

The cover art for the Warhammer 40,000: Adepta Sororitas Codex features a central figure, a Sister of Battle, standing amidst a chaotic battlefield. She is clad in ornate, dark armor with a red cape and holds a large, futuristic firearm. Her head is encased in a golden, flame-encrusted helmet. The background is a dramatic, fiery landscape with smoke, fire, and several winged figures (Sisters of Battle) flying through the air. In the foreground, two other Sisters of Battle are visible: one on the left, looking down, and one on the right, with a red, glowing eye. The entire scene is framed by a dark, metallic border with ornate corner pieces.

WARHAMMER[®]

40,000

CODEx

ADEPTA SORORITAS



ADEPTA SORORITAS

THE SISTERS OF BATTLE

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INTRODUCTION

Welcome, faithful servant of the Emperor. You hold in your hands a most holy and exhaustive text within whose hallowed pages lie all of the lore, the doctrinal scripture and thrice-sanctified rules content that you will require to gather your Adepta Sororitas miniatures collection into a fearsome army of the Ecclesiarchy.

The Adepta Sororitas – known more commonly throughout the Imperium as the Sisters of Battle – are warriors of unwavering faith and ferocious zeal. Rigorously trained and drilled, equipped with potent weaponry, wargear and armoured fighting vehicles, and utterly indoctrinated into the Imperial faith, the Adepta Sororitas fight to defend the Emperor's realm. They purge all those aliens, mutants and heretics who dare to threaten its sanctity. More than this, as the galaxy darkens, so the Sisters of Battle raise their battle-hymns, light their holy braziers, and march out on crusade to drive back the shadows that beset Humanity. They seek to carry their creed to the furthest corners of the galaxy, to burn the unclean enemies of Mankind from existence, and to see the Emperor reign as a stern and benevolent god over all.

Boasting a wide range of ornately detailed and darkly gothic miniatures and the varied heraldic colour schemes of their Orders, the Adepta Sororitas are an exciting army for collectors and painters alike. Meanwhile, they offer many enjoyable strategic opportunities to new and veteran gamers with their potent close-ranged firepower, their armoured resilience and their range of miraculous holy powers. The Sisters of Battle are an exciting army to collect no matter your level of experience in the hobby or your preference for collecting, building, painting or playing – read on to learn more about these most ferociously devoted servants of the Emperor and how you can lead them to battle.

Within this book you will find all the information you need to collect an Adepta Sororitas army and field it upon the tabletop.

WARRIORS OF THE FAITH: In this section you will find the history and background of the Adepta Sororitas, details of their Orders and accounts of their Wars of Faith.

KEEPERS OF THE FAITH: Here you will find a showcase of beautifully painted Citadel Miniatures that display the resplendent and blessed heraldry and colour schemes of the Sisters of Battle.

THE ARMY OF THE ECCLESIArchY: This section includes datasheets, wargear lists and weapon rules for every Adepta Sororitas unit, allowing you to field them in your games of Warhammer 40,000.

THE SISTERHOOD AT WAR: This section provides additional rules – including Warlord Traits, Stratagems, Relics, and matched play points – that allow you to transform your collection of Citadel Miniatures into a potent Adepta Sororitas 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 warhammer40000.com.





Cutting down the faithless xenos that stand in their path, the warriors of the Adepta Sororitas march forth to reclaim the sovereign territory of the God-Emperor. As one their voices rise above the clangour of battle, giving praise to the Emperor for blessing them with strength, and calling upon him to unleash his miraculous wrath upon the enemy.





WARRIORS OF THE FAITH

The Sisters of the Adepta Sororitas go to battle clad in impenetrable conviction and armed with righteous fury. They are the militant arm of the Ecclesiarchy and the spiritual soldiers of the Imperium, sworn to eradicate the enemies of the God-Emperor.

The Adepta Sororitas are the spiritual descendants of the warrior sect known as the Daughters of the Emperor, and are known throughout the Imperium as being the most devout of all the God-Emperor's soldiers. Sometimes known as the Sisterhood or the Sisters of Battle, they are as uncompromising in warfare as they are effective. They fight in the name of the Imperial Creed, the faith to which all of Humanity must adhere, seeking out and eradicating those who would threaten the purity of Mankind and the sanctity of the Emperor's domain. Their primary charge is to wage Wars of Faith against those whose very existence is a danger – the wretched heretic, the unsanctioned psyker and the abominable mutant. Yet they also fight to purge the galaxy of xenos armies that pose a threat to their holy territories, chanting massed prayers as they eradicate the enemies of the God-Emperor.

Before the Adepta Sororitas even reach the foe, macro laud hailers on low-orbiting craft project bellowed hymnals into the upper atmosphere. Booming calls for repentance echo down over cities and continents, and declarations of damnation reverberate into the heart of enemy-held territory. The sound of roaring engines, whirring blades and chanting Sisters is soon added to the din, as the Sororitas advance with righteous fervour.

Exorcist missiles arc towards the foe, scarring the sky with streaks of black smoke before erupting into balls of holy fire upon impact. Retributor Squads unleash hails of heavy bolter fire to cut down the reeling enemy and force them into cover while Seraphim take to the air. These angelic jump troops fly high above the devastation before descending into the fray, slaughtering those enemies who have been left exposed and out of position. Even as these opening salvos tear into the opposing lines, the Canoness prepares her troops to deliver the killing blow. The spiritual and military leader of the Sororitas raises her voice and intones the command to attack, then leads the charge at the head of her soldiers to do the Emperor's righteous work.

Squads of Battle Sisters advance upon the faithless, surging ahead in armoured transports to attain forward positions, or trudging on foot through the mud and smoke. With shouts of execration, they unload upon the foe. Precise boltgun fusillades tear through the enemy ranks, the mass-reactive projectiles blasting gaping holes in the heads and torsos of those they strike. Dominion Squads race up the flanks to bring even more punishing weapons to bear, spraying jets of burning promethium into tightly packed clusters of enemies or obliterating heavily armoured war machines with superheated melta beams.

The most fervent devotees of the Emperor then charge from between the ordered formations of Sisters. Zealous Preachers rush to cut down the heretics before them, while Crusaders, Death Cult Assassins and Arco-flagellants slash their way into the throng. Alongside them, Repentia Squads barrel headlong into the melee, hoping to douse the burning shame of their past failures in the blood of the enemy. Towering above these footsloggers, torturous walkers hack a red path through the opposing army, their impetuous lope and brutal blades driven by the suffering of sinners hardwired into each of their frames.

It is not only their formidable force of arms and impeccable combat discipline that the Adepta Sororitas bring to bear. As the battle rages they call out to their God-Emperor, trusting in his omnipotent will to ensure their victory. Buoyed by faith, Sisters stride into roaring flames and emerge unscathed, or move with impossible foresight to avoid incoming enemy fire. To the sound of bellowed prayer, squads of Sisters annihilate the most nightmarish of their foes with merciless swiftness, their every shot miraculously finding the weak spot in a target's armour, or spontaneously igniting a mechanised enemy's fuel reserves with catastrophic results. Though such freak occurrences happen from time to time on any battlefield, the consistency with which such anomalies favour the Adepta Sororitas is enough to give the most coldly

'With flamer, bolter and melta do we purge our unclean enemies. With power armour do we turn aside their cruellest blows. With doctrine and with strategy do we win our battles. Yet it is with faith, Sisters, and faith alone, that we shall conquer this sinful galaxy.'

- Junith Eruita

logical Tech-Priest pause. To the Sisters themselves, this is no mystery – they are the faithful servants of the Emperor, and through them is his divinity made manifest on the field of war.

THE GOD-EMPEROR'S SERVANTS

The Sisters of the Adepta Sororitas are given their initial training through the Schola Progenium, where the Imperium's elite warriors and officers are produced. Taken in as orphans, they are indoctrinated into unquestioning love for the Emperor. The vast majority of such wards go on to serve in the Adeptus Terra, but those whose spiritual and physical mettle proves strong enough are supplied to Ecclesiarchy for service in the Adepta Sororitas.

The Adepta Sororitas is but one part of the Ecclesiarchy, and where Cardinals, Missionaries and Preachers are tasked with spreading and maintaining the faith of the Imperium, the Sisterhood is charged solely with maintaining its sanctity. As such, they do not concern themselves with converting the denizens of rediscovered

worlds, or with giving sermons to warn the masses against the temptations of heresy. Instead, they carry out the sacred duty of annihilating those whose faithlessness has placed them beyond hope of redemption.

This is not to say that the Sororitas are any less pious than other members of the Ecclesiarchy. When not on the battlefield, they spend their time in devotion, praying to the saints of the Imperium for guidance, led by their Canoness. But these acts of worship carry over to their martial training and practices as well. To a Sister of Battle, proper maintenance of her wargear is as vital as proper recitation of vows and catechisms. Physical conditioning goes hand in hand with spiritual conditioning, for they learn that a soul is best protected by the body in which it is housed. Combat drills are carried out with the same devotion as the most sacred ritual, and when on the battlefield, the Sisters intone hymns that serve as both foundations of faith and mantras of violence.

When the Sororitas go to war, it is not only to exterminate the impure, but to resanctify the territories through which the taint of

heresy has spread. They often advance into a war zone using mobile battle chapels, or by dropping colossal invasion cathedrums from orbit. Burning braziers roar atop these forward bases of operations, while torrents of blessed water are sent pouring from the mouths of adamantine gargoyles high up in the spires. The Adepta Sororitas then establish an expanding area of hallowed ground, in which every last enemy has been cut down and every last profane icon and heretical symbol has been cast into the flames. This cleansing may take hours, days or months of bloody battle, during which time defensible shrines to the God-Emperor are established and more mobile fortresses are brought rumbling onto the front lines. When the last battlefield is a smouldering plain of cinders and the enemy has been reduced to scattered piles of corpses, the majority of the Sisters move on. Their main task is to cleanse and consecrate the God-Emperor's domain, and only small contingents are left behind to crush any subsequent uprisings. To the Adepta Sororitas, this method of warfare is the ultimate service to him – the Imperium is his body, Humanity his blood, and by their hand both are kept pure.



Led by a howling mass of wild-eyed maniacs and flesh-scourged fanatics, a mighty army of the Imperial faith swept out from the yawning gates of the Citadel of Sorrow on Jehedda and fell upon the enemies of the Emperor without mercy or restraint.

THE IMPERIAL CREED

The Horus Heresy constituted the greatest act of betrayal in human history. It saw the galaxy riven by apocalyptic strife, and resulted in the Emperor of Mankind being struck down and placed upon the Golden Throne. Amidst the tumult, cults were founded that worshipped him as a god, and as their power grew in the wake of the Heresy, the faithless were purged.

The Imperial Creed is the one and only official religion of the Imperium of Man. There are various interpretations of the creed across the hundreds of thousands of worlds upon which it is practised, but its core tenet is unchangeable – namely, that the Emperor is the all-powerful god of Mankind. Small differences in dogma and rites of worship from one planet to another are tolerated, but any significant deviance in belief is considered heresy, and is punishable by death.

Even before his internment on the Golden Throne, the Emperor was revered as a god by many members of the Imperium. The leadership and vision he demonstrated during the years of the Great Crusade became the stuff of legend, and on some of the more regressive planets he rediscovered he was seen as a deific being, with superhuman servants who descended from the skies on chariots winged with fire. His boundless will and adamantine charisma saw tribes of primitive humans bowing down in rapturous awe wherever he went, and though he himself denied being a god, he was seen as such by many of the peoples he reunited under his reign.

Then the Warmaster Horus and fully half of the Space Marine Legions pledged themselves to the Dark Gods of Chaos. The civil war that followed from this act of heresy brought the Imperium

to the brink of annihilation, with the traitors eventually assaulting the Imperial Palace on Terra. The Horus Heresy was brought to an end when the Emperor slew his former Warmaster, but he himself was mortally injured, and was placed amidst the life-sustaining machineries of the Golden Throne. This arcane device projected the Emperor's mind into the warp, ensuring that his undying presence was still felt across the breadth of the domain he had created.

In the wake of the Emperor's ultimate sacrifice, there was a great upsurge in adoration and worship of him. But with this fervour there also came fear, for if the Warmaster – the Emperor's most trusted servant – could fall to heresy, then who in the Imperium could be trusted to remain faithful? Myriad prophets appeared across the galaxy, each professing a different version of the Emperor's holy will, and decrying those who challenged their words as traitors to Humanity. The most wilful proselytisers drew cults of fanatical followers to their cause, and with strength of numbers were able to absorb or outright annihilate those sects with fewer adherents.

Eventually, one cult emerged supreme – the Temple of the Saviour Emperor. Though initially founded on Terra, its myriad devotees held power across the galaxy and in every strata of Imperial society, from manufactorum overseers to lofty councillors to high-ranking



Beneath the watchful eyes of Sisters from the Order of the Sacred Rose, penitents and petitioners in their thousands pass through the shadow of the shrine of Saint Elenica. Any whose faith is found wanting will not long survive their scrutiny.

military officers. Those organisations that did not cleave to the Temple of the Saviour Emperor's central teachings faced crippling admonitions – planetary governors who spurned the order's strictures found vital supplies of food and materiel being diverted from their worlds, while those amongst the teeming masses without sufficient belief were given industrial duties with the highest possible rates of mortality, or were simply killed outright as heretics.

By the 32nd Millennium, almost two-thirds of the Imperium's population were followers of the Temple of the Saviour Emperor. With the order becoming increasingly ubiquitous, its tenets were recognised as the official religion of the Imperium and it was given the title of Adeptus Ministorum. A couple of centuries after that, the head of the Ministorum – the Ecclesiarch Veneris II – became a High Lord of Terra, his position becoming one that would for evermore steer the course of Humanity. Only the Cult Mechanicus and the Adeptus Astartes Chapters were allowed to openly deviate from the Ministorum's teachings. Their traditions regarding the Emperor differed significantly from official Imperial doctrine, but historical ties to the Emperor himself – as well as the crucial role the Tech-Priests and Space Marines played in Mankind's survival – led to an acceptance of this dissimilarity.

ADEPTUS MINISTORUM

Since its foundation, the Adeptus Ministorum – commonly known as the Ecclesiarchy – has been the body through which the Imperial Creed is disseminated and its practice monitored. Legions of preachers, confessors, missionaries and cardinals oversee the veneration given the Emperor by the uncountable masses of Humanity. Ever vigilant, they ensure that acts of worship are in line with the core tenet of the Imperial Creed, and that zeal is given an appropriate outlet. Through the Ecclesiarchy, the Imperium's billions upon billions of citizens are taught the dangers of deviance, and that unchecked faithlessness is more rampant and deadly than any disease. Activities that could even potentially be seen as heretical are anathematised. Failure to report to the Ministorum neighbours, co-workers and family members who have lapsed in their faith is itself seen as tantamount to heresy.

The Ecclesiarchy's presence throughout the Imperium is nigh inescapable. On the most populous and strategically important worlds, towering cathedrums stand in places of prominence, their stained-armaglass windows bearing illuminated depictions of saintly figures that can be seen from low orbit. Sparsely inhabited death worlds and asteroidal mining stations have smaller shrines and temples from which the operatives of the Ecclesiarchy can oversee their charges, and watch for signs of unorthodoxy. Acts of blasphemy are dealt with by the Ministorum with ruthless finality – confessions are procured, conspirators named and the guilty parties executed, often in the most horrific and public manner possible. The fear imparted by such displays is a necessary tool for protecting the populace at large from rampant turpitude. To administer such a purge is a sacred duty, and is conducted by many amongst the Ecclesiarchy without joy or malice.

In this way, the Adeptus Ministorum has guided the servants of the Emperor for thousands of years. Over that vast expanse of time they have rooted out innumerable aberrant faiths, and on blazing pyres have rid the Imperium of demagogues and firebrands of every ilk. Beneath the Ecclesiarchal Palace on Terra lie miles upon miles of twisting catacombs, inside of which are housed the



Beyond counting are the preachers, bishops, confessors, pontifexes, fraters, agonists, shriveners and other assorted clergy of the vast and powerful Adeptus Ministorum.

records of such deeds – priestly journals and scrolls of confession inked in the blood of those who had blasphemed. Deeper into this winding library – a full day's walk from the nearest secret entrance – the chronicles of Lord Vandire and other false prophets are kept under constant guard. Even further still lies the Vault of Origins, a hallowed chamber whose location and method of access are known only to Ecclesiarchs and their closest advisors, wherein the earliest records of the Temple of the Saviour Emperor are preserved.

Yet despite its deep-set roots and overbearing presence in the Imperium, the Adeptus Ministorum must constantly assert itself against those who would threaten its sanctity, particularly since the opening of the Great Rift. Uprisings of the faithless are a constant scourge, as are traitor and xenos incursions onto shrine worlds. Where possible, insurgencies and encroachments are dealt with by local planetary defence forces, their regiments temporarily seconded to the Ecclesiarchy's control. But where such hostilities pose a significant threat – where the extent of the corruption or the scale of invasion is beyond the ability of local garrisons to purge – the Ministorum deploys the Adepta Sororitas to eradicate the enemies of the faith. Without hesitation or mercy, the Sisters of Battle administer the wrath of the Ecclesiarchy to the enemies of Mankind, and by their deeds are malefic cabals of psykers, heretics and mutants scoured from existence.

THE AGE OF APOSTASY

The formation of the Adepta Sororitas came about during a period of upheaval and bloodshed, a decades-long span in which not only the Ecclesiarchy, but the entire Imperium, was nearly torn asunder. Across different worlds this time of fear and damnation is known by many names, but in the annals of Adeptus Ministorum it is referred to as the Age of Apostasy.

In the 36th Millennium, the tyrant Goge Vandire usurped the position of both Ecclesiarch and High Lord of the Administratum. He achieved this through a combination of bribery, coercion, blackmail and outright murder, and in doing so managed to secure an unprecedented level of authority. Since the fall of the Emperor, no one had controlled both the sprawling bureaucracy through which the million worlds of the Imperium were organised, and the faith that kept Humanity united against its myriad enemies. With such unparalleled powers of command, Vandire sought to bring the Imperium under his heel, giving rise to the Reign of Blood in which countless billions died and whole planets burned.

The Reign of Blood continued for decades. With each passing year Vandire grew increasingly psychotic, and the numbers of those who were burnt in his fires climbed exponentially. At the height of this madness a sect known as the Confederation of Light rose to prominence on the world of Dimmamar. Led by a then unknown man called Sebastian Thor, the sect denounced the brutal rule of Vandire and began spreading a message of hope across the Imperium – a message that was readily accepted by peoples who had long lived under the yoke of sadistic oppression.

Vandire sent a force from Terra to crush the Confederation of Light and execute the upstart Thor. But shortly after its departure the entire fleet was destroyed, torn apart by a terrifyingly powerful warp storm in an area of space still known and feared as the Storm of the Emperor's Wrath. Unchecked, the Confederation of Light was able to expand its influence, gaining support from scores of systems willing to join them in rebelling against the tyrannical High Lord. Through masterful oration, Sebastian Thor rallied millions to his cause, steadily gathering might to match the forces still loyal to Vandire. Yet deliverance only came when the Adepts of Mars, Space Marines and Adeptus Custodes chose to side with Thor. Preparations were made to assault the Ecclesiarchal Palace from without, while the Adeptus Custodes would attack Vandire from behind his defensive lines.

DAUGHTERS OF THE EMPEROR

Though the combined might of the forces moving against him were considerable, Vandire was far from defenceless. Early on in the Reign of Blood, the High Lord had been informed by his extensive network of spies of a small cult of some five hundred individuals, based on the little-known agri world of San Leor. Known as the Daughters of the Emperor, the members of this sect were entirely devoted to worship of the Emperor and maintaining inner purity. They studied ancient arts of war, clearing their minds of worldly considerations in order to hone their battle skills over the course of a lifetime. His interest piqued, Vandire informed the Daughters of the Emperor that he would honour them with an Ecclesiarchal visit.

'There are those who believe we should pardon the ignorant, the fearful and the misdirected for their heresies. Such weak-willed evocators of mercy and understanding are as bad as those they seek to excuse. Burn them all upon the same pyre!'

- Canoness Ismelda Caritados

When Vandire arrived on San Leor, he was informed by the Daughters of the Emperor that they did not recognise him as an envoy of the God-Emperor, triggering a wave of fury amongst his sizeable retinue. But the High Lord – at this time having not yet succumbed to the full ravages of insanity – had prepared a demonstration to prove his status. He commanded one of his guards to shoot him to show that he was shielded by the Emperor's favour. The guard shot his laspistol, and after a blinding flash of light the Daughters of the Emperor saw clearly that Vandire remained unharmed, and fell to their knees in worship. As Vandire later boasted to his scribes, he had correctly guessed that the isolated sect had no knowledge of the conversion field produced by the rosarius he was wearing.

Having sworn oaths of fealty to the High Lord, the Daughters of the Emperor were instated as the Ecclesiarchal bodyguard. Their culture of purity and martial excellence was augmented by new forms of weaponry, and their dedication to the protection of Vandire became legendary throughout the Imperium. Where Vandire's legitimacy as Ecclesiarch was challenged, these elite soldiers were his blade of rebuttal, and when the Holy Synod of the Ministorum conspired to kill their leader, Vandire's bodyguard strode into their chamber, locked the doors, and emerged several hours later carrying the severed heads of every cardinal present.

THE HIGH LORD FALLS

When the forces united by Sebastian Thor besieged the Ecclesiarchal Palace, Vandire's bodyguard were instrumental in holding the attacking forces at bay. Over several months, the outer sections of the palace were reduced to rubble, but the central complex that housed the High Lord's throne room remained an impenetrable fortress. Vandire's warriors stood firm against the brutal assault, their unflinching faith in the Emperor and his favoured servant fuelling their indomitable fighting spirit. But while their efforts were focused on repelling the invaders, another force moved to conquer the Ecclesiarchal Palace from within.

As guardians of the Emperor and the Golden Throne, the Adeptus Custodes possessed incomparable knowledge of the Imperial Palace, including the vast wing in which the Ecclesiarchal Palace was located. A small contingent of Custodians worked their way through the hidden labyrinth of passageways that snaked beneath the palace, emerging not far from Vandire's audience chamber. There they were confronted by six warriors of the Ecclesiarchal bodyguard. The leader of the Custodians laid down his weapons and tried to convince Vandire's faithful that the High Lord they served was an enemy of Mankind, of the Imperium and of the Emperor. But the Ecclesiarch's servants were not swayed by these words alone. The Custodian saw that only one option



Plainsong, prayer and the crash of armoured feet roll like thunder between the cavernous arches of the Cathedrum Sanctifactum as rank upon rank of Adepta Sororitas march out on crusade. The galaxy shall feel their wrath!

remained for an alliance. He entreated the women barring his path to follow him back through the winding tunnels so that he could lead them to the most sacred place in all the galaxy – the chambers of the Golden Throne, where the Emperor sat in repose. The six bodyguards were to see what no one but the Companions of the Adeptus Custodes and the Space Marine Primarchs had seen in six millennia, and were sworn to secrecy on pain of death.

What the six saw in those chambers has never been recorded, but when they emerged their hearts burned with anger. They returned through the tunnels to the Ecclesiarchal Palace, where their leader – Alicia Dominica – spoke to her order of the High Lord's fathomless corruption. Renouncing their duties as Vandire's bodyguard, the Daughters of the Emperor followed Dominica to the private hall where the Ecclesiarch was bunkered. They found him busied in abstruse study, his chambers in anarchy and his scribes long fled. Seeing his supposed bodyguard there, Vandire launched into a bloodthirsty tirade, ordering them to march out and slaughter the invaders. Dominica looked

upon him coldly, and with words that would one day be engraved upon the sarcophagus that holds her body, she pronounced his judgement.

'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 own decrees have seated, there can be no mercy for such a crime, no pity for such a criminal. I renounce your lordship; you walk in the darkness and cannot be allowed to live. Your sentence has been long overdue and now it is time for you to die.'

Dominica lofted her power sword high for Goge Vandire to see. With an uncomprehending shake of his head, the High Lord replied to his former bodyguard that he was too busy to die. At this, Dominica brought her energy-wreathed blade down, decapitating the traitor and cleaving through the rosarius he had worn since the day he first met with the Daughters of the Emperor.

REFORMATION

The Reign of Blood died with Vandire, but the Age of Apostasy took many more centuries to quell. Sebastian Thor stood trial for sedition, but the purity of his intent and the hatred held for the deposed tyrant saw him not only found guiltless, but lead to him being instated as the new Ecclesiarch. At the behest of the other High Lords of Terra, a great number of changes to the Adeptus Ministorum were then implemented, the most radical of which was the implementation of the Decree Passive. By this edict the Ecclesiarchy was ordered to relinquish its control of its standing military forces, giving over the bulk of its armies to the Astra Militarum and its fleets to the Imperial Navy. But Sebastian Thor insisted that the Daughters of the Emperor were unaffected by the Decree. He knew that military might was needed to defend the faith, and so the Daughters were incorporated fully into the Ministorum and renamed the Adepta Sororitas. This caused much vexation amongst the other High Lords, but they had no recourse to oppose the newly appointed Ecclesiarch, nor the powers he still held.

ARMY OF THE ECCLESIARCHY

Since their inception, the Adepta Sororitas have bolstered their ranks to the point that their presence is now felt across the entire Imperium. They are both an obdurate military force and a beacon of faith, and with unflinching might they crush all who oppose the will of the Ecclesiarch or the sanctity of the Emperor's domain.

The Adepta Sororitas is necessarily sprawling in size and structure. Where the Daughters of the Emperor formed but a single sect, the Adepta Sororitas comprise multiple Orders scattered across the galaxy, allowing them to combat threats to the faith wherever they arise. In theory, it is the sitting Ecclesiarch who dictates the actions of the Adepta Sororitas, wielding them as a righteous blade to smite the heretic, the psyker and the mutant. But in practice it is the highest-ranking Sororitas – the Abbess Sanctorum – who commands the might of the Sisterhood.

The primary division in the Adepta Sororitas is between the two Great Convents. Each of the Convents is both a

physical and an organisational structure – a pair of enormous fortified shrine complexes through which the myriad subdivisions of the Adepta Sororitas are governed. The Convent Sanctorum is based on Ophelia VII, the oldest of the cardinal worlds. Its mile-high bell towers are separated by rows of saintly statues, while its dungeons plunge deep into the bowels of the earth, where the tortured screams of blasphemers echo endlessly within uncounted cells and chambers. Ophelia VII is second in sanctity only to Holy Terra itself, where the Convent Prioris is situated. Built from the rubble of the Ecclesiarchal Palace at the end of Vandire's tyrannical reign, its gilded spires jut majestically into the upper atmosphere.

Both Great Convents were established by Sebastian Thor upon his appointment as Ecclesiarch, and aside from minor differences in observances they are functionally identical. Yet the division of the Adepta Sororitas into these two Convents is part of a broader design to ensure that no High Lord can ever attain the power once held by Vandire. The Holy Synod on Terra – charged with disseminating Ecclesiarchal law – was similarly split, with the Synod Ministra being established alongside the Convent Sanctorum on Ophelia VII. Thus divided, the Adeptus Ministorum and its militant force had a measure of defence against manipulation, with each half monitoring the faith and purity of the other.



Sisters of the Order of the Ebon Chalice advance across the eastern tremorfields of Baighus III, eradicating the numerous heretical cults infesting the wasteland and purifying the ground they take with cleansing flames.

SORORITAS ORDERS

The Sisters of the Adepta Sororitas are divided into Orders, each of which falls under the governance of one of the Great Convents. Though a Sister typically remains in the same Order until her soul is taken up by the Emperor, it is not unheard of for a Sororitas to change from one Order to another, particularly when grievous injuries require them to exchange combat services for ministrative or ceremonial duties. Every Order has at least one sanctuary – a fortress-like enclave in which its Sisters live, worship and train. The larger Orders have multiple sanctuaries dotted throughout the parishes they oversee, with contingents of Sisters stationed at each.

The most widely known Orders of the Adepta Sororitas are the Orders Militant, also known as the Sisters of Battle. The warriors amongst their ranks dedicate themselves to achieving purity of spirit through martial perfection, and follow the most stringent training regimes and doctrines established by the Daughters of the Emperor. The number of Sisters comprised by the Orders Militant pales in comparison to the sheer scale of soldiery wielded by the Astra Militarum, but the Adepta Sororitas boast a degree of elite martial prowess that is almost unmatched amongst the Imperial Guard. A novitiate of the Orders Militant can best all but the most veteran sergeant in single combat, while the mightiest Sisters of Battle are the equals of Space Marines in skill and tenacity.

Where the bulk of the Imperium's military forces comprise the motley cultures of thousands of worlds, the Sisters of each Order are bound by the same faith and teachings as one another, casting aside the trappings of whichever society they were born into so that they may best serve the Emperor. The same righteous zeal flows through the veins of every Sister, driving her to slaughter heretical tyrants and immolate xenos monstrosities in the ways practised by the Daughters of the Emperor. Yet there are some differences between Orders in terms of their rites, their rituals and the way they bring the Ecclesiarchy's wrath to unbelievers. Some of these differences have arisen from certain doctrines of violence being honed to absolute perfection, allowing an Order to better engage the enemies it most frequently encounters. The 'advancing conflagration', adapted by the Order of Our Martyred Lady from the ancient 'march of flame' technique, has been used

to incinerate countless thousands of Ork mobs in the Third War for Armageddon. Many Orders also base their spiritual and military practices directly on one of the six Matriarchs – the chosen warriors who were taken into the chamber of the Golden Throne at the end of the Reign of Blood. These Matriarchs are revered as paragons of virtue and violence, the Emperor's most blessed servants, and though each was martyred in millennia past, their holy deeds of wrath and fortitude are still emulated by the Sororitas.

Alongside the Orders Militant are manifold non-militant Orders. Their duties include provision of medical care both on and off the battlefield, interpretation of holy texts and cryptic xenos communiqués, as well as instructing the Imperium's ruling elite in the correct implementation and practice of the Imperial Creed. These non-militant Orders also have their own sanctuaries – often nestled within hive cities or on shrine worlds – yet their Sisters are usually found scattered throughout the local sub-sector, fulfilling their duties and reporting back to their Canonesses. The vital nature of the services they provide ensures that they are welcomed into almost every echelon of Imperium society, and equally allows them to watch for signs of faithlessness wherever it should occur.

WARS OF FAITH AND CRUSADES

When Humanity is faced with a substantial threat, it falls to the High Lords of Terra to order a crusade against Mankind's enemies. Such crusades are enormous military operations that mobilise multiple branches of the Imperium's colossal war machine, including Space Marine Chapters, Astra Militarum regiments, Imperial Navy fleets, as well as forces of the Adeptus Ministorum. But the Ecclesiarch can also issue calls to battle when the sanctity of the Imperial Creed is imperilled. Such large-scale mobilisations are known as Wars of Faith.

When a War of Faith is declared, those Sororitas Orders able to respond send their finest troops to obliterate the heretics and sinners marked for death by the Ecclesiarch. Fleets of Ministorum vessels descend upon the planet, system or sector that has been targeted, ferrying Sisters of Battle and non-militant adjutants by the thousand into the war zone. Yet it is not only the Sororitas who answer the call to war. Other servants of the

Ministorum join themselves to the Sisters' Commanderies. Missionaries who have spent decades spreading the Imperial Creed to the inhabitants of a rediscovered world will instantly turn their ire on the populace if a War of Faith is declared. Operating with small contingents of hand-picked warriors and Frateris Militia, these Missionaries are more than happy to combine their purgatorial efforts with those of the incoming Adepta Sororitas. Similarly, Preachers who have been operating in nearby systems gather all manner of zealous recruits to their cause. The most impassioned cults of the Imperial Creed are roused to action, and through tearful prayers their members beseech the Emperor for the chance to loose their righteous fury upon the faithless. As one, the massed ranks of believers envelop their enemies, slaughtering and burning those whom the Emperor's light cannot redeem. A War of Faith may last decades, or even centuries, and is not considered over until all trace of the heretical enemy is scoured from the galaxy.

ORDO HERETICUS

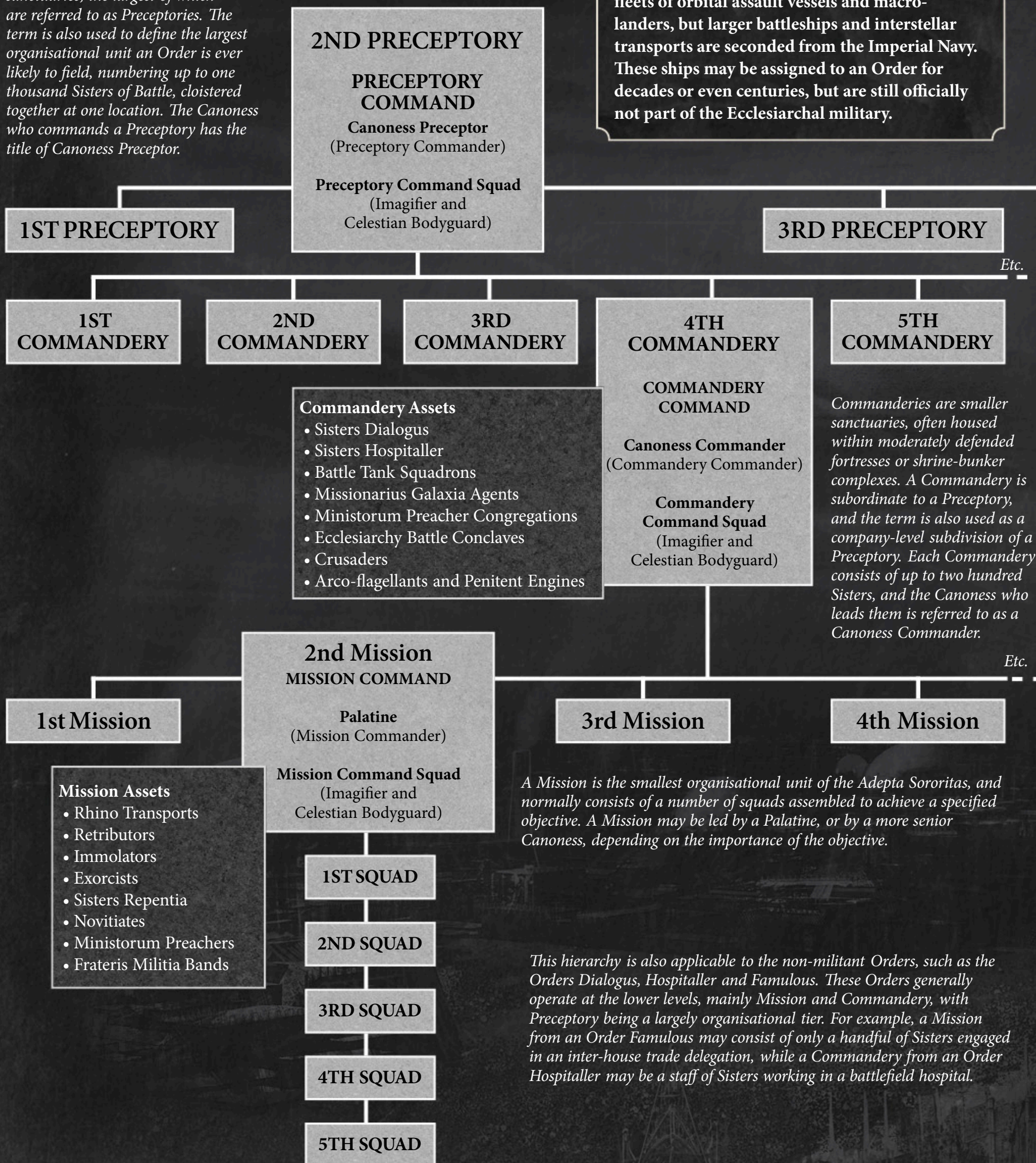
At the end of the Age of Apostasy, the Inquisition formed a secret order within its ranks to watch the Ecclesiarchy more closely. While the Inquisition as a whole monitors every aspect of the Imperium, the Ordo Hereticus is primarily concerned with stamping out aberrant faith before it is allowed to run rampant. Though the Ecclesiarchy regulates itself and its followers closely – primarily through the Adepta Sororitas – the Ordo Hereticus provides another line of defence to ensure that those in power within the Ecclesiarchy do not abuse their positions to such an extent that they threaten the stability of the Imperium. These Inquisitors watch Wars of Faith closely to ensure the objectives laid down by the Ecclesiarch are both justified and not exceeded by those actually fighting. They also monitor the temporary armies known as Frateris Militia that rally behind members of the priesthood in theatres of conflict, ensuring that such forces are disbanded after they are needed. In this way the Ordo Hereticus ensures that the Ecclesiarchy's standing military does not reach the levels it did under Goge Vandire.

HIERARCHY OF THE ADEPTA SORORITAS

The Adepta Sororitas is organised in a way that allows it to exert the will of the Ecclesiarchy across the breadth of the Imperium. Individual Orders have spheres of influence in different parts of the galaxy, and though these Orders have their own traditions and rites of worship, they are each bound by similar structures and chains of command.

Some Orders, notably the six Orders Majoris, maintain subsidiary sanctuaries, the largest of which are referred to as Preceptories. The term is also used to define the largest organisational unit an Order is ever likely to field, numbering up to one thousand Sisters of Battle, cloistered together at one location. The Canoness who commands a Preceptory has the title of Canoness Preceptor.

A Militant Order typically maintains its own fleets of orbital assault vessels and macro-landers, but larger battleships and interstellar transports are seconded from the Imperial Navy. These ships may be assigned to an Order for decades or even centuries, but are still officially not part of the Ecclesiarchal military.



THE EMPEROR

ABBESS SANCTORUM OF THE ADEPTA SORORITAS

PRIORESS

The Orders of the Adepta Sororitas are divided amongst the Convent Prioris based on Terra, and the Convent Sanctorum based on Ophelia VII. Each Convent is commanded by a Prioress, outranked only by the Abbess Sanctorum of the Adepta Sororitas.

An Order is led by a Canoness, who often has the title Canoness Superior. A Canoness of an Order Minoris is in theory outranked by the Canoness of the Order Majoris from which it was formed.

ORDER COMMAND

Canoness Superior
(Order Commander)

Order Command Squad
(Imagifier and Celestian Bodyguard)

Order Assets

- Frateris Templar Battleships
- Cruiser Squadrons
- Secondary Escort Squadrons
- Confessors-militant
- Tempestus Scion Companies
- Frateris Militia Auxiliary Forces

Etc.

4TH PRECEPTORY

5TH PRECEPTORY

6TH PRECEPTORY

7TH PRECEPTORY

The Adepta Sororitas as a whole serves at the behest of the Ecclesiarch, and has a sacred duty to follow the dictates of whoever holds that office.

ECCLESARCH

THE ADEPTA SORORITAS

CONVENT SANCTORUM

ORDERS MILITANT

Order of Our Martyred Lady
Order of the Valorous Heart
Order of the Bloody Rose

ORDERS HOSPITALLER

Order of the Eternal Candle
Order of Serenity

ORDERS FAMULOUS

Order of the Key
Order of the Gate

ORDERS DIALOGUS

Order of the Holy Word
Order of the Quill

MINOR ORDERS

CONVENT PRIORIS

ORDERS MILITANT

Order of the Ebon Chalice
Order of the Argent Shroud
Order of the Sacred Rose

ORDERS HOSPITALLER

Order of the Cleansing Water
Order of the Torch

ORDERS FAMULOUS

Order of the Holy Seal
Order of the Sacred Coin

ORDERS DIALOGUS

Order of the Sacred Oath
Order of the Lexicon

MINOR ORDERS

WARGEAR OF THE SISTERHOOD

The Adepta Sororitas are one of the most elite military organisations in the entire Imperium. The weapons and armour carried by the Sisters of the Orders Militant allow them to engage the most nightmarish enemies of Mankind, and serve as a symbol of their sacred duty to the Ecclesiarch and the Emperor.

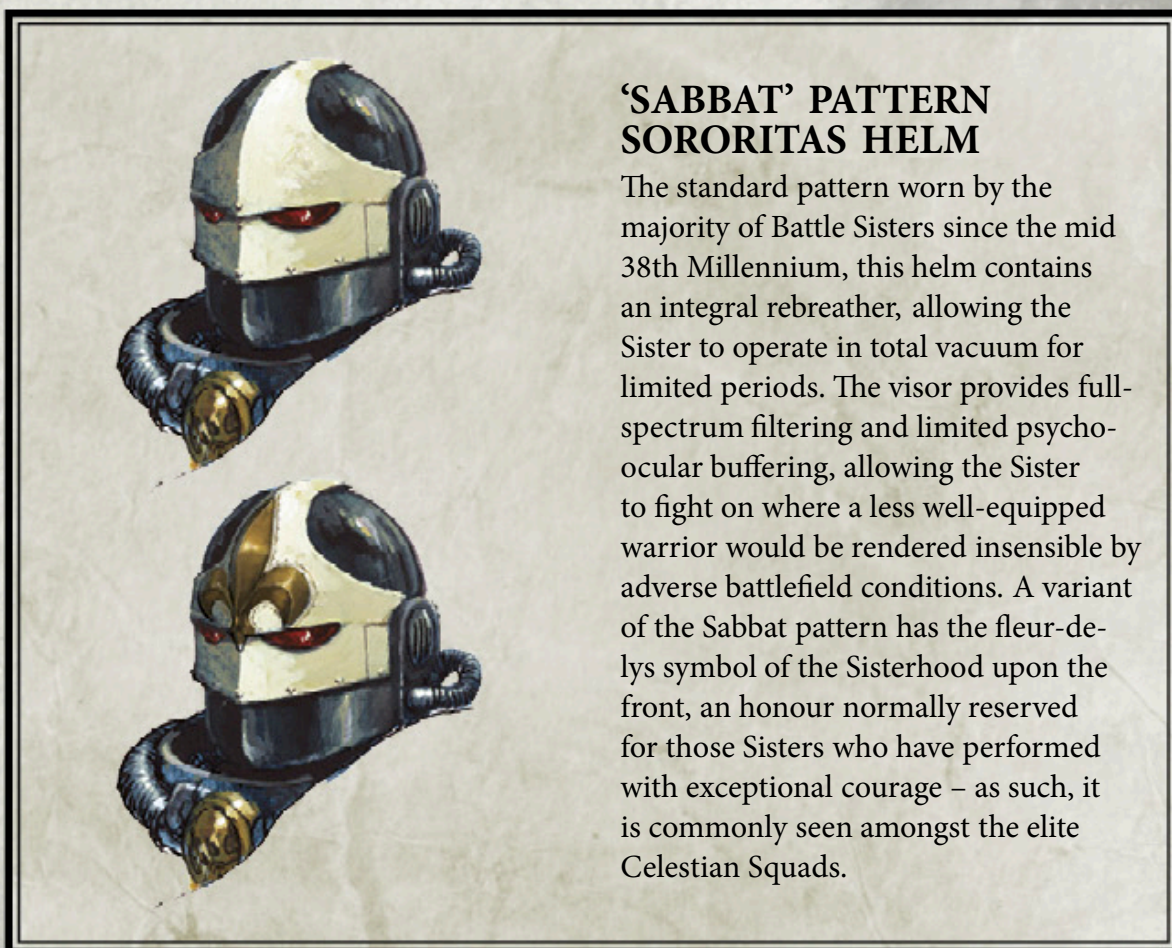
Sisters of the Orders Militant follow the combat doctrines established by the Daughters of the Emperor – namely, to press the attack until the enemy are close enough that their dying screams of repentance can be heard. To enable this, the Sisters bear wargear that provides a deadly combination of offensive and defensive capabilities, without hindering their mobility. When the Daughters were incorporated into the Adeptus Ministorum, the sect's somewhat primitive suite of armaments was augmented in order to complement their already deadly capabilities, and to provide them with firepower enough to obliterate the most indomitable threats. The Adepta Sororitas were outfitted with power armour and trained in the use of heavy combat vehicles, allowing them to advance unhindered through waves of light-arms fire. Their weapons – originally makeshift stub guns, simple incendiary devices and scrounged las weapons – were replaced with wargear that boasted more stopping power. Yet by and large the weaponry still cleaved to the principle laid out by the Daughters of bringing a 'holy trinity' of firepower to bear against the unbeliever. First amongst the holy trinity is now the boltgun, which fires mass-reactive shells with punishing accuracy, and represents the hand of the Emperor reaching out to condemn the heretic. Second is the flamer, which spits goutts of burning promethium, signifying the Emperor's purifying word. Third is the meltagun, which fires beams of superheated energy that can penetrate adamantine, and that symbolises the Emperor's penetrating gaze. Variations of these weapons are used widely throughout the Adepta Sororitas, and in concert create a zone of death from which armoured and massed foes alike cannot escape.

Adepta Sororitas wargear is supplied by the Tech-Priests of Mars. When the Daughters of the Emperor were relocated to Terra, High Lord Vandire penned a treaty with Gastaph Hediatrix – the Martian Fabricator General at that time – by which his fervent warriors would be armed in perpetuity. Known as the Writ Illuminat, it ensured the Ecclesiarchal bodyguard had the tools of warfare necessary to

exterminate any threats to the High Lord's power, as well as granting certain undisclosed freedoms to the Adeptus Mechanicus with regard to Vandire's enforcement of the Imperial Creed. After Vandire's execution at the hand of Alicia Dominica, and the establishment of the Adepta Sororitas as the militant force of the Ministorum, the Writ Illuminat was reaffirmed by Sebastian Thor, and has been again by each subsequent Ecclesiarch. To the Sororitas, the Writ is not only vital in providing them with weapons and armour, but symbolises the communion between their sect and that of the Martians in exterminating Vandire. By its words, they know the Adepts of the Omnissiah to be true servants of the Emperor, despite the Tech-Priests' unusual faith.

Every piece of wargear supplied to the Adepta Sororitas is first taken to either the Convent Prioris on Terra or the Convent Sanctorum on Ophelia VII. There they are blessed by choirs of novitiates in rites that can last for days or even weeks. Weapons are daubed in sacred oils and polished by cloths that have been touched by saints. Every bolt and chainsword

tooth is inscribed with verses from the Fede Imperialis – the Battle Hymn of the Adepta Sororitas – to ensure that its path and its bite is true. Specialty wargear destined to be wielded by a Canoness may be sprinkled with a blood from the Font of Martyrs that stands in the inner sanctum of each Convent, before being placed amongst the crypts of fallen saints to lie in repose until it is taken up by its bearer. A Sister will typically make a pilgrimage to the Great Convent of her Order to have her wargear bestowed upon her, and through sacred rituals her soul is bound to her armaments. From that day forth, Sororitas and weapon operate as one to vanquish the enemies of the faith. This is not always a possibility – a Sister may need to rearm during an ongoing war, usually by using the weapon of a fallen comrade to continue fighting. But within each Order it is understood that to use another Sister's weapons is a great blessing, for it allows the fallen warrior to fight on, even though her soul has been taken up by the Emperor.



'SABBAT' PATTERN SORORITAS HELM

The standard pattern worn by the majority of Battle Sisters since the mid 38th Millennium, this helm contains an integral rebreather, allowing the Sister to operate in total vacuum for limited periods. The visor provides full-spectrum filtering and limited psycho-ocular buffering, allowing the Sister to fight on where a less well-equipped warrior would be rendered insensible by adverse battlefield conditions. A variant of the Sabbath pattern has the fleur-de-lys symbol of the Sisterhood upon the front, an honour normally reserved for those Sisters who have performed with exceptional courage – as such, it is commonly seen amongst the elite Celestian Squads.



1. SORORITAS POWER ARMOUR

The power armour worn by the Sisters of the Orders Militant is based upon the same archaic systems as that worn by the brethren of the Adeptus Astartes. While it forgoes those auxiliary systems that require a Space Marines' gene-enhanced physiology to function, it still provides the same indomitable degree of protection to its wearer. To master the use of power armour requires extensive experience, and so Sisters of Battle conduct both their martial and spiritual duties whilst fully armoured.

2. FLEUR-DE-LYS TATTOO

Many Sisters bear devotional markings such as tattoos, electroos and ritual scarifications, proclaiming their loyalty to the Adepta Sororitas, the Ecclesiarchy and the Imperium. Such marks might include the fleur-de-lys symbol of the Sisterhood, variations on the iconography of their Order, or even the icon of the Inquisition.

3. PURITY SEALS

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 mutation, a plea to the Emperor for deliverance from evil.



4. GODWYN-DE'AZ PATTERN BOLTER

The standard issue weapon for all Battle Sisters, the Godwyn-De'az pattern bolter has remained unchanged for millennia. This is much more than a weapon to the Adepta Sororitas; it is a symbol of the Emperor's divine judgement, the first and foremost of the holy trinity of bolter, flamer and melta with which they deliver justice to the manifold enemies of Mankind.

5. CHAPLET ECCLESIASTICUS

Every member of the Sisterhood wears a string of adamantine beads bearing one of these icons of the Ecclesiarchy. The beads represent acts of humble penitence undertaken by the bearer – in the case of long-serving members, a single bead may count ten, a hundred or even a thousand such acts.

6. LIVERY

This Battle Sister wears the livery of the Order of Our Martyred Lady. The red of the cloth was adopted by the majority of Preceptories to remember the Order's losses at Armageddon.



ORDER OF OUR MARTYRED LADY

The fires of vengeance burn bright in every Sister of the Order of Our Martyred Lady. They are the God-Emperor's fiery sword, the deliverers of his holy justice, and to the sound of impassioned prayers they rain unrelenting destruction upon his enemies.

'Even if you are able to kill me, heretic, my soul shall then become like fire. I shall be taken up by the Emperor and shall blaze as one with His divine light. For evermore shall I guide the faithful, lending them my strength until you and your cursed kind are scoured from existence. If you are able to kill me.'

- Canoness Arleille,
Order of Our
Martyred Lady

Of all the Orders Militant, there are none more numerous or more widely spread than the Order of Our Martyred Lady. Their name is known by the ruling elites and unwashed masses alike on countless worlds across the galaxy, and when spoken evokes hope in the righteous and fear amongst the faithless. The Order is renowned for its unrelenting pursuit of those who defy the Emperor by doing harm to his Imperium and its citizens. Xenos marauders, Chaos armies and heretical cults are met with burning fury by the Sisters of Our Martyred Lady, who gather wherever the enemy is found to scour them from existence.

The Order of Our Martyred Lady was once called the Order of the Fiery Heart, and was one of the original four Orders Militant. It was founded when Sebastian Thor's successor – Ecclesiarch Alexis XXII – split the two Great Convents into subsidiary military forces, with the Sisters of the Convent Sanctorum divided into the Order of the Valorous Heart and the Order of the Fiery Heart. The Order of the Fiery Heart was led by Katherine, Alicia Dominica's shield bearer and one of the six Matriarchs who had stood in the Emperor's presence in the chamber of the Golden Throne. Katherine had long been regarded as Dominica's second-in-command, and even before heading her own Order had led many successful campaigns against the forces of heresy and warpcraft. With the Sisters of the Fiery Heart behind her, Katherine engaged in ever more Wars of Faith, seeking out the enemy both within and beyond the borders of the Imperium, and casting upon them the immolating light of the Emperor.

It was during one such War of Faith that Katherine was slain. Records regarding the events of her martyrdom are sparse and at times contradictory, with the oldest and most reliable account appearing in a charred fragment of parchment known as the Candela Scroll. The legible script on this scroll states that Katherine's death came at the hands of the Witch-cult of Mnesteus, but there is no indication of what this cult was or how they managed to slay the revered warrior. Ecclesiarchal records do show that word of

Katherine's demise sent waves of anguish throughout the Adepta Sororitas, with many Orders holding weeks-long vigils. Yet the Order of the Fiery Heart took no such action. Every last Preceptory, Commandery and Mission in the Order girded themselves for battle, and channelled their grief into an endless quest for retribution. In honour of their fallen Matriarch they became the Order of Our Martyred Lady, and have continued to seek vengeance ever since. For millennia, the Sisters of the Order bore armour and weapons of stark black as a sign of their mourning. It was only after their engagements in the Third War for Armageddon that red was introduced into their livery.

The Sisters of Our Martyred Lady continue to embody Katherine's burning passion and unflagging determination. On the battlefield they employ tactics that see their formations spread like an unstoppable fire, advancing inexorably as they reduce all who stand before them to ash. Yet their approach to warfare is far from undisciplined. Katherine was a devoted student of military doctrine, and combined the formidable fighting techniques developed by the Daughters of the Emperor with those practised by other branches of the Imperium. Her teachings have been upheld by the Order of Our Martyred Lady, and its Sisters are able to switch from one strategy to another with frightening speed and efficacy.

Since the death of their Matriarch, the Order of Our Martyred Lady have developed a cult of martyrdom that is unparalleled amongst the Sisterhood. All Sororitas are taught that to die serving the Emperor is the purest fate his servants can hope for, but amongst the Sisters of Our Martyred Lady this ideal is expressed so fervently that it can appear to the uninitiated as though they have a death wish. Isolated Battle Sisters stand bravely against onrushing hordes of foes, hymns of defiance and reports of boltguns rising to a simultaneous crescendo – and when the blades of the foe hack into the Sisters' flesh, they give their souls willingly up to the God-Emperor. Such noble deaths are met with shouts of praise from the slain Sisters' comrades, for it is by such unwavering loyalty and boundless faith that the Emperor's gaze is drawn to the battlefield. In the name of these martyrs, those who remain achieve feats that defy explanation, destroying foes of far greater numbers and transforming inevitable defeats into miraculous victories.

It is not only the slain warriors of their Order that the Sisters of Our Martyred Lady revere – it is all who have given their life to preserve the sanctity of the Imperium. The Sisters look to the example of their Matriarch – who as a shield bearer placed the lives of others above her own – and celebrate those warriors who embody the spirit of Saint Katherine in their defence of Mankind. Through battle psalms they give praise to the Guardsmen, Space Marines and Tech-Priests who have been slain fighting alongside them in their Wars of Faith. The bravest fallen soldiers are bestowed the same honour that the Order of Our Martyred Lady gives its own Sisters – their names are added to the Order's hymns of vengeance, and are sung before combat to stoke the wrath of the Sororitas.

The Order of Our Martyred Lady holds fortified sanctuaries on a great deal of Imperial worlds, many of which date back to Saint Katherine's Wars of Faith. Some of these sanctuaries operate in relative isolation, existing far beyond the established boundaries of the Order's parish, but the majority are located in the Segmentum Obscurus. The broad distribution of the Order's Preceptories has seen the Sisters of Our Martyred Lady engage in many of the Imperium's most gruelling war zones. On Armageddon, the Sisters amassed to defend the Sanctorum of Saint Katherine against the Ork hordes of Ghazghkull Thraka. Though fully half of their number were martyred, they inflicted such casualties on their enemies that vital greenskin forces were drawn away from other battlefronts, the sheer grit of the Sisters enticing Orks from far and wide to join the siege. The Order also fought on Cadia during the Thirteenth Black Crusade of Abaddon the Despoiler. Though the planet eventually fell, the faith held by those who battled there led to a great miracle, with Saint Celestine appearing from the warp to bolster the defenders in their darkest hour.

Although the Great Rift now divides many of the Order's sanctuaries, the Sisters of Our Martyred Lady have not relented in their quest to avenge the Imperium's fallen heroes. They stand dauntless against the Chaos forces that pour from newly opened warp storms, and they march out to annihilate any foe that would prey upon Humanity's beleaguered defenders. The fire of their spirit is a beacon of hope, a sign that even in this time of abounding horror, the Emperor has not abandoned his faithful servants.

HALLOWED NAMES

Saint Katherine

Chosen of the Emperor
Bearer of the Praesidium Protectiva
Matriarch and Founder of the Order
Martyr

Saint Praxedes

Canoness of the Order
Defender of the Ultima Segmentum
Slayer of the Hive Tyrant of Okassis
Martyr

Saint Celestine

Champion of the Palatine Crusade
Liberator of Sanctus Lys
Chosen of Saint Katherine
Hieromartyr

Saint Valpurgis

Celestian Superior of the Order
Purgator of the Smotherpox
Slayer of Witches
Martyr

Petronella the Pious

Abbess of the Order
Defender of the Cadian Gate
Bringer of Holy Fire
Martyr

Rosina the Astute

Canoness of the Order
Scourge of the Altyimhor Dynasty
Master Tactician
Martyr

Cesti the Dawn-bringer

Palatine of the Order
Champion of Mordian
Leader of the Dawn March
Martyr

Gillith the Indomitable

Battle Sister of the Order
Foe of the Drukhari
Breaker of Shackles
Presumed martyr

Ephrael Stern

Seraphim Superior of the Order
Daemonifuge of Parnis
Thrice-born
Martyr





ORDER OF THE VALOROUS HEART

Girded by their unshakable faith, the Order of the Valorous Heart perseveres through the most gruelling hardships to bring death to the Emperor's enemies. No amount of suffering is too great for them to bear, and all they endure is paid double to their foes.

'Pain is the sister who fights at my side. Pain recalls to me my wrongs that I might strive in pursuit of penance. Pain insists that I stand my ground, steady my aim and fight on though my life blood falls like rain to the thirsting soil. Pain is an ally. Pain is a friend. Pain is truth.'

- Sister Erynica N'botu, Order of the Valorous Heart

In both their battle tactics and acts of worship, the Sisters of the Valorous Heart adhere to doctrines of stoicism and forbearance. Their practices stem from the teachings of their founder and Matriarch, Lucia, who amongst Dominica's companions was said to be a paragon of constancy. She was the level-headed counterpoint to Katherine's burning passion. When the Sisters of the Convent Sanctorum were split, Ecclesiarch Alexis XII wrote that Lucia's Order of the Valorous Heart was to be the immovable anvil to the Fiery Heart's crushing hammer. Yet from their inception the Valorous Heart were far from a purely defensive force. Led by their Matriarch, they aggressively sought worlds upon which the roots of heresy had grown deep, where witchcraft and profane mutation ran rampant, and then set themselves to the task of systematically expunging all traces of faithlessness. The Order willingly plunged itself into protracted battles amidst horrific conditions, laying siege to sorcerous cults on death worlds and storming xenos planets that

were inimical to human existence. Aside from being undeniably effective in grinding away the enemy, these tactics also served as a form of penance. In the oldest manuscript of Lucia's teachings, recorded during her first address to her Order, she explained that the Adepta Sororitas would for evermore carry the burden of atonement for the actions that she and the Daughters of the Emperor had taken in supporting the pretender Goge Vandire.

Lucia's martyrdom came at the hands of a recidivist sect. She was captured and tortured over long months, the heretics attempting to break her spirit and make her recant her faith in the Emperor. Lucia's eyes were gouged out, and she was forced to listen to the screams of a thousand innocents as they themselves were tortured to death. Unknown to her, a group of her own Sisters were amongst those killed in this way, but it is said that not one of them uttered a sound as they endured their torments, so as not to cause their Matriarch any more pain than she had already suffered. Lucia eventually died, and the recidivists claimed loudly that they had shattered her resolve. But over the following decade, the Order of the Valorous Heart tracked down and captured every last member of the sect, all of whom confessed to lying about the Matriarch's lapse of faith. What became of those heretics is not known outside the Order. What is known is that a contingent of Sisters Hospitaller from the Order of the Silent Vow has been seconded to the Valorous Heart ever since that time, and have been putting their knowledge of life extension and pain enhancement to use deep beneath the sanctuary of Lucia's Reprisal.

The example set by Lucia in her life, as well as through her martyrdom, has led to the Order of the Valorous Heart employing methods of warfare that are unique among the Adepta Sororitas. At the outset of battle the Sisters pray to the Emperor and their Matriarch for the strength to endure the horrors to come. They then launch offensives to cut off their foe's supply routes and lines of retreat. With the enemy locked in place, the Order begins sabotaging any infrastructure in the area – water supplies are drained, fuel reserves

destroyed and pipelines transporting noxious substances are vented into the atmosphere. On feral worlds, anything that could provide the enemy with the least sustenance is incinerated. In short order, the battlefield is transformed into a harrowing desert, with a grinding war of attrition remaining as the only path to victory for either side.

It is in these conditions that the Sisters of the Valorous Heart excel. No hardship is too great to shake their resolve, no pain so severe that they waver in their duty. They press the attack with one measured advance after another, inexorably driving their way into hostile territory and paving a path before them with the corpses of their foes. The glacial press of power-armoured warriors moving forwards is enough to erode the morale of even the most dauntless enemies – as is the sight of Sororitas who continue to stand and fight after enduring multiple grievous wounds. When the Sisters find themselves on the defensive, their pertinacious grit allows them to withstand punishment that would scatter a less faithful force. Their hymns ring loud as barrages are levelled against them, and should the frustrated foe resort to an all-out assault, the Sisters sally forth with unfailing vigour.

Due to the methods of combat they employ, the Preceptories of the Valorous Heart typically boast greater numbers of Exorcists and Retributor Squads than those of other Orders. They use their heavy weaponry to establish solid bases of long-range fire, raining death upon the enemy's position and punishing anyone foolish enough to advance towards them. Many amongst the Order say that they can feel the beating of Lucia's noble heart in the lightning-fast thud of bolt shells. Others hear her cries of defiance resounding within the sky-tearing crack of Exorcist missiles. It is little wonder that they see miracles manifesting in the fires of their bombardments, and are so eager to charge into the infernos they have wrought.

Given the nightmarish conditions in which they choose to battle, it is no surprise that many Sisters of the Valorous Heart bear gruesome scars. The stigmata of torn flesh is seen as a badge of honour amongst the Order, for it is a reminder of the sufferings of Lucia. A Sister who loses an eye in battle is considered truly blessed, for it allows her to better understand the pain endured by her Matriarch, and to see more clearly the path of faith before her. Sisters of the

Valorous Heart rarely accept numbing agents or pain-reducing stimulants when their wounds are being tended to, even where surgery or amputation is required. To avoid the experience of pain in this way would be to deny the power of faith to overcome all suffering.

The training procedures and rites of worship of the Order of the Valorous Heart have also been adapted to pay homage to the trial of its founder. Upon induction, each Battle Sister must memorise the hymnal known as the Passion of Saint Lucia, reciting all five hundred and fifty five verses at specific points throughout the day. The Sisters also submit themselves to various acts of excruciation. These serve as penance for the sins committed by their spiritual forebears. They pray for the Daughters of the Emperor with their hands held over open flames, and they ask for absolution whilst pressing the teeth of ceremonial chainswords into their flesh.



The bulk of the Order of the Valorous Heart's sanctuaries lie deep in the Ultima Segmentum, with the vast majority having been established during hard-fought wars against xenos and traitor forces. Sanctified fortresses stand amidst death world swamps, jagged mountain ranges and barren wastelands that were scoured of life millennia ago. Relief sculptures and stained armaglass panes within these sanctuaries depict Sororitas obliterating hordes of Orks, driving Necrons back beneath the sands and roasting foul heretics in cleansing flames. Many of these sanctuary planets were plunged into darkness when the Great Rift tore open, and were invaded by Daemons or subjected to mass Drukhari raids. Yet the Order has not wavered in its faith. Though many of its Preceptories are cut off from the light of the Emperor, they believe he still sees their struggles. They refer to this time of great trial as the Hour of Abacination, for the Imperium Nihilus has been blinded, just as Lucia was. But like their Matriarch, the Order of the Valorous Heart have steeled themselves to endure whatever torments are thrust upon them.

The Passion of Saint Lucia *Verses 112-116*

112

*Then the screams did rise
And the tears did flow
And the blood did stream
To the stones beneath.*

*And this torment too fell upon
Lucia's ears
Yet her faith remained eternal.*

113

*The first to die did so slowly
With her agony too great to bear,
And by the rod and flame
She passed into the Emperor's grace.*

*And this torment too fell upon
Lucia's ears
Yet her faith remained eternal.*

114

*The second to die was filled with fear.
His death cry carried all his woe
And then the laughter came of evil
From the mouths of heretics near.*

*And this torment too fell upon
Lucia's ears
Yet her faith remained eternal.*

115

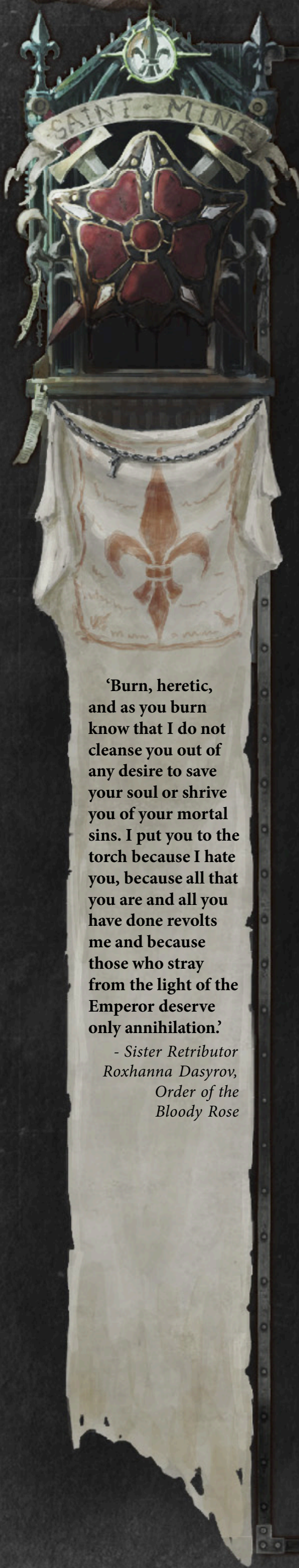
*The third to die whimpered loudly
And gave away his faith in vain.
He begged for redemption of his flesh
And died a traitor in the dark.*

*And this torment too fell upon
Lucia's ears
Yet her faith remained eternal.*

116

*The fourth to die was of Valorous Heart
And endured her pain as knew
she must.
In her torment she made no sound
And denied the heretics their
wicked joy.*

*Her death fell not upon Lucia's ears
For her faith remained eternal.*



ORDER OF THE BLOODY ROSE

The Order of the Bloody Rose are the embodiment of the Emperor's hatred towards the heretic, the psyker and the mutant. Their Wars of Faith are not waged to save the innocent, but to slaughter the guilty, for only in death can the vile be made pure.

The Matriarch of the Order of the Bloody Rose is Saint Mina, who was as renowned for her dark, brooding nature as she was for her deadly skill in battle. What few records survived through the Reign of Blood suggest that she served as Alicia Dominica's champion, and that when Thor's armies descended upon Terra she slew some of the mightiest invading warriors in hand-to-hand combat. One account – albeit riddled with inconsistencies – suggests that she duelled with the leader of the Custodians who entered the Ecclesiarchal Palace during the siege, and that the two fought to a standstill before words of an alliance were finally spoken. Whether true or not, the Sisters of the Bloody Rose revere Mina as the epitome of the martial virtues laid out by the Daughters of the Emperor, and dedicate themselves to emulating her violent prowess.

The Order of the Bloody Rose was formed in the middle of the 38th Millennium, long after the death of its Matriarch and two and a half thousand years after the founding of the four initial Orders Militant. In her lifetime, Mina had led a small group of Sisters who served as bodyguards to the Abbess of the Adepta Sororitas, and it was Ecclesiarch Deacis VI who at last established this group as a new Order of the Convent Sanctorum.

From their first War of Faith, the Sisters of the Bloody Rose made a name for themselves as brutal executioners. They were despatched to the Nephilim Sector to put down the Slaaneshi pain cults that had transformed many Imperial shrine worlds into planet-spanning torture chambers. Hospitallers of the Order of Serenity and Dialogi of the Order of the Quill followed in the wake of the Sororitas, where they were to tend to bodies and souls of the faithful after the afflicted worlds had been liberated by the Bloody Rose. But when the non-militant Orders arrived in the war zone, they found only death. The Militant Sisters had moved from planet to planet, mercilessly butchering the cultists they encountered without stopping to free the imprisoned. Many Ministorum Adepts, as well as several captured Sisters of the Bloody Rose, had been left to languish in the cults' hellish dungeons

while the Order hunted down the heretics. When the last of the Slaanesh-worshippers had been eradicated, the Canoness Superior of the Bloody Rose – who upon her death would become canonised as Saint Mari – penned the *Thorn Treatise*, using the blood of those Sisters who had fallen to record the teachings of this war. In the treatise, she outlined that the path of least evil lies always with the swift extirpation of those who oppose the faith, and therefore mercy in any form must come after the meting out of righteous anger.

From the moment a Sister joins the Bloody Rose, she is taught to foster and harness her most violent impulses so that they may be unleashed upon the enemies of the faith. Litanies of heretical deeds are intoned as novitiates engage in combat trials, the tales of spiritual traitors and vile apostates filling the trainees with hatred. Prayers that would be whispered in silence by other Orders are bellowed loudly within the Bloody Rose's sanctuaries. In place of contemplative meditation, the Sisters learn to light the fires of rage within themselves, even when they are not faced with provocation. Alongside such practices they also train to focus their anger, for they are taught that to allow oneself to be overtaken by apoplexy is as great a sin as indulging in notions of clemency. Through constant drilling they learn to unleash their inner hatred only when it is most effective, channelling it with the explosive force of a shot fired from a boltgun.

The Bloody Rose's precepts of anger have truly brutal results when unleashed upon the battlefield. The Sisters advance with disciplined manoeuvres, using weight of fire to gain advantage over a flank or employing cunning feints to draw their enemy into overcommitting. Then, as soon as the foe is at close range, the Sisters charge, striking at the moment they crash into the enemy lines, and screaming wrathful praise as they give vent to their hatred. Gun stocks are swung with enough force to shatter helms and the skulls within. Chainswords are driven messily through torsos, then wrenched out and thrust again before the spilt innards hit the ground.

'Burn, heretic, and as you burn know that I do not cleanse you out of any desire to save your soul or shrive you of your mortal sins. I put you to the torch because I hate you, because all that you are and all you have done revolts me and because those who stray from the light of the Emperor deserve only annihilation.'

*- Sister Retributor
Roxhanna Dasyrov,
Order of the
Bloody Rose*

The power-armoured warriors deliver murderous kicks, punches and elbows that crack bones and burst organs. But in this flurry of carnage, each Sister attacks with practised precision, her rage only manifesting in the instant of impact before it is once more reigned in. After the initial devastating onslaught, the Sisters unleash a barrage of point-blank bolt pistol shots into any enemies still standing.

The Order of the Bloody Rose believes sheer martial ferocity to be a manifestation of the Emperor's will. They pray to be granted the skill, alacrity and outrage of their Matriarch in battle. Often, a Sister facing down a hulking Chaos champion or xenos monstrosity will glow with rage. Rivulets of energy gather around her into a crackling nimbus, her eyes become a deep red and tears of blood streak down her cheeks. She moves with lightning speed, dodging and parrying numerous deathblows from her hated foe before landing her own immaculate killing strike. Such miraculous transformations are met with cries of exaltation, for they know that Mina's soul is inhabiting the body of that blessed Sister.

Throughout the Imperium there are many worlds once held by heretics that the Order of the Bloody Rose have sanctified by the spilling of blood. Amongst these planets is Hydraphur, where Mina was martyred. It is said that the servants of Khorne attacked the Matriarch while she was alone in prayer. No other soul saw what transpired, but when Mina's body was discovered, it was surrounded by the brutalised corpses of her enemies. Armoured heads and limbs lay strewn amongst rubble, and gore flowed in rivers through cracks in the flagstones. The circumstances of her martyrdom are enshrined in the symbol of the Bloody Rose, which has a pair of crossed blades dripping with fresh blood.

Though the Order of the Bloody Rose has committed a significant contingent of its Sisters to war zones along the Great Rift, the majority of its forces are battling against incursions coming from the galactic south. They have met the tendrils of Hive Fleets Leviathan and Hydra on multiple fronts, where they have butchered the ravenous creatures and the Genestealer Cults that worship them. They have also fought a series of harrowing battles against the Thousand Sons Cult of Duplicity, combating the sorcerous machinations of the Tzeentch-worshippers with bolt, blade and faith.

THE THORN TREATISE

PREAMBLE

The light of the Emperor shines upon all His faithful servants, and when we act in strength it is His strength that flows through us. These are holy truths that cannot be denied.



Yet it is not by the Emperor's will that wickedness is manifested – it is through our own weakness, our unwillingness to stay the hand of mercy, that heresy and aberration are allowed to flourish.

We are Sisters of the Bloody Rose, we are scions of the Red Saint, and we have been witness to the horror and deprivation that grows within the bounds of the Emperor's domain. This has filled us with grief, yet we remain clear in our purpose. There can be no purity whilst impurity remains, and there can be no sanctity while but one profaner still lives.

For the glorious rose that is the Imperium to remain in bloom, its stem must be strong, and its thorns must pierce the flesh of those who mean it harm. We are those thorns. By our blades shall the blood of traitors rain down upon the righteous.





ORDER OF THE EBON CHALICE

Obstinate in their traditions and indomitable in combat, the Sisters of the Ebon Chalice seek to perfect the martial disciplines of the Daughters of the Emperor, employing tactics that have been honed over millennia to annihilate the enemies of the Imperium.

The Order of the Ebon Chalice was the first of the Orders Militant to be created, with its Sisters drawn from the Convent Prioris on Holy Terra. Its founder, leader and Matriarch was Alicia Dominica, slayer of the tyrant Vandire and chosen of the Emperor. Under her guidance, the Ebon Chalice quickly established itself as the exemplar against which all other Orders would be measured. Dominica herself served as the military and spiritual head of the Adepta Sororitas. The Sisters of the Order displayed spiritual and martial discipline that was second to none, with their fortitude in battle matched only by the depth of their faith. In their training and on the field of war they cleaved unerringly to the doctrines laid out by the Daughters of the Emperor, with the only adaptations being those that incorporated the use of modern Imperial weaponry and armour. A desire to emulate the perfection of Dominica burned in the heart of every Sister of the Ebon Chalice. Dominica repeatedly showed herself to be the God-Emperor's most worthy champion, displaying her strength, constancy and tactical acumen across myriad war zones.

While other Orders battled the faithless in the distant reaches of the Imperium, the Sisters of the Ebon Chalice dedicated themselves to safeguarding the sanctity of Terra and the Segmentum Solar. Planet by planet, system by system, the Order expanded their parish, rooting out cults buried deep in the bowels of hive worlds and eradicating mutant conclaves that were infesting barren moons and isolated outposts. Shrine worlds that had long ago fallen to xenos invasions were besieged by waves of chanting warriors. Wherever the servants of Chaos were found they were met with damning oaths and cleansing flames. As they brought more territories under their care, the Sisters of the Ebon Chalice were able to expose scores of planetary governors and Astra Militarum officers whose practices did not conform to the exact letter of the Imperial Creed. Preachers and confessors were called upon to make examples of the unrighteous, and where such efforts to enforce true faith were met with resistance, the Sisters of the Ebon Chalice marched forth to purge the

impure. No sinner was safe under the exacting gaze of Dominica's Order.

During these early Wars of Faith, Dominica carried the Grail of Ages with her to war – the goblet of black stone that was created to be the embodiment of the Matriarch's communion with the Emperor. Little is known about the Grail and the power it held. Few accounts exist of this relic's holy energy being unleashed on the battlefield, and the details they provide range between the miraculous and the heretical. Awed Ecclesiarchal scribes wrote that when Dominica poured out the vessel's contents, the God-Emperor's voice boomed, and with a single word shattered whole armies. Well-guarded records of the Astra Telepathica show instances in which every psyker on a planet spontaneously burst into flames when the Matriarch of the Ebon Chalice carried the Grail into battle. It is believed that there are tales of the Grail of Ages within the eldritch tomes of the Black Library, and possibly even in the writhing pages of the Book of Magnus. As for the Sisters of the Ebon Chalice, they do not speak of its powers, but have always professed that the relic symbolises their sacred duty and eternal burden – that they are the bearers of the secrets learnt by Dominica before the Golden Throne, and are the vessels of the God-Emperor's holy truth. This goes some way to explaining why the Order has ever sought to destroy any texts concerning the Grail, and have immolated their scribes as heretics.

After several centuries of faithful service to the Emperor and her Order, Alicia Dominica was martyred, falling in combat during the Scouring of Frideswide's World. Not since the passing of Sebastian Thor had the bell tower of the Ecclesiarchal Palace tolled so dolefully. Her martyrdom left a gaping void in the organisation of the Adepta Sororitas, for none amongst the ranks considered themselves worthy to follow in her hallowed footsteps. Eventually, Sister Palmiro – a Dialogus of the Order of the Holy Word – was chosen by her peers as the most suitable to take over from the fallen Matriarch and become Abbess of the Adepta Sororitas. Palmiro accepted, but not

'A Grand Triumph, they called it. Pah! Do you know how much promethium they wasted in the braziers alone? A frittering of time and materiel would be closer to the truth. Armies parading when they should have been marching to battle, cheering when they should have been screaming war cries, saluting civilians when they should have been gunning down foes. Canoness Invidia would have no part in it – we marched aboard our transports and departed for the front, where our true duty lay.'

*- Sister Celestian
Chariah Redemptus,
Order of the
Ebon Chalice*

before solemnly expressing that she could never hope to equal her predecessor's faith, vision or fortitude. It was this humility that made Palmiro the obvious choice, for to serve the Sororitas, the Ecclesiarchy and the Emperor in Dominica's stead was regarded not as a mark of honour, but as the undertaking of a grave and thankless responsibility.

The Sisters of the Ebon Chalice have striven to embody Dominica's perfection in all that they do. While they have waged Wars of Faith across the galaxy, they remain a bulwark of faith in the Segmentum Solar, combating gross nonconformity with flame and blade. They view themselves as first amongst the Sororitas, the Order that all others must strive to emulate. On those rare and grave occasions where a group of Sisters has a lapse in their faith, it is the Ebon Chalice that is called upon to bring the judgement of the Emperor, the Ecclesiarch and Dominica down upon them.

Like all of Humanity, the Order of the Ebon Chalice has been faced with untold horrors since the Great Rift opened. Alongside their allies of old – the Adeptus Custodes, Space Marines and Adeptus Mechanicus – the spiritual descendants of Dominica fight to keep the unleashed forces of Chaos from overwhelming the Segmentum Solar. The Sisters have eradicated several warbands of Chaos Space Marines, most notably the Blades of the Despoiler – a Khornate host of the Black Legion whose path of slaughter was headed directly for Terra. Yet the Ebon Chalice has also taken heavy losses. Though the Schola Progenium proffers a constant stream of new recruits, only the most promising are accepted into the Order, and of those only a small percentage prove themselves in the gruelling initiation rites to become Battle Sisters. This has left the Sisters of the Ebon Chalice straining against the sheer weight of the heretical incursions – but they are far from broken. Each is an expert in the ancient forms of battle established by the Daughters of the Emperor, a warrior who has mastered both their weaponry and their faith. Those who prove themselves worthy enough to rise to the rank of Celestian or Zephyrim are amongst the most skilled veterans in the entire Adepta Sororitas. The most honoured of these Sisters are even entrusted with a portion of the hallowed truth learnt by their Matriarch in the chamber of the Golden Throne.

THE TRINITY OF FAITH

Upon which the Order of the Ebon Chalice is founded



The Ecclesiarch

Ordained Servant of
the Emperor
Voice of the Faithful
Embodiment of
Holy Truth

The God-Emperor of Mankind

Light of the Imperium
Saviour of Humanity
Divine Sovereign of
the Galaxy

Saint Dominica

Chosen Warrior of
the Emperor
Champion of
the Faithful
Spirit of Holy Wrath





ORDER OF THE ARGENT SHROUD

Like a silver bolt, the Sisters of the Argent Shroud strike at the Emperor's enemies. They are renowned for their speed in combat, and are often first into the fray, where their faith in their protector saint shines bright.

The Matriarch of the Argent Shroud is Silvana, first martyred and most mysterious of Dominica's bodyguard. Her service as head of the Order was brief. Shortly after Alicia Dominica had founded the Order of the Ebon Chalice, the remaining Sisters of the Convent Prioris were placed under Silvana's command – but Silvana was struck down before launching a single War of Faith. The most reliable records concur that she was poisoned by a Death Cult Assassin, although these

accounts vary wildly in their speculations as to motive. Some suggest the murderer was an agent still loyal to Vandire's vision of the Ecclesiarchy, whereas others propose that the forces of the heretical Alpha Legion played a hand in the fell deed. The Sisters of the Argent Shroud hold that it was Dominica whom the assassin had attempted to slay, and Silvana had sacrificed herself in order to save the Emperor's chosen one. This is in keeping with her character, for on numerous occasions she had placed herself in harm's way to protect the least of her allies. The journal of Ecclesiarch Alexis XXII relates that while Silvana's body was laid in state within the Inner Sanctum of the Convent Prioris, after seven days it mysteriously vanished. Only a silver image of her bones was left, imprinted on her death shroud, and it is from this treasured relic that her Order received its name.

The Order of the Argent Shroud teaches that deeds have more power than words when it comes to purifying the spirit and purging the taint of corruption from the Imperium. This belief is derived from the example of Silvana, whose acts of bravery and faithfulness were well recorded during the Age of Apostasy, yet not a single word spoken by her is recorded in any surviving transcription from the time. Her Sisters emulate this by speaking very little and by entering long periods of complete silence whenever they engage in training. This limitation of speech does not preclude them from prayer or worship, and like the members of other Orders they still chant hymns of wrathful purgation as they march into battle. But the Sisters of the Argent Shroud believe that it is more righteous to provide their service to the God-Emperor than it is to ask for his holy favour.

Without fear or doubt, the Sisters of the Argent Shroud throw themselves into the deadliest conflicts, marching boldly against overwhelming enemy numbers and into hellish battlefield conditions. They avoid formulating grand stratagems and rarely communicate intended tactics to their allies, to the ire of many Imperial generals. Simply put, the Order places its trust in the divine

guidance of the Emperor more than in the carefully orchestrated plans of his fallible servants. The results achieved by the Argent Shroud soon put paid to any misgivings. Spearheads of silver-clad warriors race towards teeming xenos throngs, and invasion cathedrums hurtle onto worlds writhing with Chaos energy. With swift surges the Sororitas smash through the defensive formations of far larger armies, destroying monstrous artillery batteries stationed behind the front lines, and permanently silencing the demagoguery of heretical enemy commanders. Lightning-fast assaults are followed by rapid withdrawals, and as the foe reels in confusion, the Sisters of the Argent Shroud reform and strike again.

By committing themselves so boldly to these offensives, the warriors of the Argent Shroud often leave themselves cut off from support, surrounded and outgunned. But it is in such dire circumstances that their faith shines brightest. The Sisters cry out to Silvana for protection, knowing that their fallen saint watches over them in battle – incoming salvoes ricochet off their gleaming armour, brutal enemy blades fail to find their mark, and blasts of malefic energy veer miraculously off course. Filled with divine conviction, the Sororitas fight on against impossible odds, standing strong amidst the carnage as they drop their foes one by one. Those Sisters who fall often save their entire squad from annihilation with their dying action, throwing themselves into the line of fire just as their Matriarch would have done. There are countless legends in which the Sisters of the Argent Shroud emerged from battles that Imperial logisticians had calculated to be unsurvivable. The most famous of these was the opening assault of the Gyre Crusade, in which the Order was first deployed to war. It is said that a Commandery fought a raging war across the magma flats of Dvost Prime that lasted a whole year, emerging with only a handful of losses and the skulls of three Iron Warriors Warpsmiths.

Due to their propensity for hit-and-run assaults, the Sisters of the Argent Shroud have some of the deadliest and most experienced shock troops of all the Adepta Sororitas. Many of the Order's Commanderies boast large contingents of Dominion Squads, who are deployed en masse to break through the defensive lines of unsuspecting enemies, or are sent in small numbers to infiltrate fortresses, macro-bunkers and command centres

in hostile territory. These Dominions are also leaders in many of the Order's rites of worship, their prayers on the battlefield often being the first intoned before being echoed by the other Sisters.

A peculiarity amongst the Order of the Argent Shroud lies with how they treat their dead. Where the members of other Orders cry out when a comrade is slain, reciting prayers to guide the fallen's soul to the Emperor and oaths of holy vengeance against the enemy, the Sisters of the Argent Shroud say not a word. Amongst their ranks, death is met with silence. Certain Ecclesiarchal scholars attribute this to a belief within the Order that martyrdom is a luxury, a reprieve from sacred duty that should only come when there are no more enemies left to slay. Yet the dead Sororitas are still handled with great care and solemnity after the fighting has finished. The martyrs are removed from the battlefield in sombre processions, their wounds cleaned and dressed, their armour repaired and polished, and they are laid to rest for seven days in the sanctuary in which they served. After that, the bodies are removed, though what becomes of them after this point is not known by anyone outside the Order.

The majority of the Argent Shroud's sanctuaries lie in the region of space that abuts the jagged mass of warp storms known as the Great Rift. During the Noctis Aeterna, when Chaos energies were blasted across the galaxy and the light of the holy Astronomican was temporarily extinguished, many of these sanctuary worlds were thought lost. Screaming maelstroms enveloped entire sub-parishes, while countless other worlds under the Order's watch were bathed in the warping glow of the Cicatrix Maledictum. As galactic maps were compiled and the true scale of the horror became apparent, it was estimated that as many as eighty per cent of the Argent Shroud's Sisters might have been swallowed by the yawning maw. But in the harrowing years since, the Order has continued to fight against the marauding Chaos forces without showing any signs of diminishment. The Sororitas appear without warning in raging war zones along the breadth of the Great Rift, striking with crippling speed at their unprepared enemies. Multiple Preceptories that were thought lost have since been seen in battle, and though they say nothing of the fates of their sanctuary worlds, they fight with unmatched hatred against the servants of the Dark Gods.

War zone: Anarchia

Departmento Munitorum
officer: Lord Hetman Brzezko

Operational command: Anarchia
army group

Hive world Brama Tertius:
battle log

- Day 1: Planetary defence force nearly overrun by Ork invaders. Fourteen per cent of inbound Astra Militarum forces arrived successfully in system. Ground deployment deemed strategically viable.

- Day 23: Heavy loss of vehicles and weaponry. Additional two per cent of inbound forces arrived successfully. Enemy position in captured hive city - Ogvrod - surrounded by 4th, 15th, 93rd, 102nd and 155th Anarchian Infantry regiments; 67th Anarchian Artillery regiment en route.

- Day 31: Siege of Hive Ogvrod broken: 4th, 93rd and 102nd Infantry and 67th Artillery lost; 155th Infantry at minimal strength; 15th Infantry ordered to retreat by Hetman Kulawicz. No further inbound forces reporting.

- Day 65: Four additional hive cities - Alamenci, Barvic, Drechendel and Gohrga - fallen to Orks. Astra Militarum ground forces below strategic failure threshold. 15th Infantry extracted from planetary surface; Hetman Kulawicz executed. No further army group forces arrived.

- Day 66: Adepta Sororitas militant Order arrived in system and immediately launched planetary invasion force; declined to report to operational command.

- Day 70: Ork defences broken at Gohrga Hive by Adepta Sororitas assault. Northern mining fields burning.

- Day 72: Massed Ork sally at Alamenci Hive eradicated by Sororitas ambush. Additional nine per cent of army group forces arrived in system, exceeding strategic success threshold.

- Day 73: Adepta Sororitas forces withdrawn from system; declined full debrief with operational command. Transmission from Canoness Mersia reads in full: 'Silvana protect you.'



ORDER OF THE SACRED ROSE

Wreathed in holy light and possessed of divine serenity, the Sisters of the Sacred Rose are the calm at the centre of a violent storm. Their hymns of hope and salvation are underscored in battle by the crack of bolts and the roar of burning promethium.

More so than any other Order, the Sacred Rose avow that they are not only devout servants of the God-Emperor – they are the conduits of his divine will. Through them is his glory made manifest in the galaxy, for their words and actions are guided by his infallible wisdom. The Order teaches that victory comes from faith and faith alone. If a warrior has enough faith, she can command the stars to consume her enemies, and the Emperor will make it so. The Sisters act on this belief in every battle, war and crusade they wage, trusting that the triumphal slaughter of their foes has been preordained. Even when one of their number falls, they know that this too is part of the Emperor's plan. A single martyr can spark a fire in a thousand souls, giving rise to an inferno of faith that can never be extinguished.

These beliefs give the Sisters of the Sacred Rose an air of devout serenity that approaches that held by their Matriarch, Arabella. She was renowned for her calm nature in the face of horror, and was known among Alicia Dominica's guard as being the most even-tempered. It is widely told that Arabella was instrumental in the negotiations between Dominica and the Custodian who led the Matriarchs before the Golden Throne. Arabella subsequently earned the honorific of 'Liberator', for she sought to break the shackles of fear and doubt that bound the faithful, and strove to free Humanity from the evils of the faithless. Though a formidable combatant, her true strength sprang from the abundance of miracles that are said to have happened in her presence. There are stories of heretics imploding into lumps of smouldering flesh as her gaze fell upon them, crushed by the weight of their own wickedness, or having their eyes melt from their face as they beheld her glory.

Though Arabella was only canonised posthumously, she performed countless miracles during her lifetime. She travelled the Imperium serving as a commander and beacon of faith for many decades. The circumstances surrounding her martyrdom are not recorded in any Ecclesiarchal text, but in the 38th Millennium the Order of the Sacred

Rose was founded in her name. Ecclesiarch Deacis VI formed the Order from the Sisters of the Convent Prioris, and from the outset the Sacred Rose proved themselves worthy of their Matriarch. Through their Wars of Faith they brought the light of the Emperor to regions long thought lost to the darkness – Imperial planets were freed from the yoke of heretical tyrants, cabals of xenos mystics were hunted down and butchered, and sanctuaries were established to serve as outposts of divinity in the most remote corners of the Imperium. The Sacred Rose forged a sizeable parish in the Ultima Segmentum, but like Arabella they brought their faith to bear across the galaxy.

When the Sisters of the Sacred Rose march to war, they do so in a state of holy grace. Scores of Sororitas advance in perfect tactical harmony, adapting fluidly to the shifting tides of battle. Squads unleash the firepower of the holy trinity with measured discipline. As they do so, they lift their voices, singing lilting hymns in praise of the Emperor. This symphony of choral worship and roaring weaponry quickly drowns out the screams of dying mutants and the wet tearing of heretical flesh. The Sisters press the attack wherever their enemy shows weakness, sending frag grenades sailing into gaps in formations and blasting the exposed flanks of artillery with superheated melta beams. Where the foe shows strength, the Sororitas stand firm, locking ranks against assaults and cutting down onrushing attackers with deliberate and devastating salvos. Yet it is their seamless pairing of faith with physical prowess that makes them a truly indomitable force. Miraculous bursts of speed are factored into redeployment manoeuvres, whilst the spontaneous combustion of nearby foes is relied upon as much as any chainsword or bolt pistol. Assured of the Emperor's providence, the Sisters of the Sacred Rose maintain their ineffable serenity as they slaughter all before them.

The Order of the Sacred Rose are often accompanied to war by an inordinate number of Ecclesiarchal followers. Ministorum Priests and their fanatical conclaves flock to the

'Within me burns the holy radiance of the Emperor made manifest, while your soul festers with the meagre filth of Chaos. I am the light to your darkness, heretic. As sudden dawn scatters the shadows of night, so I and my sisters shall purge all trace of you from this holy place and make it as though you never were.'

*- Sister Superior
Cheandra Lassemer,
Order of the
Sacred Rose*

Sororitas, eager to witness the miracles that will unfold. As such, even small missions are rarely short of soldiers. A core of Sororitas may be supported by many devotees of the Imperial Cult, their prayers and cries of penance intermingling with the battle hymn of the Sacred Rose. Canonesses of the Order welcome these faithful auxiliaries, and teach the Sisters in their charge that the Emperor has the power to act through the least of his servants. Arabella herself was known to gather the unwashed rabble to her banner in times of battle, and it is said that the power of her conviction transformed them into armies of indomitable warriors.

The Order's ability to draw others to their cause has been of crucial value since the Great Rift tore open. The occluding mass of warp storms has plunged hundreds of thousands of worlds into perpetual darkness. Astropathic lines of communication have been severed by the psychic upheaval. Billions of distress calls have been lost in the screaming void. Cut off from the light of the Astronomican, Navigators are unable to guide ships between distant stars, and so even those cries for help that are received can rarely be answered with action. The majority of the Sacred Rose's sanctuaries lie deep within the Imperium Nihilus, but few have succumbed to the nightmares unleashed across that half of the galaxy. The Sisters of the Sacred Rose have remained a steadfast beacon of hope, and have fought the enemies of the faith with the same resoluteness of spirit that they have always possessed. Where many worlds were consumed by panic and fear, even before the servants of the Dark Gods fell upon them, those under the care of the Order have become bastions of defiance. Sororitas patrols execute anyone who expresses doubt in the security of the Imperium. At the same time, Astra Militarum regiments are commandeered by the Order, and soldiers showing the slightest hints of mutation are expunged. On each planet, the Sororitas lead defences against legions of Daemons and Heretic Astartes. Yet it is not only their own worlds that they fight to protect. The Sisters of the Sacred Rose have miraculously appeared in multiple war zones across the Imperium Nihilus. Few question how the Sororitas were able to hear their calls for reinforcement, or how they managed to navigate amidst the darkness and horror. Those that do are told by the Sisters that Arabella always provides guidance, even when the Emperor's will is not clear.

PSALM OF SERENE GLORY

Battle hymn of the Order of the Sacred Rose

His light doth shine where hearts be open, and the spirit calls him near

Lo, in glory do the faithful, serve as witness and revere

Emperor, your might resoundeth
O'er the Imperium

Darkness shields not sin nor schism
By our fires your will be done

To the craven wrath be given, keep us in serenity

We your conduits of blessings, liberate Humanity

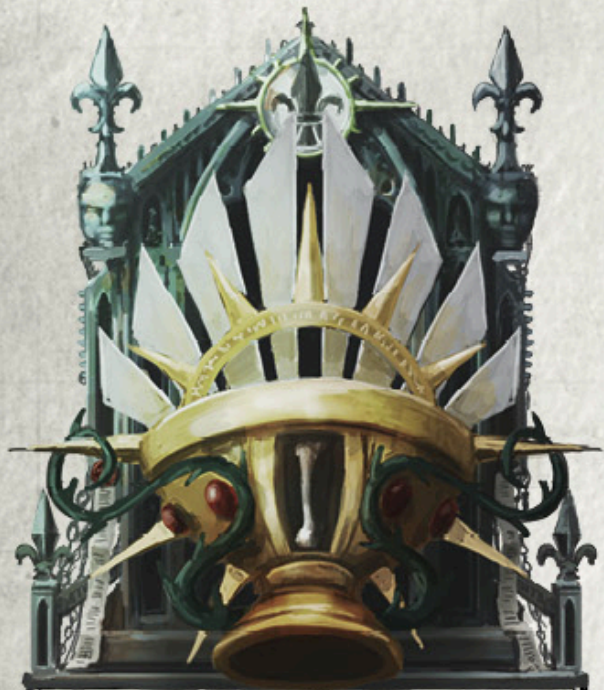
Emperor, your might resoundeth
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Darkness shields not sin nor schism
By our fires your will be done



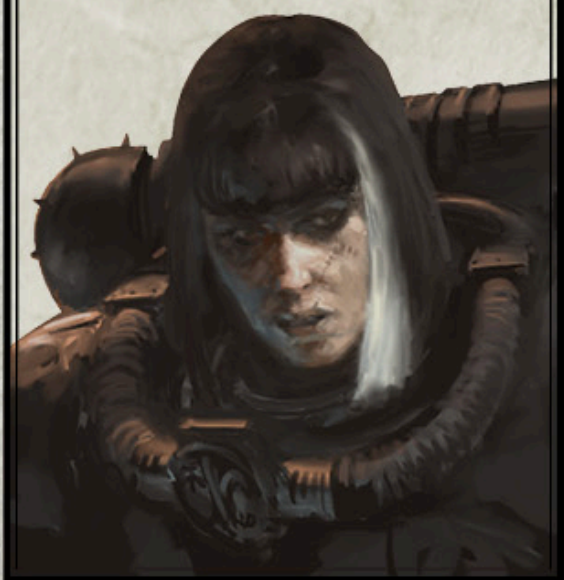
ORDERS MINORIS

Spread across the Imperium are hundreds of smaller Orders Militant. Some have numbers enough to oversee large parishes, whereas others maintain only a single sanctuary. Each of these Orders Minoris is a spiritual descendant of one of the six original Orders, but operates independently in prosecuting their Wars of Faith.



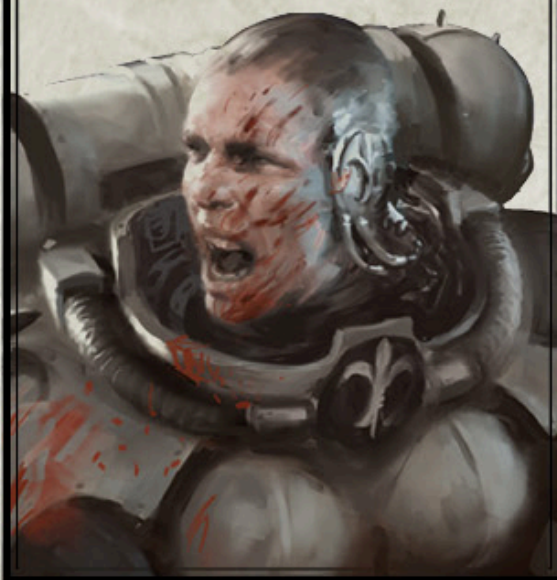
ORDER OF THE GLOWING CHALICE

As spiritual descendants of the Order of the Ebon Chalice, the Sisters of the Glowing Chalice are exacting in their standards of faith and martial prowess. They have established a chain of sanctuaries across the coreward portion of the Vedill Sub-sector, and have battled multiple Chaos incursions alongside the Scions of the 9th Iotan Gorgonnes. When launching assaults, these Sisters attack with the Terran Dawn, striking when Terra rises over a war-torn world's horizon. Though the planets on which they battle are far too distant for the light of Sol to reach, the Sisters of the Glowing Chalice still feel the Emperor's illumination falling upon them.



ORDER OF THE THORN

The Order of the Thorn is a rampaging force that butchers its way to victory. Having adapted the martial practices of the Order of the Bloody Rose, Sisters of the Thorn enter prolonged states of fury, hacking and stabbing at foes until all are slaughtered before them, or until they themselves are made martyrs. In this way they seek to recreate the last moments of Saint Mina's life, transforming themselves into whirlwinds of death before which the faithless cannot hope to stand. By battle's end, the pale armour worn by these Sisters is covered in crimson gore, while the skin of those placed to rest in the Order's crypts is left permanently covered with the ichor of their hated foes.



ORDER OF THE IRON VEIL

The Sisters of the Iron Veil are renowned for their mental and spiritual resilience. They specialise in launching surgical strikes into war zones where psychic warfare is being used to mutilate reality. Their Order was once a Preceptory of the Argent Shroud that was thought lost during the Cerebyte Uprisings. When the last Cerebyte Prince had been hunted down and killed, the Sisters were found intact. Their sanctuary had not only endured the horrors that had torn through the sub-sector, but had kept their world from devouring itself, and had even continued recruiting Battle Sisters. Shortly after they were named a new Order by decree of Ecclesiarch Dorrl III.



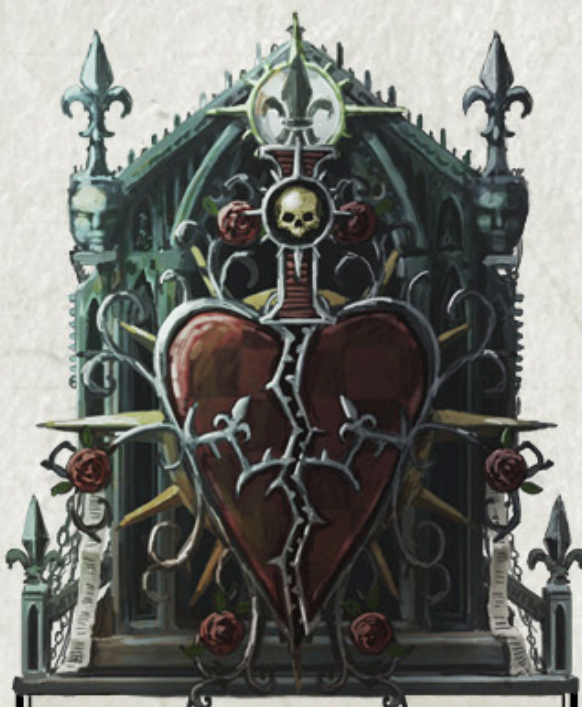
‘WHEREVER THE WARRIORS OF THE ADEPTA SORORITAS MAKE MARCH, TO THAT PLACE DO THEY BEAR THE LIGHT OF THE MOST HOLY EMPEROR OF MANKIND. WHATSOEVER THAT LIGHT DOES TOUCH UPON, SO IS THAT THING THEN THE EMPEROR’S BY RIGHTFUL CLAIM. ONWARDS MARCH THE BATTLE SISTERS, AND SO IT IS THAT THEY SHALL CLAIM IN FULLNESS OF TIME ALL THAT THERE IS FOR THE MASTER OF MANKIND, AND THUS THEN SHALL IT BE ’TIL FATE’S LAST FITFUL TURNINGS.’

- Scriptorus Conquestus, vol. XXXI, chapter 84, verse 17



ORDER OF THE ASHEN SHRINE

Where the Order of the Ashen Shrine march to war, pyric miracles soon follow. Many are the stories of the Sisters driving their enemy into volcanic fissures that have torn open on the battlefield, of burning meteorites raining down on the formations of their foes, and of war machines exploding into destructive infernos when fired upon by the Sororitas. Like the Sacred Rose from which they were split, the warriors of the Ashen Shrine revere Saint Arabella, believing that the Emperor spoke through her. To emulate their Matriarch, the Sisters wield a great number of flamers, believing that the goutts of fire signify the Emperor’s holy word.



ORDER OF THE WOUNDED HEART

Among the Orders that have split from the Valorous Heart, the Wounded Heart is unique in that its Sisters recite only a single verse from the Passion of Saint Lucia. The verse in question – verse 482 – describes how the Saint’s right hand was flensed, and yet through her suffering she remained faithful. As an act of communion, the Sisters of the Wounded Heart also deglove their own right hands, ritually stripping them of skin to keep the flesh and nerves raw. In this way they feel Lucia’s pain whenever they grip their weapon and pull the trigger, allowing them to meditate on the Saint’s excruciation as they unleash death upon the faithless.



ORDER OF THE GOLDEN LIGHT

One of the smallest of the Orders Militant, the Order of the Golden Light has nonetheless inspired great hope and fear across numerous Wars of Faith. They are a distant descendant of the Order of Our Martyred Lady, yet they continue to embody the fiery passion of the Matriarch Saint Katherine. On two separate occasions, the entire Order has been confirmed to be martyred in battle, only for the golden-clad Sisters to reappear in a nearby war zone. There are whispers that Schola Progenium databanks contain no record of the Order recruiting new members, giving rise to the belief that the Sisters of the Golden Light are all martyrs who have been resurrected.



NON-MILITANT ORDERS

The Daughters of the Emperor were more than a community of warriors, and devoted themselves to a wide range of disciplines by which they could serve the God-Emperor. Many of these disciplines survived the Age of Apostasy, and have been further developed by the Adepta Sororitas through specialised categories of non-militant Orders.

ORDERS DIALOGUS

The Sisters of the Orders Dialogus serve as scholars and advisors. They are expert translators of texts both human and xenos, holy and blasphemous, and spend years learning languages used in esoteric scripts. Much of their study is devoted to collating ancient scriptures that give accounts of the God-Emperor before his interment within the Golden Throne. Humans on many of the worlds rediscovered during the Great Crusade recorded the coming of the Emperor, as did those xenos species upon whom his fury rained. The Sisters Dialogus translate these accounts from their long-forgotten languages of origin into Imperial High Gothic, and through them reveal more of the Emperor's glory.

The Orders Dialogus are also frequently called upon for their unparalleled expertise in cryptography. Their ability to unlock obscure ciphers and find patterns across vast reams of communiqués ensures that the Adepta Sororitas – as well as the Ecclesiarchy at large – have access to intelligence on their enemies, both within the Imperium and beyond. Sisters Dialogus also provide many services for the Inquisition, using their skills to interpret heretical meanings hidden in seemingly mundane speech and text, and thereby bring secretive traitors to justice.

In a war zone, Sisters Dialogus act as conduits through which Canonesses of Militant Orders can intone commands

and prayers of defiance, ensuring that formations operating in isolation remain in communication with their spiritual leader. Large contingents from the Orders Dialogus also remain on a world after the enemy has been purged, assisting other Ecclesiarchal servants as they scour the planet for traces of heresy.

The most senior Sisters of the Orders Dialogus maintain the ancient texts held within the Vault of Origins. Only the highest-ranking members of the Ecclesiarchy are allowed access to this most holy archive, for it is rumoured that the heaviest of secrets regarding the events of the Age of Apostasy and Vandire's Reign of Blood are locked away within it.



Wave upon wave of xenos beset the Basilica of Saint Char, yet even as hope faded, even as their casualties continued to climb, still the Order of the Bloody Rose stood firm. By bolter and by blade, with fire and with faith undimmed, they fought back the foe.

ORDERS FAMULOUS

The Orders Famulous form a network of chamberlains, advisers and diplomats, whose sacred duty is to guide the Imperium's noble families in working towards the ultimate good of Mankind. Sisters of these Orders play crucial roles in brokering trade agreements between obstinate planetary governors, forging alliances between powerful plutocratic families and arranging marriages to continue the lineages of the Emperor's most loyal and useful subjects. When a planet, system or sub-sector is faced with direct hostilities, the Sisters Famulous coordinate the efforts of those over whom they have oversight, ensuring that a noble household has everything they require to effectively fight and die for the Imperium.

Concomitant to their diplomatic duties, the Orders Famulous also provide the Ecclesiarchy with watchful eyes throughout the Imperium. A Sister Famulous' presence within the upper echelons of society allows her to closely observe the dealings of the most influential individuals, from appointed bureaucrats and strong-arm tyrants to Rogue Traders and Navis Nobilite dignitaries. Should the activities of these powerful people in any way go against the dictates of the Adeptus Ministorum, the Sister's reports to her superiors may result in stringent countermeasures. Confessors may be sent for to extract admissions of heresy, and in extreme cases the Orders Militant are alerted to cases of widespread treachery. Families who have held lofty positions for generations have been eradicated in their entirety, their crypts incinerated and their names stricken from all records on the word of a Sister Famulous. Shepherding the nobility in this way is crucial to preserving the sanctity of the Imperium, and those who attempt to hide from the sight of the Orders Famulous are seen as opponents of the Imperial Creed.

In the course of their duties, Sisters Famulous often speak of how the Emperor manifests his will through his subjects, pointing to the miracles performed by the Imperium's many saints as evidence. Given that the Orders Famulous have access to the genealogical records of uncounted millions of Imperial citizens, and that they actively encourage diplomatic and familial unions between the most faithful members of Imperial society, it is unsurprising that their hand is often to be seen at work before, during and after a manifestation of the Emperor's Grace is recorded.

ORDERS HOSPITALLER

With the exception of the Adeptus Astartes Chapters, the Orders Hospitaller provide surgeons, physicians and nurses to all arms of the Imperial military. Sisters of these Orders exhibit their faith by operating in gruelling battlefield conditions, sawing off and cauterising limbs that have been mangled by blasts of warp energy, and digging living munitions from the guts of screaming soldiers. They perform these acts with an air of solemnity and compassion, and are often regarded as holy figures by the combatants under their care – indeed, many Sisters Hospitaller have been canonised as Saints posthumously for their miraculous skills.

Sisters of the Orders Hospitaller can be found accompanying many branches of the Imperium's military, from Astra Militarum regiments to the personal armies of Inquisitors, as well as serving alongside the Sororitas of the Orders Militant. They are renowned for their skills both on and off the battlefield, and are often deployed to war zones where new and grotesque weapons are being brought to bear against Imperial warriors. The sanctuaries of the Orders Hospitaller contain massive libraries detailing the most esoteric tools of death that Mankind has encountered, accompanied by the extensive journals of Sisters who have spent their lives researching how best to ameliorate their devastating effects. Some Orders operate alongside the Ordo Sepulchrum in studying weaponised plagues, be they biological, technological or daemonical in origin, whereas others work to develop protections against psychic assaults. The Orders Hospitaller have even been known to work in close conjunction with the Orders Famulous, mapping bloodlines and genealogy in order to stem the spread of mutation, combating the threat that aberrant evolution poses to Humanity.

Just as they study the effects of enemy weaponry on human soldiers, so too do the Orders Hospitaller dedicate themselves to understanding the physiology of their enemies. Where previously unknown xenos species are encountered, the Sisters Hospitaller work tirelessly to find weak spots in their biology. Ecclesiarchal Confessors also rely on the expertise of these Sisters to preserve the lives of those who are being questioned for heresy. It is not uncommon for a Sister Hospitaller to reattach limbs or suture mortal wounds multiple times before a Confessor is able to extract the truth from a suspected heretic.

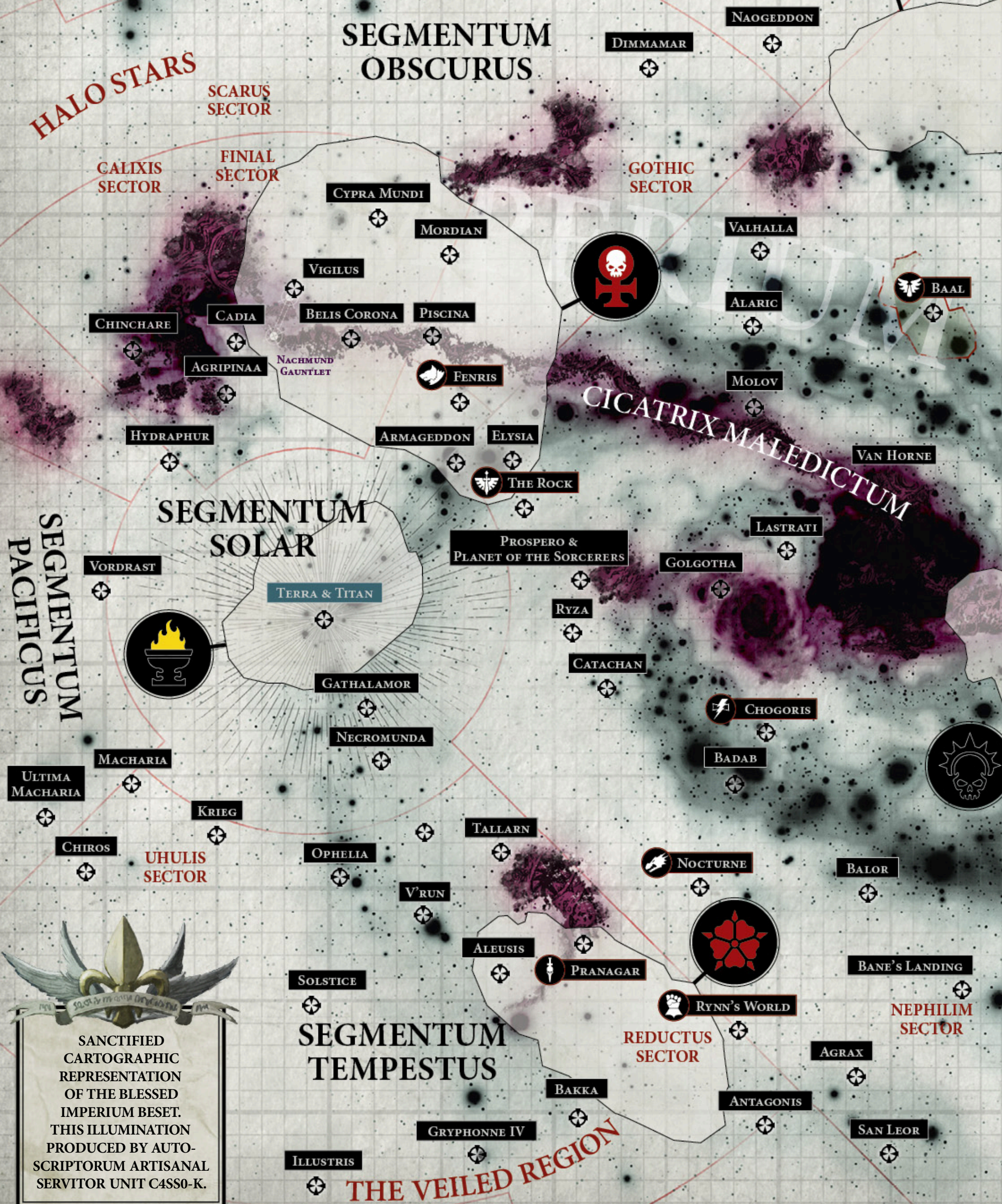
OTHER NON-MILITANT ORDERS

There are many other types of Orders that provide ancillary services within the Adepta Sororitas, as well as for the Ecclesiarchy and the wider Imperium. In some cases, a single Order is tasked with a particularly focused duty and given their own designation, as is the case with the Order Fenestrus who maintain the illuminated armaglass panes of the Imperium's most holy shrines and cathedrums. Other types of Orders carry out sacred duties that give them a great deal of influence within the God-Emperor's domain.

The Orders Sabine operate at the very edges of human space, accompanying the Missionarius Galaxia to newly rediscovered human worlds. They specialise in infiltrating the regressed and primitive societies that it is believed would oppose the arrival of the Imperium. Sisters Sabine set themselves up as prophets of the Emperor, preaching the Imperial Creed in secret or fomenting revolt against the religious leaders of a world. When the Missionarius Galaxia arrives and announces its presence to the world's peoples, the Sisters Sabine have already prophesied such an event, and they lead those natives sympathetic to the Imperial Creed in a sudden and deadly coup against their leaders. Through her work, a Sister Sabine is often cut off from the Imperium for a great many years, perhaps only returning to Terra or Ophelia VII once in her lifetime.

The Orders Pronatus specialise in retrieving, guarding, studying and repairing artefacts of value to the Ecclesiarchy. This includes the uncounted thousands of holy relics revered by the peoples of the Imperium, as well as items captured by the forces of the Imperium that are considered too powerful or significant to be allowed to fall into enemy hands. Sisters Pronatus have the responsibility of maintaining and blessing the many banners and symbols of the Orders Militant, and have even been called upon to reconsecrate the livery of other Imperial bodies. It was members of the Orders Pronatus who repaired the Chapter banner of the Lamenters after their involvement in the Badab War, and they have also restored many of the Cadian regimental standards that were recovered after the Thirteenth Black Crusade, cleansing every fibre in holy oils and recording the names of martyrs in golden thread.

ECCLESIAARCHAL PARISHES





Across the vast sprawl of the galaxy are scattered the Orders Militant and their martial parishes. An Order is not restricted to the borders of its parish, of course – the Adepta Sororitas march out wherever heresy threatens and battle calls! But an Order's greatest sphere of influence lies within its parish, as do the majority of its Preceptories, and each Order considers the well-being and spiritual purity of the worlds within this zone to be theirs to police.



The parish of the Order of Our Martyred Lady has historically been the largest of all such dioceses of the faith. Stretching from the northern fringes of the Segmentum Solar to the very edge of the Scarus Sector, it forms a vast – and now violently fractured – region within which the enemies of the Emperor would do well to fear the wrath of the Adepta Sororitas.



The parish of the Order of the Valorous Heart lies deep within the Imperium Nihilus. Many of its worlds are besieged, many cut off from aid, yet each is a blazing star of faith from which the Order launches bloody sallies to reconnect with the wider Imperium.



The Order of the Argent Shroud was believed to have been almost annihilated after the eruption of the Great Rift across the stars, yet its Sisters still appear upon battlefields across the Ultima Segmentum and beyond. How they can have endured, none can say, but the Order of the Argent Shroud appear to be fighting harder than ever in the wake of the Noctis Aeterna.



The parish of the Order of the Ebon Chalice lies in the very heartlands of Humanity. Despite its positioning, still it is beset from all sides by foes, as is the throneworld itself. The Ebon Chalice stand or fall with the Imperium, and they will give their lives to the last to ensure the sanctity of Holy Terra.



To the galactic north lies the parish of the Order of the Sacred Rose. Amidst the darkness of the Imperium Nihilus they blaze like a beacon of hope, fighting to reunite scattered Imperial worlds and drive back the shadows.



The parish of the Order of the Bloody Rose is far in the galactic south. It has fallen to these bellicose Sisters to do battle not only with the heretical warbands bursting from the Great Rift, but also the myriad xenos threats spilling in from the furthest fringes of the Imperium. It is a duty the Sisters discharge with relentless determination.

WARS OF FAITH

The histories, traditions and scriptures of the Adepta Sororitas date back to the days when the God-Emperor bestrode the stars. Tales of piety and heresy from long before the Sisterhood's founding serve as parables, guiding the Sororitas in their Wars of Faith, while stories of Matriarchs and saints rouse the Sisters to impassioned wrath.

M30-M31 THE AGE OF THE GOD-EMPEROR

The End of Strife

The Emperor unites the warring factions of Terra, bringing the Sol System under his singular rule.

The Great Crusade

The Emperor sets out from Terra to reunite the hundreds of thousands of human worlds scattered across the galaxy. With the Legions and the growing Imperial Army at his side, all supplied with wargear by the Tech-Priests of Mars, the Great Crusade crushes all resistance to their advance, and brings countless worlds back into the fold of Humanity.

The Reclamation of Ophelia VII

During the Great Crusade, the Emperor himself leads a charge of one hundred Custodians and ten thousand Imperial Fists against the obstinate inhabitants of Ophelia VII. Following this slaughter, the world is seen as a holy place by the growing number of people who secretly revere the Emperor of Mankind as a god.

The Horus Heresy

Horus, the Emperor's Warmaster, falls to the temptations of the Chaos Gods, dragging fully half of the Space Marine Legions with him into heresy. The war they wage sees the Imperium wracked with anarchy and drowned in blood, and culminates in a brutal siege on Terra itself. In a defiant counter-assault, the Emperor slays the Warmaster, but is himself dealt a mortal blow. The traitors flee to the Eye of Terror, and in order to preserve the Emperor's life he is interred upon the Golden Throne.

M31-M36 THE AGE OF MOURNING

Establishment of the Imperial Creed

As belief in the Emperor's divinity grows more widespread, wars erupt between the various cults of faith. The Temple of the Saviour Emperor ultimately emerges as Humanity's one true religion. The head of this sect is enshrined as one of the High Lords of Terra, and all other systems of worship are declared heretical. Violent

purges are conducted to eradicate all deviant faiths, with notable exceptions for the secular Space Marine Chapters and the Omnissiah-worshipping Cult Mechanicus.

Path to Damnation

After a series of feckless and incompetent Ecclesiarchs, the Adeptus Ministorum finds its power waning. Much of its authority is ceded to the colossal bureaucracy of the Administratum, and though the Imperial Creed is still administered through the priesthood, Ministorum law is written and rewritten by endless committees of Administratum clerics. Ecclesiarch Benedin IV attempts to reclaim authority over the faith by moving the Holy Synod from Terra to Ophelia VII, where it can operate with clear and unchallenged autonomy. This, coupled with increasingly punishing tithes, leads to a resurgence in the Ministorum's authority. Cardinals in neighbouring dioceses compete to build the grandest monuments, and to assert themselves as strong leaders of the faith. Vast Frateris Militia are founded to serve as armies for the priesthood, separated from any Administratum oversight. The Holy Synod is eventually returned to Terra under the reign of Ecclesiarch Greigor XI, but now in a position of increased power.

The Legend of Saint Sabbat

A vast region of space on the rim of the Segmentum Pacificus is liberated from the clutches of the Ruinous Powers. The leader of the Imperial forces is a mysterious figure known as Saint Sabbat, and her deeds are such that the planets she emancipates are named in her honour, becoming the Sabbat Worlds. Though few records of the saint survive through the wars, Imperial scribes eventually link her to the warrior sect known as the Daughters of the Emperor.

Descent into Anarchy

Demands for tithes to the Ecclesiarchy increase exponentially, stretching the resources of many worlds beyond breaking point. This results in extreme famine and poverty across great swathes of the Imperium. What starts as isolated pockets of civil unrest coalesces into massed revolts against Ministorum authority. Under the rule of Ecclesiarch Alexis XXI, agents

of the Officio Assassinorum are used to silence defiant planetary governors who forswear the Emperor's protections, while the Frateris Templars crush any and all uprisings. These bloody massacres coincide with a dramatic increase in warp storms across the Imperium, causing travel and communication between distant systems to become even more fraught with danger. The Ecclesiarchy employs public torture and gruesome executions to dissuade any opposition. Drawn by the turmoil, Chaos raiders pour forth from the Eye of Terror, xenos fleets swarm across Imperial borders, and mutant cults erupt from the underbellies of isolated worlds. Crazy zealots openly denounce the greed and excesses of the Ecclesiarchy, and make claims that the God-Emperor has brought about a time of great hardship to separate the faithful from the heretic.



M36 THE AGE OF APOSTASY

The Rise of Vandire

Goge Vandire is instrumental in the election of the flagrantly incompetent Ecclesiarch Paulis III. Shortly thereafter, Vandire deposes Paulis III and has him executed as a traitor, before taking on the mantle of Ecclesiarch himself.

Reign of Blood

Over the course of his reign, Vandire's insanity becomes increasingly impossible to deny. He takes depraved delight in having dissidents and political opponents tortured, and his violent mood swings result in multiple instances of Exterminatus being declared on densely populated Imperial worlds that he perceives have

slighted him in some minor way. His power and influence are such that every sector in the Imperium is affected by his tyranny, and due to his insistence that his every utterance is recorded for posterity, his atrocities are meticulously logged and annotated with his mad ravings.

Discovery of the Daughters of the Emperor

Vandire travels to San Leor, where he convinces the martial sect known as the Daughters of the Emperor that he is the divine ambassador of the God-Emperor's will.

Fist of the Ecclesiarch

The Daughters of the Emperor are instated as the bodyguard to Goge Vandire. In this role they provide the Ecclesiarch with an elite and unquestioningly loyal military force. They thwart several attempts by other High Lords to undermine his authority, seeking out and eliminating private armies that had been recruited in secret by Vandire's many enemies. On occasion, contingents of the bodyguard are sent to worlds where particularly intractable resistance had stymied other Ministorum forces. It is on such planets that the tactical acumen and deadly skill taught by the warrior sect is first witnessed.

The Tyrant's Demise

An alliance of Imperial forces led by Sebastian Thor besieges Terra in an attempt to end the reign of Ecclesiarch Vandire. Having convinced great swathes of the Imperium that the High Lord is a traitor to Humanity, Thor is able to bring overwhelming numbers to bear, including contingents from the Adeptus Mechanicus and various Space Marines Chapters. But it is Alicia Dominica, the most trusted of the Ecclesiarchal bodyguard, who delivers the death blow to Vandire.

Reformation

Sebastian Thor is elected as Ecclesiarch. Under the Decree Passive all standing armies of the Ministorum are disbanded, with the exception of the Daughters of the Emperor, who are officially instated as the Adepta Sororitas.

Plague of Unbelief

On the planet of Gathalamor, Cardinal Bucharis declares himself the true mouthpiece of the Emperor. His heretical claims spread doubt to distant sub-sectors, and the War of Faith declared against him is one of the first in which the Adepta Sororitas are deployed en masse. The

Ministorum's warriors level such fury against Bucharis that the would-be usurper is eventually killed by his own followers.

M36-M41 THE AGE OF SAINTS

Founding of the Orders Militant

During the reign of Ecclesiarch Alexis XXII, the first four Orders Militant are created. The Ebon Chalice and Argent Shroud are split from the Convent Prioris, while the Fiery Heart and Valorous Heart are formed from the Convent Sanctorum.

Martyrdom of the Matriarchs

Over years of battle, hardships and selfless heroics, the six Matriarchs of the Adepta Sororitas are all martyred. Each is sainted, either during their lifetime or posthumously, and their names are swiftly adopted into the prayers of the faithful across the Imperium.

The Enemy Within

The Order of Our Martyred Lady descends upon the Saint Garrat Scriptorum, dragging hundreds of Adeptus Terra scribes screaming to the excruciation chambers and burning the vast structure to its foundations. Formal complaints by the Administratum are silenced when the remains of the scribes are shown to have grotesque mutations hidden deep within their flesh.

Expansion of the Orders Militant

Under Ecclesiarch Deacis VI, two more Orders Militant are founded – the Bloody Rose and the Sacred Rose. Many subsequent Orders Minoris are formed in the following centuries.

Fires of Faith

A swarm of Ork roks crashes down on the scorched world of Typhas I, where the Order of the Sacred Rose maintains an isolated sanctuary outpost. The greenskins quickly overwhelm the planet's defenders, but a score of Battle Sisters manage to barricade themselves deep within the sanctuary's crypts. Their prayers to the Emperor appear to be answered when a massive solar flare envelopes Typhas I. Every last Ork is incinerated, while the entombed Sisters remain unharmed.

Destruction of Chandry

Five Commanderies from the Order of Our Martyred Lady set out to purge the heretical cults that have arisen on the mining world of Chandry. The Sororitas never arrive at their destination, giving

rise to the belief that the Emperor has denied the planet's inhabitants the mercy of purification. Exterminatus is subsequently ordered and carried out.

Hieromartyr of the Palatine Crusade

A Sister Repentia known simply as Celestine falls in battle after slaughtering over a hundred heretics. Though thought dead, she awakens with a divine spark in her eye, and becomes a mighty leader in the Palatine Crusade.

The San Leor Massacre

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

The Ascension of Celestine

Celestine leads an Ecclesiarchal contingent to slay the renegade Warmaster of Forrax. Having driven back the traitor's armies on every front, Celestine's forces are obliterated by a continent-spanning conflagration – the maniacal commander had triggered a meltdown of the atomic pile at the heart of his fortress, ensuring the mutual destruction of his enemies and his own forces. All Ecclesiarchal warriors, including Celestine, are listed as martyrs. But over the following decades, Sisters across the Imperium give accounts of Celestine appearing in their dreams, and on more than one occasion she is recorded as appearing in battle, wreathed in golden light.

The War for Piety

The Shrine World of Piety rematerialises after being swallowed by a warp storm two centuries earlier. The planet is almost unrecognisable, having transformed into a hideous Daemon world. Canoness Sariah of the Order of the Sacred Rose immediately leads a force to the planet to retrieve artefacts from the Reliquary of Hope, one of the few sites to have withstood the corruption. As the rest of her forces establish a perimeter around the fortified reliquary complex, Sariah leads several squads into the labyrinthine corridors beneath. For three days Canoness Sariah and her Sisters battle through passageways infested with nightmare entities; bolters cut down scores of slaving Daemon-hounds and flamers burn swathes of bloated plague-beasts.

Only Sariah and two Celestians survive to rejoin the Sisters on the surface, having recovered the left thigh bone of Saint Dolan and three pages from the Lexicon of Falsehoods from a stasis vault. The surviving Sororitas withdraw to orbit with their prizes just as a fleet of Grey Knight vessels arrive and lay waste to the planet with cyclonic torpedoes.

The Defence of Dimmamar

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

Keepers of the Faith

Dialogi of the Order of the Lexicon are called to the refinery world of Vangore's Folly to study a cache of ancient texts discovered deep within the planet's crust. While the Sisters engage in their research, the Vangorian promethium barons begin speculating that the texts may constitute an account of the Emperor written during the Great Crusade. After more than a decade, the Dialogi report their findings to the Ecclesiarchy. Shortly after, a Preceptory of the Order of the Ebon Chalice appears at Vangore's Folly and destroys all four of the planet's spaceports. Through orbital macro-laud hailers, Canoness Intolerance speaks a prayer of passing for the promethium barons and their serfs. She then enacts Exterminatus by releasing auto-combustion pathogens into the atmosphere.

The Slaughter at Sanctuary 101

Sanctuary 101, an isolated Sororitas holding in the Vidar Sector on the Eastern Rim, is destroyed by the Necrons. None of the Sisters within survive.

The Promethean War

The Order of the Ebon Chalice reinforces Space Marines of the Salamanders Chapter who are engaged in a brutal urban war against the dread Black Legion on the world of Heletine. The enemy is put to the

torch as dozens of Immolators and Land Raider Redeemers burn a path through the war-torn cities. Despite the strength of their forces, the advance is halted when Lord Gralastyx – the Daemon Prince leading the Chaos forces – unleashes a legion of possessed Chaos Space Marines. As the frenzied Chaos horde rips through the Imperium's ranks, Sisters of Battle and Space Marines fight back to back, their bolters and flamers blazing away as every warrior endeavours to sell their life dearly. However, the allied forces are saved when Saint Celestine appears, falling upon the Chaos horde like an avenging angel. The Living Saint carves a path through the horde towards Lord Gralastyx, before plunging her blade through his heart. With the death of the Daemon Prince, the Chaos horde is destroyed, but of Celestine there is no sign, for she vanished as mysteriously as she appeared.



The Martyrdom of Praxedes

Canoness Praxedes of the Order of Our Martyred Lady reinforces the Astra Militarum 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 walls. As Tyranids pour through, Praxedes confronts a Hive Tyrant. During the fighting the Canoness is dealt a mortal wound, but even as her blood ebbs away, she summons the strength to land a finishing blow, caving in the beast's skull with a thunderous strike. With the Tyrant's destruction, the swarm loses all direction. The Sisters waste no time in pressing the assault, determined to avenge the death of their beloved leader. The remaining aliens are swept aside, buying the time to evacuate the Ecclesiarchy's priests.

The Fall of Cadia

Abaddon's Thirteenth Black Crusade descends upon Cadia. Forces drawn from across the Imperium battle to drive back the Chaos invasion, and though they fight with bitter resolve they are overwhelmed by the Despoiler's armies. Within the darkness of this war zone appears Saint Celestine, bringing with her the five Commanderies from the Order of Our Martyred Lady that were lost in the warp fourteen hundred years ago en route to Chandry. These reinforcements provide much needed firepower and hope. Before Cadia is ultimately consumed by Chaos energies, Celestine reaps a great toll on the armies of Abaddon.

M41 THE AGE OF TRIALS

Stigmata Imperialis

Raging warp storms tear through the centre of the galaxy, coalescing to form the Cicatrix Maledictum. Countless routes of interstellar travel and communication are annihilated, rendering the Holy Synod unable to disseminate the correct interpretation of the unfolding horrors to the adherents of the Imperial Creed. Many divergent beliefs emerge on isolated worlds. Some hold that the Great Rift is a sign that the Emperor has been utterly defeated, whereas others claim to see visions of saints in the sickly warp auroras. The Adepta Sororitas speak of the Great Rift as the result of rampant faithlessness, and are quick to silence those who hold contrary interpretations.

Celestian Crusade

Accompanied by various Imperial and xenos agents, Celestine travels to Macragge in the heart of Ultramar, where the Primarch Roboute Guilliman is awakened from stasis. Celestine then accompanies the Primarch on his long and perilous crusade bound for Terra. Throughout their journey, the members of the crusade are beset by the servants of Chaos, including the enraged Bloodthirster known as Skarbrand and the Daemon Primarch of the Thousand Sons, Magnus the Red. The Imperial forces eventually reach Terra, and while Guilliman seeks an audience with the Emperor, Celestine departs to spread her blessings elsewhere.

The Indomitus Crusade

Roboute Guilliman, the newly instated Lord Commander of the Imperium, launches the Indomitus Crusade to save Humanity from total annihilation. Through this grand campaign he is able to reinforce

the embattled Adeptus Astartes Chapters, bolstering them with Primaris Space Marines. The Order of the Ebon Chalice is instrumental in the Crusade's opening manoeuvres, fighting alongside Guilliman's forces to save the most strategically vital planets in the Segmentum Solar. Other Orders lend their might on many of the crusade's multiple war fronts. It is during this dire time that Junith Eruita is elevated to the rank of Canoness Superior of the Order of Our Martyred Lady, having proven herself in countless battles to be a steadfast and fiery leader.

The Greater Faith

On several worlds in the Chalnath Expanse, the Imperial Creed is replaced by the aberrant philosophies propagated by the T'au Empire. Sisters of the Sacred Rose respond to this crisis of faith, saving those who have remained true to the Emperor and purging those who have been led into damnation. Warriors of the T'au Fire caste present formidable resistance to the Sororitas, but the true threat comes from the Ethereals, whose false preachings claim countless human souls.

Exorcism of the Infected

As the Death Guard's 3rd Plague Company advances along the fringe of the Great Rift, whole systems in their wake are consumed by the disease known as the Gloaming Bloat. The infection begins to spread through the Yanthilmar System, transforming the inhabitants of all twenty-six planets into swollen Poxwalkers. The system's few survivors congregate on the moon of Yanthilmar XV. Their prayers for salvation appear to be answered when a Preceptory of Sisters of the Argent Shroud arrive unannounced from the warp. The survivors' hopes turn sour when they see that there are fewer than a thousand Sisters, and they are facing down whole worlds filled with Nurgle-tainted shamblers. But the Sororitas pay no heed to the cries of despair. Instead, they set about excavating a long-abandoned temple buried beneath the ice at the moon's southern pole. After digging the temple's antenna-like spire from the frost, the Sisters enter the inner sanctum to engage in silent prayer. After three days, a pulse of silver light bursts from the antenna, illuminating each of the planets in the Yanthilmar System one by one. Without word, the Sororitas depart the moon, travelling to each of the system's worlds in turn. When the survivors left on the moon eventually follow the Sisters, they find only devastation. Each planet, once teeming with Poxwalkers, was now

littered with mangled corpses that bore no evidence of Nurgle's foul degradations.

The Eternal Torch

The bones of Saint Yimeng, martyred Hospitaller of the Order of the Torch, disappear from the crypt beneath the Convent Prioris. Pieces of these bones are then found on worlds across the Imperium. Many claim that the madness spread by the Great Rift is banished in the presence of the saint's remains.

Unwelcome Resurrection

Amidst the darkness of the Imperium Nihilus, the Order of the Valorous Heart establish a bastion in the Vesmir System. Nearby Imperial forces flock to the highly fortified sanctuary ensconced in the orbital hive city above Vesmir II. There, they pool what strength they have to fight back against the marauding Heretic Astartes and Chaos Daemons. Elevator mineshafts plunging down to the gas-enshrouded planet surface provide a steady flow of raw materials, while the hive's manufactorums implement exhaustion shifts to ensure that the Sororitas and Astra Militarum troops in the city are stocked with the necessary tools of warfare. The Sisters of Battle and their allies successfully defend the hive against two Chaos assaults, but as the heretics prepare for a third siege, the mineshafts suddenly cease functioning. Massive energy signatures show that some eldritch force has awakened beneath the toxic clouds of Vesmir II. Canoness Jocindyr recognises the threat, informing her Sisters that the planet they are stationed above is a Necron tomb world that is just now stirring into action. Her tactical assessment is that the hive city cannot hold against the invading Heretic Astartes without supplies. However, both enemies may be defeated if they are drawn into battle against one another. The Sisters prepare to descend to the surface and draw out the awakening Necron army. Before she disembarks, Jocindyr issues a standing order to the Astra Militarum defending the orbital hive, telling them to hold the line, no matter the cost, until she returns.

The Humble Saints

The Alpha Legion enact a fell ritual on the agri world of Nolth Prime. Sisters of the Order of Our Martyred Lady fight alongside Space Marines of the Iron Hands Chapter to annihilate the heretics, but are unable to prevent the planet from becoming saturated with Chaos energies. Yet amidst this catastrophe there is a glimmer of hope. The Emperor's

will is manifested through the faithful inhabitants of the planet, many of whom gain the ability to project holy flames from their bodies.

Path of Righteousness

The Ecclesiarchal Missionary Dalomat de Montbard gathers a massive conclave of pious warriors and declares a War of Faith. He takes his campaign on a path of righteous destruction that leads straight into the Cicatrix Maledictum. Nothing more is heard of the zealous Missionary, nor his faithful soldiers, until a decade later when a coffin containing his body emerges from a warp storm in the far galactic west. Alongside Dalomat's remains is a journal containing accounts of battles that span hundreds of years.



The Threshing Fields

En route to Ultramar, a fleet of Sororitas comprising multiple Preceptories of the Bloody Rose stops on the lone planet in the Thresh System. The halt in their progression is in response to a divine vision received by Sister Assumpta, a Sister who has yet to see combat. The Sororitas array themselves for war on the utterly lifeless world, and hold their positions for a day while the Canonesses of each Preceptory pray for guidance. Their holy duty is made clear when a tendril of the Tyranid Hive Fleet Ouroboris spews into the system. The xenos creatures hone in on the Bloody Rose's position and descend upon the planet in great waves. Swarms of skittering predators are butchered by the Sisters, squads of Sororitas are devoured by ravenous monstrosities, and before long the barren world is drenched in blood and ichor. Knowing that the Tyranids feed off biomass, the warriors of the Bloody Rose ensure that every corpse – human and xenos – is burnt to ashes. After six months, the influx of Tyranids into the system ceases, and after six more the last xenos creature is finally slain. Sister Assumpta is the only member of the Sororitas force to survive.



Bellowed battle-psalms can be heard even above the thunder of bolters as Canoness Montaine leads her Sisters of Battle alongside a force of Iron Hands Space Marines against the Alpha Legion warriors invading Nolth Prime. This raging conflict will decide not only the fate of the planet, but the entire sub-sector of Siegfreda's March.



CANONESSES

Canonesses are the martial and spiritual commanders of the Orders Militant. Each is a shining example of purity and dedication of purpose, a veteran warrior of many hundreds of battles, and a slayer of the faithless in numerous war zones. But it takes more than just skill in combat to be granted such a position of command in the Adepta Sororitas. To be a Canoness requires a combination of strong leadership, shrewd tactical genius and sheer overarching faith in the Emperor. She is a guiding light to the Sisters of her Order both on and off the battlefield, a paragon of virtue and holy wrath who refuses to take one step backwards whilst her enemies still draw breath.

There are multiple ranks of Canonesses in a militant Order. Those who oversee the entirety of an Order are typically known as the Canonesses Superior, though they are sometimes known by other titles such as Mater Canonesses or Superionnes. Serving beneath them are subordinate ranks of Canonesses who oversee the various divisions of the Order. A Canoness Preceptor leads the Sisters of a Preceptory, whilst a Canoness Commander heads a Commandery. These subordinate Canonesses are responsible for the spiritual and physical training of the Sisters in their sanctuary, leading combat drills, prayers and rituals, as well as commanding their warriors in battle.

Every Canoness in an Order is part of a chain of command. The Ecclesiarch sits at the head of this military hierarchy, and is ostensibly responsible for declaring all Wars of Faith. Similarly, it falls to the Canoness Superior of an Order to direct the actions of her subordinate Canonesses. But the vast interstellar distances over which an Order operates makes strict adherence to this formal structure impracticable. Commands can take decades or even centuries to reach their destination, if they arrive at all, and so each Canoness must often rely on her own judgement to carry out the will of the Emperor. Each sanctuary receives hundreds of calls for aid every day – war zone commanders send desperate requests for reinforcement, planetary governors facing mutagenic outbreaks amongst their peoples cry out for purgation, and noble figures seeking advancement level accusations of heresy at their political opponents. Every claim could be catastrophic if left unchecked, but only a small fraction can be answered. Long hours are spent poring over tactical data and in meditative prayer, so that a Canoness can determine the righteous path she must walk. Once she has perceived the holy truth of what she must do, a Canoness acts with unflinching conviction, leading the Sisters under her command to battle without doubt or hesitation.

ROSARIUS

A rosarius contains a conversion field generator that amplifies the spiritual will of the wearer into a physical shield of energy. Each is a treasured relic of Imperial technology, bestowed only upon those who have proven themselves to be possessed of a worthy soul. Amongst the Adepta Sororitas, a rosarius has further significance as symbol of the pact made between the Daughters of the Emperor and Goge Vandire. It was by Vandire's rosarius that the Daughters were swayed to his cause, yet the same rosarius failed him when he was revealed as a traitor. The weight of a rosarius hanging around a Canoness' neck is a constant reminder that true faith requires eternal vigilance against the faithless.

JUNITH ERUITA

THE BLAZING HEART, CANONESS SUPERIOR OF THE ORDER OF OUR MARTYRED LADY

Junith Eruita sweeps into battle wreathed in holy fire and holding high the Mace of Castigation. Riding within the Pulpit of Saint Holline's Basilica, she hovers across the battlefield upon thrumming waves of holy energy. The pulpit's heavy flamers swivel seemingly of their own accord, seeking out the heretical and the faithless and immolating them without mercy. As the pyres blaze higher, the Canoness Superior's voice rings out over their furious crackling, her every utterance as sharp and clear as the bells of Ophelia VII. No matter how outnumbered, how beaten down and bloodied they may be, every true Imperial servant who hears her words feels the fires of faith kindle anew in their breast. They surge back into the fight with a prayer on their lips and righteous hatred in their eyes. This is Eruita's greatest gift from the Emperor, this undying flame of absolute belief that leaps to all those around her as though their souls were dry tinder and her words the blazing brand. In this inferno of faith have countless heretics, witches and aliens burned, and by its white heat have manifold Imperial victories been forged.

From her first days in the Schola Progenium it was remarked that Junith Eruita exhibited an almost frightening intensity of faith. Orphaned during the Gethsephone Massacres, Eruita's traumatic experiences had clearly scarred her for life. Yet she did not break or falter, but rather focused her hatred and rage against Mankind's enemies while cleaving to the absolute belief that the Emperor watched over his people and had a plan for all. By the time she joined the ranks of the Order of Our Martyred Lady, Eruita was already being watched with keen interest by its then Canoness Superior, Marya Somnatian. Eruita's talent for inspirational address; her intensity of faith; her somewhat maniacal fondness for, and prodigious skill with, flamer weaponry; all had been noted by her drill-abbots, and suggested great things to come.

Somnatian was not disappointed. Sister Eruita took to the role of Retributor with fervour, becoming both the inspirational lynchpin of her squad and a truly ferocious warrior with her anointed heavy flamer. In the fullness of time Eruita rose to the position of Celestial, plying her flames of purgation as one of the Canoness

Superior's personal bodyguards. In that role she fought at Somnatian's side across the killing fields of Phdoro, through the purge of the Nightmare Hive and even to the gates of the City of the Poisoned King. Then came Holline's Hope, and a fateful advance under fierce shelling from the heretical forces of the Iron Warriors. The Sororitas had just secured the blasted shell of Saint Holline's Basilica when a devastating salvo of missiles crashed down upon it. The vaulted roof collapsed. The towering bastion towers fell. Hundreds of Sisters died as the structure caved in, and Somnatian was amongst them. It was then

that the wounded Sister Eruita scaled the stair leading to the miraculously untouched pulpit from which Saint Holline had once preached. Fire rained down around her but neither shot nor shell touched the pulpit as Eruita delivered a blistering address to her surviving sisters. Every eye lit with faith renewed, and with a mighty cry the Order of Our Martyred Lady swept onwards to a costly but decisive victory. Junith Eruita ascended to replace Marya Somnatian that day, appointed by the grace of the Emperor himself, and has ridden to war in the blessed pulpit ever since as the true Blazing Heart of her order.



CELESTINE

THE LIVING SAINT

Wings spread wide, halo blazing and Ardent Blade in hand, Saint Celestine is an embodiment of the God-Emperor's might. She shines like a star amid the smoke and fumes of the battlefield, radiating holy light. The faithful are filled with strength and courage by her presence even as heretics recoil in terror. Those who flee are wise to do so, for Celestine strikes like the Emperor's own judgement, smiting the unrighteous with a strength that belies her human form. With a gesture, the Living Saint calls fires of retribution down from on high, or infuses her sick and injured allies with healing energies.

Of her life before she was declared a Living Saint, very little is known of Celestine, other than that she was a Sister Repentia of

the Order of Our Martyred Lady. She was but one warrior amongst those who fell in the protracted war against the heretics of the Palatine Schism. But after her body had been cleansed of the blood and filth of battle, she rose once more, standing flawless before the faithful in attendance. The remainder of the Palatine Crusade passed in a bloody whirlwind of vengeance as Celestine was hailed as the Crusade's figurehead, the entire sector being scoured of not just the schismatics but every being the crusaders deemed unworthy of existing upon the worlds of Man.

Lord Ansgar, the Crusade's leader, believed the holy war would reach its conclusion at the capital world of the Palatine Sector, but Celestine insisted upon first liberating

a small backwater world named Sanctus Lys. Unknown to all but her, the world was home to the ancient Shrine of the Fiery Heart, once visited by Saint Katherine. Celestine ordered a broken altar moved aside and the flagstones beneath it taken up, uncovering the entrance to a hidden crypt. Barring any from following her, she descended dusty steps that none had trodden for millennia. At length, as 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 armour, and wielded a blade wreathed in sweet-scented petals, its blade so bright none could bear look upon it. She gazed around, and all who dared meet her eyes were struck down by equal parts heavenly adoration and infernal terror.

After her apotheosis, Lord Ansgar and a conclave of his Thorian compatriots declared Celestine a Living Saint. She was hailed as the Hieromartyr of the Palatine Crusade and fought at the vanguard of numerous Wars of Faith. Her presence invested the faithful with an unprecedented fervour, and hundreds of thousands of heretics met a fiery end at the hands of her armies. Many were fearful in her presence, for to stand before her was to submit to the judgement of one whose example could never be emulated. Her influence upon the Adepta Sororitas, for whom she became the focus of total veneration, was miraculous; she was a Living Saint, whom the Sisters of Battle would follow to the very centre of the Eye of Terror were she to lead them there.

Celestine has fought the faithless over long centuries, and in all corners of the Imperium. Many times it has appeared that she has been struck down in battle, but wherever she falls she inevitably rises once more like the radiant dawn, filled with renewed vigour with which to slay the unrighteous. The Geminae Superia often fight at her side. Each of these chosen champions is possessed of a portion of Celestine's skill and grace, and would lay down their lives to protect the blessed saint. It is difficult to predict where Celestine and her Geminae Superia will appear, but wherever they go, the Emperor's will is made manifest.



THE TRIUMPH OF SAINT KATHERINE

Where the Triumph of Saint Katherine marches, there shines the Emperor's radiance. With every step, this funerary procession spreads the glory of the martyred Matriarch further across the galaxy, scattering before it the enemies of the faith and instilling in the Sisters of Battle the fiery conviction of Katherine herself. Yet it is not only the founder of the Order of Our Martyred Lady who is venerated by the Triumph, for through its presence are the spirits of all six Matriarchs carried to the front lines.

At the centre of the Triumph is the blessed bier upon which lies the skeleton of Saint Katherine. Her bones – exhumed from the crypt of Sanctus Lys – are clad in shining reliquary armour. Though her physical remains can be beheld through the armour's recesses, only the most pious of the Emperor's servants can look upon her without feeling the flames of judgement searing through their soul. Yet the true proof of the Matriarch's holiness is in the scone above her head, where her heart remains untouched by the ravages of time, even millennia after her death. Those Sisters in the presence of the Triumph can hear the heart beating and can feel its warmth flowing through them. The Imperial Eagle sits above the fiery heart, symbolising the Emperor watching over his fallen servant.

The bier is flanked by esteemed members of the Orders Pronatus. Each of these Sisters was once an exemplar of their Order, hand-picked by their respective Canonesses Superior to join the Triumph. The Sisters Pronatus not only curate the remains of Saint Katherine, cleansing her bones and armour with oils and unguents; they also each take on the role of one of the six Matriarchs that make up the procession. The Sister is said to become the spirit of that saint, embodying her strengths and virtues and carrying forth a holy relic with which the Matriarch is associated. These relics are priceless treasures, and are borne with as much reverence as the bones of the saint.

The Spirit of Saint Katherine walks at the front of the procession. In one hand she wields the Martyr's Sword, a crackling blade said to have been tempered with drops of Katherine's dying blood. In the other hand she holds the Praesidium

Protectiva, the shield with which Katherine defended Alicia Dominica in countless battles, which after thousands of years still projects a barrier of holy energy.

The Spirit of Saint Dominica holds the Simulacrum of the Ebon Chalice, a blackened goblet imbued with a portion of the original's awesome power. In its presence the impious are wracked with physical and spiritual anguish, their bodies and souls eroded into oblivion by waves of radiant energy. The Spirit of Saint Silvana bears the Simulacrum of the Argent Shroud, cut from the same cloth as that which was laid over the Matriarch's body. As the Sister reads aloud the many deeds of Silvana, an image of the saint appears in the shroud, revealing its miraculous nature for all to see. The Spirit of Saint

Mina carries the Petals of the Bloody Rose – crimson buds that are ritually scattered to symbolise the gore spilt by the Red Saint before she was martyred. The waft of these petals clears the minds of nearby Sisters of all extraneous thought and sends them into a blissful rage. With intoned prayers the Spirit of Saint Arabella swings the Censer of the Sacred Rose. Inside the censor burns an eternal flame, signifying the unending drive and conviction of Arabella as she spread the Emperor's truth.

Lastly, the Spirit of Saint Lucia holds aloft the Icon of the Valorous Heart, which beats ever louder as the fires of war grow around it. Those servants of the Imperium who hear this thudding know in their soul that there is no opposition that the Emperor's glory cannot overcome.



BATTLE SISTERS

Armoured in ceramite and unwavering faith, skilled in wielding the holy trinity of bolter, melta and flamer, the Battle Sisters of the Orders Militant are amongst the most potent defenders of Humanity. They are the prosecutors of the Ecclesiarchy's Wars of Faith, annihilating the enemies of the Emperor wherever they are found.

BATTLE SISTERS SQUADS

The Battle Sisters make up the vast majority of each of the Orders Militant. They are the foot soldiers of the Emperor, his sword of defiance and his shield indomitable. Beneath their thundering bolters countless aliens, mutants, traitors and heretics have met their doom. Wherever they advance across the battlefield the light of the Emperor spreads like a holy dawn, manifesting in miracles that see the bolts and blasts of the enemy turned impossibly aside, or the foe consumed by the fires of righteous retribution. Onwards the Battle Sisters march, their exultant prayers ringing out all the more stridently at these breathtaking proofs of the Emperor's manifest divinity, and with every squeeze of their triggers they despatch more of the unworthy abominations that dare stand against the Master of Mankind.

Battle Sisters begin their lives as orphans – the daughters of Imperial soldiery or

adepts who are taken in and given training by the Schola Progenium. Each Schola is a centre of doctrinal teaching, brutally strict discipline and martial rigour; here, those who will become Battle Sisters learn to revere the divine God-Emperor of Mankind above all others. They solemnly swear on the Golden Throne to serve him with their every life's breath and – should they be called upon to do so – with their deaths. It speaks much of the Imperial faith that Battle Sister march undaunted against all manner of horrific threats in fulfilment of their vows of service.

The Battle Sisters are the true fighting arm of the Ecclesiarchy. To a woman they are physically powerful and martially adept, schooled for years in the arts of armed and unarmed combat, squad-based tactics and doctrinal strategic implementation, as well as the recognition of moral and military threats and the myriad deviant enemies that they will have to face in

defence of the Emperor's faith. They exhibit a level of stern discipline far in excess of that shown by the majority of Humanity's unaugmented defenders. Though they undergo none of the psycho-indoctrination or neuro-enhancing surgery of the Adeptus Astartes, thanks to their faith and their spiritual and moral strength the Battle Sisters appear nearly as fearless as the Space Marines. Their presence upon the battlefield is as inspiring as it is fearsome, and their relentless advance is unwavering even in the face of the most insurmountable odds or monstrous of foes.

Battle Sisters wear blessed power armour and wield sanctified boltguns. The former are fully enclosing suits of ceramite-and-plasteel plate whose servo-assisted strength is provided by bulky backpack units wired directly into the main suit. Without the power these packs provide, the armour would be unwieldy almost to the point of uselessness. With it, however, power armour not only enhances a Battle Sister's strength enormously without in any way restricting her movement or speed, but it further provides such exceptional protection that she can wade through hails of small-arms fire without so much as breaking stride. The boltguns wielded by the Battle Sisters, meanwhile, fire hails of self-propelled, mass-reactive miniature warheads. These shells have the capacity to punch through armour, flesh and bone before their micro-cogitators trigger and they detonate deep within the luckless target. So it is that those foes fired upon by squads of Battle Sisters are not merely mown down, but are instead blown apart in spectacular fountains of gore and ruptured flesh.

Each squad of Battle Sisters is led by a Sister Superior, and often augmented by the addition amidst their ranks of Dominion or Retributor Sisters wielding special-issue or heavy weaponry. While such additional armaments furnish the Sisters with the firepower to annihilate enemy battle-tanks or to immolate great swathes of the foe's infantry amidst billowing infernos of flame, it is the Sisters Superior who form the true lynchpins of each squad of Battle Sisters. Speaking with authority



derived from years of combat experience and supreme faith in the God-Emperor, these remarkable officers ensure that every Sister under their command fights to the full extent of her abilities and endurance, thereby maximising the strategic impact of the squad as a whole. In most Orders, it is the Sisters Superior who will one day go on to become Canonesses. During their tenure as Sisters Superior they learn not only the art of command, but also that of delivering impassioned and inspirational battle-sermons. Such rousing oratory can keep their warriors fighting in the face of impossible odds, and can seemingly call down the wrath of the God-Emperor himself upon their enemies.

DOMINION SQUADS

Where the advance of the Battle Sister squads is typically steady and unrelenting, the Dominion Squads strike as swift and furious as holy lightning. Channelling all their hatred and fury towards the enemies of Mankind, these warriors storm through the enemy lines armed with a plethora of flamer and melta weapons with which they dispense devastating short-range death. Wherever the enemy must be cleared from a command bunker or a captured strategic site, wherever the foes' battle line must be smashed asunder or a dangerous enemy counter-attack blunted with raw ferocity, there do the Dominions strike.

The Sisters of a Dominion Squad are courageous and aggressive, but they are not impetuous. Under the watchful eyes of their Sisters Superior, these squads temper their desire to bring their wrath to bear with a keen awareness of localised strategic conditions. Dominions swiftly appraise their enemies and then pick out and eliminate each priority target in turn, using precisely the right weapon for the job. It is this skill, along with specialist training in the arming and maintenance rituals required to invoke the machine spirits of flamers, storm bolters and meltaguns, that makes the Dominions so overwhelmingly deadly in a firefight, and such valuable seconded additions to Battle Sisters Squads.

Dominion Squads are typically borne into battle aboard fast-moving armoured transports; Rhinos and Immolators roar across the battlefield, enemy fire ricocheting from their hulls as they bear the Dominion Squads to battle. Only at the very edge of the contested ruins or enemy-held trench line do these vehicles slew to a halt, their own guns thundering



even as their ramps slam down and the Dominions storm forth. With prayers to the Emperor upon their lips, the flamer- and meltagun-wielding Sisters scythe down their foes with overwhelming point-blank firepower. They then sweep onwards to their next objective, leaving the Battle Sisters at their backs to secure the sites of strategic importance that the Dominions have scoured clear of the foe. Their tactics echo the ancient doctrine practised by the Daughters of the Emperor known as the 'Undeniable Word'. This doctrine was developed to deliver righteousness where it was needed most, to shatter the faithless and to clear ground to allow the Emperor's light to shine.

RETRIBUTOR SQUADS

Among the majority of the Orders Militant it takes long years to advance to the respected ranks of the Retributor Squads. The Sisters that comprise these warrior bands are amongst the most level-headed, imperturbable and bloodily determined of all their kind. They are also amongst each Order's finest sharpshooters. It is well that all of this is so, for to the Retributors falls the weighty responsibility of providing targeted fire support for their advancing sisters. In order to best fulfil this role, each squad of Retributors is armed with an

array of heavy bolters, multi-meltas and heavy flamers that bring their firepower in line with that of a battle-tank. Combined with the Sisters' expert eye for target prioritisation, identifying enemy weak points and optimising firing solutions, these devastating armaments make each squad of Retributors a terrifyingly potent battlefield asset.

Retributor Squads provide hammering volleys of long-range covering fire as the main Adepta Sororitas forces press forwards into the foe. They single out and annihilate enemy tanks, rampaging war machines and monstrous beasts so that these heretical abominations cannot harm their comrades or disrupt their Order's battle plans. When striking from afar, Retributors are capable of reducing enemy fortifications to fire-blackened shells and advancing enemy infantry waves to mounds of smouldering corpses. Yet even when advancing as part of the battle line they lose none of their deadly capability. The more aggressive Orders, such as the Argent Shroud, often send Retributor Squads forwards in armoured transports, from which they disembark and annihilate the foe with inescapable salvos of flame, explosive bolts and superheated energies before their victims can so much as raise their weapons to fight back.

ANGELIC HOSTS

Amongst the Orders Militant there are those whose faith burns so brightly it appears as if the Emperor himself guides their actions. They fly across the battlefield on pillars of flame, blazing a trail towards the enemies of the Sisterhood, before descending with righteous fury to strike down the faithless.

SERAPHIM

The angelic warriors known as Seraphim fight in the advanced guard of an Adepta Sororitas army. Equipped with San Leor pattern jump packs, they descend from on high and launch themselves at the enemy lines, using shock and awe to shatter formations before their fellow Sisters open fire. Each Seraphim wields a pair of pistols, chosen from amongst the holy trinity of weapons. Bolt pistols are used to spit hails of death as the Seraphim arc through the sky, hand flamers spew burning torrents to immolate packed ranks of foes, whilst inferno pistols fire focused beams of heat that melt through armour and flesh with contemptuous ease.

To become a Seraphim requires a level of skill and control that borders on the divine. Only those Battle Sisters who are blessed with inhuman dexterity are considered for training, yet even of these, few are found capable of the task. The Sister must be able to aim and fire both her weapons as she rockets forwards at tremendous speeds, all the while maintaining a precise flight path. She must be able to land a pace away from a snarling throng of enemies, cut them down with fluid strikes and take to the air once more in the space of a few heartbeats. Yet even more than this, a Seraphim must be a vanguard of the faith, their soul devoid of doubt and their every action and instinct dictated by divine inspiration.

Seraphim Superior are highly respected warriors amongst their Order, and they are often called upon by their Canonesses to offer advice in councils of war. Such is their skill and conviction that long-serving Seraphim Superior often go on to become Palatines or Canonesses. As befits veterans of such standing, Seraphim Superior wield some of the most vaunted weapons of the sanctuary in which they serve, from golden-bladed power swords inscribed with litanies of faith to sacred plasma pistols once wielded by a saint of the Order. All are irreplaceable artefacts and revered heirlooms, and by the actions of a Seraphim Superior they are washed often with the blood of the unrighteous.



ZEPHYRIM

The Zephyrim are divine destroyers, figures of fathomless passion and tenacity who cleave a righteous path through the hordes of the enemy. They soar across the firmament, seeking out those whose wickedness is the greatest affront to the faith, and there do they visit their wrath. With reaping arcs of their power swords the Zephyrim lop heads and sever limbs from the abominations before them. An acrid stench fills the air as flesh and metal are vaporised with every swing of the energy-wreathed blades. Screams of woe are drowned out by angelic singing and the thunderous blast of bolt pistols, and before the enemy corpses have hit the ground, the Zephyrim take to the skies once more.

Only Sisters who experience a direct and persistent connection with the God-Emperor become Zephyrim. Overwhelmed by this constant communion, they often lose the ability to converse with the other warriors of their Order. They speak in unknown words and exist in a state of unwavering rapture. Many amongst the Sisterhood believe that the Zephyrim speak of holy prophecies that are intelligible only to those whose pure faith is able to decode the message. Yet their actions on the battlefield are clear for all to see. Where the Zephyrim strike, there do the other Sororitas follow, walking through heaps of dismembered bodies in the wake of these divinely touched warriors.

REPENTIA

Sororitas who fall short of the Sisterhood's stringent codes of service are stripped of their wargear and cast out from the Order in which they served. Known as Repentia, they are banded together with others who have fallen from grace, and in these squads are given the opportunity to wash away their sins with the blood of the faithless.

SISTERS REPENTIA

Clad in rags and filled with an unquenchable desire for atonement, Sisters Repentia charge across the battlefield to the sound of howled prayers. In the heart of each warrior is the knowledge that she has failed her Sisters, her Order and her Emperor. She knows that she exists only to slaughter the enemies of the faith or to give her life trying, and so rushes forwards without heed to her own safety. As she reaches her foes she lofts her eviscerator – the massive chain-blade bestowed upon her as a tool of penance – and brings it down upon them with brutal fury. Sawn flesh flies in all directions. Chunks of cleaved bone and rent armour scatter as the weapon's whirring teeth do their work. Every slash and upswing severs more arteries and looses more blood, and with each mangled corpse she creates the Repentia feels the Emperor's forgiving gaze drawing ever closer to her.

Sororitas of any Order can become Repentia. A Battle Sister who disobeys the commands of her superior, a Dialogus who gives in to the sin of curiosity, a Famulous who fails to unveil the hidden schemes of her wards – all are disgraced in the eyes of the Sisterhood. They are exiled from whatever Order they served in and given over to one of the Orders Militant, where they undergo merciless spiritual and physical reconditioning. When the Order that has taken them in goes to war, the Repentia are typically placed at the fore of the conflict – a kindness that allows them the greatest opportunity to wreak penitent slaughter on the enemy.

It is possible for a Repentia to redeem herself through deeds of great bravery and butchery. In fact, some of the greatest and most faithful champions of the Sororitas were at one point Repentia, such as Celestine, the Living Saint. Those redeemed in this way are revered by their fellow Sisters, for through them the Saviour Emperor is shown to shepherd his servants through their hour of weakness. Some Sisters even go so far as to submit themselves to becoming Repentia, citing their slightest shortcomings as reasons for penance.

REPENTIA SUPERIOR

The solemn task of guiding wayward Sororitas in their atonement falls to a Repentia Superior. These veteran Sisters act as overseers and taskmasters, driving the Repentia forwards in battle and watching vigilantly for any remnant signs of sinfulness. With bellowed words the Repentia Superior exposes the guilty soul of each of her charges, recounting with scorn the failings of their faith so that their self-loathing and humility remain red-raw.

The paired neural whips carried by a Repentia Superior are laced with electro-synaptic fibres. Upon contact, these send a jolt of physical and mental anguish coursing through a target's body. Before battle, each Repentia takes the fall of one

these whips in her hand, filling her body with pain. The agony she endures reminds her of her guilt and inures her to physical suffering, which is a necessity if she is ever to achieve absolution. Wracked with shame and anguish, she then throws herself at her enemies, whereupon her violent contrition is judged by the Superior.

On the battlefield, the Repentia Superior uses her whips to strike down the enemies before her. With expert flair she traces swirling trails with each cord, lashing one whip viciously across exposed flesh whilst cracking the other to shatter a foe's armour. Still-screaming heretics pile up at her feet, their fried neurons causing them to twitch uncontrollably as the Repentia Superior and her Sisters march over them.



CELESTIAN SQUADS

Celestians are the finest and noblest warriors of their Order, inspirational figures whose refusal to yield, even in the direst of situations, is legendary. Over the course of scores of battles, they have served their Order with distinction, earning the sacred honour of accompanying the highest-ranking leaders of the Adepta Sororitas to battle. In the heat of combat they act as both bodyguards and elite champions.

Celestian Squads punish the faithless with relentless barrages of bolter fire and gouts of sacred flame, their disciplined fire accurate and devastating even by the exacting standards of the Sisters of Battle. Should the enemy draw close enough to threaten their beloved Canoness

or another important dignitary, each Celestian will sacrifice their own bodies without reservation in order to preserve their charge. Having fought side by side for many years across some of the most horrendous battlefields imaginable, Celestians share a powerful bond with their Canoness. In her presence these warriors will fight all the harder, praising the Emperor's name as they lay waste to the psyker, the mutant and the heretic.

Only those who prove themselves to be exceptionally proficient in the arts of war are deemed worthy of induction into the ranks of the Celestians. These elite warriors are deployed together where their superior experience can turn the tide of battle, often accompanying their

Canoness as she charges forwards to face the most nightmarish of foes. Amongst their number are those who once served as Dominions and Retributors, meaning that Celestian Squads are supported with the weapons and wargear necessary to face a wide variety of threats. However, all Celestians know that such weapons are nothing compared to the power of their faith. They are fervent adherents to the Imperial Creed, shining examples of righteousness that less-veteran Sisters aspire to emulate. Harnessing this ardour in battle, they stride forwards to split the skulls of alien savages and drive hideous Daemons back into the warp.

Most Celestians were at one point a Sister Superior of a lower rank. As such they are each possessed of formidable tactical acumen developed over long years of leading their fellow Sororitas in war. It is therefore not uncommon for a Celestian Squad to have no Superior, instead operating as a collective in which each member lends their experience and insight to the execution of their common duty. Those squads that do contain a Celestian Superior have the honour of being led by a paragon of martial prowess and spiritual fortitude. It is to these veteran warriors that the honour and burden of command is given when a Canoness of the Order is taken up by the Emperor.



CHERUBS

Certain Adepta Sororitas squads employ a special form of sanctified servitor known as a cherub. Fitted with simple anti-grav motors, these vat-grown bio-constructs are able to fly over the battlefield alongside the Ecclesiarchal warriors, and through inloaded doctrines assist the Sisters with front-line weapon maintenance and purification rituals. Depending on its role, a cherub's flesh is integrated with different mechanical appendages and daubed with unique unguents, allowing it to better fulfil its sacred duty. Unlike Inquisitorial familiars, cherubs used by the Adepta Sororitas are not psychically tethered to their masters, and are instead commanded through specific holy intonations.

IMAGIFIERS

The role of Imagifier is sacred amongst the Orders Militant. To these fervent Sisters falls the task of extolling the virtues of fallen Sororitas, and of preaching their deeds amidst the din of battle so that the martyr's spirit may inhabit the warriors of the Order. An Imagifier bears a stanchion mounted with a graven image of a revered martyr, inlaid with gold and silver and inscribed with holy texts. Held aloft, this image serves as a locus of faith to the Sisters of Battle and a beacon of martial purity. The Imagifier recounts the martyr's many righteous deeds, her booming voice carrying above the crack of boltguns and the jagged roar of chainswords. Tales of holy rage inspire nearby Sisters to new heights of violence; accounts of the martyr's stoicism fill those in earshot with new-found resolve; while stories of the fallen's miraculous defiance serve to steel the hearts and minds of the Order's warriors. Many Sisters are brought close to tears in the presence of an Imagifier, for to have served the Emperor so valiantly and to have died in his name is the ideal to which all Sororitas aspire.



A given Order often has multiple Imagifiers serving at any one time, often deployed across disparate war zones. On the front lines they accompany the ranking Canoness and serve as part of her retinue, ensuring that they are positioned wherever the fighting is thickest, and where the deeds of which they speak will have the greatest effect. When faced with the enemy, the Imagifier plants her stanchion in the earth and takes up her weapons. Even while firing upon the foe does she continue to intone the glories of the fallen, missing not a syllable of the litanies as she guns down the heretics before her and hurls grenades into their midst. When the way is cleared she lofts the martyr's image once more, carrying it over the broken bodies of the unrighteous.



Those Sororitas ordained to the rank of Imagifier have typically shown themselves to be worthy of the role while serving as Sisters Superior or Celestians, though in rare cases a lower-ranked Sister has proved herself an exemplar of battlefield oration. An Imagifier trains for her new duty through painstaking phenomenological studies of a particular martyr, memorising not only the deeds of the revered warrior, but also the holy significance of their death. Where possible the remains of the fallen are exhumed from the Order's crypts and relaid in state, allowing the Imagifier to mediate over the corpse as she engages in her training. The Imagifier then guides Sisters from the Orders Pronatus in crafting the martyr's image, ensuring that the relic perfectly immortalises the blessed dead.

'Her blade was her hand, her hand her blade, and with a single strike she did cleave the skulls of the first two abominations in her path. But this was only the beginning of her holy rage. She stood beneath the shower of sickly blood with pistol drawn and prepared to deliver the Emperor's judgement...'

- Litany of Canoness Briar, Sister Tariana, Imagifier of the Order of the Thorn



HOSPITALLERS

A Sister Hospitaller moves swiftly and determinedly across the battlefield, her silhouette descending calmly upon those injured in the defence of the faith. She works solemnly under the most brutal conditions – on irradiated hell plains, nightmarish fractal battlegrounds or pox-riven swamps swarming with bizarre xenos life. With gritted teeth, a Hospitaller provides ministrations to her fellow Sisters, even as screaming hordes of heretics and frothing alien beasts bear down upon her. She kneels in pools of putrefying bodily fluids, drawing upon her deep well of faith-fuelled strength to saw through mangled limbs, while pitting her wits against sentient pathogens and sorcerous poisons.

Sisters of the Orders Hospitaller are the physical and spiritual healers of the Adepta Sororitas. As much as their medicinal expertise and surgical skill, they provide a font of faith to those in need. Intoning prayers to salve the fevered mind and reciting tenets of fortitude, they remind their temporary ward of those saints who bore tremendous sufferings with unflinching grace. They whisper mantras of vigour to dull the pain of injury and lift the veil of fatigue. Elbows-deep in viscera, Hospitallers spit denunciations of religious hatred as they dig through screaming warriors for burning rad slugs, shards of crystallised grief and spurs of polluted shrapnel.

A member of the Orders Hospitaller carries specialist equipment to aid her on the front lines. A clutch of anointed surgeon's tools hovers, mantis-like, ready to move at her slightest command. In extremis, the whining bone saw and glinting hypo-awl can be turned upon an enemy in close quarters, slicing open jugulars and punching through lungs before the Hospitaller steps back and delivers the killing shot with her bolt pistol.

To face the terrifying weaponry brought to bear by so many of Mankind's enemies, a Sister Hospitaller trains exhaustingly aboard the over-crowded sanatoria barges of their Order and among the hive-slum hospices and pioneer missions on the Imperium's fringes. Years of painstaking study of millennia-old texts are carried out in the cavernous halls of their Order's sanctuaries, fitfully lit by votive candles and patrolled by nameless guardians. Individual Hospitallers spend lifetimes researching the horrific psychic devilry of the Aeldari or the sickening taint of daemonic possession. Through their dedication, minds assailed by the disturbing energies of cranial shrivening and nerves shredded in blistering wells of black voidfire find their salvation in the tender hands and puritanical voices of the Hospitallers.

Sisters Hospitaller are utterly committed to their craft and devoted to the preservation of the Emperor's warriors. They understand only too well the vital and sacred duty the Orders Militant carry out in preserving Mankind and casting out the evils that beset it. Over countless grinding battles, they become inured to the grim realities of war and develop an intimate understanding of the terrible mathematics of survival. There is little place for kindness when making their front-line diagnoses. If the soul can be saved, but the flesh is riven beyond redemption, the Hospitaller will grant an injured warrior the Emperor's mercy, uttering a simple benediction before swiftly ending their life. But if a victim's spirit has been corrupted, the Hospitaller offers no such beneficence, ending their taint without hesitation or ceremony. Many a traitor governor's last sight has been the unblinking gaze of a personally seconded Hospitaller, calmly administering deadly toxins in place of the usual course of stimms and emetics.



DIALOGI

A Sister Dialogus drowns out the filthy war cries of the enemy with shouts of exalting praise to the God-Emperor. She is a locus of faith in the Adepta Sororitas battle line, standing upon fire-swept promontories, arm thrust proudly out with her staff of office in an iron grip as shots whine around her. Her laud hailer amplifies her inspirational rhetoric over the din of battle, and through broadcasts to vox-beads and sensoria arrays she ensures that all nearby Sororitas can benefit spiritually from her deep well of holy knowledge. Each bellowed verse is punctuated by deadly shots from her bolt pistol, or by the crack of skulls as she sweeps her heavy staff into onrushing enemies.

Dialogi accompany the Sisters of the Orders Militant onto the front lines of purges, crusades and Wars of Faith, marching dauntlessly into the most furious firestorms to extol the Imperial Creed. Amidst hails of incoming fire they chant rousing hymns, sonorously intone extracts from holy writings and roar out oaths to be repeated by their sisters-in-faith. Through their words, Dialogi illustrate the deeds of the Emperor when he still bestrode the stars, revealing his manifest glory to the warriors around them and telling of his will in all things. In this way do the Sororitas have an audible expression of their duty, a reinforcement of their own personal prayers.

Though they eschew advanced weapons drilling in favour of hermeneutical studies and hagiographic research, Dialogi still undergo rigorous physical conditioning and combat training. They must be able to stand shoulder to shoulder with the members of the Orders Militant upon the field of battle, as well as endure lengthy periods of intense study and inspiring oration. During the Balm of Cethys Hive, a Dialogus of the Order of the Illuminated Page recited the Psalms of Radiant Truth for three days without pause as the mission she accompanied systematically torched the wretched hovels places of hundreds of mutated sump dwellers.

‘There is no light but the light of the Emperor! There is no faith but faith in the Emperor! There is no truth but the truth of the Emperor!’

- First Exclamation of the Dialogus Order of the Resounding Vow

The linguistic studies of Dialogi delve into far darker areas than many would suspect. The Adepta Sororitas are driven to root out and destroy idolatrous apostates and impious secessionists, and it is the duty of the Orders Dialogus to collate the heretical

texts and blasphemous tracts that have been gathered by various profane cults. Only by poring over the tainted pages of these texts can a Dialogus unveil the foul heresies being enacted by enemies of the faith. She must therefore engage with all manner of grotesque rune scripts and psychosis-inducing languages employed by the servants of Chaos. In psychically warded sanctuaries, heavy with the fog of sacred incense and the fume of burning candles, the Dialogi undertake their most dangerous duties. Using callipers dipped in unguents milked from weeping statues, they carefully read and translate works of sorcerous malignity and lexicons of warp-spawned foulness.

Dialogi train ceaselessly to harden their psyche and become resolute of spirit, steeling their minds during gruelling and arduous procedures against all forms of corruption and temptation. Over long years of service, their mental fortitude and unwavering determination is forged into a cold aura of repugnance. This allows them to stand tall against the otherworldly witchery of those who deny the God-Emperor’s galactic rule, rejecting psychic emanations spat at them from hateful minds tainted by disbelief. Thus girded do the Dialogi stride alongside the Sororitas of the Orders Militant, their iron-hard conviction providing fuel for their incendiary proclamations.

SACRED TOMES

Unlike most relics, which are protected and maintained by Sisters of the Orders Pronatus, the many holy tomes and scrolls of the Adepta Sororitas are given into the care of the Sisters Dialogus. Many such scripts are carried into battle, where their writings are used to inspire the warriors of the faith to new heights of fervour. Over the course of brutal and bloody wars, ancient pages may become splattered with the ichor of slain foes or singed by holy flames. Only the Dialogi possess the skills required to restore such works to their former glory. They painstakingly rescribe each letter on a desecrated page, using the same blessed inks that were first used to pen the text. Even the slightest deviation in the writing – either in its content or its form – is considered a blasphemy. As such, a Sister Dialogus commits to memory the entirety of a tome that is in her care, allowing her to recreate entire pages that have been torn from a tome. Of course, to allow a holy relic to be damaged to such an extent is a great sin in itself, and the Dialogus’ penitent blood is used to reconsecrate her finished work.

TRANSPORT VEHICLES

There are many means by which the fury of the Emperor's faithful can be delivered unto the heretical foe. The medium of loading squads of wrathful Sororitas aboard pugnacious armoured transports bristling with firepower then sending them ploughing through the enemy lines to crush them flat and blast them to bits is amongst the most popular...

SORORITAS RHINOS

The Rhino armoured personnel carrier has been a mainstay of Imperial military forces since the earliest days of the Great Crusade, and even before. Fashioned from a Standard Template Construct, Rhinos are exceptionally durable, robust and easy to operate. They rarely break down or fail their passengers, whether immersed in the most inimical environments or hammered by sustained enemy fire. Between the simplicity of their core mechanical systems and the indomitable nature of their machine spirits, even in dire circumstances the crew can soon get the vehicle moving again. It is for this faithful and dogged determination to serve the Emperor that the Rhino has always seen significant service amongst the Adepta Sororitas.

The Rhinos used by the Militant Orders are magnificently decorated with filigree and holy icons. Applied and maintained by masterful artisans, these embellishments honour the machine spirit of each Rhino and celebrate its role as a deliverer of the Emperor's divine judgement. Furthermore, the lavish ornamentation ensures the spectacle of the Adepta Sororitas advancing en masse is as magnificent and inspirational as it should be. The vehicles are blessed before every combat engagement by both Tech-Priest Engineers and Ecclesiarchal priests. Their combined prayers and applications of sacred unguents provide a ward against evil, allowing these vehicles to go proudly to battle in the sight of Emperor and Omnissiah both. Inside its hallowed interior, a Rhino can carry ten fully armed and armoured Sororitas, speeding them across the battlefield and shrugging off the malefic attention of the enemy to deliver the Emperor's servants into the very heart of battle.

IMMOLATORS

Used exclusively by the Adeptus Ministorum, the Immolator pattern armoured transport is a variant on the Rhino chassis. Atop the hull of each Immolator is mounted an elaborate turret arrangement that incorporates a stained-armaglass ballistic shield, auto-choral targeting array and gunner's nest linked to a twinned pair of devastating heavy weapons. Typically operated by a Dominion Sister with additional vehicular combat training, these turrets can be mounted with immolation flammers in order to purge nearby foes, twin multi-meltas for hunting tanks and elite infantry, or twin heavy bolters to provide thundering volleys of anti-personnel fire support to advancing Sororitas forces.

The enhanced weapon loadout on an Immolator necessitates a smaller transport bay compared to that of a Rhino. A portion of the vehicle's internal space is dedicated to auto-sanctified guidance cogitators and – depending on armament – fuel tanks, backup power cells or sizeable magazines of bolt shells to feed the turret weapon systems through lengthy engagements. For all this, the Immolator is still capable of bearing up to six fully equipped warriors into battle. With its dominating firepower and aggressive machine spirit, the vehicle is thus a firm favourite amongst such specialist formations as Dominions, Celestians and Retributors, where its turret-mounted armaments add to the punishment put forth by their holy trinity of weaponry. Whether advancing to clear the enemy off strategic strongpoints, acting as outrider escorts for columns of tanks and transports, or providing additional mobility and fire support to lone units engaged on solo missions, the Immolator serves the armies of the Adepta Sororitas with distinction and wrath.



EXORCISTS

The Exorcist is a weapon uniquely representative of the ways in which the Adepta Sororitas pair shows of devotion to the Emperor with the castigation of his heretical enemies. It is a rolling shrine to the magnificence of the Master of Mankind, a breathtakingly ornate piece of craftsmanship that grinds into battle projecting inspirational hymnals to the Emperor's glory. These carry across the field of battle and swell all good Imperial hearts with faith and pride. When entire squadrons of these vehicles advance in armoured spearheads, their combined symphonic emanations transform even the most mud-and-blood-drenched field of war into a veritable cathedrum. Beaten-down warriors feel fresh fire in their hearts as they hear the battle-canticles soar. Those outnumbered or stricken with fear find fresh courage and the strength to hold their ground and keep fighting. And then the Exorcists' first rocket salvos scream down into the enemy's midst, and the entire face of the battle changes.

Far more than mere inspirational idols, Exorcists are mobile artillery tanks whose firepower is both long-range and prodigious. With every flurry of notes performed by the Battle Sister artillerist, targeting solutions are cogitated, impact coordinates inloaded and batteries of high-explosive or incendiary rockets sent skyward. These thrice-blessed payloads soar high on arcing contrails before raining down to strike the Emperor's foes from on high. Shock waves roll outwards, rapidly expanding blooms of fire and smoke containing swirls of mangled limbs and shattered wreckage from enemy warriors and war engines. The foe's spearhead advances are reduced to shattered scatterings of shell-shocked victims as missile after missile shrieks down. Even the enemy's aircraft are not safe, for to be caught amidst the sky-scouring eruption of an Exorcist's missile volley is a terminal experience for all but the most supremely skilled or devilishly fortunate pilots. Not for nothing are these vehicles named, for with faith and fire they banish the heretical foe with terrifying efficiency.

For all their magnificence, Exorcists are ancient and dimly understood weapons of war. Many have served since the Age of Apostasy – their machine spirits are venerable and oft-times temperamental, requiring constant maintenance and exhaustive prayer rituals to maintain an optimal operating capacity. Even then it is not unheard of for an Exorcist to falter or malfunction mid-battle. To the Adepta Sororitas, however, such incidences are just further proof of the Exorcist's inherently holy nature. So saturated are Exorcists with the Emperor's holy power, the Sisters claim, that on occasion the vehicles are moved to spells of insensate rapture, their machine spirits transcending the concerns of the material altogether as they experience moments of religious epiphany beyond mortal understanding. Of course, this is scant comfort to allied warriors suddenly shorn of the supporting volleys upon which they were counting to drive back the foe. However, when the Exorcists operate correctly, which is the vast majority of the time, the devastation they wreak is so catastrophic that their occasional spells of inchoate mechanical bliss can be forgiven.

'Never before had I seen an act of such achingly divine worship, nor an instance of such sacred immolation, as when I bore witness to the day we finally threw down the Parallax Widow. Emerging from a cratered shell, pennants smoking and tablets of holy writ cracked, the last of our Exorcists spoke. I wept as the clarion of invisible holy choirs swept its consecrated payload to the stars in an offering to the Emperor's glory. A moment later, he charitably returned them to consume her tainted court.'

- Sister Berionne, Sister Superior of the Order of the Sacred Rose



MINISTORUM PRIESTS

It is the task of the God-Emperor's priesthood to uphold the Imperial Creed, and it is a task they set about with great fervour and ruthless determination. Many of these holy servants take to the battlefield to display the strength of their faith, smiting their foes to bloody ruin while bellowing hymns of praise to the Master of Mankind.

PREACHERS

Ecclesiarchy priests often accompany the Orders Militant into battle and it has even been known for them to lead Wars of Faith. There are many different titles within the Ecclesiarchy, but their role on the battlefield is the same – to harness the faith of the troops to smite the Emperor's foes.

Preachers are the lowest-ranking members of the clergy, responsible for overseeing the worship of the Imperial Creed in a single region or district of a planet. Their task is twofold – to ensure that proper obeisance is paid to the God-Emperor, and to root out heresy wherever it rears its head. They pursue both roles with equal zeal.

Often, itinerant Preachers will join crusades and Wars of Faith, dragging the most faithful of their flock along with them. No strangers to defending the sanctity of their faith, Preachers can be

fearsome opponents, making up for any lack of formal training with a fearless religious fervour. As they hew and hack apart their foes with roaring chainswords, they raise aloft the sacred symbol of the Ecclesiarchy, bellowing catechisms of hatred against heretics and mutantkind. Such bravery and ferocity can inspire humble folk to incredible acts of bravery. The most pious Preachers are honoured with a sacred amulet known as a rosarius, the conversion field generator inside of which can deflect incoming strikes and gunfire in a shower of blinding sparks.

MISSIONARIES

Many ordained servants of the Imperial Creed do not lay claim to a single parish, but instead travel the stars as roaming Missionaries, bringing the light of the God-Emperor to the most dangerous regions of the galaxy. Such a task is of course fraught

with danger, and so Missionaries often combine their efforts with the campaigns of the Adepta Sororitas, fighting at the forefront of these holy wars. Unlike Preachers, they do not perform the work of consolidation after battle's end; the life of a Missionary is one of constant warfare. As soon as a heathen world is conquered, and any deviations in doctrine or worship amongst its defeated people forcibly exorcised, the Missionary departs to spread the light of the Emperor further.

Armed with a variety of rugged weaponry and wearing a sacred rosarius, a Missionary leads by example, striding into battle through storms of enemy fire without fear, bellowing the creed of the God-Emperor. The sheer force of their presence and the power of their rhetoric can steady the hearts of faithful warriors about to break, or drive their charges into an exultant killing frenzy.



ECCELSIARCHAL WARRIORS

Though the Decree Passive prohibits the Ecclesiarchy from maintaining their standing armies of old, it does not prevent the priests of the Ministorum from assembling their own battle-hardened retinues. Small in number yet skilled in the arts martial, these inveterate warriors dedicate themselves body and soul to serving the Imperial Creed.

CRUSADERS

Pious warrior-knights chosen for their martial skill and utter devotion to the Imperial Creed, Crusaders act as the bodyguards and champions of the Ministorum priesthood. They are often seen fighting alongside the Adepta Sororitas in their wars of faith, spilling the blood of heretics and witchkin with great sweeps of their heavy broadswords, bullets and blades deflecting harmlessly from their tower shields.

Crusaders are selected from amongst the wards of the Schola Progenium. Drill-abbots identify those young Imperial citizens who display both unbreakable mental fortitude and formidable close-combat skill. These individuals are then handed over to one of the most mysterious of all the Ecclesiarchy's many orders – the Cardinals Crimson – where they continue their rigorous martial and spiritual training. These chosen students are taught to consider their blades and shields extensions of their physical form, and endure a life of strict asceticism, hardship and solemn religious ceremony. In this way they are forged as warriors possessed of an iron will and a burning faith in the Imperial Creed. Should a Crusader survive this intense process, they will be inducted into the service of an Inquisitor, a pious Astra Militarum commander or a priest of the Adeptus Ministorum, to whom they will swear an unbreakable, lifelong oath of service, pledging to sacrifice their own lives to protect their charge. Crusaders enter this bond fully aware that they will perish in the fulfilment of their duty, but before that day arrives they are determined to cut a gory swathe through the enemies of the God-Emperor.

Crusaders use their heavy shields to form an impenetrable wall around their oathsworn master, carving apart any foes who stray too close with hacking blows from their power swords. Such is their devotion to duty and hatred of the malign powers of the warp that they can shrug off the most ferocious psychic assaults, their warded armour and shields nullifying disorienting magic and blasts of witchfire long enough for the Crusader to seek out and slay the heretic responsible.

DEATH CULT ASSASSINS

Across the galaxy there exist many cults and minor creeds that worship death. Many of these are savage and heretical religions, corrupted by the worship of the Dark Gods, but some are fully devoted to the Imperial Creed, offering up the corpses of slaughtered foes as repayment for the great debt that Humanity owes the God-Emperor for his eternal sacrifice. The Death Cult Assassins that hail from these aggressive cults are highly prized as companions by Ministorum Priests, for they are entirely obsessed by the need to spill the blood of the unclean, and have devoted their short, violent lives to mastery of the blade in order to better pursue this holy task.

Clad in simple leather armour and wielding twin power blades, Death Cult Assassins leap fearlessly into the ranks of their foes, twirling and spinning in a dervish dance, severed limbs and heads

tumbling in their wake. This carnage may seem crude and artless to the uninformed observer, but in fact every slice and stab carries a ritualistic element. The manner of demise and the weapon used to deliver the killing blow both have a special significance when offering the victim's soul up to the God-Emperor for judgement.

Such is the fearlessness and devotion of the Death Cult Assassins that minor discrepancies or deviations from the Imperial Creed are overlooked by members of the Ecclesiarchy eager to make use of their singular talents. The blade-wielding fanatics are viewed by the priesthood in much the same way that they view the Adeptus Astartes – misguided in their practices, but righteous in their fervour.



ARCO-FLAGELLANTS

Arco-flagellants lope alongside faithful armies in packs, their lash-like limbs whipping back and forth as they follow their priestly masters to battle. When the enemy is sighted, they are driven into a frenzied killing rage by a potent cocktail of adrenal stimulants and neural kill-signals, whereupon they hurl themselves into battle with no thought for self-preservation or restraint. Hacking and slashing with cyber-implemented flails, pneu-mattocks and cleavers, they fight on dementedly until there is nothing left of their foes but a pile of mutilated corpses.

The Ecclesiarchy has never found itself short of methods for punishing heretical thought and action. The Confessors of the Ministorum have refined a thousand forms of torture and gruesome execution, from time-honoured methods such as burning at the stake and bone-crushing repentance wheels, to a slow evisceration in the dreaded rat pit. Yet perhaps none are as feared as the hideous process of arco-flagellation.

Those sentenced to this fate are subjected to a prolonged and agonising process of physical modification and spiritual cleansing. Limbs are pulled apart, refitted with cybernetic weaponry and subdermal stimulant pumps. The victim is then fitted with a pacifier helm, which is rooted deep into their spine and cerebellum. This device floods the Arco-flagellant's senses with sacred imagery and verses from the blessed texts of the Imperial Creed; this sensory overload renders the subject docile and amenable to instruction, allowing their priest handlers to direct them.

When battle is joined, the pacifier helm is deactivated by the utterance of a trigger word, flooding the Arco-flagellant's body with a chemical payload and activating intensely painful ophthalmic goads that drive them in the direction of their prey. The Arco-flagellant pack is unleashed in their full fury, the stimulants and pain-suppressants coursing through their body rendering them immune to all but the most debilitating injuries. A second trigger word immediately reactivates the Arco-flagellants' pacifier helm, once more returning them to a fugue state.

The existence of an Arco-flagellant is almost always a fleeting and violent one. Yet against all the odds, some Arco-flagellants manage to survive through several engagements. Known as an Endurant, such a warrior is judged to have earned a measure of redemption from the God-Emperor, and fights with even greater ferocity than their kin. They are the first of their pack to spill blood, and often the last member left standing at battle's end.

Arco-flagellants are far from a subtle weapon. Cranial goads can direct them to a point, but anything standing in the path of their mad rampage is certain to be overrun and lashed to pieces. The risk of collateral damage is judged to be more than worthwhile by many Ecclesiarchal war leaders, who utilise great throngs of Arco-flagellants in suicide attacks against strongly defended heretic positions. The Sisters of Battle typically use them more sparingly, preferring to rely upon their own martial skill than such imprecise and potentially catastrophic assaults, yet there are exceptions; the Order of the Valorous Heart draw great inspiration from the redemptive suffering of their Arco-flagellant kill-throngs, judging every collateral death a painful but necessary sacrifice to the God-Emperor.



DAMIEN 1427

The original name of the Arco-flagellant coded Damien 1427 has been expunged from Imperial records. It is known that he was once an itinerant peddler from the world of Siluria IV who was caught in a rockslide and suffered near-fatal cranial injuries. He began to hallucinate that the Emperor spoke to him directly, and gathered a throng of miscreants and mutants who followed his every word, committing multiple acts of heresy and dissent against the rightful Cardinal of Siluria. After instigating a short-lived rebellion against Governor Tyron Rex, the iconoclast was sentenced to Arco-flagellation. Transformed into a cybernetic killing machine, Damien 1427 has since served several priests and even agents of the Holy Ordos. His current whereabouts are unknown, but reports of a pale-skinned flagellant matching 1427's description operating in the service of Inquisitor Rychus Blane have circulated in the aftermath of the Gharagdar Heresy.

ENGINES OF PENANCE

Beneath many cathedrums and sanctuaries there exist vast dungeons lined with the Ecclesiarchy's myriad torture devices. These dread machines are reserved for those who have sinned against the Emperor, and through arcane technologies they transform the agony of their victims into a devastating weapon.

PENITENT ENGINES

To be a pilot of a Penitent Engine is to have committed a terrible crime, one so heinous that other punishments are deemed too lenient. Many of the unfortunates sentenced to pilot a Penitent Engine were once members of the Ecclesiarchy – priests fallen from grace or Sisters who have caused the deaths of their fellows. One so judged is wired into the crucible of a Penitent Engine, where torment amplifiers are spliced to their synapses and chemical injectors implanted into their spines. From that point on the hapless individual is subjected to endless suffering, their mind stripped of all thought except physical pain and spiritual guilt, the pain itself driving the Penitent Engine's actuators and servos.

Penitent Engines charge towards the foe heedless of danger, knowing that only in death, theirs or the enemy's, can absolution be earned. The arms of the engine, mounted with enormous flamers, blaze a trail of fiery destruction as it thunders forwards. Upon reaching the enemy, the chemical and synaptic inputs pumped into the pilot are altered, causing them to see their own face in the faces of their foes. Thrashing at those before it in, each a reflection of their unfathomable guilt, they rampage through the enemy's battle lines leaving death and carnage in their wake. Some engines bear adamantite-toothed buzz-blades that are capable of cleaving through plated tank armour, while others mangle flesh and pulverise bone with lashing swings of their multi-headed flails.

Penitent Engines are often deployed 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. Every enemy slain by a Penitent Engine's brutal stampede proves the righteousness of this form of punishment.

MORTIFIERS

Aside from the unthinkable act of outright heresy, there is no greater sin amongst the Adepta Sororitas than when a Repentia flees from battle. The sole duty of these Sisters is to atone for their failings in battle, and to run from this fate is an evil for which there can be no forgiveness. As punishment, these wayward Repentia are wired into the crucible of a Mortifier. Based upon the same mechanical chassis as a Penitent Engine, a Mortifier bears additional neuro-agoniser arrays and obloquial enhancers that amplify the pilot's self-loathing exponentially. Metallic bolts driven into the Repentia's bones leave her unable to move or even scream for death, while the baffle hood placed over her head prevents her from hearing any words of piety that are spoken in her presence.

Mortifiers are then placed on the front lines of battle where they are driven into a frenzy by the intense spiritual suffering of their pilots. The engines lurch forwards with terrifying speed, leg pistons firing and contracting in time with the rapid jolts of anguish that shoot through the interred Sisters. As they bound forwards they spray hails of bolts and torrents of flames from their arm-mounted weapons before launching themselves at the enemy and carving a

path of mutilation. All joy that would come from seeing heretics torn to shreds is denied to the Repentia, stripped from their minds and replaced with more pain. Their only hope of release from this torment – from this cruel existence outside of the Emperor's light – is to find oblivion in death. And yet when a Mortifier has sustained an obscene amount of damage and the Sister within senses that her end is at last approaching, the pain of knowing she will die unredeemed sends the machine into a tortured death throes, a wild and final whirlwind of devastation.

To those Repentia who not only fled, but betrayed their Sisters in battle, an even worse fate awaits. After being wired into the crucible of their Mortifier they are further entombed behind thick adamantite casing. This sarcophagus protects their tortured bodies from incoming fire and desperately swung blades, denying them the release of death. Known as Anchorites, the Sisters behind these lifeless masks are forced to face their torment in absolute isolation, enduring years or even decades of agony before meeting their end.





KEEPERS OF THE FAITH

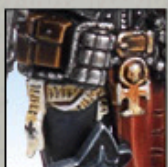
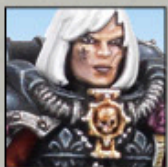
The Adepta Sororitas march to war in the traditional colours of their Orders, their finely crafted armour bedecked with the holy trappings of their faith. Fielding devoted armies made up of myriad unit types, the pious warriors and powerful battle engines of the Orders purge the Emperor's foes. This section showcases the exquisitely detailed and expertly painted Citadel Miniatures of the Adepta Sororitas.



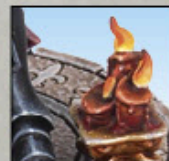
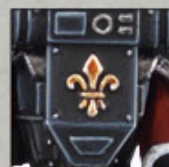
Canoness with null rod and condemnor boltgun



Canoness with power sword and rod of office



Battle Sister with boltgun





Bolstered by the sudden intervention of Celestine, Sisters of the Order of Our Martyred Lady surge out from the ruins of the Chancel of Piety, shattering the traitorous foe in the fury of their fire and the blinding glare of their faith.



Seraphim with bolt pistols



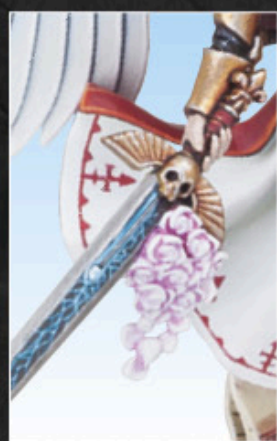
Seraphim Superior with
plasma pistol and power sword



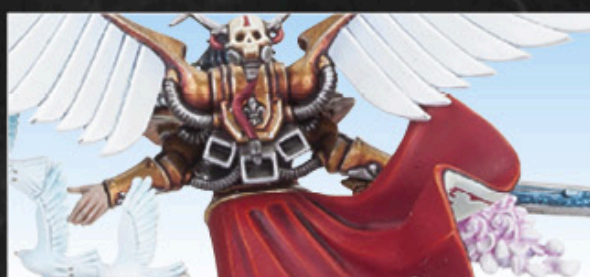
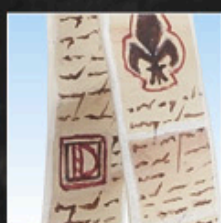
Seraphim with bolt pistols



Seraphim with bolt pistols



Sister Genevieve of the
Geminae Superia



Celestine, the Living Saint



Sister Eleanor of the
Geminae Superia



Canoness Superior Junith Eruita leads her warriors of the Order of Our Martyred Lady through the ruined streets of Thor's Reach and into the heart of battle. Under the steady gaze of immense statues depicting Imperial saints, they proselytise the enemy with fire.



Shouting verses of fiery inspiration, Sister Superior Saerren fills her warriors with zealotry as they cleave through Aeldari invaders among murky swamps and lethal alien flora. The Asuryani claim the world through racial heritage, the Adepta Sororitas through the Emperor's right.



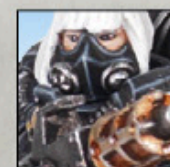
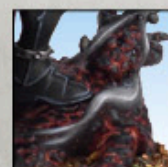
Battle Sister with boltgun



Battle Sister with storm bolter



Battle Sister with flamer



Battle Sisters with boltguns



Battle Sister with
Simulacrum Imperialis



Battle Sister with boltgun



Sister Superior with combi-flamer and power sword



Battle Sister with heavy flamer



Battle Sister with flamer

SORORITAS ORDERS MAJORIS

The Order of Our Martyred Lady, shown above, and the Orders represented here together constitute the six Orders Majoris of the Adepta Sororitas. These are the largest and most powerful of the many Orders spread throughout the galaxy, each maintaining thousands of Battle Sisters. With sanctuaries spread throughout large areas of the Imperium, they are the basis of the Ecclesiarchy's military might.



Battle Sister of the Order of the Sacred Rose



Battle Sister of the Order of the Bloody Rose



Battle Sister of the Order of the Argent Shroud



Sister Superior of the Order of the Ebon Chalice



Battle Sister of the Order of the Valorous Heart



The Canoness Veridyan miniature is used here to represent a Canoness armed with a bolt pistol and power sword.



Redeploying through a narrow glacial defile, Celestians of the Order of Our Martyred Lady disembark from their Immolator transport. Placing themselves between their Canoness and the fleet Aeldari raiders, they will ensure that the xenos soon learn to fear the Emperor's judgement.





Sisters Repentia



Sisters Repentia of the Order of Our Martyred Lady rush forwards ahead of the lash of their Superior, as heedless of the deadly drop into the bowels of the manufactory as of the bounding horde of xenos bioforms racing to meet their eviscerators.

SORORITAS ORDERS MINORIS



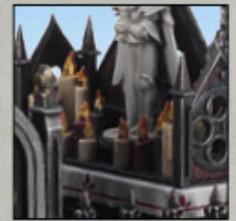
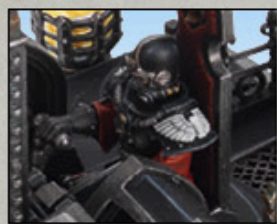
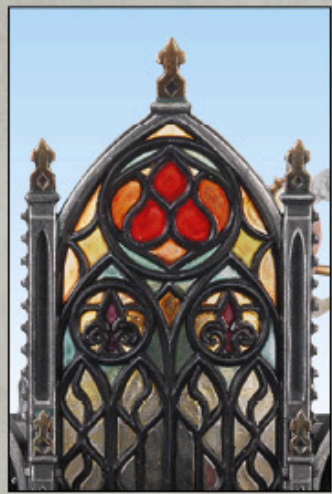
Battle Sister of the Order of the Thorn

Battle Sister of the Order of the Glowing Chalice

Battle Sister of the Order of the Ashen Shrine

Battle Sister of the Order of the Wounded Heart

Battle Sister of the Order of the Iron Veil



Immolator with heavy bolter and immolation flammes



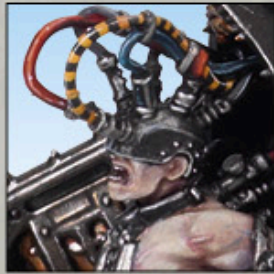


Exorcist with heavy bolter and Exorcist missile launcher





Arco-flagellants



Penitent Engine with heavy flamers and penitent buzz-blades



Preacher



Crusader



Death Cult Assassin



Missionary with chainsword, autogun and laspistol

DEFENDERS OF FAITH

A crusading force of Adepta Sororitas is a varied group of elite and pure warriors, fielding powerful ranged weapons alongside mutilated techno-arcane zealots. This starting force shows how a mix of warriors can be put together.

The exciting collection of Citadel Miniatures shown here is a balanced mix of several very different units. On the tabletop they each contribute different abilities and special rules, allowing the force to deal with changing tactical situations, while the models themselves present a fantastic array of superb detail and an opportunity to use as bold or as intricate a paint scheme as you choose.

The core of the force is a squad of ten Battle Sisters, who wield a variety of

powerful weapons to attack the foe at a distance. Their power armour makes them resilient enough to advance boldly on the battlefield, quickly securing vital objectives, while soaring over obstacles fly jump-pack-wearing Seraphim, their twin bolt pistols blazing as they close with the enemy.

The force is led by a Canoness, a deadly combatant and a font of devotion who inspires the Sororitas around her. Advancing on the flank are the Sisters

Repentia, charging in with enormous eviscerators whining and shouted prayers on their lips. Accompanying them is their Repentia Superior, a veteran warrior whose neural whips ensure her wards do not falter in their quest.

The formation also includes frothing Arco-flagellants that attack with implanted flails rather than fists, while the heavy form of a Penitent Engine cleaves through the enemy lines with searing flame and swinging saw blades.



This is a well-balanced and effective fighting force, able to engage the enemy at range and in close combat.



CONGREGATE AND PURGE!

Once the faithful core of your army has been established, the next exciting and rewarding step is to expand your Adepta Sororitas collection. The force shown above is but one example of such an army.

Here you can see the Mission of the Emperor's Will, which was first sent forth to scour the xenos taint from Debetter Septus. This army is an impressive collection and a superb example of a combined-arms force, capable of taking on any adversaries and adapting to all manner of battlefield situations.

The mission is led by none other than the Canoness Superior of the Order of Our Martyred Lady, Junith Eruita. An inspiring beacon of faith for the Battle Sisters around her, she rouses them to ever greater deeds of valour. Standing at her side are her personal bodyguard, a squad of Celestians poised to strike out wherever the revered Canoness directs her fury. An Immolator stands

ready to speed them onto the front line, or to provide additional fire support.

The core of the Emperor's Will comprises three squads of Battle Sisters. Equipped with a range of punishing weaponry, these squads provide substantial tactical flexibility and have numbers and firepower enough to take and hold key strategic positions on any field of war. The squads on the right of the battlefield march alongside an Imagifier, whose bellowed tales of piety bolster the spirits of those warriors around her. The squad on the other side is supported by a second Immolator, allowing them to reposition themselves swiftly to wherever they are needed.



Celestine, the Living Saint, flies at the fore of the formation, accompanied by her Geminae Superia and a Seraphim Squad, whose manoeuvrability allows them to strike with lightning speed. Running alongside the angelic warriors are Sisters Repentia led by their Repentia Superior, who charge screaming into battle seeking atonement for their sins.

On the far right of the formation is an Exorcist, an ornate engine of destruction that rains destruction down upon the foe. The remaining heavy machinery of the mission consists of a trio of Penitent Engines, which when unleashed will charge forwards to obliterate whatever lies in their path.

Providing support to the mission are a number of high-ranking Sororitas. A secondary Canoness serves as lieutenant to Junith Eruita, while a Sister Hospitaller and Sister Dialogus minister to the bodies and souls of those under their care.

- | | |
|-------------------------|----------------------|
| 1. Junith Eruita | 10. Sisters Repentia |
| 2. Canoness | 11. Imagifier |
| 3. Celestine | 12. Hospitaller |
| 4. Battle Sisters Squad | 13. Dialogus |
| 5. Battle Sisters Squad | 14. Seraphim Squad |
| 6. Battle Sisters Squad | 15. Exorcist |
| 7. Celestian Squad | 16. Penitent Engines |
| 8. Geminae Superia | 17. Immolator |
| 9. Repentia Superior | 18. Immolator |



THE ARMY OF THE ECCLESIAIRCHY

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 the <ORDER> keyword. This is shorthand for a keyword of your choosing, as described below.

<ORDER>

All members of the Adepta Sororitas belong to an Order. Some datasheets specify which Order a unit is from (e.g. Junith Eruita has the **ORDER OF OUR MARTYRED LADY** keyword, and so is from the Order of Our Martyred Lady). If an Adepta Sororitas datasheet has the <ORDER> keyword, when you include such a unit in your army, you must nominate which Order that unit is from. You then replace the <ORDER> keyword in every instance on its datasheet with the name of your chosen Order. This could be one of the Orders detailed in this book or another Warhammer 40,000 publication, or one of your own design.

For example, if you include a Canoness in your army, and you decide she is from the Order of the Bloody Rose, her <ORDER> Faction keyword becomes **ORDER OF THE BLOODY ROSE**, and her Lead the Righteous ability reads 'Re-roll hit rolls of 1 for attacks made by models in friendly **ORDER OF THE BLOODY ROSE** units whilst their unit is within 6" of this model.'

WARGEAR LISTS

Many of the datasheets you will find on the following pages reference one or more wargear lists (e.g. the *Ranged Weapons* list). These lists can be found on page 96.

'Fire and fury – false demagogues, fools and madmen rant of how they wield these things in battle, hoping all the while to gull their witless worshippers and defend their crumbling walls. It is in the hands of the Adepta Sororitas that these weapons truly find their purpose.'

- Canoness Kellenhost



ABILITIES

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

ACTS OF FAITH

Through the prayers of the faithful is the Emperor's will made manifest.

If your army contains at least one unit with this ability, you can perform one Act of Faith in each phase. To do so, you will use Miracle dice.

Gaining Miracle Dice

You gain one Miracle dice at the beginning of each battle round, and you gain one at the end of a phase if one or more of the following conditions are met one or more times during that phase:

Vengeance: A unit from your army with the Acts of Faith ability destroys an enemy unit.

Sacrifice: A CHARACTER unit from your army with the Acts of Faith ability is destroyed.

Purity: A psychic power is resisted by a unit from your army with the Acts of Faith ability (without performing an Act of Faith to do so, as described below).

Valour: You roll an unmodified 1 for a Morale test taken for a unit with the Acts of Faith ability (without performing an Act of Faith to do so, as described below).

When you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed unless a rule states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

Performing an Act of Faith

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, you can choose to use one or more of the dice from your Miracle dice pool instead. For each individual dice that is being rolled as part of the dice roll, you can select one Miracle dice from your Miracle dice pool to be substituted in place of that dice. The dice that it is being substituted for is not rolled, and instead the value of the chosen Miracle dice is used as if it had been rolled. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll any remaining, unsubstituted dice that are a part of the dice roll.

You can use Miracle dice to perform an Act of Faith for any of the following types of dice roll:

- Advance roll
- Charge roll
- Deny the Witch test
- Hit roll
- Wound roll
- Saving throw
- Damage roll
- Morale test

For example, instead of rolling a D6 to see what value is added to a unit's Move characteristic when that unit Advances, you could use a dice from your Miracle dice pool. If the value of that dice was 5, you would add 5" to the Move characteristic of all models in the unit for that Movement phase.

A Miracle dice is not a modifier or an inherently modified dice (so, for example, if you use a Miracle dice with a value of 1 for a Morale test, that is considered to be an unmodified roll of 1).

When re-rolling a dice roll, no new Miracle dice may be substituted. The number and values of any Miracle dice that have already been substituted in the dice roll remain the same for the re-roll.



SACRED RITES

The Adepta Sororitas pray for the Emperor to guide them and fill them with strength.

If every unit in your army has the ADEPTA SORORITAS and/or ADEPTUS MINISTORUM Faction keywords, this unit gains an ability depending on which Sacred Rite is active for your army.

Determine which Sacred Rite is active for all units from your army with this ability at the start of the battle. To do so, after deployment, but before the first battle round begins, select one Sacred Rite from the following table to be active. Alternatively, you can roll two D6 to randomly generate two Sacred Rites to be active (a duplicate result has no additional effect, but is considered to be active for the purposes of the Battle Rites Stratagem). In either case, Sacred Rites are active until the end of the battle.



D6	SACRED RITE	EFFECT
1	Hand of the Emperor: <i>The Sororitas are imbued with a boundless font of vigour.</i>	When a unit with this Sacred Rite Advances, add 1 to the Advance roll. When you make a charge roll for a unit with this Sacred Rite, add 1 to the result.
2	Spirit of the Martyr: <i>Even with their dying act the Sororitas mete out the Emperor's judgement.</i>	When a model with this Sacred Rite is destroyed, roll one D6 before removing the model from play. On a 5+ that model can either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (if the model has a damage table, use the bottom row of that table when shooting with that ranged weapon or resolving that attack with a melee weapon).
3	Aegis of the Emperor: <i>The Sororitas do not suffer the vile trickery of witches.</i>	When a Deny the Witch test is taken for a unit with this Sacred Rite, add 3 to the total.
4	Divine Guidance: <i>Seeing the weak points in their enemies' armour, the Sisters of Battle strike out to shatter it with contemptuous ease.</i>	When resolving an attack made with a ranged weapon by a model with this Sacred Rite, on an unmodified wound roll of 6 the Armour Penetration characteristic of that weapon is improved by 1 for that attack (e.g. AP 0 becomes AP -1).
5	The Passion: <i>The Sororitas are filled with a burning passion to inflict suffering upon the faithless.</i>	When resolving an attack made with a melee weapon by a model with this Sacred Rite, an unmodified hit roll of 6 scores 1 additional hit.
6	Light of the Emperor: <i>The Emperor's radiance shines upon his warriors, emboldening them amidst the thick of battle.</i>	When a Morale test is taken for a unit with this Sacred Rite, you can re-roll the dice.

SHIELD OF FAITH

Conviction is the greatest armour.

Models in this unit have a 6+ invulnerable save.

In addition, one model in this unit can attempt to resist one psychic power in your opponent's Psychic phase in the same manner as a PSYKER by taking a Deny the Witch test, if that model is within 24" of the enemy model manifesting that psychic power. When taking that Deny the Witch test, roll one 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.

When resolving an attack made with a melee weapon by a model in this unit, you can re-roll the hit roll if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn.





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 equipped with: bolt pistol; chainsword; frag grenades; 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	-		
Condemnor boltgun	24"	Rapid Fire 1		4	0	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of D3 for that attack.		
Blessed blade	Melee	Melee		+2	-3	D3	-		
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS		• This model can be equipped with 1 boltgun and 1 power sword instead of 1 bolt pistol and 1 chainsword. If this model is equipped with 1 boltgun and 1 power sword, it additionally has a rod of office. • This model can be equipped with one of the following instead of 1 bolt pistol: 1 condemnor boltgun; 1 weapon from the <i>Pistols</i> list. • This model can be equipped with one of the following instead of 1 chainsword: 1 power sword; 1 blessed blade. • If this model is equipped with 1 chainsword, it can have a brazier of holy fire or a null rod.							
ABILITIES		Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Rosarius: This model has a 4+ invulnerable save. Brazier of Holy Fire: Whilst any models from your army that have braziers of holy fire are within 6" of any enemy DAEMON units, subtract 1 from the Leadership characteristic of each of those enemy units. In addition, if this model has a brazier of holy fire, then once per battle, when this model fires Overwatch or is chosen to shoot with, it can unleash the brazier's holy flames. When it does, select one enemy unit within 12" of this model (if firing Overwatch, you must select the unit that has declared a charge against this model) and roll one D6; on a 2+ that enemy unit suffers D3 mortal wounds (if that enemy unit is a DAEMON, it suffers D6 mortal wounds instead). Lead the Righteous: Re-roll hit rolls of 1 for attacks made by models in friendly <ORDER> units whilst their unit is within 6" of this model. Rod of Office: If this model has a rod of office, add 3" to the range of its Lead the Righteous ability. Null Rod: If this model has a null rod, then it cannot be targeted or affected by psychic powers. In addition, whilst any models from your army that have null rods are within 18" of any enemy PSYKER models, subtract 1 from Psychic tests and Deny the Witch tests taken for those enemy models.							
FACTION KEYWORDS		IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>							
KEYWORDS		CHARACTER, INFANTRY, CANONESS							



Standing on the shattered ramparts of an Imperial hive city, this Canoness surveys the battlefield before her and identifies the next target of her pious hatred.



8
POWER

CELESTINE

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 equipped with: the Ardent Blade. You can only include one of this model in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Ardent Blade (shooting)	8"	Assault D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
The Ardent Blade (melee)	Melee	Melee	+4	-3	2	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)

Healing Tears: At the start of your Movement phase, you can select one friendly **GEMINAE SUPERIA** unit within 3" of this model. If that unit contains a model that has lost any wounds, that model regains its lost wounds. Otherwise, if a model from that unit has been destroyed, you can return it to the battlefield with 2 wounds remaining, placing it within 3" of this model and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield).

The Armour of Saint Katherine: This model has a 4+ invulnerable save.

Saintly Blessings: The invulnerable save friendly **ADEPTA SORORITAS INFANTRY** models receive from the Shield of Faith ability is improved by 1 whilst their unit is within 6" of this model (it is improved by 2 instead if it is a **GEMINAE SUPERIA** unit), to a maximum of 4+. In addition, models in friendly **ADEPTUS MINISTORUM** and **ASTRA MILITARUM** units have a 6+ invulnerable save whilst their unit is within 6" of this model.

Miraculous Intervention: The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+ return this model to play with all its wounds remaining, placing it as close as possible to its previous position and more than 1" away from any enemy models.

FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS
KEYWORDS	CHARACTER, INFANTRY, JUMP PACK, FLY, CELESTINE



TRIUMPH OF SAINT KATHERINE

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
Triumph of Saint Katherine	6"	3+	3+	3	3	18	★	9	3+

The Triumph of Saint Katherine is a single model equipped with: 6 bolt pistols; the Martyr's Sword; relic weapons; frag grenades; krak grenades. You can only include one of this model in your army.

REMAINING W	A	RELICS
10-18+	14	5
5-9	8	2
1-4	6	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
The Martyr's Sword	Melee	Melee	+3	-3	2	When the bearer fights, no more than 4 attacks can be made with this weapon.
Relic weapons	Melee	Melee	+2	-1	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)

Praesidium Protectiva: This model has a 4+ invulnerable save. When resolving an attack made against this model, subtract 1 from the hit roll.

The Fiery Heart: Morale tests taken for friendly **ADEPTA SORORITAS** units within 6" of this model are automatically passed.

Solemn Procession: This model cannot embark aboard a **TRANSPORT**.

Relics of the Matriarchs: This model has a number of relics as detailed in the damage table above. Each relic grants this model an ability as follows. This model can only have one of each relic. When this model suffers damage that reduces its number of relics, select which of the relics (and their abilities) this model no longer has. If this model regains lost wounds that increases its number of relics, select which of the relics (and their abilities) this model regains.

Censer of the Sacred Rose: At the start of each turn, gain one Miracle dice (pg 75).

Simulacrum of the Ebon Chalice: At the start of your Shooting phase, roll one D6 for each enemy unit within 6" of this model, adding 1 to the result if the unit being rolled for is a **PSYKER** and 1 to the result if the unit being rolled for is a **CHAOS** unit. On a 5+ the unit being rolled for suffers D3 mortal wounds.

Petals of the Bloody Rose: Add 1 to hit rolls for attacks made with melee weapons by models in friendly **ADEPTA SORORITAS** units whilst their unit is within 6" of this model.

Icon of the Valorous Heart: Once per phase, you can perform one Act of Faith for a friendly unit within 6" that has the Acts of Faith ability, even if you have already performed one or more Acts of Faith in that phase.

Simulacrum of the Argent Shroud: When you perform an Act of Faith for a friendly unit whilst it is within 6" of this model, you can increase or decrease the value of one Miracle dice used by 1 before you use it, to a maximum of 6 and a minimum of 1. This is not cumulative with any other abilities that can increase or decrease the value of a Miracle dice (e.g. the Dialogus' Stirring Rhetoric ability).

FACTION KEYWORDS

IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS

KEYWORDS

CHARACTER, INFANTRY, TRIUMPH OF SAINT KATHERINE



Flanked by the warriors of her Order, Junith Eruita leads the advance towards the enemy position, her fiery words resounding in the hearts of every Sororitas who follows her.

JUNITH ERUITA

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Junith Eruita	10"	2+	2+	3	4	7	4	9	3+
Junith Eruita is a single model equipped with: 2 heavy flamers; the Mace of Castigation. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy flamer	8"	Heavy D6		5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.		
The Mace of Castigation	Melee	Melee		+2	-1	2	-		
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)						The Pulpit of Saint Holline's Basilica: The invulnerable save friendly ADEPTA SORORITAS INFANTRY models receive from the Shield of Faith ability is improved by 1, to a maximum of 4+, whilst their unit is within 6" of this model.		
	Rosarius: This model has a 4+ invulnerable save.								
	Fiery Conviction: Re-roll hit rolls of 1 and wound rolls of 1 for attacks made by models in friendly ORDER OF OUR MARTYRED LADY units whilst their unit is within 6" of this model.						Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, ORDER OF OUR MARTYRED LADY								
KEYWORDS	CHARACTER, VEHICLE, FLY, CANONESS SUPERIOR, JUNITH ERUITA								



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 equipped with: autogun; laspistol; chainsword; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Autogun	24"	Rapid Fire 1		3	0	1	-		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Laspistol	12"	Pistol 1		3	0	1	-		
Shotgun	12"	Assault 2		3	0	1	When resolving an attack made with this weapon against a unit that is within half range, this weapon has a Strength characteristic of 4 for that attack.		
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model can be equipped with 1 bolt pistol and 1 shotgun instead of 1 autogun and 1 laspistol.								
ABILITIES	Zealot (pg 76)						Lone Mission: If your army is Battle-forged, no more than one MISSIONARY can be included in any Detachment.		
	Rosarius: This model has a 4+ invulnerable save.								
	War Hymns: Add 1 to the Attacks characteristic of models in ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units whilst their unit is within 6" of any friendly models with this ability.						Word of the Emperor: Roll one D6 when 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.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, MISSIONARY								

4
POWER

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 can additionally contain up to 5 Battle Sisters (Power Rating +2) or up to 10 Battle Sisters (Power Rating +4). Every model is equipped with: bolt pistol; boltgun; frag grenades; 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 grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• 1 Battle Sister can be equipped with 1 weapon from the <i>Special Weapons</i> list instead of 1 boltgun. • 1 Battle Sister can be equipped with one of the following instead of 1 boltgun: 1 weapon from the <i>Heavy Weapons</i> list; 1 weapon from the <i>Special Weapons</i> list. • 1 Battle Sister equipped with 1 boltgun can have a Simulacrum Imperialis. • The Sister Superior can additionally be equipped with 1 weapon from the <i>Melee Weapons</i> list, or can be equipped with 1 weapon from the <i>Melee Weapons</i> list instead of 1 boltgun. • The Sister Superior can be equipped with 1 weapon from the <i>Ranged Weapons</i> list instead of 1 boltgun. • The Sister Superior can be equipped with 1 weapon from the <i>Pistols</i> list instead of 1 bolt pistol. • The unit can have an Incensor Cherub.								
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Simulacrum Imperialis: If a model in this unit has a Simulacrum Imperialis then once per phase you can perform one Act of Faith for this unit, even if you have already performed one or more Acts of Faith in that phase. Incensor Cherub: If this unit has an Incensor Cherub, then once per battle, at the beginning of a phase, that Incensor Cherub can intercede. If it does, that Incensor Cherub is removed from play and you gain one Miracle dice (pg 75): roll two D6 when you do so and select which one to keep. The Miracle dice you gain can only be used to perform an Act of Faith for this unit, and only in that phase – at the end of the phase, if the dice has not been used, it is lost. An Incensor Cherub is represented by an Incensor Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Incensor Cherub is on the battlefield, that Incensor Cherub must be within 2" of it.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, BATTLE SISTERS SQUAD								





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 equipped with: laspistol; chainsword.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Laspistol	12"	Pistol 1		3	0	1	-		
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.		
ABILITIES	Zealot (pg 76)						Rosarius: This model has a 4+ invulnerable save.		
	Icon of the Ecclesiarchy: Whilst any PREACHER units from your army are within 6" of any enemy CHAOS units, subtract 1 from the Leadership characteristic of those enemy units.						War Hymns: Add 1 to the Attacks characteristic of models in ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units whilst their unit is within 6" of any friendly models with this ability.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, PREACHER								

‘To be chosen by the Living Saint herself! To fight at her side and to guard her against the malevolent attention of her foes... Can I even comprehend the honour I have been afforded? I cannot, for while she is the divine will of the Emperor made manifest I am but mortal flesh and blood – fallible, weak and unworthy. Yet I shall fight to be worthy of this honour, oh Emperor, how I shall fight! And when at last my body lies broken and bloody I hope only that the saint shall look upon me where I lie and smile, and I shall know in that moment that she did not find me wanting.’

- Sister Persephanae Kauser



GEMINAE SUPERIA



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 additionally contain 1 Geminae Superia (Power Rating +1). Every model is equipped with: bolt pistol; power sword; frag grenades; krak grenades. You can only include one of this unit 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 grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)							Lifewards: When a friendly CELESTINE model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.	
	Divine Guardians: If your army is Battle-forged, this unit does not take up a slot in a Detachment that includes a CELESTINE model. This unit can never have a Warlord Trait or any Relics.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, JUMP PACK, FLY, GEMINAE SUPERIA								



REPENTIA SUPERIOR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Repentia Superior	6"	3+	3+	3	3	4	4	8	3+
A Repentia Superior is a single model equipped with: neural whips; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Neural whips	Melee	Melee		User	-2	1	When resolving an attack made with this weapon against a unit (other than a VEHICLE unit) in which no model has a Leadership characteristic higher than 7, add 1 to the wound roll.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model can additionally be equipped with 1 bolt pistol.								
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)						Driven Onwards: You can re-roll Advance rolls and charge rolls made for friendly <ORDER> SISTERS REPENTIA units whilst they are within 6" of this model. You can re-roll wound rolls of 1 for attacks made with melee weapons by models in friendly <ORDER> SISTERS REPENTIA units whilst their unit is within 6" of this model.		
	Scourge of the Penitent: If your army is Battle-forged, this model does not take up a slot in a Detachment that includes any <ORDER> SISTERS REPENTIA units.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	CHARACTER, INFANTRY, REPENTIA SUPERIOR								



SISTERS REPENTIA



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sister Repentia	6"	3+	3+	3	3	1	2	8	7+
This unit contains 4 Sisters Repentia. It can additionally contain up to 5 Sisters Repentia (Power Rating +3). Every model is equipped with: penitent eviscerator.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Penitent eviscerator	Melee	Melee		x2	-3	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.		
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith, Zealot (pg 75-76)								
	Martyrdom: When this unit is destroyed (other than in the Morale phase), gain one Miracle dice (pg 75).								
	Solace in Anguish: When a model in this unit would lose a wound, roll one D6; on a 5+ that wound is not lost.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, SISTERS REPENTIA								



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 5 Celestians. It can additionally contain up to 5 Celestians (Power Rating +2). It can contain 1 Celestian Superior instead of 1 Celestian. Every model is equipped with: bolt pistol; boltgun; frag grenades; 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 grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• 1 Celestian can be equipped with 1 weapon from the <i>Special Weapons</i> list instead of 1 boltgun. • 1 Celestian can be equipped with one of the following instead of 1 boltgun: 1 weapon from the <i>Heavy Weapons</i> list; 1 weapon from the <i>Special Weapons</i> list. • 1 Celestian equipped with 1 boltgun can have a Simulacrum Imperialis. • The Celestian Superior can additionally be equipped with 1 weapon from the <i>Melee Weapons</i> list, or can be equipped with 1 weapon from the <i>Melee Weapons</i> list instead of 1 boltgun. • The Celestian Superior can be equipped with 1 weapon from the <i>Ranged Weapons</i> list instead of 1 boltgun. • The Celestian Superior can be equipped with 1 weapon from the <i>Pistols</i> list instead of 1 bolt pistol. • The unit can have an Incensor Cherub.								
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Bodyguard: When a friendly <ORDER> CHARACTER model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack. Sworn Protectors: You can re-roll hit rolls for attacks made by models in this unit whilst it is within 6" of any friendly <ORDER> CANONESSES. Simulacrum Imperialis: If a model in this unit has a Simulacrum Imperialis then once per phase you can perform one Act of Faith for this unit, even if you have already performed one or more Acts of Faith in that phase. Incensor Cherub: If this unit has an Incensor Cherub, then once per battle, at the beginning of a phase, that Incensor Cherub can intercede. If it does, that Incensor Cherub is removed from play and you gain one Miracle dice (pg 75): roll two D6 when you do so and select which one to keep. The Miracle dice you gain can only be used to perform an Act of Faith for this unit, and only in that phase – at the end of the phase, if the dice has not been used, it is lost. An Incensor Cherub is represented by an Incensor Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Incensor Cherub is on the battlefield, that Incensor Cherub must be within 2" of it.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, CELESTIAN SQUAD								

‘HERE LIES CELESTIAN SISTER THRENOTAE OSPIS, WHO FOUGHT HER FIRST BATTLE AGAINST THE UNCLEAN HERETICS OF GHORVANDAX, WHO ROSE TO COMMAND HER OWN SQUAD AFTER HER SELFLESS ACTS UPON HULLUS, WHO DEFENDED THE PERSON OF HER WOUNDED CANONESS DURING THE VAXORMIS PURGE AND SO EARNED A PLACE AMONGST THE CELESTIANS, WHO SLEW THE RED WITCH OF KHERAN WITH HER BLESSED BOLTGUN, AND DESPATCHED THE BEAST OF RAEMNOR WITH A SINGLE SHOT, AND WHO FELL AT LAST RETAKING THE BLESSED SHROUD OF SAINT ELAHNOR FROM THE CLUTCHES OF PERFIDIOUS XENOS. HERE SHE LIES, AND HERE IS SHE HONoured FOR HER DECADES OF NOBLE SERVICE TO THE EMPEROR.’

- Inscription upon the tomb of Sister Ospis





ZEPHYRIM SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zephyrim	12"	3+	3+	3	3	1	2	8	3+
Zephyrim Superior	12"	3+	3+	3	3	1	3	9	3+
This unit contains 1 Zephyrim Superior and 4 Zephyrim. It can additionally contain up to 5 Zephyrim (Power Rating +4). Every model is equipped with: bolt pistol; power sword; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.	
Power sword	Melee	Melee			User	-3	1	-	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• The Zephyrim Superior can be equipped with 1 plasma pistol instead of 1 bolt pistol. • If the Zephyrim Superior is equipped with 1 bolt pistol, she can have a Zephyrim pennant.								
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Rapturous Blows: When resolving an attack made with a melee weapon by a model in this unit, you can re-roll the wound roll. Zephyrim Pennant: You can re-roll charge rolls made for <ORDER> units whilst they are within 6" of any friendly units with a Zephyrim pennant when the roll is made. Sky Strike: During deployment, you can set up this unit in the sky instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models. Angelic Visage: The invulnerable save models in this unit receive from the Shield of Faith ability is improved by 1, to a maximum of 4+.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, JUMP PACK, FLY, ZEPHYRIM SQUAD								



DIALOGUS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dialogus	6"	4+	3+	3	3	4	3	8	3+
A Dialogus is a single model equipped with: bolt pistol; Dialogus staff.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Dialogus staff	Melee	Melee			+1	0	1	-	
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)								
	Laud Hailer: Add 1 to the Leadership characteristic of ADEPTA SORORITAS units whilst they are within 6" of any friendly models with this ability.								
	Spiritual Fortitude: When this model would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.								
	Stirring Rhetoric: When you perform an Act of Faith for a model or unit whilst it is within 6" of any friendly models with this ability, you can increase or decrease the value of one Miracle dice used by 1 before you use it, to a maximum of 6 and a minimum of 1. This is not cumulative with any other abilities that can increase or decrease the value of a Miracle dice (e.g. the Triumph of Saint Katherine's Relics of the Matriarchs ability).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, DIALOGUS								



Amidst the thick of battle, a Sister Hospitaller ministers to a fallen Sister, mending wounds so that the warrior can rejoin the fight, and bolstering the spirit so that it may wreak vengeance upon the enemy.



HOSPITALLER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hospitaller	6"	4+	3+	3	3	4	3	8	3+
A Hospitaller is a single model equipped with: bolt pistol; chirurgeon's tools.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Chirurgeon's tools	Melee	Melee			User	-1	1	-	
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)								
	Medicus Ministorum: At the end of your Movement phase, this model can provide medical attention to one friendly ADEPTUS MINISTORUM INFANTRY unit within 3" of it. If that unit contains a model that has lost any wounds, that model regains up to D3 lost wounds. Otherwise, if any models from that unit have been destroyed, you can return one destroyed model from that unit to the battlefield with 1 wound remaining, placing it within 3" of this model and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). Each unit can only be provided medical attention once per turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS								
KEYWORDS	CHARACTER, INFANTRY, HOSPITALLER								



IMAGIFIER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Imagifier	6"	3+	3+	3	3	4	3	8	3+
An Imagifier is a single model equipped with: boltgun; frag grenades; krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Litany of Deeds: During deployment, after you have set up this model on the battlefield, select one of the following tales. This model has that ability until the end of the battle. • Tale of the Faithful: You can re-roll Deny the Witch tests taken for models in <ORDER> units whilst their unit is within 6" of any friendly models with this ability. • Tale of the Stoic: Weapons with an Armour Penetration characteristic of -1 are treated as having an Armour Penetration characteristic of 0 when resolving attacks against <ORDER> units whilst they are within 6" of any friendly models with this ability. • Tale of the Warrior: Add 1 to the Strength characteristic of models in <ORDER> units whilst their unit is within 6" of any friendly models with this ability.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	CHARACTER, INFANTRY, IMAGIFIER								



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 can additionally contain up to 2 Crusaders (Power Rating +1) or up to 4 Crusaders (Power Rating +2). Every model is equipped with 1 power sword. Every model has a storm shield.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Power sword	Melee	Melee		User	-3	1	-		
ABILITIES	Zealot (pg 76)						Storm Shield: Models in this unit have a 3+ invulnerable save.		
	Ecclesiarchy Battle Conclave: If your army is Battle-forged, this unit does not take up a slot in a Detachment that includes any MINISTORUM PRIESTS.						Spiritual Fortitude: When a model in this unit would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 5+ that wound is not lost.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ASTRA MILITARUM								
KEYWORDS	INFANTRY, ECCLESIArchY BATTLE CONCLAVE, CRUSADERS								



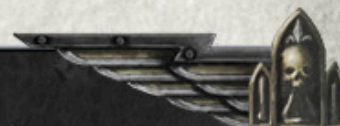
DEATH CULT ASSASSINS



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 can additionally contain up to 2 Death Cult Assassins (Power Rating +1) or up to 4 Death Cult Assassins (Power Rating +2). Every model is equipped with: Death Cult power blades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Death Cult power blades	Melee	Melee			User	-3	1	-	
ABILITIES	Zealot (pg 76)							Ecclesiarchy Battle Conclave: If your army is Battle-forged, this unit does not take up a slot 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								



ARCO-FLAGELLANTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arco-flagellant	7"	4+	-	4	3	2	2	7	7+
Endurant	7"	4+	-	4	3	2	3	7	7+
This unit contains 3 Arco-flagellants. It can additionally contain up to 2 Arco-flagellants (Power Rating +1) or up to 7 Arco-flagellants (Power Rating +4). It can contain 1 Endurant instead of 1 Arco-flagellant. Every model is equipped 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, instead of 1.		
ABILITIES	Zealot (pg 76)						Ecclesiarchy Battle Conclave: If your army is Battle-forged, this unit does not take up a slot in a Detachment that includes any MINISTORUM PRIESTS.		
	Berserk Killing Machines: When a model in this unit would lose a wound, roll one D6; on a 5+ that wound is not lost.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	INFANTRY, ECCLESIArchY BATTLE CONCLAVE, ARCO-FLAGELLANTS								



Packs of Arco-flagellants surge across the battlefield towards the foe, their augmented limbs flailing as the cocktails of nerve stimulants and adreno-enhancers course through their veins.



‘These heretics take the skulls of their victims and offer them up to their foul god as trophies. Burn them, my sisters. Burn them to ashes and then grind those ashes underfoot, for while every Imperial warrior slain may be considered a mighty prize by our foes, the lives and remains of heretics are worth nothing to the Emperor. Disdain, discard and destroy them as such, and then move swiftly onwards.’

- Dominion Superior Kataryn Immaculus



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 additionally contain up to 5 Dominions (Power Rating +2). Every model is equipped with: bolt pistol; boltgun; frag grenades; 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 grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	- Up to 4 Dominions can be equipped with 1 weapon from the <i>Special Weapons</i> list instead of 1 boltgun. 1 Dominion equipped with 1 boltgun can have a Simulacrum Imperialis. - The Dominion Superior can additionally be equipped with 1 weapon from the <i>Melee Weapons</i> list, or can be equipped with 1 weapon from the <i>Melee Weapons</i> list instead of 1 boltgun. - The Dominion Superior can be equipped with 1 weapon from the <i>Ranged Weapons</i> list instead of 1 boltgun. - The Dominion Superior can be equipped with 1 weapon from the <i>Pistols</i> list instead of 1 bolt pistol. - The unit can have an Incensor Cherub.								
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Vanguard: At the start of the first battle round, before the first turn begins, this unit can move as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first. Simulacrum Imperialis: If a model in this unit has a Simulacrum Imperialis then once per phase you can perform one Act of Faith for this unit, even if you have already performed one or more Acts of Faith in that phase. Incensor Cherub: If this unit has an Incensor Cherub, then once per battle, at the beginning of a phase, that Incensor Cherub can intercede. If it does, that Incensor Cherub is removed from play and you gain one Miracle dice (pg 75): roll two D6 when you do so and select which one to keep. The Miracle dice you gain can only be used to perform an Act of Faith for this unit, and only in that phase – at the end of the phase, if the dice has not been used, it is lost. An Incensor Cherub is represented by an Incensor Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Incensor Cherub is on the battlefield, that Incensor Cherub must be within 2" of it.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, DOMINION SQUAD								

4

POWER

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 additionally contain up to 5 Seraphim (Power Rating +3). Every model is equipped with: 2 bolt pistols; frag grenades; 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	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.	
Inferno pistol	6"	Pistol 1			8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.	
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.	
Chainsword	Melee	Melee			User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Power sword	Melee	Melee			User	-3	1	-	
Frag grenades	6"	Grenade D6			3	0	1	-	
Krak grenades	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• Up to 2 Seraphim can be equipped with one of the following instead of 2 bolt pistols: 2 hand flamers; 2 inferno pistols. • The Seraphim Superior can be equipped with one of the following instead of 1 bolt pistol: 1 chainsword; 1 power sword. • The Seraphim Superior can be equipped with 1 plasma pistol instead of 1 bolt pistol.								
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)						Sky Strike: During deployment, you can set up this unit in the sky instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.		
	Angelic Visage: The invulnerable save models in this unit receive from the Shield of Faith ability is improved by 1, to a maximum of 4+.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS	INFANTRY, JUMP PACK, FLY, SERAPHIM 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	REMAINING W	M	BS	A
Exorcist	★	6+	★	7	8	12	★	7	3+	7-12+	12"	3+	3
An Exorcist is a single model equipped with: Exorcist missile launcher; heavy bolter.										4-6	6"	4+	D3
										1-3	4"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Exorcist conflagration rockets	48"	Heavy 3D6			5	-2	1	-					
Exorcist missile launcher	48"	Heavy 3D3			8	-3	D6	-					
Heavy bolter	36"	Heavy 3			5	-1	1	-					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	The bearer can only shoot with this weapon once per battle.					
WARGEAR OPTIONS		• This model can be equipped with Exorcist conflagration rockets instead of 1 Exorcist missile launcher. • This model can additionally be equipped with 1 hunter-killer missile.											
ABILITIES		Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.							Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.				
FACTION KEYWORDS		IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>											
KEYWORDS		VEHICLE, EXORCIST											



MORTIFIERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mortifier	9"	3+	3+	5	5	5	4	8	4+
Anchorite	9"	3+	3+	5	5	5	4	8	3+
This unit contains 1 Mortifier. It can additionally contain up to 5 Mortifiers (Power Rating +3 per model). It can contain 1 Anchorite instead of 1 Mortifier. Every model is equipped with: 2 heavy bolters; 2 penitent flails.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.		
Penitent buzz-blade	Melee	Melee		+3	-3	2	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.		
Penitent flail	Melee	Melee		+1	-2	1	Make 3 hit rolls for each attack made with this weapon, instead of 1. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.		
WARGEAR OPTIONS		- Any model can be equipped with 1 heavy flamer instead of 1 heavy bolter. - Any model can be equipped with 2 heavy flamers instead of 2 heavy bolters. - Any model can be equipped with 1 penitent buzz-blade instead of 1 penitent flail. - Any model can be equipped with 2 penitent buzz-blades instead of 2 penitent flails.							
ABILITIES		Anguish of the Unredeemed: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 4+ it metes out its final vengeance, and each enemy unit within 1" suffers D3 mortal wounds. No Reprieve: When a model in this unit would lose a wound, roll one D6; on a 6 that wound is not lost.					Blaze of Agony: When you choose this unit to shoot with in your Shooting phase, you can choose for heavy bolters that models in this unit are equipped with to have a Type characteristic of Assault 3 until the end of that phase, or for heavy flamers that models in this unit are equipped with to have a Type characteristic of Pistol D6 until the end of that phase.		
FACTION KEYWORDS		IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS							
KEYWORDS		VEHICLE, MORTIFIERS							



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 additionally contain up to 5 Retributors (Power Rating +2). Every model is equipped with: bolt pistol; boltgun; frag grenades; 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 grenades	6"	Grenade D6			3	0	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS		• Up to 4 Retributors can be equipped with 1 weapon from the <i>Heavy Weapons</i> list instead of 1 boltgun. • 1 Retributor equipped with 1 boltgun can have a Simulacrum Imperialis. • The Retributor Superior can additionally be equipped with 1 weapon from the <i>Melee Weapons</i> list, or can be equipped with 1 weapon from the <i>Melee Weapons</i> list instead of 1 boltgun. • The Retributor Superior can be equipped with 1 weapon from the <i>Ranged Weapons</i> list instead of 1 boltgun. • The Retributor Superior can be equipped with 1 weapon from the <i>Pistols</i> list instead of 1 bolt pistol. • This unit can have an Armorium Cherub, or it can have two Armorium Cherubs.								
ABILITIES		Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Simulacrum Imperialis: If a model in this unit has a Simulacrum Imperialis then once per phase you can perform one Act of Faith for this unit, even if you have already performed one or more Acts of Faith in that phase. Faithful Advance: Models in this unit do not suffer the penalty for moving and firing Heavy weapons. Rites of Fire: Add 4" to the Range characteristic of heavy flamers models in this unit are equipped with. Armorium Cherub: If this unit has an Armorium Cherub, then after a model in this unit shoots with a ranged weapon, that Armorium Cherub can reload that model's weapon. If it does, that Armorium Cherub is removed from play and that model can immediately shoot with that ranged weapon again. An Armorium Cherub is represented by an Armorium Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Armorium Cherub is on the battlefield, that Armorium Cherub must be within 2" of it.								
FACTION KEYWORDS		IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>								
KEYWORDS		INFANTRY, RETRIBUTOR SQUAD								





PENITENT ENGINES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Penitent Engine	7"	4+	5+	5	5	5	4	8	4+
This unit contains 1 Penitent Engine. It can additionally contain up to 3 Penitent Engines (Power Rating +3 per model). Every model is equipped with: 2 heavy flamers; 2 penitent flails.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy flamer	8"	Heavy D6		5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.		
Penitent buzz-blade	Melee	Melee		+3	-3	2	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.		
Penitent flail	Melee	Melee		+1	-2	1	Make 3 hit rolls for each attack made with this weapon, instead of 1. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.		
WARGEAR OPTIONS	- Any model can be equipped with 1 penitent buzz-blade instead of 1 penitent flail. - Any model can be equipped with 2 penitent buzz-blades instead of 2 penitent flails.								
ABILITIES	Zealot (pg 76)						Berserk Killing Machines: When a model in this unit would lose a wound, roll one D6; on a 5+ that wound is not lost.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	VEHICLE, PENITENT ENGINES								



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: 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	The bearer can only shoot with this weapon once per battle.						
Storm bolter	24"	Rapid Fire 2			4	0	1	-						
WARGEAR OPTIONS	• This model can additionally be equipped with 1 hunter-killer missile.													
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76)							Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.						
	Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.							Self-Repair: If this model has lost any wounds, you can roll one D6 at the start of your turn; on a 6 this model regains 1 lost wound.						
TRANSPORT	This model has a transport capacity of 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: immolation flamers; heavy bolter.										3-5	6"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Heavy bolter	36"	Heavy 3			5	-1	1	-					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	The bearer can only shoot with this weapon once per battle.					
Immolation flamers	12"	Assault 2D6			5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.					
Twin heavy bolter	36"	Heavy 6			5	-1	1	-					
Twin multi-melta	24"	Heavy 2			8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.					
WARGEAR OPTIONS	• This model can be equipped with one of the following instead of immolation flamers: 1 twin heavy bolter; 1 twin multi-melta. • This model can additionally be equipped with 1 hunter-killer missile.												
ABILITIES	Acts of Faith, Sacred Rites, Shield of Faith (pg 75-76) Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.												
TRANSPORT	This model has a transport capacity of 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												



BATTLE SANCTUM

A Battle Sanctum is a single model.

ABILITIES

Adeptus Ministorum Structure: After it is set up, this model is treated as an Adeptus Ministorum Structure terrain feature. It cannot move for any reason, is not treated as a friendly or enemy model, and cannot be targeted or affected by any attacks or abilities.

Only INFANTRY units, BEAST units, SWARM units and units that can FLY can be set up or end their move on the upper floors of an Adeptus Ministorum Structure (any unit can do so on the ground floor). INFANTRY units are assumed to be able to scale walls and traverse through windows, doors and portals readily. Models from INFANTRY units can therefore move through the floors and walls of an Adeptus Ministorum Structure without further impediment.

INFANTRY units that are entirely on or within an Adeptus Ministorum Structure receive the benefit of cover. Other units that are entirely on or within an Adeptus Ministorum Structure only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

Blessings of the Saint: At the start of each battle round, if there are any ADEPTUS MINISTORUM units from your army within 6" of any Battle Sanctums, gain one Miracle dice (pg 75).

Consecrated Ground: Add 1 to the Leadership characteristic of models in ADEPTUS MINISTORUM units whilst their unit is within 6" of any Battle Sanctums. Subtract 1 from the Leadership characteristic of models in CHAOS units whilst their unit is within 6" of any Battle Sanctums.

FACTION KEYWORDS

IMPERIUM, ADEPTUS MINISTORUM

KEYWORDS

SECTOR IMPERIALIS, BATTLE SANCTUM

WEAPONS OF THE 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.

WARGEAR LISTS

If models in a unit have the option to replace one or more of their weapons for an item from one of the Adepta Sororitas wargear lists, the options they can select from are detailed in the appropriate lists below. The profiles for the weapons in these lists can be found [here](#).

RANGED WEAPONS

- Bolt pistol
- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun

SPECIAL WEAPONS

- Flamer
- Meltagun
- Storm bolter

MELEE WEAPONS

- Chainsword
- Power maul
- Power sword

PISTOLS

- Bolt pistol
- Hand flamer*
- Plasma pistol
- Inferno pistol

HEAVY WEAPONS

- Heavy bolter
- Heavy flamer
- Multi-melta

* Cannot be taken by a Canoness

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, instead of 1.
The Ardent Blade (melee)	Melee	Melee	+4	-3	2	-
Blessed blade	Melee	Melee	+2	-3	D3	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Chirurgion's tools	Melee	Melee	User	-1	1	-
Death Cult power blades	Melee	Melee	User	-3	1	-
Dialogus staff	Melee	Melee	+1	0	1	-
The Martyr's Sword	Melee	Melee	+3	-3	2	When the bearer fights, no more than 4 attacks can be made with this weapon.
The Mace of Castigation	Melee	Melee	+2	-1	2	-
Neural whips	Melee	Melee	User	-2	1	When resolving an attack made with this weapon against a unit (other than a Vehicle unit) in which no model has a Leadership characteristic higher than 7, add 1 to the wound roll.
Penitent buzz-blade	Melee	Melee	+3	-3	2	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.
Penitent eviscerator	Melee	Melee	x2	-3	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Penitent flail	Melee	Melee	+1	-2	1	Make 3 hit rolls for each attack made with this weapon, instead of 1. If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Relic weapons	Melee	Melee	+2	-1	1	-

‘Blessed are the boltgun, the flamer and the melta, for they are the holy trinity of firearms as ordained by the almighty Emperor of Mankind, and they are the tools by which we shall destroy His foes.’

- Sister Furenza Palos



RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Ardent Blade (shooting)	8"	Assault D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
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 you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Combi-melta	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of D3 for that attack.
Exorcist conflagration rockets	48"	Heavy 3D6	5	-2	1	-
Exorcist missile launcher	48"	Heavy 3D3	8	-3	D6	-
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Frag grenades	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D6	3	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with this weapon once per battle.
Immolation flamers	12"	Assault 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Inferno pistol	6"	Pistol 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Shotgun	12"	Assault 2	3	0	1	When resolving an attack made with this weapon against a unit that is within half range, this weapon has a Strength characteristic of 4 for that attack.
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	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.

Bolt, Flame and Melta Weapons

Some rules refer to ‘bolt weapons’, ‘flame weapons’ and/or ‘melta weapons’. A bolt weapon is any weapon whose profile includes the word ‘bolt’ (bolt pistol, boltgun, condemnor boltgun, etc.), and any Relic that replaces a bolt weapon (e.g. Annunciation of the Creed). Rules that apply to bolt weapons also apply to the boltgun profile of combi-weapons, and the bolter profile of Relics that replace combi-weapons.

A flame weapon is any weapon whose profile includes the word ‘flame’ (flamer, immolation flamers, etc.), and any Relic that

replaces a flame weapon. Rules that apply to flame weapons also apply to the flamer profile of combi-flamers, and the flamer profile of Relics that replace combi-flamers.

A melta weapon is any weapon whose profile includes the word ‘melta’ (meltagun, multi-melta, etc.), inferno pistols, and any Relic that replaces a melta weapon. Rules that apply to melta weapons also apply to the meltagun profile of combi-meltas, and the meltagun profile of Relics that replace combi-meltas.





THE SISTERHOOD AT WAR

In this section you will find rules for Battle-forged armies that include ADEPTA SORORITAS Detachments – that is, any Detachment that includes only ADEPTA SORORITAS units. 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, Relics and Tactic Objectives for the faithful.

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> 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 select 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. If a unit with this ability is within range of an objective marker (as specified in the mission), it controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit with a similar ability is within range of the same objective marker, then the objective marker is controlled by the player who has the most models within range of it as normal.

THE PIOUS AND THE PENITENT

The units listed below can be included in an ADEPTA SORORITAS Detachment, even though some of them do not have the ADEPTA SORORITAS keyword. Furthermore, the units 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
- Mortifiers
- Penitent Engines
- Triumph of Saint Katherine
- Units consisting entirely of MINISTORUM PRIEST or ECCLESIArchY BATTLE CONCLAVE models

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.

‘Retreat? I have a score of the Emperor’s finest Battle Sisters at my command and you think a few hundred alien savages are cause to turn our back and flee? Let the enemy come, they shall find neither our resolve nor our aim wavering.’

- Sister Superior Lacena, Order of Our Martyred Lady

ORDER CONVICTIONS



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.

Gain one Miracle dice at the end of any phase (other than the Morale phase) in which any units with this conviction were destroyed. This is in addition to any Miracle dice gained at the end of a phase in which a **CHARACTER** unit with the Acts of Faith ability was destroyed. In addition, when resolving an attack made by a model with this conviction, add 1 to the hit roll if one or more models from that model's unit have been destroyed in this battle, even if they have been subsequently returned to the battlefield.



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.

When a model with this conviction would lose a wound, roll one D6; on a 6 that wound is not lost. In addition, when resolving an attack made with a weapon with an Armour Penetration characteristic of -1 against a unit with this conviction, that weapon has an Armour Penetration characteristic of 0 for that attack. Whilst a unit with this conviction is under the effect of an Imagifier's Tale of the Stoic ability, weapons with an Armour Penetration characteristic of -2 are also treated as having an Armour Penetration characteristic of 0 when resolving attacks against that unit.



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 the Order of the Bloody Rose.

When resolving an attack made with a melee weapon or a Pistol weapon by a model with this conviction, that weapon's Armour Penetration characteristic is improved by 1 for that attack (e.g. AP 0 becomes AP -1). In addition, add 1 to the Attacks characteristic of a model with this conviction during any turn in which it made a charge move, was charged or performed a Heroic Intervention.



EBON CHALICE: DAUGHTERS OF THE EMPEROR

The Order of the Ebon Chalice is the oldest of the Orders Militant, and they strive to be exemplars, both martial and spiritual, to the followers of the God-Emperor. Their purity and nobility of spirit can see them perform miraculous acts of survival.

When a model with this conviction would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. In addition, when you would perform an Act of Faith for a model or unit with this conviction, you can first discard one Miracle dice. If you do, one Miracle dice you use in that Act of Faith is considered to be a 6.



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 is 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.

When a unit with this conviction Advances, it can fire ranged weapons as if it had moved without Advancing.



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.

When a Morale test is taken for a unit with this conviction, no more than one model can flee. In addition, after you perform an Act of Faith for a model or unit with this conviction, roll one D6; on a 5+ you gain one Miracle dice. In addition, when resolving an Overwatch attack made by a model with this conviction, a hit roll of 5 or 6 scores a hit.



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 use them. These help to reflect the holy crusades and strategies used by the Sisters of Battle on the battlefield.

1CP

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. All of the Relics your army includes must be different and be given to different models.

1CP

EMBODIED PROPHECY

Adepta Sororitas Stratagem

The Zephyrim are said to embody the God-Emperor's promise. Where they lead, victory must surely follow.

Use this Stratagem at the start of the Fight phase. Select one ZEPHYRIM SQUAD unit from your army. Until the end of that phase, when resolving an attack made with a melee weapon by a model in a friendly ADEPTA SORORITAS unit within 6" of that Zephyrim unit, re-roll a wound roll of 1.

1CP

FURIOUS RECITAL

Adepta Sororitas Stratagem

At the hands of a skilled organist the Exorcist becomes a psychological weapon just as potent as its payload.

Use this Stratagem in your Shooting phase, when an EXORCIST model from your army is chosen to shoot with. Until the end of the turn, subtract 1 from the Leadership characteristic of models in enemy units whilst their unit is within 12" of that Exorcist model (subtract 2 from the Leadership characteristic of models in enemy CHAOS units whilst their unit is within 12" of that Exorcist model instead).

1CP

BLAZING PIETY

Adepta Sororitas Stratagem

The holy words of a Dialogus can steady a battle line, inspire a heroic charge, and occasionally cause combustion in the case of heretics.

Use this Stratagem at the start of your Psychic phase. Select one enemy CHAOS unit within 6" of any DIALOGUS models from your army. That enemy unit suffers 1 mortal wound. If that enemy unit is a DAEMON unit, it suffers D3 mortal wounds instead.

1CP

BATTLE RITES

Adepta Sororitas Stratagem

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

Use this Stratagem at the start of the battle round if your Warlord has the Sacred Rites ability and is on the battlefield. Select one active Sacred Rite. Roll one D6 to randomly generate a new Sacred Rite (see pg 76). You may re-roll this result if the new Sacred Rite is the same as one that is currently active. The selected Sacred Rite is no longer active, and the new Sacred Rite is active.

1CP

MOMENT OF GRACE

Adepta Sororitas Stratagem

For a split second, it seems as though the world reshapes itself to the will of a single warrior.

Use this Stratagem after making a hit roll or wound roll for an attack made by an ADEPTA SORORITAS model from your army, or after making a saving throw for an ADEPTA SORORITAS model from your army. Discard 1-3 Miracle dice. Add 1 to the result of the roll for each Miracle dice you discarded.

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 when a SISTERS REPENTIA unit from your army is chosen as the target for an attack made with a melee weapon. Until the end of that phase, roll one D6 when a model in that unit is destroyed as a result of an attack made with a melee weapon by a model in an enemy unit. On a 4+ that enemy unit suffers 1 mortal wound after it has fought.

1CP

MARTYR'S IMMOLATION

Adepta Sororitas Stratagem

The inferno claims the martyr and heretic alike.

Use this Stratagem when an IMMOLATOR model from your army is destroyed. Do not roll a dice for that model's Explodes ability: it automatically explodes.

1CP

HOLY TRINITY*Adepta Sororitas Stratagem**With bolter, flamer and melta is the foe purged.*

Use this Stratagem in your Shooting phase, after you have declared how you will split the shots of an **ADEPTA SORORITAS** unit from your army, if that unit shoots all of its weapons at the same target, and that target is within the range of at least one bolt weapon being shot by a model in the unit, one flame weapon being shot by a model in the unit, and one melta weapon being shot by a model in the unit (pg 97). Until the end of that phase, when resolving an attack made by a model in that unit, add 1 to the wound roll.

1CP

HEROINE IN THE MAKING*Adepta Sororitas Stratagem**This warrior stands pre-eminent in her Order as a shining example of everything a devout Sister aspires to.*

Use this Stratagem before the battle, after nominating your Warlord. Select one **ADEPTA SORORITAS CHARACTER** model from your army (other than your Warlord, Celestine, Junith Eruita or the Triumph of Saint Katherine) and generate one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

2CP

DIVINE INTERVENTION*Adepta Sororitas Stratagem**Sometimes, a brush with death is so close that the only explanation seems to be direct intervention.*

Use this Stratagem when an **ADEPTA SORORITAS CHARACTER** model (other than Celestine, a Geminae Superia, Junith Eruita or the Triumph of Saint Katherine) from your army is destroyed (before any Miracle dice are gained as a result). Discard 1-3 Miracle dice. At the end of the phase, return that model to play with a number of wounds remaining equal to the number of Miracle dice you discarded, placing it as close as possible to its previous position and more than 1" away from any enemy models. You do not gain a Miracle dice for the destruction of that model this turn. Each **ADEPTA SORORITAS CHARACTER** model can only be returned to the battlefield by this Stratagem once per battle.

1CP

HOLY RAGE*Adepta Sororitas Stratagem**With psalms on their lips, the faithful hurl themselves forwards.*

Use this Stratagem at the start of your Charge phase. Select one **ADEPTA SORORITAS** unit from your army. That unit can charge, even if it Advanced this turn.

2CP

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 you perform an Act of Faith for a hit roll. You can reuse the same Miracle dice for the wound roll for that attack.

1CP

MARTYRED*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 at the end of any phase in which your Warlord was destroyed, if your Warlord is an **ADEPTA SORORITAS CHARACTER** model. If your Warlord is Celestine, perform any rolls for the model's Miraculous Intervention ability before using this Stratagem. This Stratagem may not be used if your Warlord is returned to the battlefield using the Miraculous Intervention ability or the Divine Intervention Stratagem. You gain D3 Command Points.



1CP

VENERATED SAINT*Adepta Sororitas Stratagem**This Imagifier bears the remains of a venerated saint of the Imperium, and exhorts her comrades to follow their example.*

Use this Stratagem during deployment, after you have set up an **IMAGIFIER** model from your army. You can select two different tales for that model's Litany of Deeds ability, instead of one. 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 the Shooting or Fight phase. Select one **ADEPTA SORORITAS** unit from your army. Until the end of that phase, when resolving an attack made by a model in that unit against a **PSYKER** unit, you can re-roll the wound roll.

2CP

STORM OF RETRIBUTION*Adepta Sororitas Stratagem*

A nimbus of glory surrounds the Retributors as they unleash the full fury of their vengeance on their enemies.

Use this Stratagem when a **RETRIBUTOR SQUAD** unit from your army fires Overwatch or is chosen to shoot with. Select one of the following:

- Until the end of the phase, when resolving an attack made with a heavy bolter by a model in that unit, add 1 to the hit roll.
- Until the end of the phase, when resolving an attack made with a heavy flamer by a model in that unit, you can re-roll the wound roll.
- Until the end of the phase, add 12" to the Range characteristic of multi-meltas models in that unit are equipped with, and when resolving an attack made with a multi-melta by a model in that unit, add 1 to the damage roll.

1CP

LAST RITES*Adepta Sororitas Stratagem*

The words spoken over a dying comrade remind those still fighting that there is nothing better than to die in battle in the Emperor's name.

Use this Stratagem at the start of the Morale phase. Select one **HOSPITALLER** model from your army. Until the end of that phase, when a Morale test is taken for a friendly **ADEPTA SORORITAS** unit within 6" of that model, do not add the number of models from that unit that have been destroyed that turn.

1CP

DEVASTATING REFRAIN*Adepta Sororitas Stratagem*

With a resounding flourish, missiles streak into the skies to bring glorious destruction to the enemies of the God-Emperor.

Use this Stratagem when an **EXORCIST** model from your army fires Overwatch or is chosen to shoot with. Until the end of the phase, you can re-roll any or all of the dice rolled to determine the Type characteristic of an Exorcist missile launcher or Exorcist conflagration rockets that model is equipped with.

1CP

DEADLY DESCENT*Adepta Sororitas Stratagem*

Seraphim arrive on the battlefield in a blaze of glory, spreading death 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 from high in the sky. Until the end of that phase, add 6" to the Range characteristic of Pistol weapons models in that unit are equipped with. That unit can shoot as if it were your Shooting phase.

1CP

VESSEL OF THE EMPEROR'S WILL*Adepta Sororitas Stratagem*

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

Use this Stratagem after you perform an Act of Faith for an **ADEPTA SORORITAS CHARACTER** unit from your army. Gain one Miracle dice.

1CP

TEST OF FAITH*Adepta Sororitas Stratagem*

The Adepta Sororitas will not be found wanting in the eyes of the Emperor. When a test of faith is required, they will answer it with steel in their hearts and a prayer on their lips.

Use this Stratagem at the end of a phase in which you gained a Miracle dice as the result of Purity or Valour, as described on pg 75. Gain D3 Miracle dice, in addition to the one you would normally gain.

2CP

EXCEPTIONAL PROFICIENCY*Adepta Sororitas Stratagem*

Celestians are exemplary in their battlecraft.

Use this Stratagem when a **CELESTIAN SQUAD** from your army fires Overwatch or is chosen to shoot or fight with. Until the end of the phase, when resolving an attack made by a model in that unit, you can re-roll the hit roll and you can re-roll the wound roll.

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 when an **ADEPTA SORORITAS INFANTRY** unit from your army fires Overwatch or is chosen to shoot with. Until the end of the phase, storm bolters that models in that unit are equipped with have an Armour Penetration characteristic of -2 and a Damage characteristic of 2.

1CP

PURITY OF FAITH*Adepta Sororitas Stratagem*

The faith of the Adepta Sororitas steels their hearts and bodies against psychic assaults.

Use this Stratagem when an enemy **PSYKER** model manifests a psychic power within 24" of an **ADEPTA SORORITAS** unit from your army, after any Deny the Witch attempt. Roll one D6; on a 4+ that psychic power is resisted.

2CP**JUDGEMENT OF THE FAITHFUL***Adepta Sororitas Stratagem**Even the most hopeless battle can be turned by a spark of divine inspiration.*

Use this Stratagem after an **ADEPTA SORORITAS** unit from your army Falls Back. That unit can shoot during the Shooting phase of this turn, and charge in the Charge phase of this turn.

2CP**EXTREMIS TRIGGER WORD***Adepta Sororitas Stratagem**Arco-flagellants are conditioned with sacred trigger words that release their cerebral inhibitors and unleash their killing rage.*

Use this Stratagem in the Fight phase, when an **ARCO-FLAGELLANTS** unit from your army is chosen to fight with. Until the end of that phase, change the ability of arco-flails models in that unit are equipped with to 'Make 3 hit rolls for each attack made with this weapon, instead of 1.' At the end of that phase, roll one D6 for each model in that unit; for each 6, one model in that unit is destroyed.

3CP**DESPERATE FOR REDEMPTION***Adepta Sororitas Stratagem**Those bound to the Penitent Engines have only one hope of end to their torment, and they seek it out with unmatched zeal.*

Use this Stratagem at the end of the Fight phase. Select one **PENITENT ENGINES**, **MORTIFIERS** or **SISTERS REPENTIA** unit from your army within 1" of any enemy units; that unit from your army can fight as if it were the Fight phase.

1CP**HONOUR THE MARTYRS***Order of Our Martyred Lady Stratagem**When a leader of the Order of Our Martyred Lady dies in battle, those who remain only become more determined.*

Use this Stratagem when an **ORDER OF OUR MARTYRED LADY CHARACTER** model from your army is destroyed as a result of an attack made by an enemy unit. Until the end of the battle, when resolving an attack made by a model in an **ORDER OF OUR MARTYRED LADY** unit from your army against that enemy unit, re-roll a hit roll of 1.

1CP**BLIND FAITH***Order of the Valorous Heart Stratagem**When the zeal of battle is upon them, the Sisters of the Valorous Heart will trust the Emperor to guide their aim.*

Use this Stratagem at the start of your Shooting phase. Select one **ORDER OF THE VALOROUS HEART** unit from your army. Until the end of that phase, when resolving an attack made by a model in that unit, ignore hit roll modifiers.

1CP**TEAR THEM DOWN***Order of the Bloody Rose Stratagem**In the fury of battle, the Sisters of the Bloody Rose channel their rage into devastating blows with gun stocks, fists and blades.*

Use this Stratagem in the Fight phase, when an **ORDER OF THE BLOODY ROSE** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit, add 1 to the wound roll.

2CP**CLEANSING FLAMES***Order of the Ebon Chalice Stratagem**When the Ebon Chalice go to war, they bring with them cleansing flames.*

Use this Stratagem when an **ORDER OF THE EBON CHALICE** unit from your army fires Overwatch or is chosen to shoot with. Until the end of the phase, do not roll to determine the Type characteristic of flame weapons (pg 97) models in that unit are equipped with; they have their maximum values (e.g. a Heavy D6 weapon makes 6 shots).

1CP**FAITH IS OUR SHIELD***Order of the Argent Shroud Stratagem**The unwavering faith of the warriors of the Argent Shroud allows them to fight on through the most terrible psychic onslaughts.*

Use this Stratagem in the Psychic phase, when a model in an **ORDER OF THE ARGENT SHROUD** unit from your army would lose a wound as a result of a mortal wound. Until the end of that phase, when a model in that unit would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.

1CP**THE EMPEROR'S JUDGEMENT***Order of the Sacred Rose Stratagem**None may escape the Emperor's gaze, and where he sees wickedness, there will the Sacred Rose punish.*

Use this Stratagem when an **ORDER OF THE SACRED ROSE** unit from your army fires Overwatch or is chosen to shoot with. Until the end of the phase, when resolving an attack made with a bolt weapon (pg 97) by a model in that unit, an unmodified hit roll of 6 scores 1 additional hit.

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 model is your Warlord, you can use the table here to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a MINISTORUM PRIEST model is your Warlord, their Warlord Trait can be the Righteous Rage Warlord Trait.

D6 RESULT

1 INSPIRING ORATOR

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

Add 1 to this Warlord's Leadership characteristic. 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.

When making a charge roll for this Warlord, you can re-roll any or all of the dice. When resolving an attack made with a melee weapon by this Warlord in a turn in which this Warlord made a charge move, was charged or performed a Heroic Intervention, you can re-roll the wound roll.

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 this 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 her warriors.

At the start of your turn, if this Warlord is on the battlefield, you gain one Miracle dice.

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> INFANTRY models receive from the Shield of Faith ability (pg 76) is improved by 1, to a maximum of 4+, whilst their unit is 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 witchcraft.

This Warlord can attempt to deny one additional psychic power in your opponent's Psychic phase, as described in the Shield of Faith ability. Subtract 1 from Psychic tests taken for enemy models whilst they are within 12" of this Warlord.

'Steel your hearts! Let the Emperor guide your arm and let faith harden your sinews. These heretics have abandoned any right to live by turning from His light. They stain His realm by their continued existence. Tear them down, in the name of Saint Mina!'

- Aujula Kaerton,
Canoness Preceptor of the
Order of the Bloody Rose

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

NAMED CHARACTER

Celestine
Junith Eruita
Triumph of Saint Katherine

WARLORD TRAIT

Beacon of Faith
Inspiring Orator
Pure of Will

ORDER WARLORD TRAITS

If you wish, you can select an Order Warlord Trait from the list below instead of from the Warlord Traits table on the previous page, but only if your Warlord is from the relevant Order.



ORDER OF OUR MARTYRED LADY: SHIELD BEARER

This leader believes in facing every threat at the head of her Order, leading from the front.

Add 1 to the Wounds characteristic of this Warlord. Improve this Warlord's Save characteristic by 1, to a maximum of 2+ (e.g. a Save characteristic of 3+ would become a Save characteristic of 2+).



ORDER OF THE VALOROUS HEART: IMPERVIOUS TO PAIN

Following the example of Saint Lucia, this leader will endure any suffering, fighting on long past the limit of mortal endurance.

When this Warlord would lose a wound, roll one D6; on a 5+ that wound is not lost.



ORDER OF THE BLOODY ROSE: BLAZING IRE

This warrior was born for battle, and will allow nothing to stay her wrath.

Add 1 to the Attacks characteristics of this Warlord. This Warlord can charge in a turn in which they Advanced.



ORDER OF THE EBON CHALICE: TERRIBLE KNOWLEDGE

This leader is one of the few that has shared in the terrible knowledge imparted by the Matriarch of the Order after her communion with the Emperor.

If this Warlord is on the battlefield, the Miracle dice you gain at the start of the first battle round is a 6. At the start of the first battle round, if your army is Battle-forged and this Warlord is on the battlefield, you gain D3 Command Points.



ORDER OF THE ARGENT SHROUD: SELFLESS HEROISM

Rather than allow harm to come to her followers, this leader will bravely take the fight to any foe.

This Warlord can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3" when performing a Heroic Intervention, so long as they end the move closer to the nearest enemy model. In addition, if this Warlord is charged or made a Heroic Intervention, they always fight first in the Fight phase, even if they did not charge. If there are enemy 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.



ORDER OF THE SACRED ROSE: LIGHT OF THE EMPEROR

The Emperor's divinity seems to shine from this leader, and she strides through the battle with a beatific expression as she deals death to all who oppose her.

When you perform an Act of Faith for this Warlord, gain one Miracle dice (do not roll for this Warlord's Devout Serenity Order Conviction).

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 model. If your army includes any MINISTORUM PRIESTS, you can instead give one of them the Book of Saint Lucius. GEMINAE SUPERIA, and named characters such as Celestine and the Triumph of Saint Katherine, cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the character's existing weapons. Where this is the case you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics of the Ecclesiarchy your models 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. Saint 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 equipped with a blessed blade only. This Relic replaces a blessed blade and has the following profile:

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

Model with a brazier of holy fire only. This Relic replaces a brazier of holy fire. When a Psychic test is taken for an enemy model within 18" of a model from your army with this Relic, subtract 2 from the result.

WRATH OF THE EMPEROR

The highly 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. Senior Sisters who have been granted dispensation to unleash the Wrath of the Emperor upon the enemies of faith have testified that its shining flurries of vengeance have leapt gladly from the muzzle. The holy weapon yearns to stitch its fiery sermon through the blackest of hearts.

Model equipped with a bolt pistol only. This Relic replaces a bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Wrath of the Emperor	18"	Pistol 4	5	-2	2

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.

Once per turn, if a model from your army with this Relic is on the battlefield when you gain a Miracle dice, you can re-roll that dice.

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 model only. A model with this Relic has a 3+ invulnerable save.

TRIPTYCH OF THE MACHARIAN CRUSADE

The Macharian Crusade re-illuminated vast stretches of the Emperor's domain that had not seen his light in generations. The Lord Commander Solar was accompanied by thousands of members of the Missionarius Galaxia, each a devout proselytiser who was hardened to life on the fringes of Imperial space. This ancient triptych, the only one to survive the internecine warfare that followed the crusade, glorifies three Missionaries who together saved the souls of millions. Carried onto the most isolated and fire-swept of battlefields, the images of the Macharian Trinity embodied by the small adamantine-sheathed relic remind the bearer that faith alone can weather the most grievous of adversities.

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

CASKET OF PENANCE

Within this unadorned ebonite box lies a relic so suffused with the Emperor's divine spark that it radiates a ferocious aura. Its holiness is so powerful that it scarifies its guardians' flesh, yet one worthy enough to carry the casket into battle welcomes the chance to prove the strength of her faith and will. To the unbeliever who approaches too close, it is an incapacitating and sickening draining of the soul.

ORDER OF THE VALOROUS HEART model only. Subtract 1 from the Toughness characteristic of enemy units whilst they are within 1" of a model from your army with this Relic.

BOOK OF SAINT LUCIUS

This tome contains the complete writings of Saint Lucius of Agathea, the first Arch-confessor. Such was Saint 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.

Add 3" to the range of the aura abilities of a model with this Relic.

IRON SURPLICE OF SAINT ISTAELA

Worked upon by generations of artificers, consecrated with holy oils and steeped in the smoke of sacred incense, this suit of power armour is amongst the most battle-proven relics held by the Orders Militant. Saint Istaela was the last surviving member of her Order, a minor sisterhood whose very name has passed beyond recall. Scorched and dented, her armour was recovered still intact from the battlefield and may be granted to a Sister whose faith is held to be strong enough.

A model with this Relic has a Save characteristic of 2+. In addition, when resolving an attack made against that model, an unmodified wound roll of 1, 2 or 3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

MARTYRS' VENGEANCE

Baffling the greatest Tech-Adepts with its seemingly miraculous emanations, Martyrs' Vengeance was the sidearm of Saint Valpurgis, an especially selfless Celestian Superior. The few Sisters who survived the Defence of Ghem's Gate told of Valpurgis striding calmly in front of her squad as an enemy war engine barrelled towards her. In the instant before the impact, the Emperor's own light speared from the outstretched pistol, cleaving through the onrushing machine and detonating its stored ammunition in a divine conflagration.

ORDER OF OUR MARTYRED LADY model equipped with an inferno pistol only. This Relic replaces an inferno pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Martyrs' Vengeance	12"	Pistol 1	9	-4	D6
Abilities: When resolving an attack made with this weapon, roll two D6 when inflicting damage with it and discard one of the results.					

ANNUNCIATION OF THE CREED

The traditionalists of the Order of the Ebon Chalice eagerly grasp any opportunity to apply the undeniable letter of the Imperial Creed. Upon the craven heretic who shirks his sentence, or the witch hiding behind her puppets, this sacred condemnor boltgun announces their deviancy in unavoidable utterances of destructive justice.

ORDER OF THE EBON CHALICE model equipped with a condemnor boltgun only. This Relic replaces a condemnor boltgun and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Annunciation of the Creed	24"	Rapid Fire 1	5	-2	D3
Abilities: This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of 3 for that attack.					

QUICKSILVER VEIL

Shifting in and out of vision as it catches the fires of battle and the haloes of unearthly light surrounding the faithful, this gossamer-thin nano-fibre dazzles the eyes of heretics and baffles the targeting matrices of xenos. As the wearer moves as swift as a silver dart to the enemy's heart, shots fire wide and blade thrusts miss their mark.

ORDER OF THE ARGENT SHROUD model only. When resolving an attack made against a model with this Relic, subtract 1 from the hit roll.

BENEFICENCE

This fearsomely savage chainsword is lauded amongst the Order of the Bloody Rose for its perfection of weight and the deepness of its pious bite. As the deep-red armour of its wielder plunges ferociously into dense knots of faithless idolaters, Beneficence sends arterial sprays across the battlefield with each cut of enemy flesh. Terrified mutants and witches fall before its blessing, as ground won for the Emperor is consecrated in sweeps of viscera.

ORDER OF THE BLOODY ROSE model equipped with a chainsword only. This Relic replaces a chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Beneficence	Melee	Melee	+1	-2	2
Abilities: When the bearer fights, it makes 3 additional attacks with this weapon.					



LIGHT OF SAINT AGNAETHA

Emanating from within an adamantine brazier inscribed with the deeds of the Matriarch of the Sacred Rose, Arabella, the Light of Saint Agnaetha is a blinding illumination against the shadows of the Great Rift. Laying bare the truth of evil, those who embody the foulness of the Daemon are cowed. The touch of its actinic glare, when lifted high with serene grace, causes impure flesh to char and combust in a conflagration of holy fire.

ORDER OF THE SACRED ROSE model with a brazier of holy fire only. This Relic replaces a brazier of holy fire. Subtract 1 from the Leadership characteristic of enemy DAEMON units whilst they are within 6" of a model from your army with this Relic. In addition, once per phase, when that model fires Overwatch or is chosen to shoot with, it can unleash the Light of Saint Agnaetha's holy flames. When it does, select one enemy unit within 12" of that model (if firing Overwatch, you must select the charging unit) and roll one D6; on 2+ that enemy unit suffers D3 mortal wounds. If that enemy unit is a DAEMON unit, it suffers D6 mortal wounds instead.

When a model from your army with this Relic unleashes the holy flames, after its effects have been resolved, you can discard one Miracle dice. If you do not, that model cannot unleash the Light of Saint Agnaetha's holy flames again during this battle.

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. To do so, simply add together the points costs of all your models and their wargear.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Canoness	1	45
Missionary	1	38

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Battle Sisters Squad	5-15	9

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Dominion Squad	5-10	10
Seraphim Squad	5-10	11



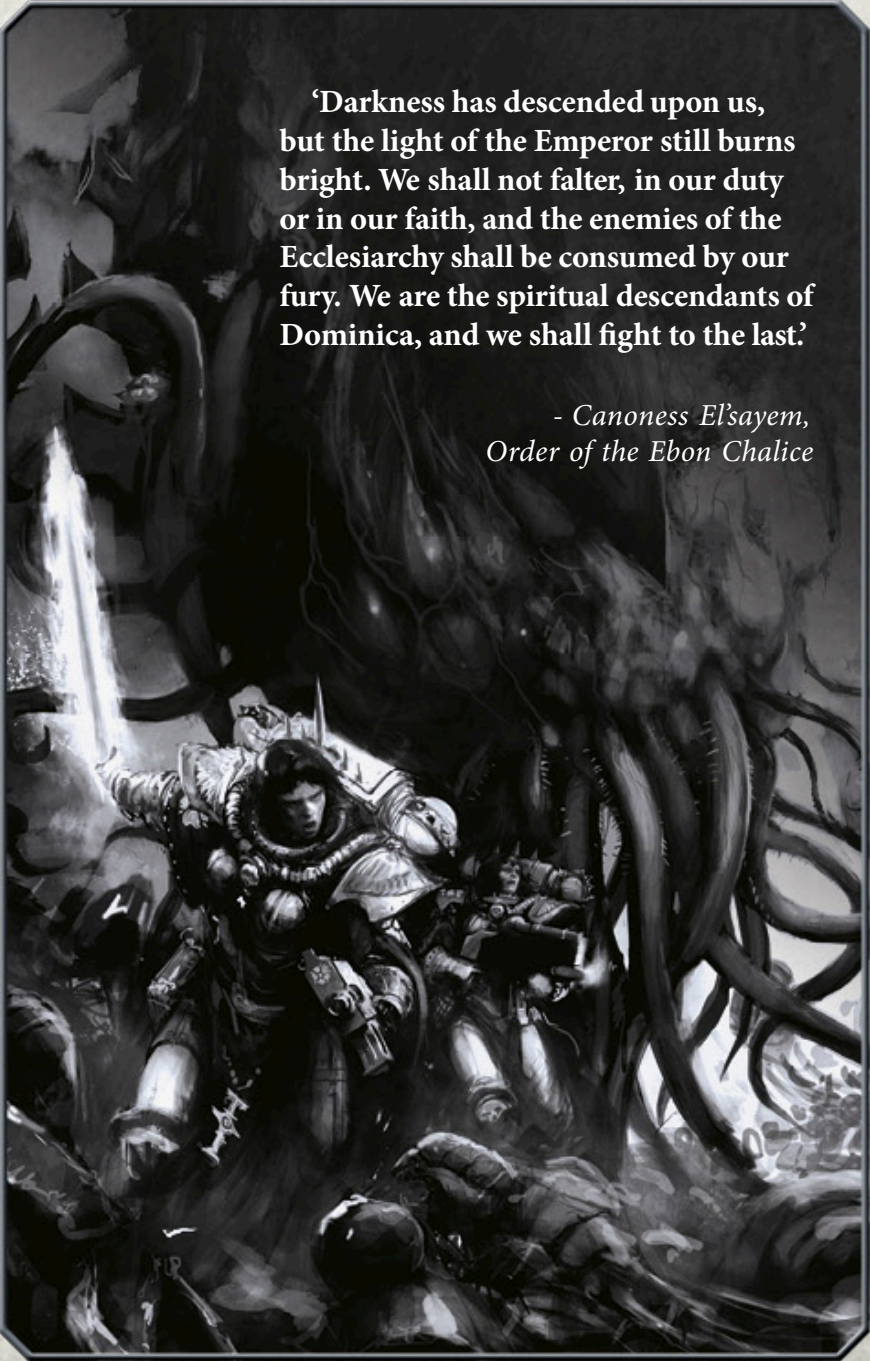
HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Exorcist	1	90
Mortifiers	1-4	36
- Anchorite		42
Penitent Engines	1-4	28
Retributor Squad	5-10	10

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Arco-flagellants	3-10	13
Celestian Squad	5-10	10
Crusaders	2-6	9
Death Cult Assassins	2-6	13
Dialogus	1	35
Geminae Superia	1-2	16
Hospitaller	1	35
Imagifier	1	45
Preacher	1	30
Repentia Superior	1	35
Sisters Repentia	4-9	13
Zephyrim Squad	5-10	13

FORTIFICATIONS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Battle Sanctum	1	50

DEDICATED TRANSPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Immolator	1	70
Sororitas Rhino	1	65

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Junith Eruita	1	110
Celestine	1	160
Triumph of Saint Katherine	1	185



‘Darkness has descended upon us, but the light of the Emperor still burns bright. We shall not falter, in our duty or in our faith, and the enemies of the Ecclesiarchy shall be consumed by our fury. We are the spiritual descendants of Dominica, and we shall fight to the last.’

- Canoness El'sayem,
Order of the Ebon Chalice

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Arco-flails	0
Blessed blade	9
Chainsword	0
Chirurgion's tools	0
Death Cult power blades	0
Dialogus staff	0
Neural whips	0
Penitent buzz-blade	0
Penitent eviscerator	0
Penitent flail	0
Power maul	4
Power sword	4

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Armorium Cherub	5
Brazier of holy fire	8
Incensor Cherub	5
Null rod	12
Rod of office	5
Simulacrum Imperialis	5
Storm shield	0
Zephyrim pennant	5

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 conflagration rockets	40
Exorcist missile launcher	70
Flamer	6
Frag grenades	0
Hand flamer	1
Heavy bolter	10
Heavy flamer	14
Hunter-killer missile	6
Immolation flamers	30
Inferno pistol	7
Krak grenades	0
Laspistol	0
Meltagun	14
Multi-melta	22
Plasma pistol	5
Shotgun	0
Storm bolter	2
Twin heavy bolter	17
Twin multi-melta	40

TACTICAL OBJECTIVES

The Adepta Sororitas wage war in their own unique way, performing their service to the Emperor by bringing his light and judgement to uncountable worlds and myriad foes.

If your army is led by an ADEPTA SORORITAS Warlord or a MINISTORUM PRIEST 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 Adepta Sororitas player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Adepta Sororitas 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 Relic
14	Trust in the Emperor
15	The Blood of Martyrs
16	A Leap of Faith

11

SLAY THE HERETIC

Adepta Sororitas

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 melta.

Score 1 victory point if at least one enemy **CHARACTER** unit was destroyed as a result of an attack made by an **ADEPTUS MINISTORUM** unit from your army during this turn.

14

TRUST IN THE EMPEROR

Adepta Sororitas

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

Score 1 victory point if you gained three or more Miracle dice during this turn. Score D3 victory points instead if you gained six or more Miracle dice during this turn.

12

ARMOUR OF CONTEMPT

Adepta Sororitas

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

Score 1 victory point if you made at least one successful saving throw using the invulnerable save granted by the Shield of Faith ability during this turn and/or if you made at least one successful Deny the Witch test during this turn.

15

THE BLOOD OF MARTYRS

Adepta Sororitas

The blood of martyrs is the seed of the Imperium.

Score 1 victory point if at least one ADEPTA SORORITAS unit from your army was destroyed during this turn. Score D3 victory points instead if at least one ADEPTA SORORITAS **CHARACTER** unit from your army was destroyed during this turn.

13

RECLAIM THE RELIC

Adepta Sororitas

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

Roll one D6 when this Tactical Objective is generated. Score 1 victory point if you control the objective marker whose number corresponds to the D6 result at the end of this turn.

16

A LEAP OF FAITH

Adepta Sororitas

No army is big enough to conquer the galaxy. But faith alone can overturn the universe.

Score 1 victory point if you performed at least one Act of Faith during this turn. Score D3 victory points instead if you performed three or more Acts of Faith during this turn. Score D3+3 victory points instead if you performed six or more Acts of Faith during this turn.

‘REMEMBER THIS, ALWAYS. HEINOUS ACTIONS DO NOT LEAD AN INDIVIDUAL TOWARDS HERESY. RATHER, IT IS A HERETICAL SOUL THAT MAKES ONE’S ACTIONS HEINOUS. THE HERETIC CANNOT BE FORGIVEN, FOR IT IS THEIR SPIRIT THAT IS CORRUPTED, AND THEY SHALL NEVER WALK IN THE EMPEROR’S LIGHT. DO NOT HATE THE SIN, MY SISTERS. HATE THE SINNER.’

- Canoness Superior Junith Eruita, 2nd address of the Battle for Mathwyr

EXPLORE THE DIGITAL RANGE

RULES AND SUPPLEMENTS

Get started in the dark millennium with the rulebook and codexes to help you turn your collection into an all-conquering tabletop army, or explore the massive events that shake the universe in a range of campaign expansions.



WARHAMMER 40,000 RULEBOOK

**There is no time for peace. No forgiveness.
No respite. There is only war.**

After more than forty thousand years of war and strife among the stars, Humanity stands on the brink of extinction. Beset on all sides by hostile aliens and threatened from within by traitors, Humanity's only chance for survival rests with the continuation of the cruel and bloody regime known as the Imperium.



CODEX: GREY KNIGHTS Smite the Daemon!

Chanting rites of banishment, the elite brotherhoods of the Grey Knights stride fearlessly into battle against the worst horrors in the galaxy. They wear blessed silver battle-plate, and wield potent weapons of purgation, each a master-wrought relic whose worth can be measured in worlds. Yet the greatest weapons the Grey Knights possess are their minds. Every battle-brother of this elite Chapter is a potent psyker, his will an adamant fortress and his mental powers like a honed blade that can kill as surely as any corporeal weapon. Just one thousand Grey Knights exist to defend the entire Imperium from daemonic annihilation. It is a testament to their selfless heroism that, even as the galaxy becomes ever darker, they still fight on unbowed.



PSYCHIC AWAKENING: BLOOD OF BAAL

A shadow deeper than night

In the wake of the tearing open of the Cicatrix Maledictum, the galaxy has been plunged into terror. Nightmarish psychic phenomena manifest in the Imperium Nihilus, the worlds there cut off from Terra and the guiding light of the Astronomican.

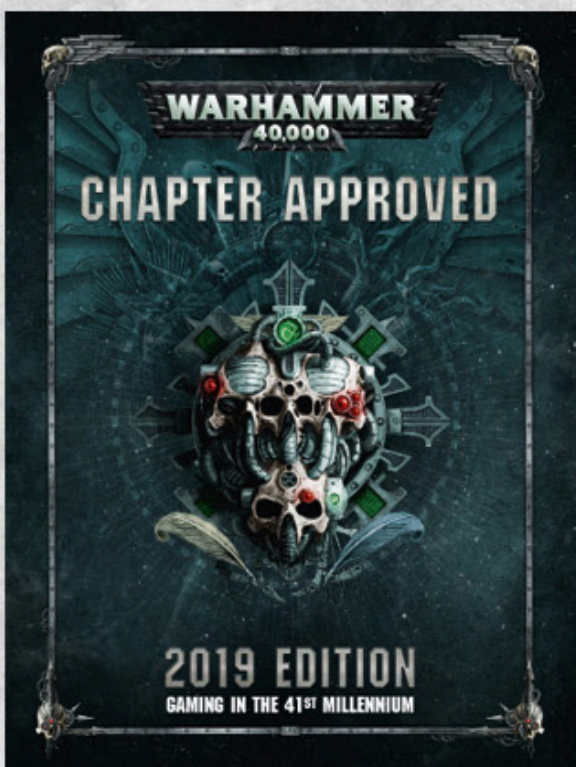
In the scarlet-lit region of the Red Scar, a deeper shadow coils its way through the Imperium's vulnerable worlds. The ravenous Tyranids of Hive Fleet Leviathan threaten the home world of the Blood Angels Chapter and hundreds of systems besides. Around them, the insidious Shadow in the Warp is making its presence known in the minds of those standing against the xenos swarms. Yet hope remains with the scions of Baal.

The Blood Angels and their successor Chapters are bloodied but unbowed. They continue to engage the questing tendrils of the Tyranid invasions, striving to ensure Humanity's future.



KILL TEAM ANNUAL 2019

Across the war-torn galaxy, amidst blazing cityscapes and steaming jungles, through ancient ruins and aboard derelict space stations, bands of elite killers advance into battle against one another. Hand-picked teams of operatives employ unique tactical doctrines that catch their enemies completely by surprise. Hate-filled rivals clash again and again, each conflict seeing their tale of vendetta and violence take on ever more epic proportions. Steely-eyed commanders are faced with seemingly impossible strategic scenarios and forced to divine the path to victory, lest the populations of entire worlds be slain as a result of their failures. As the flames of battle rise higher and unnatural powers are unleashed, fresh bands of combatants join the fray, seeking to profit from the maelstrom of war, to enact ineffable schemes to the ruin of all, or to purge all taint of their enemies from the stars. From amidst such relentless bloodshed and unrelenting carnage must each grizzled kill team attempt to snatch victory, or else face crushing defeat.



CHAPTER APPROVED 2019 EDITION

Welcome to Chapter Approved, a compendium of material for use in your games of *Warhammer 40,000*. Inside you'll find pages more filled with opportunities for acts of glory, heroism and sacrifice than your local Astra Militarum recruiting office, including new and updated rules, datasheets, missions and much more.

Inside you will find:

- Rules for open play games, including new methods to use Open War cards and an Open War army generator.
- Narrative play rules, including a supplement for fighting battles between armies of armoured vehicles, Stratagems, missions and rules to create your own tank aces, plus rules for asymmetrical missions.
- A set of tools to link games of Warhammer 40,000 with Kill Team and Apocalypse, new matched play missions and expanded terrain rules.
- Updated rules for battlefield fortifications, new datasheets for Chaos Drones and a booklet containing up-to-date points values for every unit in the game.

