failed charge rolls for this Warlord. In addition, if this Warlord made a charge move, was charged or performed a Heroic Intervention, you can re-roll failed wound rolls made for it until the end of the Fight phase.

3 EXECUTIONER OF HERETICS

This Sister 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 whilst they are within 6" of your Warlord.

4 BEACON OF FAITH

This Adepta Sororitas leader is a shining beacon of faith, a spiritual as well as a military leader who inspires intense devotion in their warriors.

At the start of your turn, roll a D6 if this Warlord is on the battlefield; on a 4+ you gain 1 Faith Point.

5 INDOMITABLE BELIEF

This chosen champion has such strength of belief that their followers refuse to yield before the Emperor's enemies.

The invulnerable save friendly <ORDER> units receive from the Shield of Faith ability is improved to 5+ whilst they are within 6" of this Warlord.

6 PURE OF WILL

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

Your Warlord can attempt to deny one additional psychic power in each enemy Psychic phase, as described in the Shield of Faith ability. In addition, enemy PSYKERS must subtract 1 from their Psychic tests whilst they are within 12" of this Warlord.



NAMED CHARACTERS

If Celestine is your Warlord, she must be given the Beacon of Faith Warlord Trait. If Uriah Jacobus is your Warlord, he must be given the Righteous Rage Warlord Trait.

RELICS OF THE ECCLESIARCHY

A religious organisation as vast as the Adeptus Ministorum has no shortage of icons, relics, religious artefacts and other paraphernalia. Whilst many of these are fakes, crafted by charlatans to sell to the uninformed masses, those held by the mightiest servants of the Ecclesiarchy are powerful tools of faith.

If your army is led by an ADEPTA SORORITAS Warlord, then before the battle you may give one of the following Relics of the Ecclesiarchy to an ADEPTA SORORITAS CHARACTER. If your army includes any MINISTORUM PRIESTS, you can instead give one of them the Book of St. Lucius. GEMINAE SUPERIA, and named characters such as Celestine, 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, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Relics of the Ecclesiarchy your characters may have on your army roster.

BLADE OF ADMONITION

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

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
Blade of Admonition	Melee	Melee	+2	-3	3

BOOK OF ST. LUCIUS

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

Increase the range of the bearer's aura abilities by 3".

BRAZIER OF ETERNAL FLAME

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

Roll 2D6 instead of D6 for Deny the Witch tests taken by friendly <ORDER> units using the Shield of Faith ability whilst they are within 6" of the bearer.

LITANIES OF FAITH

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

Roll a D6 each time you successfully pass a Test of Faith for a friendly ADEPTA SORORITAS unit whilst it is within 6" of the bearer; on 5+ the Faith Point used to attempt that Act of Faith is immediately refunded.

MANTLE OF OPHELIA

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

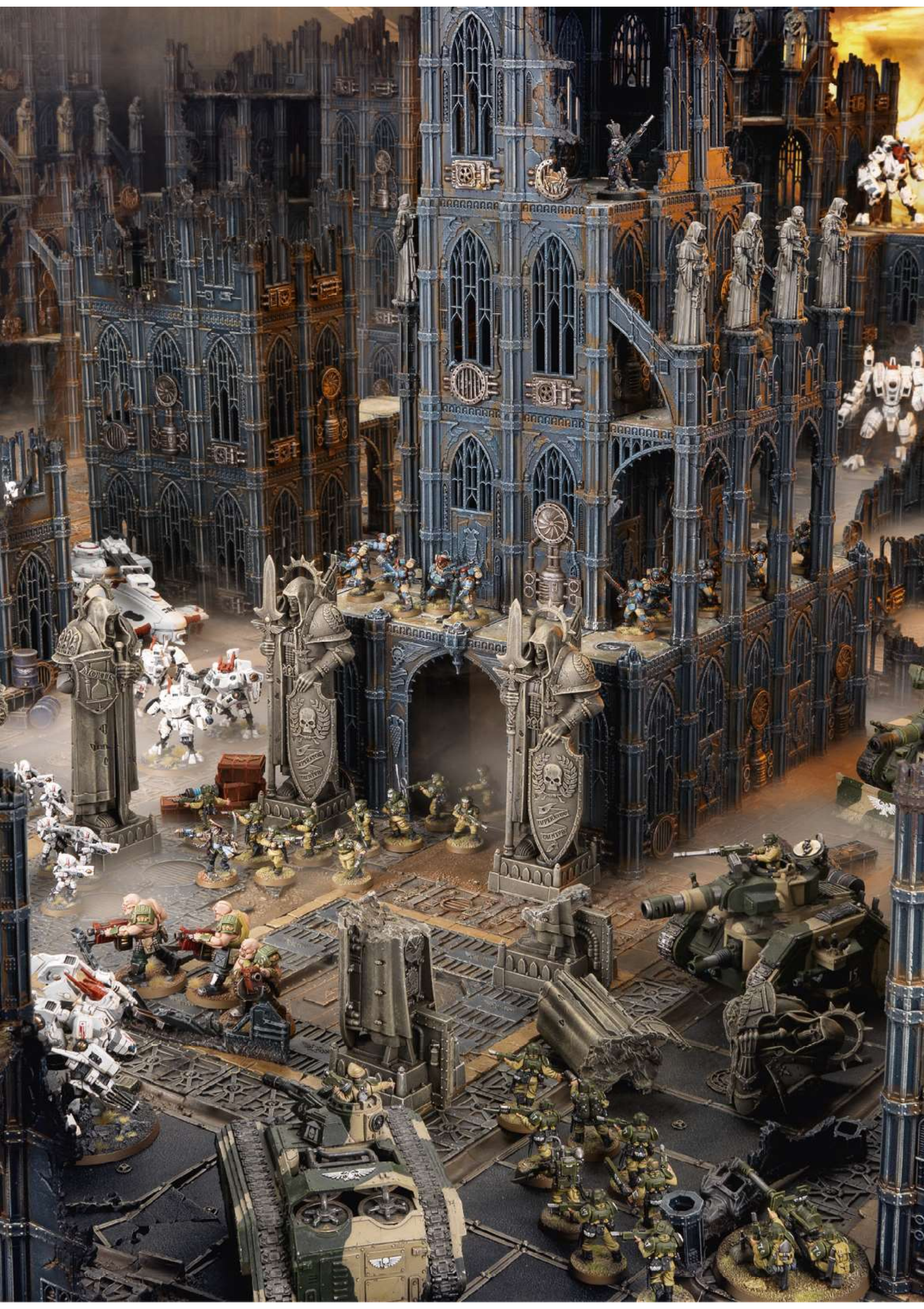
CANONESS only. The bearer has a 3+ invulnerable save.

WRATH OF THE EMPEROR

The ornate bolt pistol known as the Wrath of the Emperor fires shells imbued with incendiary charges. Upon detonation, these immolate their unfortunate victims in a flash of holy flame.

Model with a bolt pistol only. The Wrath of the Emperor replaces the bearer's bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Wrath of the Emperor	18"	Pistol 3	5	-1	2



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