

# REFERENCE

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	4	4	3	3	3	4	3	10	3+
Inquisitor	4	4	3	3	2	4	2	8	4+
Canoness	4	5	3	3	3	4	3	10	3+
Palatine	4	5	3	3	2	4	2	9	3+
Priest	3	3	3	3	2	4	2	8	-
Celestian Superior	4	4	3	3	1	4	2	9	3+
Celestian	4	4	3	3	1	4	1	9	3+
Sister Superior	3	4	3	3	1	3	2	9	3+
Battle Sister	3	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	4	2	9	3+
Seraphim	4	4	3	3	1	4	1	9	3+
Arco-flagellant	4	0	4	5	1	4	1/D6	8	4+*
Mistress	4	4	3	3	1	4(5)	2(3)	10	4+
Sister Repentia	4	4	3(6)	3	1	3	1	6	4+
Imperial Assassin	5	5	4	4	2	5	3	10	4+*
Death Cult Assassin	5	4	4	3	2	5	2	8	5+*
Storm Trooper	3	4	3	3	1	3	1	8	4+
Veteran Storm Trooper	3	4	3	3	1	3	2	8	4+
Henchman	3	3	3	3	1	3	1	8	6+
Warrior Henchman	3	4	3	3	1	3	1	8	4+
Crusader	4	3	3	3	1	3	1	8	4+*

\* Indicates an Invulnerable save.

Weapon	Range	Str	AP	Notes
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Combi-stake crossbow	24"	3	5	Assault 2; wounds psykers on 2+ with no save
Exorcist missile	48"	8	1	Heavy D6
Flamer	Template	4	5	Assault 1; no cover save
Firearms	24"	4	6	Rapid Fire; Gets Hot!
Grenade launcher (frag)	24"	3	6	Assault 1; Blast
Grenade launcher (krak)	24"	6	4	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1; no cover save
Heavy stubber	36"	4	6	Heavy 3
Hellgun	24"	3	5	Rapid Fire
Hellpistol	12"	3	5	Pistol
Hunter-killer missile	Unlimited	8	3	Heavy 1
Inferno pistol	6"	8	2	Pistol; 2D6 armour pen. within 3"
Lascannon	48"	9	2	Heavy 1
Las pistol	12"	3	-	Pistol
Melta gun	12"	8	1	Assault 1; 2D6 armour pen. within 6"
Missile launcher (frag)	48"	4	6	Heavy 1; Blast
Missile launcher (krak)	48"	8	3	Heavy 1
Mortar	G48"	4	6	Heavy 1; Blast
Multi melta	24"	8	1	Heavy1, 2D6 armour pen. in 12"
Plasma cannon	36"	7	2	Heavy 1; Blast; Gets Hot!
Plasma gun	24"	7	2	Rapid Fire; Gets Hot!
Plasma pistol	12"	7	2	Pistol; Gets Hot!
Shotgun	12"	3	-	Assault 2
Sniper rifle	36"	X	6	Heavy 1; 2+ to hit; 4+ to wound
Storm bolter	24"	4	5	Assault 2

Orbital Weapons	Strength	AP	Notes
Lance Strike	10	1	Barrage Ord blast
Melta torpedo	8	3	Barrage Ord blast; 2D6 Armour Pen
Psyk-out warhead	9	1	See army list entry for special rules

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	
Land Raider	-	4	-	14	14	14	-	-	
Rhino	-	4	-	11	11	10	-	-	
Immolator	-	4	-	11	11	10	-	-	
Exorcist	-	4	-	13	11	10	-	-	
Chimera	-	3	-	12	10	10	-	-	
Penitent Engine	4	2	5(10)	11	11	10	3	D6	

## SPECIAL RULES

**Shield of Faith:** Any psychic power targeted at an Adepta Sororitas unit or including it in its area of effect is nullified on 5+. Force Weapons do not kill Adepta Sororitas outright (treat as power weapons instead). Minor Psychic Powers have no effect at all.

**Holy Rage:** Models not already engaged in close combat must move at their maximum Movement rate +D6" towards the nearest enemy unit; the extra D6" movement ignores difficult terrain. They must always charge and make a Sweeping Advance if able to do so.

## ACTS OF FAITH

**Hand of the Emperor:** Roll equal to or **under** the current squad size (12 always fails). Use in either player's Assault before rolling to hit. +2 Strength, strike at Initiative 1.

**Divine Guidance:** Roll equal to or **under** the current squad size (12 always fails). Use in either player's Assault phase/own Shooting phase, before rolling to wound. If used in the Shooting phase, any to wound rolls of 6 count as AP1. If used in the Assault phase, any to wound rolls of 6 count as being made by a power weapon.

**Spirit of the Martyr:** Roll equal to or **over** the current squad size. Use at the beginning of enemy Shooting phase, or at the beginning of either player's Assault phase. Unit's Armour save becomes Invulnerable for that phase.

**The Passion:** Roll equal to or **over** the current squad size. Use at the beginning of either player's Assault phase. Unit gains +2 Initiative. May not be combined with Hand of the Emperor. Does not override any weapons or wargear that change Initiative.

**Light of the Emperor:** Roll equal to or **over** the current squad size. Use at the beginning of own Movement phase. Unit is Fearless until the beginning of its next Movement phase, and will automatically pass any Morale or Pinning tests. If the unit is falling back when it uses Light of the Emperor, it will also automatically regroup, regardless of normal restrictions.

## PSYCHIC POWERS

**Divine Pronouncement:** Use in the Shooting phase instead of firing a weapon. One enemy unit within 18" and not in close combat must make a Morale check, with its Ld modified by the difference between its Ld and the Inquisitor's if his is higher.

**Hammer of the Witches:** Use in the Shooting phase instead of firing a weapon. May be used even if engaged in an Assault, and does not require line of sight. D6 enemy psykers, starting with the closest, must pass a Ld test or suffer a Perils of the Warp attack.

**Hammerhand:** Use at the beginning of any Assault phase. Doubles basic Strength of user until his next turn. Psyker counts as having an additional close combat weapon. Note this power does not affect Armour saves or striking order. Psyker may not use any weapons until the beginning of his next turn.

**His Will Be Done:** Use in the Assault phase before making any attacks. Each wound caused by the Inquisitor counts as two for the purpose of determining which side won the assault.

**Purgatus:** Use in the Shooting phase instead of firing a weapon. Target any enemy Independent Character within 24". Both players roll D6 + model's Leadership. If the Inquisitor Lord scores higher, the enemy character's Leadership is reduced by 3 for the remainder of the game. May only be used successfully once per enemy character.

**Scourging:** Use in psyker's Shooting phase instead of firing a weapon. Counts as a weapon with the following profile.

Range: 18" Str: 5 AP: 5 Assault D6

Roll to hit, wound and save as normal. Ignores Invulnerable saves.

**Word of the Emperor:** Use at the beginning of the enemy Assault phase. Enemy units attempting to charge the psyker or his unit must pass a Leadership test. If they fail, they may not assault at all that turn.

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