

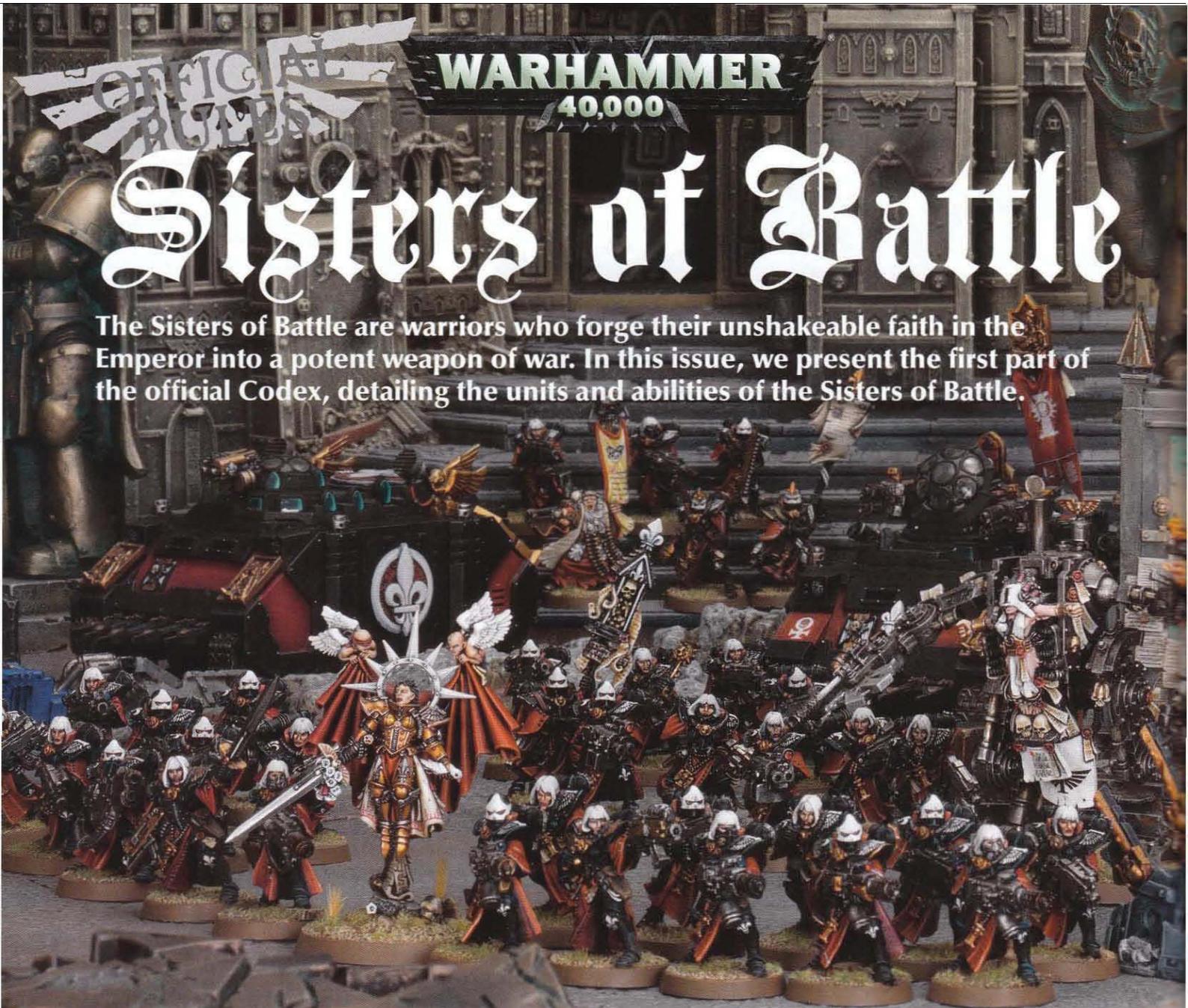
WARHAMMER® 40,000

SISTERS OF BATTLE



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



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

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

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



Origins of the Adepta Sororitas

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

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

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



Missionaries

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



Dominion with flamer

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

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

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

The Reformation of the Ecclesiarchy

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

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

The Founding of the Orders Militant

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

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

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

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

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

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

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



Wars of Faith

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

799.M41

The San Leor Massacre

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

835.M41

The War for Piety

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

858.M41

The Defence of Dimmamar

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

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

Canoness Josmane,
Order of the
Sacred Rose



897.M41

The Slaughter at Sanctuary 101

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

980.M41

The Promethean War

The Order of the Ebon Chalice reinforces Space Marines of the Salamanders Chapter who are engaged in a brutal urban war against the dread Black Legion on the world of Heletine. The enemy is put to the torch as dozens of Immolators and Land Raider Redeemers burn a path through the war-torn cities. Despite the strength of their forces, the advance is halted when Lord Gralastyx – the Daemon Prince leading the Chaos forces – unleashes a legion of possessed Chaos Space Marines. As the frenzied Chaos horde rips through the Imperium's ranks, Battle Sisters and Space Marines fight back to back, their bolters and 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 Gralastyx, the Chaos horde is destroyed, but of Celestine there is no sign, for she vanished as mysteriously as she appeared.

991.M41

The Martyrdom of Praxedes

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

Army Special Rules

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

Faith Points

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

Acts of Faith

An Act of Faith can be attempted immediately before a Sisters of Battle unit acts during a phase; e.g. immediately before the unit moves in the Movement phase, shoots (or runs) in the Shooting phase, or strikes blows in the Assault phase.

To attempt an Act of Faith, select the unit and reduce your Faith Point total by 1, then roll a D6 and add the following:

- +1 if the unit is led by at least one of the following: Sister Superior, Retributor Superior, Dominion Superior, Seraphim Superior, Celestian Superior or Mistress of Repentance.
- +1 if the unit has been joined by at least one of the following independent characters: Canoness, Ecclesiarchal Confessor, Saint Celestine, Uriah Jacobus or Arch-Confessor Kyrinov.
- +1 if the unit has taken at least 1 casualty.

Note that all modifiers are cumulative.

If the total is less than 5, then the Act of Faith fails. The Faith Point is lost and nothing happens.

If the total is equal to or greater than 5, the Act of Faith is successful. The unit immediately gains a bonus and/or special rules until the end of the phase. The nature of the bonus depends upon the unit that is using the Act of Faith, as detailed later.

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

Independent Characters and Acts of Faith

Independent characters that have the Acts of Faith rule benefit from any bonuses received by the unit they are with when an Act of Faith is used. Similarly, units that have the Acts of Faith rule benefit from any bonuses received by an independent character that has joined the unit when an Act of Faith is used.

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

Shield of Faith

The Sisters of Battle are taught that faith is a shield stronger than any armour. Such is the power of their belief that the Emperor will protect them from mortal injury that the Adepta Sororitas can shrug off the most severe of wounds.

Models with the Shield of Faith special rule have a 6+ invulnerable save.



Retributor with heavy bolter

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

Ecclesiarch Deacis IX



Canoness

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

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

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

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

UNIT TYPE: Infantry (character)

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

The Passion: *A Canoness leads her Sisters through the chaos of melee, striking at their foes with a speed and hatred born out of holy fervour.*

This Act of Faith is used in the Assault phase. If successful, the Canoness and her unit receive +1 Initiative and the Preferred Enemy special rule until the end of the Assault phase.

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



Canoness



Celestian with Simulacrum Imperialis

Sororitas Command Squads

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

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

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

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

UNIT TYPE: Infantry

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

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

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

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



Sister Dialogus



Sister Hospitaller



Ecclesiarchy Preacher



Arco-flagellant



Crusader



Death Cult Assassin

Ecclesiarchy Priests

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

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

Confessors are extremely powerful and influential leaders within the Ecclesiarchy, and wherever they tread, a bodyguard is rarely far away. Some prefer fiery speeches and rabble-rousing to incite a population into religious fanaticism, while others are more subtle, manipulating civic leaders to form coalitions against the foe.

Confessors are also charged with the training of more junior Ecclesiarchy priests, of which Preachers are the most common rank. Under a Confessors' tutelage, Preachers learn the skill of steeling the faith of warriors in the heart of battle, and their litanies can be heard clearly over the roar of guns and chainblades.

Battle Sisters provide Ecclesiarchy priests with military support, and in doing so they present a very obvious reminder of the Ministorum's true power. Their duties include escorting priests through hostile war zones, assassinating rebel leaders, enforcing tithe requirements within their diocese or launching surgical strikes to recover long-lost relics and artefacts.

UNIT TYPE: Infantry (character)

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

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

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

Ecclesiarchy Battle Conclaves

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

Ecclesiarchy priests often gather a band of bodyguards to assist them in the execution of their duties (and heretics). Known as Battle Conclaves, these groups are necessarily small; anything larger would breach the prohibition of 'men under arms' as laid down in the Decree Passive. Even so, the Inquisition covertly monitors Battle Conclaves to safeguard the spirit of the Decree Passive, if not its letter.

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

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

Death Cult Assassins are amongst a Battle Conclave's most outlandish agents. Though many Death Cults are Chaos-spawned, others are fanatically dedicated to the Imperial Creed and offer up those they slay to the Emperor. Death Cult Assassins have perfected the art of blades, which when combined with their deep-rooted devotion to the Emperor, makes them lethal and loyal followers.

UNIT TYPE: Infantry

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

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

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

Sisters Repentia

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

Confession and prayer are as much a part of a Battle Sister's existence as bolter drills and military discipline. Those who fall short of the Sisterhood's rigorous codes are subject to many punishments, but in the more serious of cases they may be exiled from their Order. These warriors, known as Sisters Repentia, band together into groups that seek redemption in the fires of battle. They are led to war by a Mistress of Repentance, who judges each exiled Sister's deeds and occasionally, at battle's end, may declare her sins atoned for. Those rare few who return to the fold are held in awe.

Those who seek forgiveness occupy a state of grace that many aspire to, yet few attain. Indeed, some Sisters willingly exile themselves, finding fault in the smallest transgression in order to join the Repentia. The fervour of the Repentia inevitably means that they martyr themselves fighting against hopeless odds, finding in death the absolution denied to them in life.

UNIT TYPE: Infantry

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

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

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

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



Sister Repentia



Mistress of Repentance

Penitent Engines

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

Penitent Engines rampage through the enemy's battlelines, leaving death and carnage in their wake. The machines' arm-mounted flamers blaze a trail of fiery destruction as they thunder forwards.

To be a pilot of a Penitent Engine is to have committed a terrible crime, one so heinous that other punishments are deemed too lenient. Many of the unfortunates sentenced to pilot a Penitent Engine were once members of the Ecclesiarchy; Priests fallen from grace or Battle Sisters who have, through failure of duty or faith, caused the deaths of their fellows. A multitude of wires and chemical injectors are implanted into the pilots' spines, and when they are not ripping through the ranks of their enemies, lances of pain and images of guilt shoot directly into their brains, reminding them of their sins. Driven by their pilot's frantic need for forgiveness, Penitent Engines charge towards the foe heedless of danger, knowing that only in death, theirs or the enemy's, can forgiveness finally be earned.

Penitent Engines often charge into battle beside the ranks of the Orders Militant. The Sisters of Battle consider it their sacred

duty to witness these great machines in the fires of combat, observing the actions of their fallen brothers and sisters as they atone for past sins.

UNIT TYPE: Vehicle (Walker, Open-topped)

SPECIAL RULES: Rage, Shield of Faith.

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

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

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



Penitent Engine

Battle Sisters



Sister Superior with chainsword



Battle Sister

The vast majority of the Orders Militant is made up of Battle Sisters. Every Battle Sister is an orphan raised from birth by the Schola Progenium to believe in the righteousness of their cause. They are the most physically adept and martial members of the Adepta Sororitas, and they form the mainstay of the Ecclesiarchy's fighting forces. Battle Sisters are well disciplined and highly devoted to the Emperor. They are trained in the use of arms and armour from an early age, and when combined with their unquenchable faith, they are a force to be reckoned with.

Each squad of Battle Sisters is led by a Sister Superior. These warriors are ranked beneath the Canoness of the Orders Militant and each is directly responsible for the conduct and training of her squad. When an Adepta Sororitas joins one of the Orders Militant, she will be adopted by a Sister Superior, and as she learns the ways of battle it will be this mentor who looks after her physical and spiritual training. The most experienced Sister Superiors assist the Canoness in the running of the Order.

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

UNIT TYPE: Infantry

SPECIAL RULES: *Act of Faith, Shield of Faith.*

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

Light of the Emperor: *Armed with their faith in the Emperor, Battle Sisters are driven to great feats of prowess.*

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

Celestian Squads

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



Celestian

Celestians are the finest and noblest warriors of their Order, inspirational figures whose refusal to yield, even in the direst of situations, is legendary. Their presence does much to bolster the fighting spirit of nearby troops, and as such the Orders allow these distinguished veterans to bear devotional markings. The Sigil Sororitas is a commonly depicted symbol, worn either as a tattoo or as a badge adorning the front of helmets; an honour reserved for those Sisters who have performed with exceptional courage.

Only Battle Sisters who prove themselves to be exceptionally proficient in the arts of war may be 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. 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, Celestians believe that such weapons are as nothing compared

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

UNIT TYPE: Infantry

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

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

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

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



Celestian Superior with plasma pistol

Dominion Squads

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

Battle Sisters who utilise specialised weaponry are known as Dominions. They are amongst their Order's most aggressive warriors, driven by the need to destroy the Emperor's foes. Though their training has tempered their impetuosity, Dominions still yearn to fight at the fore. As such the Orders Militant maintain several units who are almost solely comprised of such warriors. Dominion Squads are the Sisters of Battle's shock troops and they are tasked with leading the vanguard of the assault, breaking through enemy frontlines, destroying fortifications and blunting any counter-attacks. The importance of such missions is commensurate with the dangers involved, and so Dominions typically ride to battle inside Rhino or Immolators, protected from the worst of incoming fire. These tanks rumble to a halt mere yards from their target and within seconds a fully armed Dominion Squad is storming their objective, annihilating the enemy with a deadly combination of bolter rounds, meltag beams and searing flames.

Dominions do not hold objectives; their task is simply to clear them as quickly as possible and to lay down covering fire whilst other squads move into position. The moment these locations have been secured by their fellow Battle Sisters the Dominions embark within their transports once more, eager to engage their next target.

UNIT TYPE: Infantry

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

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

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

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



Dominion with storm bolter



Dominion with meltagun

Seraphim Squads

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

Amongst the Orders Militant there are those Battle Sisters whose faith burns so brightly that it appears as if the Emperor himself guides their actions. These angelic warriors are known as Seraphim, and they are exclusively trained to use jump packs as well as the coordination, dexterity and control needed to fire two pistols at once. The Seraphim strike like avenging angels, descending into battle upon wings of fire, their twin bolt pistols spitting death. In melee, Seraphim deflect the strikes of their foes with fluid grace before landing a killing blow of their own, typically with a point-blank headshot from a bolt pistol.

Seraphim Superiors are highly respected warriors amongst the Order and their advice is heeded by the Canoness in councils of war. As befits veterans of such standing, Seraphim Superiors wield some of their Order's most vaunted weapons, from golden-bladed power swords inscribed with litanies of faith to sacred pistols once wielded by Living Saints, irreplaceable artefacts and revered heirlooms all.

UNIT TYPE: Jump Infantry

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

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

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

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

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

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



Seraphim Superior with power sword



Seraphim with two hand flamer

Retributor Squads



Retributor with Heavy flamer



Retributor with Heavy bolter

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

Retributors are armed with the Order's heaviest weaponry. Believing that the Emperor himself guides their aim, these Sisters annihilate the Ecclesiarchy's foes with overwhelming firepower. Retributors are commonly armed with heavy bolters to provide long-ranged support, cutting down hordes of infantry with a staggering rate of fire. However, in the close confines of urban warfare, Retributors prefer to rely upon heavy flamers, unleashing infernos to burn their foes from cover and reduce them to charred corpses. Finally, completing the holy trinity of bolter, flamer, and meltar, Retributors are also adept at wielding deadly multi-meltas, which can reduce the mightiest of tanks into molten slag.

Retributors are the most logical and level-headed of all Sororitas, a trait that serves them well on the battlefield as they prioritise and despatch their targets with calm efficiency. Although it is usual to attach individual Retributors to Battle

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

UNIT TYPE: Infantry

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

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

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

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

Exorcists

	BS	Front	Armour	Rear
		Side		
Exorcist	4	13	11	10

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

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

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

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

UNIT TYPE: Vehicle (Tank)

SPECIAL RULES: *Shield of Faith.*

WARGEAR: Exorcist missile launcher, smoke launchers.



Rhinos

	BS	Front	Armour	Rear
Rhino	4	11	11	10

The Rhino is the most common transport vehicle at the Sisters of Battle's disposal, a famously robust vehicle that is widely used by the Imperium. All of an Order's vehicles are bedecked with holy symbols and relics as well as insignia denoting squad and Order markings. Door hatches are often emblazoned with the Sigil Sororitas, the icon of the Sisters of Battle.

UNIT TYPE: Vehicle (Tank)

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

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

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

SPECIAL RULES: Shield of Faith

Immolators

	BS	Front	Armour	Rear
Immolator	4	11	11	10

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

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

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

UNIT TYPE: Vehicle (Tank)

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

Repair: If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt to repair the vehicle instead of the shooting the vehicle's weaponry.

Roll a D6 in the Shooting phase – on a 6 the vehicle is no longer immobilised.

WARGEAR: Storm bolter, smoke launchers.



Fire Points: None.

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

SPECIAL RULES: Shield of Faith.

WARGEAR: Twin-linked heavy flamer, smoke launchers.





Arch-Confessor Kyrinov

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

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

Arch-Confessor Kyrinov

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

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

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

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

UNIT TYPE: Infantry (character).

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

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

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

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

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

Uriah Jacobus, Protector of the Faith

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

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

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



Uriah Jacobus,
Protector of the Faith

UNIT TYPE: Infantry (character).

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

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

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

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

Range	Strength	AP	Type
24"	4	4	Assault 2

The Banner of Sanctity: This banner is one of the holiest relics possessed by the Ecclesiarchy. Models in Jacobus' unit have +1 Attack and have the *Feel No Pain* rule.

Saint Celestine

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

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

UNIT TYPE: Jump Infantry (character).

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

Miraculous Intervention: Every time Celestine is removed as a casualty, place a counter to mark the spot where she 'died'. Roll a D6 at the start of each of

your subsequent turns. If the result is a 4+, place her within 1" of the counter with D3 wounds restored. If Celestine would be placed within 1" of another model, move her by the minimum possible distance so that she is no longer within 1". Celestine can act normally in a turn in which she 'resurrects'. Celestine does not award kill points to the enemy if she is alive on the battlefield at the end of the game.

WARGEAR: Frag grenades, krak grenades, jump pack.

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

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

Range	Strength	AP	Type
Template	5	4	Assault 1

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



Saint Celestine



SISTERS OF BATTLE ARMY LIST

The following army list enables you to field an army of Sisters of Battle and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

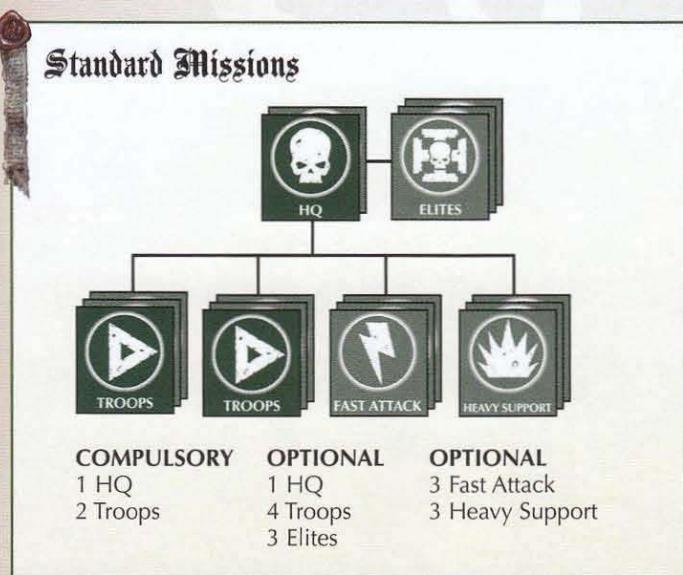
Using the Army List

The Sisters of Battle army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value that varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.

Using a Force Organisation Chart

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



Army List Entries

Each entry in the army list represents a different unit. More information about the background and rules for the Sisters of Battle and their options can be found in Part 1, which was in last month's White Dwarf (issue 380).

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

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

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

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

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

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either Part 1 of the Codex or the Warhammer 40,000 rulebook.

Dedicated Transport: Where applicable, this section refers to any transport vehicles the unit may take. These have their own army list entry on page 89. Dedicated transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transport Vehicles section of the Warhammer 40,000 rulebook, and their entry in this book, explains how these dedicated transport vehicles work.

Options: This section lists all of the upgrades you may add to the unit, should you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both, provided you pay the points cost listed.

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

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

HQ

Saint Celestine 115 points

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

Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (character)

Wargear:

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

Special Rules:

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

Canoness 65 points

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

Unit Composition:

- 1 Canoness

Unit Type:

- Infantry (character)

Wargear:

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

Special Rules:

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

Options:

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

“These heretics refute the Emperor’s holy right to rule. Let them argue with the barrel of a gun.”

Canoness Sabine, Order of Our Martyred Lady

Sororitas Command Squad 115 points

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

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

Unit Composition:

- 3 Celestians
- 1 Dialogus
- 1 Hospitaler

Unit Type:

- Infantry

Special Rules:

- Acts of Faith
- Endless Crusade
- Shield of Faith

Wargear:

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

Dedicated Transport:

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

Options:

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

HQ

Arch-Confessor Kyrinov..... 90 points

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

Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

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

Special Rules:

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

Uriah Jacobus, Protector of the Faith..... 90 points

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

Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

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

Special Rules:

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



HQ

Ecclesiarchy Confessor 75 points

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

Unit Composition:

- 1 Ecclesiarchy Confessor

Unit Type:

- Infantry (character)

Special Rules:

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

Wargear:

- Flak armour
- Laspistol
- Chainsword
- Frag grenades
- Krak grenades
- Rosarius

Options:

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

Battle Conclave

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

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

Wargear:

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

Arco-flagellant:

- Arco-flails (close combat weapon)

Crusader:

- Flak armour
- Power weapon
- Storm shield

Special Rules:

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

Options:

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

Dedicated Transport:

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

ELITES

Ecclesiarchy Preacher 45 points

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

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

Unit Composition:

- 1 Ecclesiarchy Preacher

Unit Type:

- Infantry (character)

Special Rules:

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

Wargear:

- Flak armour
- Laspistol
- Chainsword
- Frag grenades
- Krak grenades
- Rosarius

Options:

Each Ecclesiarchy Preacher may replace his lascannon and/or chainsword with:

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

ELITES

Celestian Squad..... 80 points

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

Composition:

- 4 Celestians
- 1 Celestian Superior

Unit Type:

- Infantry


Wargear:

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

Special Rules:

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

Dedicated Transport:

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

Options:

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

Repentia Squad..... 90 points

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

Composition:

- 4 Sisters Repentia
- 1 Mistress of Repentance

Unit Type:

- Infantry

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

- Confessor Ganinimus

Wargear:

- Sisters Repentia
- Eviscerator

Mistress of Repentance:

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

Special Rules:

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

Options:

- Include up to five additional Sisters Repentia: 17 points per model
- The Mistress of Repentance may take meltabombs 5 points



TROOPS

Battle Sister Squad 125 points

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

Composition:

- 9 Battle Sisters
- 1 Sister Superior

Unit Type:

- Infantry

**Wargear:**

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

Special Rules:

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

Dedicated Transport:

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

Options:

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

DEDICATED TRANSPORTS

Rhino 35 points

	Armour			
BS	F	S	R	
Rhino	4	11	11	10

Unit Composition:

- 1 Rhino

Unit Type:

- Vehicle (Tank)

Transport Capacity:

- Ten models

Wargear:

- Storm bolter
- Smoke launchers

Special Rules:

- Repair
- Shield of Faith

Options:

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

Immolator 65 points

	Armour			
BS	F	S	R	
Immolator	4	11	11	10

Unit Composition:

- 1 Immolator

Unit Type:

- Vehicle (Tank)

Transport Capacity:

- Six models

Wargear:

- Twin-linked heavy flamer
- Smoke launchers

Special Rules:

- Shield of Faith

Options:

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

FAST ATTACK

Seraphim Squad..... 80 points

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

Composition:

- 4 Seraphim
- 1 Seraphim Superior

Unit Type:

- Jump Infantry

Wargear:

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

Special Rules:

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

Options:

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

Dominion Squad..... 70 points

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

Composition:

- 4 Dominions
- 1 Dominion Superior

Unit Type:

- Infantry

Wargear:

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

Special Rules:

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

Dedicated Transport:

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

Options:

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



“We are beset by many terrible foes in these dark times, but we walk in the light of the Emperor, and we shall not let a single foe stay us from our duty. We are the Sisters of the great Ecclesiarchy, and we will fight to the bitter end.”

- Canoness Palmiro, Order of the Ebon Chalice

HEAVY SUPPORT

Retributor Squad

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

Composition:

- 4 Retributors
- 1 Retributor Superior

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- Acts of Faith
- Divine Guidance
- Shield of Faith

Dedicated Transport:

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

65 points

Options:

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

Exorcist

	└ Armour ┐			
BS	F	S	R	
Exorcist	4	13	11	10

Unit Composition:

- 1 Exorcist

Unit Type:

- Vehicle (Tank)

Wargear:

- Exorcist launcher
- Smoke launchers

Special Rules:

- Shield of Faith

135 points

Options:

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

Penitent Engine

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

Unit Composition:

- 1 Penitent Engine

Unit Type:

- Vehicle (Walker, Open Topped)

Wargear:

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

Special Rules:

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

85 points

Options:

- Include an additional two Penitent Engines: 85 points per model



WARGEAR

Blessed Banner

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

Chainsword

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

Chirurgeon's Tools

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

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

Combi-Weapons

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

Condemnor Boltgun

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

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

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

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

Eviscerator

An Eviscerator is a grotesquely large double-handed chainsword.

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

Frag Grenade

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

Laud Hailer

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

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

Neural Whip

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

Rosarius

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

A Rosarius confers a 4+ invulnerable save.

Simulacrum Imperialis

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

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

Storm Shield

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

Any wargear not listed on this page or in the summary page opposite uses the rules found in the Warhammer 40,000 rulebook.

Vehicle Upgrades

Dozer Blade

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

Extra Armour

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

Hunter-killer Missile

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

Range	Strength	AP	Type
Unlimited	8	3	Heavy 1

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

Inferno Bolts

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

Storm Bolter

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

Searchlight

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

SUMMARY

Troop Types

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



Weapon Types

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

Vehicles

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

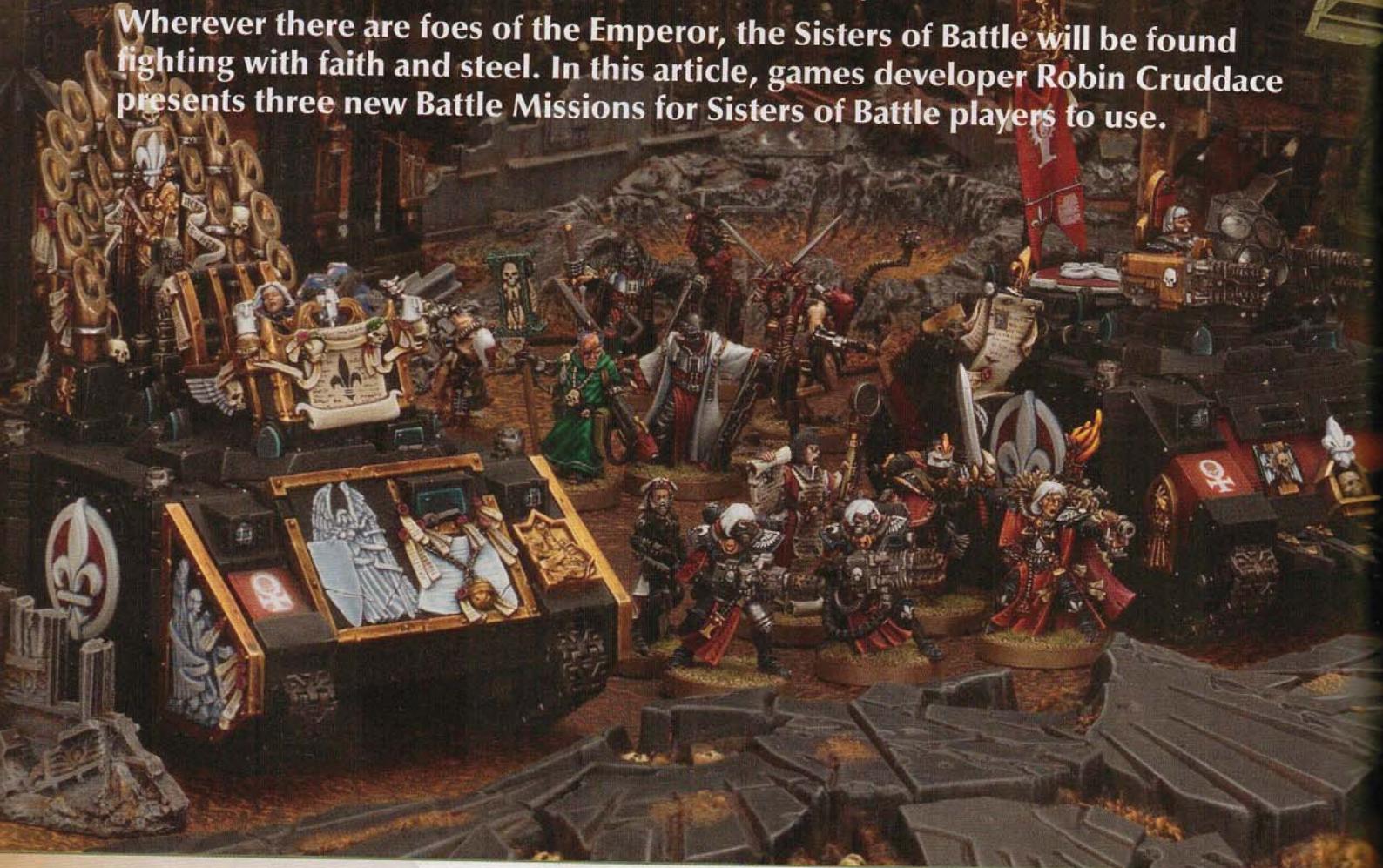
Model	WS	BS	S	I	A	Armour		
	F	S	R					
Penitent Engine	4	2	5(10)	3	D6+1	11	11	10



WARHAMMER
40,000

Battle Missions: Sisters of Battle

Wherever there are foes of the Emperor, the Sisters of Battle will be found fighting with faith and steel. In this article, games developer Robin Cruddace presents three new Battle Missions for Sisters of Battle players to use.



The official Codex: Sisters of Battle can be found in White Dwarf issues 380 and 381, and contain all the rules and background you need to field the army of the Adepta Sororitas in battle.



Dominus with meltagun

Foremost amongst the warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. These devout troops are raised from birth to believe in the righteousness of their cause and they constantly guard humanity against the vile hordes of Chaos, the insidious threat of heretics and the assaults of heathen aliens. With their elite training, superb wargear and unshakeable faith in the Emperor, the Sisters of Battle have crushed the foes of Mankind in countless wars across every part of the Imperium.

The Sisters of Battle are the army of the Ecclesiarchy. This monolithic organisation – also known as the Adeptus Ministorum – is dedicated to the worship and veneration of the Emperor. It guides the adulation of the masses and seeks out heretics, traitors, mutants and witches at every turn. It is the stern, power-armoured, bolter-wielding Sisters of Battle that are most strongly

identified with the incontrovertible power of the Ecclesiarchy; holy warriors who enforce doctrine at the barrel of a gun and secure for the Adeptus Ministorum those worlds and relics that cannot be won over with words alone.

The Adepta Sororitas are divided into several major Orders Militant, the fighting strength of each numbering several thousand warriors, as well as many lesser Sisterhoods comprised of around a few hundred Battle Sisters each. An Order's warriors rarely fight together as a single unit, but instead are commonly spread throughout the galaxy, guarding various shrine worlds and prosecuting Wars of Faith and other battles. Nevertheless, the Sisters of Battle are an elite military force that ranks amongst the Imperium's most fanatical defenders, for their unshakeable faith in the Emperor can overcome all but the most terrible of foes.



The duties of the Adepta Sororitas are many and varied. Every concentration of the Ministorum's power must be defended, and a force of Battle Sisters will be present to guard every shrine and fortress-cathedral, as well as the priceless sacred relics housed within them. The compliment of these garrisons may vary from several hundred warriors to guard a reliquary-stronghold to a single Battle Sister maintaining a constant vigil over the bones of a fallen saint.

The Adepta Sororitas also provides the protectors of the Ecclesiarchy's priesthood, and they are tasked with providing them with any military support that may be. At the behest of such powerful figures the Sisters of Battle are called upon to escort hierarchs through warzones, eliminate heretical leaders or launch surgical strikes to recover long-lost artefacts from enemy hands. When the Ecclesiarchy declares a War of Faith, it is fanatically loyal Sisters

of Battle who provide its military might, slaying the Emperor's enemies without mercy or compassion, heedless to the blasphemous protestations of innocence that assail their ears.

Sisters of Battle fight in small units at close quarters, favouring bolters, flamers and meltas to eradicate their enemies utterly. For millennia, the Sisters have practiced a unique method of war, combining rigorous combat doctrine with devout worship to the Emperor. The Sisters of Battle believe their faith to be a weapon stronger than any steel, and with it they accomplish great feats on the battlefield that appear miraculous to the unschooled. Their devotion and unwavering purity acts as a bulwark against corruption, heresy and alien attack, and once battle has been joined the Sisters of Battle will stop at nothing until their enemies are utterly crushed and their taint cleansed.

Selecting your Battle Mission

When choosing a scenario to play from the Battle Missions book, Sisters of Battle players can play the three special missions published here. Just pick one of the usual selection methods (Themed, Random, Ultimate Challenge or Selected), replacing the results of 14, 15 and 16 on the Random Battle Mission table with the following:

Sisters of Battle

- 14 Battle Mission One: Defend the Shrine
- 15 Battle Mission Two: Recover the Relics
- 16 Battle Mission Three: Purge the Arch-Heretic

Defend the Shrine

“The Emperor is with us. We shall prevail. Death to the defilers!”

- Sister Superior Verita, the Order of Our Martyred Lady



The responsibility for conducting such an important defence will fall to the most senior of Sisters.

The shrine of a revered Ecclesiarchy saint is in danger of being overrun and defiled by an enemy force. Such desecration cannot be allowed and the Sisters of Battle form a defensive circle to defend the holy site, no matter the cost. The Sisters of Battle are surrounded on all sides and it will not be long before the enemy hauls their heavy weapons into position. The shrine's protectors must stand their ground and defend the shrine long enough for reinforcements to arrive, or one of the Imperium's most sacred monuments will be destroyed.

The Battle Sisters fight before a shrine to one of the Emperor's most loyal servants, a shining beacon of faith that inspires the Adepta Sororitas to great acts of heroism. So long as the shrine remains intact the Sisters of Battle will fight with an indomitable strength of spirit. However, should the enemy desecrate the shrine it will surely be seen as a sign that their faith has been found lacking. To fail in this task is to fail not only the Ecclesiarchy, but the Emperor himself, and for a Battle Sister there is surely no worse a fate. So it is that as the enemy advances upon the isolated shrine the Battle Sisters offer up their prayers as they level their ritually blessed weapons. A moment later and they are raining bolter shells upon their approaching foes, the light from the shrine framing the defenders in a glowing halo of brilliance.

Objectives

Set up one objective at the centre of the table – this represents the Ministorum Shrine. The objective for both players is to control the shrine at the end of the game.

Deployment

The players take it in turns to deploy units, starting with the Sisters of Battle. Each player picks a unit, and either deploys it on the table or places it in reserve (note that some units must be placed in reserve – see below). Sisters of Battle units that are deployed on the table must be set up within 12" of the centre of the table. Enemy units that are deployed on the table may be set up anywhere that is more than 18" away from the centre of the table. If for any reason it's impossible to deploy a unit, it must deploy in reserve.

Reserves

The Sisters of Battle player must place half of their Troops units (rounding up, the Sisters of Battle player's choice) and

all of their Fast Attack units in reserve. All other Sisters of Battle units must attempt to deploy within 12" of the centre point of the table if possible. If for any reason it's impossible to deploy a unit, it must deploy as reserves. The enemy player must place their Heavy Support units in reserve, and may place any other units in reserve if they wish. Reserves enter from any table edge.

First Turn

Roll-off to see who gets the first turn. The winner may choose to go first or second.

Game Length

The Sisters of Battle player rolls a dice at the end of game turn 5. On a 1-2, the game ends immediately, and on a 3 or more, the game continues. If the game continues, the Sisters of Battle player rolls a D6 at the end of game turn 6; this time the game ends on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

Victory Conditions

At the end of the game the player that controls the objective marker wins the battle. You control the objective if there is at least one of your scoring units, and no enemy unit (any unit, scoring or not), within 3" of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly where this distance will be measured from.

Special Rules

Beacon of Faith: Provided the Ministorum Shrine has not been desecrated (see the Desecration special rule), all Sisters of Battle units within 12" of the Ministorum Shrine gain +1 to both their Acts of Faith rolls and any Shield of Faith rolls they are required to take.

Desecration: The enemy player can attempt to desecrate the Ministorum Shrine during the game. Any unengaged, non-vehicle unit can desecrate the shrine if it begins its Shooting phase in base contact with the objective. If a unit desecrates the Ministorum Shrine, it can do nothing else for the remainder of that turn. If the shrine is desecrated, all Sisters of Battle units on the table lose their Shield of Faith special rule and suffer a -1 penalty to their Acts of Faith rolls for the remainder of the game.

Line of Retreat: All units will fall back towards the nearest table edge.



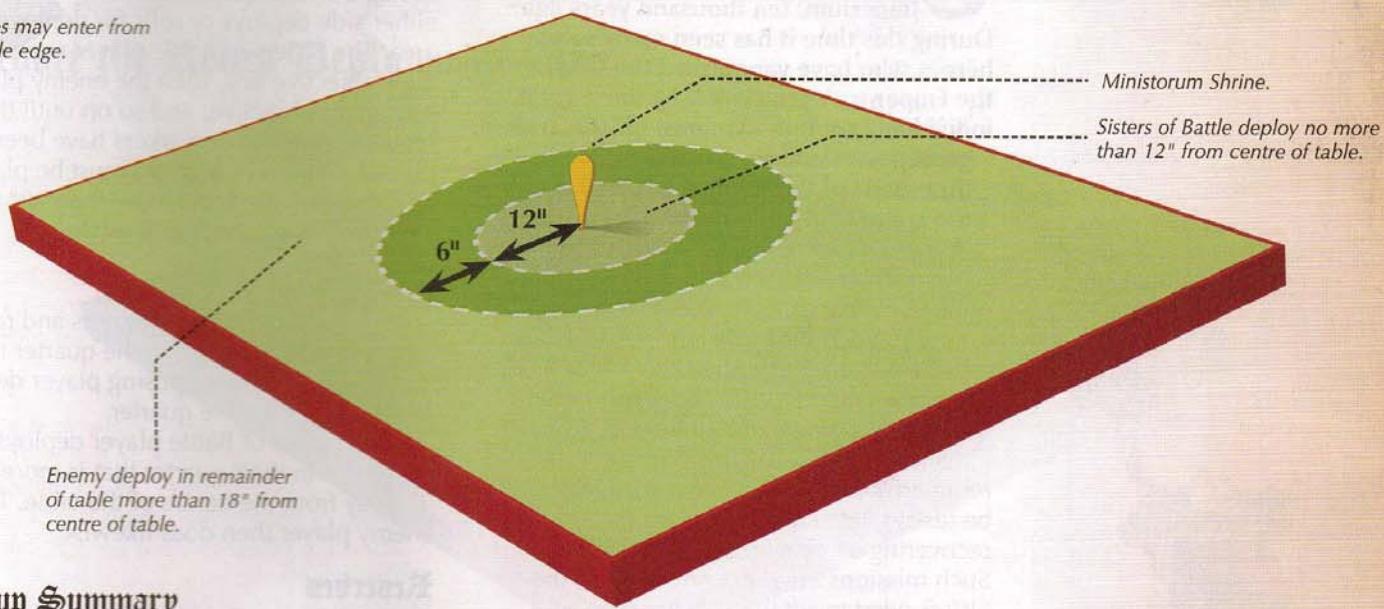
Fanatical Ecclesiarchy Preachers would rather die than let a Ministorum Shrine be defiled.



A Canoness leads her Battle Sisters in the defence of a Ministorum Shrine against hordes of Orks.

Defend the Shrine Deployment Map

Reserves may enter from any table edge.



Set-up Summary

- Place one objective at the centre of the table.
- Take it turns, starting with the Sisters of Battle, to deploy units or place them in reserve.
- The Sisters of Battle player must place at least half their Troops units and all their Fast Attack units in reserve.
- The Sisters of Battle must deploy within 12" of the centre of the table.
- Any Sisters of Battle units that cannot be deployed within 12" of the centre of the table are placed in reserve.
- Enemy units must deploy more than 18" from the centre of the table.
- The enemy must place their Heavy Support units in reserve, and may place any other units in reserve.

Recover the Relics

“The enemy seeks to despoil the Emperor’s most holy treasures. Such an affront cannot be allowed to go unpunished.”

- Canoness Amesda, the Order of the Ebon Chalice



Sister Celestine leads the Adepta Sororitas into a ruined reliquary to recover holy artefacts.



To the Sisters of Battle relics are objects of reverence, and they will fight all the harder to recover them.

The history of the Ecclesiarchy stretches back to the dawn of the Imperium, ten thousand years ago. During this time it has seen many saintly heroes who have vanquished the foes of the Emperor. Artefacts left by these great individuals are holy symbols, objects with great power and mystery. There are many thousands of these relics, some of which are connected with the greatest saints the Imperium has known. Such items can be small, unassuming things – a polished finger bone, a shard of a broken sword, a bloody death shroud – but to the Sisters they are revered, irreplaceable objects all, and they would fight to the death rather than allow a single one to be destroyed.

Should one of the Ecclesiarchy's reliquaries fall, the Sisters of Battle will be tasked with storming the ruins and recovering as many relics as possible. Such missions are desperate indeed; the Sisters need to sift through the rubble before approaching foes arrive to destroy the very artefacts the Adepta Sororitas are recovering. If the Battle Sisters are quick, they may find potent icons of faith to inspire them, or perhaps even a sacred weapon to turn upon the defilers. Should they tarry, the Ecclesiarchy's most valued artefacts may be lost forever.

Objectives

Set-up D3+2 objective markers before either side deploys or rolls for deployment area. The Sisters of Battle player sets up their objective first, then the enemy player sets up an objective, and so on until the requisite number of markers have been placed. Objective markers must be placed anywhere on the table more than 12" from a table edge or another objective.

Deployment

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in. The opposing player deploys in the opposite table quarter.

The Sisters of Battle player deploys first anywhere in their quarter that is more than 9" away from the centre of the table. The enemy player then does likewise.

Reserves

Both sides may place any number of units in reserve.

First Turn

The enemy player rolls a D6. On a 6 the enemy player seizes the initiative and goes first, otherwise the Sisters of Battle player takes the first turn.



Game Length

The Sisters of Battle player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more, the game continues. If the game continues then the Sisters of Battle player rolls a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3 and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

Victory Conditions

At the end of the game, each player scores a number of victory points for each relic they have recovered or destroyed (see the Special Rules below). The player with the highest total victory points wins.

Special Rules

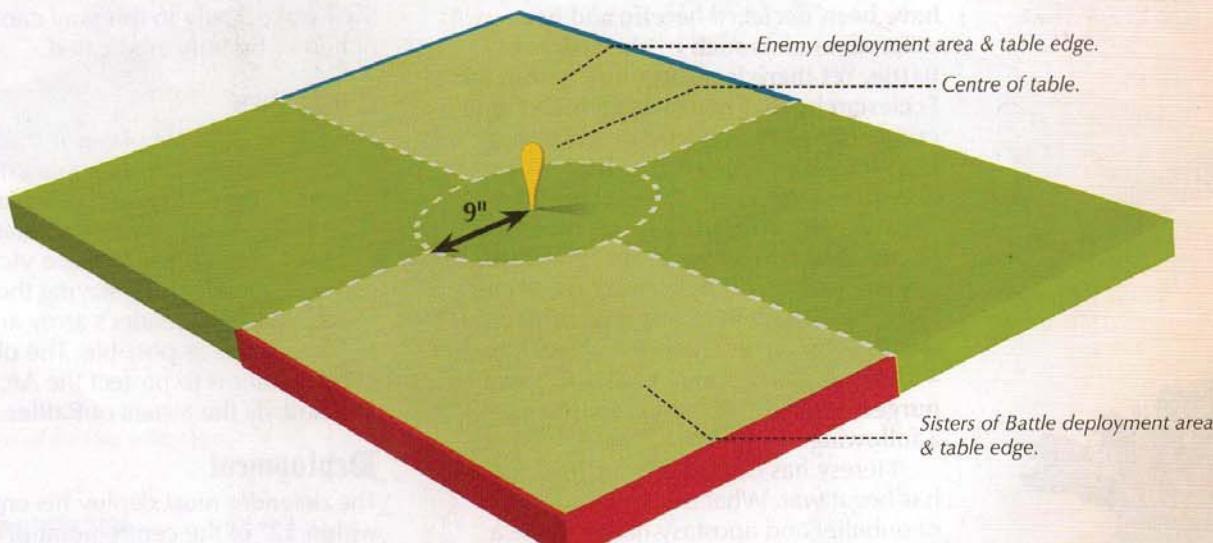
Holy Relics: The objective markers represent places where holy relics may be found. The Sisters of Battle player is attempting to find and recover these relics whilst the enemy player is attempting to find and destroy them.

Any unengaged, non-vehicle unit can search for a holy relic if it begins its Shooting phase in base contact with an objective marker. Searching for a relic does not prevent a unit from shooting that phase, but if a unit searches for a holy relic it cannot run or launch an assault that turn. If a unit searches for a holy relic, remove the objective marker from play, roll a D6 and consult the table on the right to find out what is discovered.

D6 Result of Search

- 1 **Nothing:** Despite a thorough search, no relics can be found. Neither player receives any victory points.
- 2-4 **Saintly Bones:** A small stasis-field is discovered within which are the assorted skeletal remains of a martyred saint. If a Sisters of Battle unit discovered the Saintly Bones, make a note of which model in the unit will carry the holy relic – this model counts as having a Simulacrum Imperialis. If the model carrying the Saintly Bones is alive at the end of the game, the Sisters of Battle player gains 1 victory point. If this model is slain, or if the enemy player discovers the Saintly Bones first, the enemy player receives 1 victory point instead.
- 5 **Blessed Weapon:** Beneath a pile of rubble is found a gilded altar upon which lies a shining golden blade. If a Sisters of Battle unit discovered the Blessed Weapon, make a note of which model in the unit will carry the holy relic – this model counts as having a power weapon that always wounds on a 4+ (unless a lower roll would be required). If the model carrying the Blessed Weapon is alive at the end of the game, the Sisters of Battle player gains D3 victory points. If she is slain, or if the enemy player discovers the Blessed Weapon first, the enemy player gains D3 victory points instead.
- 6 **Ecclesiarchy Cardinal:** Instead of a holy artefact, the warriors find an aged Cardinal kneeling in silent prayer to the Emperor. If a Sisters of Battle unit discovered the Ecclesiarchy Cardinal, replace the objective with a model to represent him (a spare Ecclesiarchy Priest model is ideal) – this model has the same rules and wargear as an Ecclesiarchy Confessor and is controlled by the Sisters of Battle player from that point on. If the Ecclesiarchy Cardinal is alive at the end of the game, the Sisters of Battle player gains D6 victory points. If this model is slain, or if the enemy player discovers the Ecclesiarchy Cardinal first, the enemy player receives D6 victory points instead.

Recover the Relics Deployment Map



Set-up Summary

- Take it in turns, starting with the Sisters of Battle, to set-up D3+2 objective markers at least 12" from a table edge or another objective.
- Roll-off for deployment areas.
- The Sisters of Battle deploy first more than 9" from the centre of the table.
- The enemy deploy second more than 9" from the centre of the table.
- Both players may place any number of units in reserve.

Purge the Arch-Heretic

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

- Retributor Superior Josmane, the Order of the Sacred Rose.



The Chaos Space Marine Arch-Heretic has preached his corruption for the last time.

Heretics take many forms. Most are lost humans, whose weak minds have been corrupted by the manifold temptations of a dark and sinister galaxy. None are immune – planetary governors, Imperial Guard commanders and even whole Space Marine Chapters have been declared heretic and been exterminated as such by the Sisters of Battle. Yet there is no stricture within the Ecclesiarchy that heresy is a purely human crime. Aliens can also be sanctioned as heretics – that the creed against which they transgress is not their own is of no account. Nevermore so is this true than of the alien who chances his army against the Emperor's Will by inciting rebellion, subverting the will of Imperial subjects or invading by force. Genesis matters naught – all heretics are damned, and all must be purged with fire, lest their apostasy gather a following.

Heresy has begat uprising, and uprising has begat war. What began as a spark of unbelief and apostasy has become a guttering flame, one that will reduce a sector to tainted ash if it is not stopped, and stopped soon. Thus do the Sisters of Battle go to war, holy fervour lending them the strength to overcome the corrupt might of the insurrectionists. For lasting victory to be achieved, the Arch-Heretic at the uprising's

core must be slain and his body submitted to flames lest his taint continue to spread. The Sisters of Battle are tasked not merely with defeating this foe, but with utterly scouring him from existence. They must cleanse every pocket of resistance, leaving only the scorched bones of their enemies in their wake. Only in this way can the threat of heresy be truly eradicated.

Objectives

The Sisters of Battle player is the attacker in this scenario and his opponent is the defender. The Sisters of Battle player's objective is to cause as much damage to the enemy as possible (see victory conditions, below) by slaying the Arch-Heretic in the defender's army and as many of his minions as possible. The objective for the defender is to protect the Arch-Heretic and destroy the Sisters of Battle.

Deployment

The defender must deploy his entire army within 12" of the centre point of the table, starting with his HQ unit(s). If for any reason it's impossible to deploy a unit, it must deploy as reserves.

Unless they Deep Strike onto the battlefield, the Sisters of Battle enter play on their first turn, moving on from either of the long table edges.



With bolt shell do the Sisters of Battle slay the heretics, with flame do they purge the tainted.

Reserves

The enemy player cannot place any of his units in reserve voluntarily, but may be forced to do so during deployment (see above). Those units that do enter from reserve enter play from either of the short table edges.

Sisters of Battle units that have the Deep Strike special rule must be placed in reserve. The Sisters of Battle player may place any or all of his other units in reserve. Unless they Deep Strike onto the battlefield, Sisters of Battle units that are placed in reserve enter play from either of the long table edges.

First Turn

The Sisters of Battle player automatically takes the first turn.

Game Length

The Sisters of Battle player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more, the game continues. If the game continues then the Sisters of Battle player rolls a D6 again at the end of game turn 6; this time the game ends immediately on the roll of a 1-3 and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 7. As soon as the game ends, before working out victory conditions, remove all units that are falling back – these count as destroyed.

Victory Conditions

At the end of the game, each player scores 1 victory point for each enemy unit they completely destroy, regardless of type. In addition, if the Arch-Heretic (see below) is slain, the Sisters of Battle player gain an additional D3 victory points. If the Arch-Heretic is slain and he suffered at least one unsaved wound during the battle from a flamer, hand flamer, combi-flamer or heavy flamer, the Sisters of Battle player instead gains an additional D6 victory points. If the Arch-Heretic has not been slain by the end of the game, the Sisters of Battle automatically lose, regardless of the victory points score. Otherwise, the player with the highest total victory points wins.



Arch-Confessor Kyrinov's sermons bolster the faith of the faithful, and instil fear in the hearts of heretics.

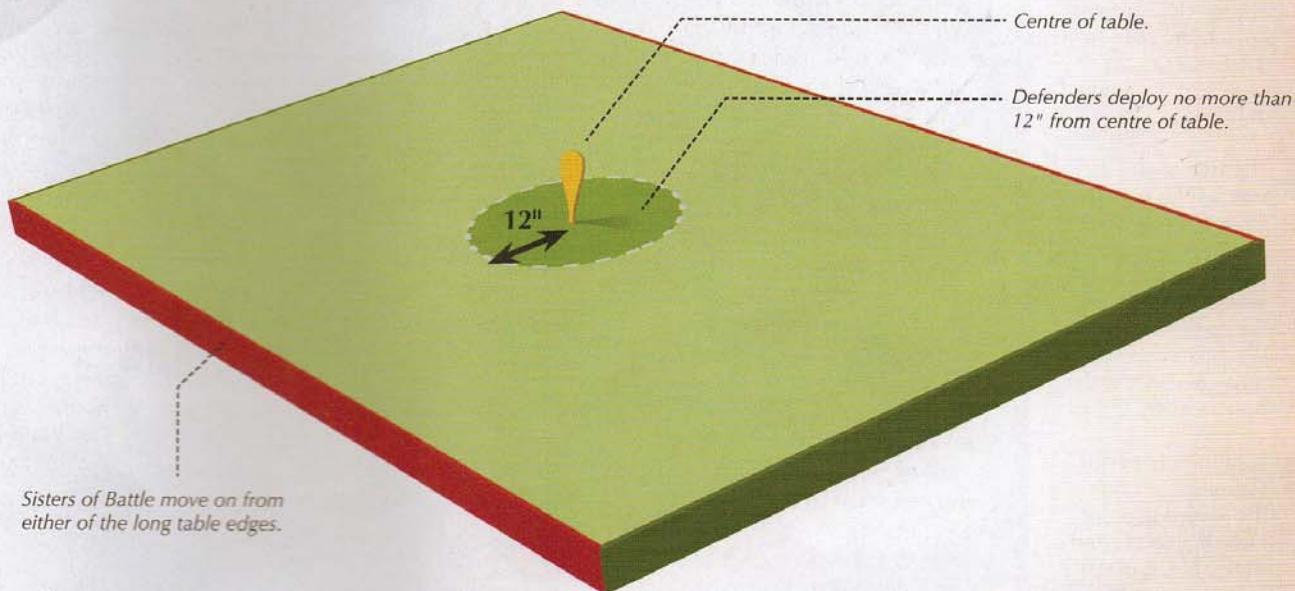
Special Rules

Arch-Heretic: At the beginning of the game, after the defender has deployed, but before the first turn begins, the defender nominates one of his non-vehicle HQ models to be the Arch-Heretic (make sure both players know who the Arch-Heretic is).

The Arch-Heretic, and any friendly unit within 12", has the Fearless rule in this mission. In addition, on a player turn in which the Arch-Heretic assaults, he and all members of the unit he has joined re-roll failed rolls to hit in close combat.

Abhor the Heretic: All Sisters of Battle units have the Preferred Enemy (Arch-Heretic) rule in this mission.

Purge the Arch-Heretic Deployment Map



Set-up Summary

- The defender deploys first, starting with HQ units, within 12" of the centre of the table.
- The defender cannot voluntarily place any units in reserve, but may be forced to do so (see above).
- The defender nominates one of his non-vehicle HQ units to be the Arch-Heretic.
- The Sisters of Battle player must place all units that can Deep Strike in reserve. Any other unit can be placed in reserve.
- The Sisters of Battle enter play on their first turn from either of the long table edges.

The Desecration of Angel Spire

Annotations

A Despite leading the Sisters in a courageous defence for much of the battle, Canoness Verena is sent sprawling as the Immolator beside her explodes, and is overwhelmed by Orks before she can recover her footing.

B The Ork Battlewagon is completely obliterated by a devastating salvo from the Exorcist.

C Moments later, the offending Exorcist is wrecked by an outflanking mob of Ork Kommandos.

D A squadron of Ork DeffKoptas are blown out of the sky by sustained heavy bolter fire from the Retributer Squad.

E Furious melees break out in the centre of the battlefield, but with unyielding faith in the Emperor, the Sisters of Battle hold the line.

F The tide begins to turn as the Penitent Engines make their presence felt. Three of the berserk machine crash into the speeding Ork Warbikes and tear through them with holy fervour.

G Seraphim Superior Camille discovers the Sword of Saint Helena in a blasted shell hole, and with it begins to tear through the Ork lines. Moments later, she cuts down the Ork Warboss with the blessed weapon and routs the greenskin horde.

Waaagh! Uggrot had almost brought the Hive World of Acheron IV to its knees by the time a battlehost of sisters from the Order of the Argent Shroud made planetfall. But to the surprise of the embattled Imperial defenders, the Sisters of Battle struck their first blow at the Shrine of Saint Helena located at Angel Spire, an outpost long since overrun by the greenskin invasion. Verena Armenii, Canoness of the Argent Shroud's strikeforce, had deemed the recovery of the relics lost during the destruction of the Shrine of Saint Helena as a top priority, and led the mission personally to ensure its success.

But the greenskin presence in the area had far from abated, with many Ork warbands still looting and pillaging, and the Sisters of Battle found themselves under sustained attack almost immediately upon

their arrival. Hordes of Ork Boyz charged headlong at the Sisters, who methodically cut them down with disciplined volleys of bolter fire. The arrival of Uggrot's arch-rival, Grog Chewtops, steadied the wavering Ork lines and they renewed their furious attack, reaping a heavy toll on the Sisters of Battle, and butchering an Ecclesiarchy Cardinal they found amid the ruins of the Shrine.

At the battle's climax, a pincer assault by a squad of Seraphim, and three Penitent Engines on the flanks culminated in the death of the Ork leader and finally broke the greenskins' resolve and they fled the battlefield. The Sisters recovered the missing relics but the cost of victory had been high.



BATTLE SCENES

A SNAPSHOT OF A BATTLE IN PROGRESS



Lost and Found

As the Ork assault gained momentum, Seraphim Superior Cammile spotted a sword hilt lying half-buried in a shell crater. Leading her squad forwards, she grasped the hilt and pulled it free, revealing the revered Sword of Saint Helena in all its glory, bathed in a glowing nimbus of divine light. With this majestic blade in hand, Camille swept into the Ork lines and scythed them down. In the midst of the swirling melee, Camille struck the head of Grog Chewtops from his shoulders with a single stroke and the Orks fled before her wrath.



WARHAMMER
40,000

Army Workshop:
Sisters of Battle



With Codex: Sisters of Battle published in WD380-381 and armies of the Ecclesiarchy hitting tables everywhere, it was only a matter of time before one of our resident hobby heroes stepped forward to paint a force of his own.

Duncan: I was really looking forward to setting to on an army of Battle Sisters as the Ecclesiarchy has some of the weirdest and most gothic imagery you will come across in the entire Warhammer 40,000 range. The army would be dominated by the Battle Sisters, but I didn't just want it to be about the women in power armour.

To make sure I included these aspects I wrote an army list first and used that as my painting plan. Normally I work the other way around (painting models and then writing an army list based around my collection), so this was a different approach for me. As the Battle Sisters were Troops choices, I knew I could start with some of the stranger elements first; hence the inclusion of Arch-Confessor Kyrinov, a powerful member of the Ecclesiarchy who I surrounded with a Battle Conclave of Arco-flagellants and Crusaders. A Sisters of Battle army is a short-ranged shooty force, so the Battle-Conclave is a great counter-attacking squad – especially with Kyrinov who allows all those Arco-flagellants to re-roll their many attacks. And then you have the Crusaders whose power weapons will strip the armour saves of the hardier foes. More importantly, from a modelling perspective the models are very distinctive and so would be an absolute pleasure to paint.

Of course, the majority of the army is made up of the Battle Sisters themselves. I had a good long think on what colours to paint them, and did a bit of research on the main Orders Militant to see what background and colour schemes inspired me (*Codex author, Robin Cruddace, has written about the Orders Militant and provided an organisation chart that can be found at the end of this article – Ed*). I didn't want to replicate the Studio army and so chose the Order of the Argent Shroud, which meant painting their armour a bright silver. I liked the idea of this as I could imagine their resplendent armour reflecting in the light, giving them an angelic halo as they stormed into battle.

At the core of the army are the two Battle Sisters squads, each defined by the special weapons they are equipped with. One squad is armed with two flamers and the other is armed with meltaguns. The Fire Maidens will target enemy infantry with their flamers while the Iron Ladies will tend to focus their firepower on enemy vehicles and heavily armed foes.

As you'll see, the rest of the force contains numerous Elites, Fast Attack and Heavy Support choices, but is still not finished. I need at least one Penitent Engine, and that will be my next project.



Duncan Rhodes of the Studio's hobby team is the man blessed by the Emperor himself to paint this holy force of Battle Sisters. Let his name be honoured in the revered annals, and a choir of ten thousand sing his sainted name.

Army of the Argent Shroud

HQ

Canoness Sabine

Canoness with rosarius.

Sisters of Sabine

Sororitas Command Squad with Blessed Banner and heavy flamer.

Immolator

Arch-Confessor Kyrinov

The Congregation

Battle Conclave with 6 Arco-flagellants and 2 Crusaders.

Elites

The Savers of Sin

3 Ecclesiarchy Preachers.

Troops

The Fire Maidens

10 Sisters with 2 flamers, Simulacrum Imperialis and Superior with power sword and meltabombs.

170 points

The Iron Ladies

10 Sisters with 2 meltaguns, Simulacrum Imperialis and Superior with power sword and meltabombs.

180 points

Fast Attack

Sisters of the Sky

5 Sisters with 2 hand flamers and Superior with power sword and meltabombs.

140 points

Heavy Support

Warriors of the Cleansing Flame

6 Retributors with 4 heavy flamers, Simulacrum Imperialis and Superior with meltabombs.

182 points

Immolator

65 points



Sororitas Command Squad

This squad has some of the stranger elements in and I wanted to make a feature of those, such as the Sister Dialogus, with a speaker for a mouth! The banner and banner top came from the Immolator kit – brass rod was

used for the pole, and this was then attached to a Sister Superior with minimal converting. Gold trim was also added to their armour to reflect their higher rank as members of the Command Squad.



Battle Conclave

For the Battle Conclave I kept to a very limited palette of red, white and black. However, I shifted these colours around on each model to keep them distinctive. The large areas of bare flesh on the Arco-flagellants were

simply painted using the method as described for the faces of the Sisters. The exception to the restrained palette was Kyrinov, who I gave some regal purple robes to pick him out as a special character.



Painting Sisters of Battle

The scheme below shows how I painted a Battle Sister. This was then transferred across my army, as it could be easily replicated on all the different Sister troop types, including Superiors, Retributors and Seraphim.



Step 1. Using the Citadel Spray Gun, paint the model Boltgun Metal. When pick out the non-armoured parts of the model. Paint the robe lining, bolter, Mechrite Red. Paint the robes Astronomican Grey, and gloves and hair Charadon Granite. Face is painted Tallarn Flesh.

Step 2. Next apply a liberal wash coat. Brush Badab Black over the entire model except for the skin and gold icon. Apply Ogryn Flesh to the face, while the icon (painted with a 1:1 mix of Shining Gold and Mithril Silver in the previous stage) is covered with Devlan Mud.

Step 3. Layer the bolter and inner robes with a 1:1 mix of Mechrite Red and Blood Red. Layer the outer robes with a 1:1 mix of Astronomican Grey and Skull White. Highlight the face with Tallarn Flesh, and, finally, the hair with Codex Grey.

Step 4. Give the power armour an edge highlight of Chainmail. Highlight the lining of the robe and bolter with Blood Red. Apply a highlight of pure Skull White to the outer robes. To finish, give the skin a final highlight using a 1:1 mix of Tallarn Flesh and Dheneb Stone.



The Ecclesiarch Preachers are placed with the Battle Sisters squad to bolster their assault abilities.



Seraphim Squad

As elites, I wanted to make sure my Seraphim were kept especially tidy, as their open stance and extra height lends them to more scrutiny than other models. I painted the flying struts black, as this gives them a

'negative space' where the brain of onlookers will tend to naturally 'edit' them out. The other option is to use a Citadel Basing Kit to disguise and obscure the struts with rock piles and other battlefield detritus.



Retributor Squad

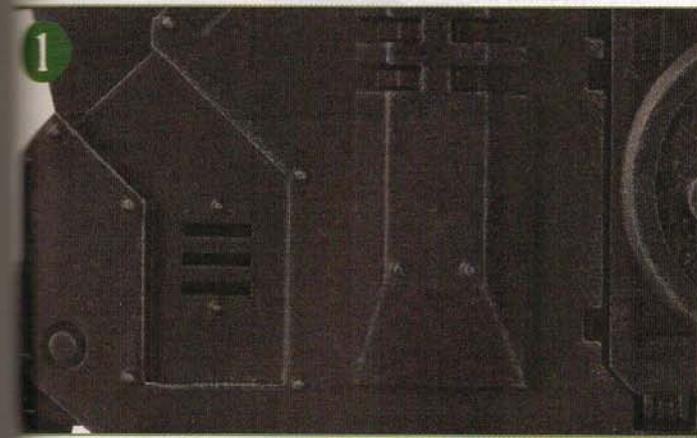
The choice of Sister Superior was important as I wanted a good fit with the rest of the squad. I chose the Superior firing her bolter as she was leaning on her back foot, mirroring the Retributor Sisters.

The red spot colour worked especially well on this squad as the cowlings of the heavy weapons form a large expanse on the models and when placed with the rest of the army, they really stand out.

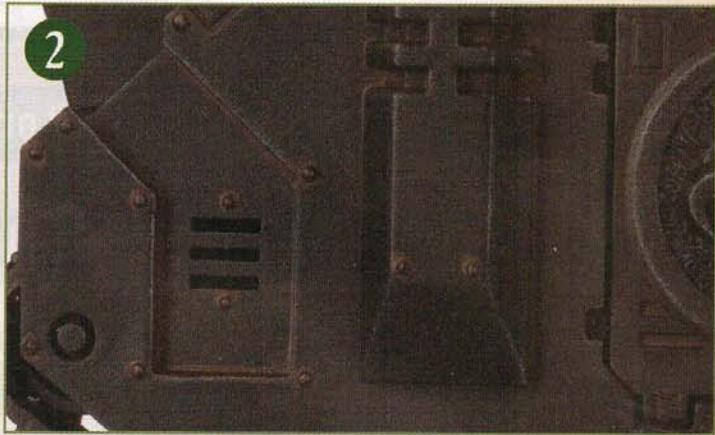


Painting Sisters of Battle Vehicles

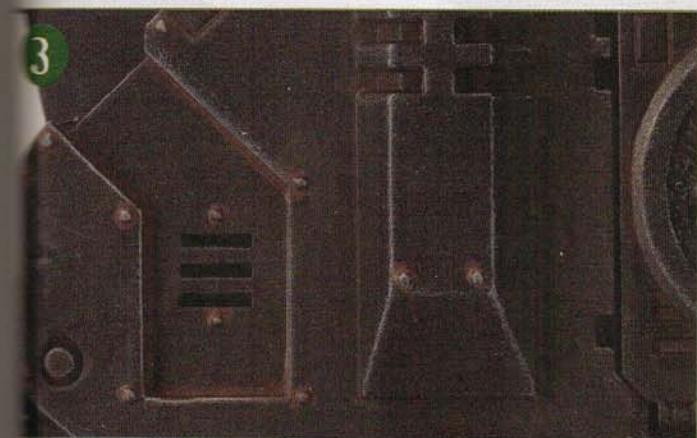
I'm a great believer in using the Large Drybrush for tank hulls instead of individually edge highlighting every panel. This is the technique I used for the Immolators, as shown below.



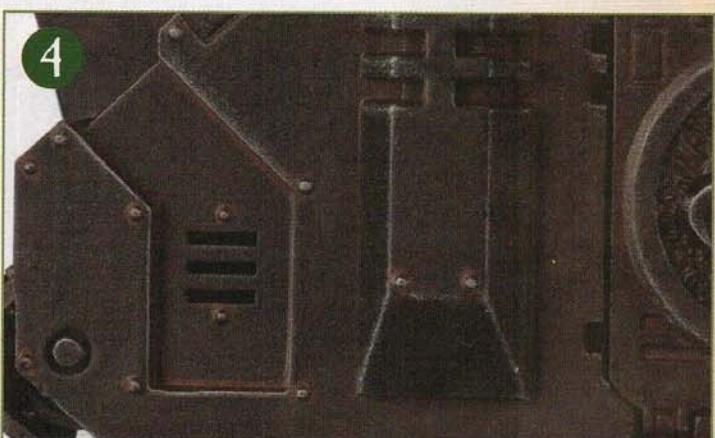
Step 1. From a Chaos Black undercoat, apply a light drybrush of Codex Grey over the whole tank with his Citadel Large Drybrush.



Step 2. To add road dirt, carefully wash thinned Scorched Brown into some of the vehicle's recesses, applying it more heavily towards the tracks.



Step 3. When the previous step is dry, reapply the light drybrush of Codex Grey over the same areas.



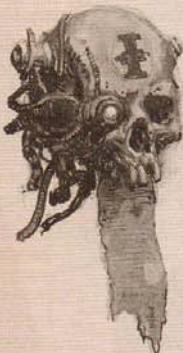
Step 4. Finally, paint a further drybrush layer over the whole tank, this time using a very light dab of Fortress Grey.



Both Immolators are armed with twin-linked heavy flamers – fire and fury!

Organisation of the Adepta Sororitas

Before painting his army, Duncan researched the role and organisation of the Battle Sisters. We've printed this information below as well as background of the Orders Militants on the right for when you come to start your own army.



High Lords of Terra

Ecclesiarch

Abbess of Adepta Sororitas

Convent Sanctorum (Ophelia VII)

Convent Prioris (Terra)

Orders Militant

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

Orders Militant

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

Orders Hospitaller

- Order of the Eternal Candle
- Order of Serenity

Orders Hospitaller

- Order of the Cleansing Water
- Order of the Torch

Orders Famulous

- Order of the Key
- Order of the Gate

Orders Famulous

- Order of the Holy Seal
- Order of the Sacred Coin

Orders Dialogus

- Order of the Holy Word
- Order of the Quill

Orders Dialogus

- Order of the Sacred Oath
- Order of the Lexicon

Minor Orders

Minor Orders

The Orders Militant

Order of the Bloody Rose



The Order of the Bloody Rose was not formally created until two and a half millennia after the founding of the Adepta Sororitas, and by this time its patron saint, Mina, was long dead. Mina was known as a dark and brooding warrioress. She was the most aggressive and impetuous of Dominica's comrades and her symbol was accordingly a blood red rose, prominent with thorns. The Battle Sisters of the Bloody Rose, resplendent in their deep-crimson power armour, echo Mina's desire to slay their enemies as quickly as possible, and the Order's Dominion squads are renown for the ferocity of their assaults.

Order of Our Martyred Lady



Katherine was regarded as Dominica's second. Her order was originally entitled the Order of the Fiery Heart, in reference to Katherine's fierce persona, but so deeply did the Battle Sisters mourn her death that they renamed themselves the Order of Our Martyred Lady, and for many centuries thereafter they wore black. Even amongst the devout warriors of the Sororitas, the Sisters of Our Martyred Lady have a reputation for incredible determination, inspired by the desire to avenge the death of their fallen. This inner fire drives them to destroy their enemies utterly, and without mercy.

Order of the Valorous Heart



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

Order of the Sacred Rose



The Order of the Sacred Rose was also not created in the lifetime of its patron saint, Arabella. In her lifetime Arabella earned the honorific of 'Liberator' and many Battle Sisters, especially Retributors, are known to pray to her spirit for liberation from doubt and rash action when a cool, logical head is required. Of all Dominica's bodyguards, Arabella was known as a disciplined, even-tempered Sister. However, behind her serenity lay the determination of a resolute warrior, and her symbol was thus a white rose, held in a mailed gauntlet. The white armoured Sisters of the Sacred Rose embody these same virtues.

Order of the Ebon Chalice



The Order of the Ebon Chalice is the oldest of the Orders Militant, founded at the birth of the Adepta Sororitas by Alicia Dominica, the patron saint of the Sisterhood. Dominica led her warriors in countless crusades against the enemies of the Imperium, and she was the first heroine to be proclaimed a Living Saint by the Ecclesiarchy. The uniforms of Dominica's Order are based on the original garments worn by the Daughters of the Emperor and their combat doctrines formed on equal parts religious devotion and training – have remained largely unchanged for four thousand years.

Order of the Argent Shroud



Silvana was the first of Dominica's bodyguard to be martyred – assassinated shortly after the Order of the Ebon Chalice was divided into two Orders Militant. A silvery image of Silvana's skull was left imprinted on her death shroud and the newly formed Order took the Argent Shroud as their image and title. Silvana was renowned for her altruistic spirit and her stoic faith. She seldom spoke, believing that deeds on the battlefield spoke more of a warrior's devotion than any words. The Sisters of the Argent Shroud likewise rarely speak, and they are famed for their selfless acts of heroism.

OFFICIAL
RULES

WARHAMMER APOCALYPSE

CRUCIBLE OF FLAME

Datasheets for Dark Eldar, Grey Knights and the Sisters of Battle

Apocalypse takes your games of Warhammer 40,000 to the next level. In this article, Mat Ward, Robin Cruddace and Phil Kelly present six new datasheets for you to use in your games.

In the nightmare future of the 41st Millennium there is only war. The galaxy's mightiest warriors lead vast regiments of soldiers and armoured columns stretching from horizon to horizon into battle. Gargantuan war machines and colossal Titans stride the battlefield like gods of war, whilst super-heavy tanks unleash hellish weapons that can slay entire battalions. Supersonic aircraft scream overhead, dropping bombs on the battlefield below, whilst spaceships orbiting far above launch devastating barrages. This is a war like no other. This is Warhammer 40,000: Apocalypse!

Apocalypse is an Expansion for Warhammer 40,000, allowing you to fight battles on a nightmarish scale using the Apocalypse scenario. Games of Apocalypse are ideally suited to multi-player battles, with multiple generals aside and thousands

of points of miniatures on the battlefield. Apocalypse encourages players to use their entire collections on the tabletop, so if you've ever fancied using your complete Space Marine company (or Chapter!) or Tyranid hive fleet on the battlefield, then this is the opportunity to do just that! You can also use super-heavy tanks, gargantuan monsters and towering Titans too.

When picking an army for Apocalypse you use datasheets, which allow you to field these towering war machines and unique formations on the table top. These datasheets provide special abilities and advantages for fielding the models in the formation listed.

Over the following pages we've got a fresh batch of official datasheets for the Dark Eldar, Grey Knights and Sisters of Battle, bolstering the lines of these forces as they enter the fray.

“One cannot consider the fate of a single man, nor ten, nor a hundred, nor a thousand. Billions will live or die by our actions, and we have not the luxury to count the cost.”

Warhammer 40,000: Apocalypse

Apocalypse allows you to take your games of Warhammer 40,000 to a unprecedented scale. You will command an army of hundreds of men and squadron after squadron of vehicles and towering war machines. This 200-page large-format, hardback rulebook contains all the information you need to get started playing games of Apocalypse, including: full rules for fighting really large tabletop battles, a guide to mustering apocalyptic forces, four gatefold spreads featuring spectacular battle reports, and a hobby section with advice on making Strategic assets, counters and objectives.

www.games-workshop.com



WARHAMMER
40,000

APOCALYPSE



REPENTANT HOST

POINTS: 50 + MODELS

Repentant Hosts are formed when several Orders Militant have cause to join forces. The Sisters Repentia and Penitent Engines that comprise a Repentant Host are therefore rarely from the same Order, but they are united in their desire to atone for their sins. Individually a penitent warrior's desire for absolution borders on the maniacal, but when a Repentant Host is formed the collective need for forgiveness is amplified to new heights. As the fervour sweeps through the assembled masses they renew their efforts, refusing to die whilst there is even the slimmest chance of slaying the Emperor's foes and earning redemption.

The first known deployment of a Repentant Host was during the Grathaxian Crusade when both the Orders of the Valorous Heart and Ebon Chalice had suffered great losses against Warboss Blackaxe's Orks. The greenskins were held back by Canoness Sybria, who gathered to her every Sister Repentia who could still walk. The Repentia fought with renewed passion and though hundreds were martyred, their sacrifice bought the surviving Battle Sisters time to open the vast cathedral gates. The greenskins were slaughtered shortly thereafter as two dozen Penitent Engines strode across the battlefield, staining it with Ork blood.



CANONESS



SISTERS REPENTIA

Squad Penitent



PENITENT ENGINE



SISTERS REPENTIA

Squad Castigatio



PENITENT ENGINE



SISTERS REPENTIA

Squad Contrition



PENITENT ENGINE



Formation:

1 Canoness
3+ Sisters Repentia Squads
3+ Penitent Engines



Special Rules:

Strike Force: All units in the formation must be deployed within 12" of the formation's Canoness, or, if coming on from reserve, they must enter the table within 12" of the point entered by the formation's Canoness.

Reverent Passion: All units from the formation within 12" of the Canoness ignore the Rage special rule and, if the Canoness successfully uses the Passion Act of Faith,

all units in this formation (including Penitent Engines) that are within 12" of her also count as having used the Passion too (no additional Faith Points or Acts of Faith are required).

Only in Death Does Duty End: All units in this formation gain a +1 bonus to both their Feel No Pain and Shield of Faith rolls.

PURGE SQUADRON

POINTS: 50 + MODELS

In engagements where the enemy is wont to overwhelm the lines, a Canoness may sanction the formation of a Squadron. Such an action is never taken lightly, for many of the Order's Retributors can leave other

units without fire support of their own. However, there are few foes that can stand against such combined firepower – a rolling wall of bolter shells, flames and meltablasts that devastates everything that dares to stand in its path.



Formation:

Choose one of the following teams*:

Bolter Team: Retributor Squad with 4 heavy bolters and an Immolator with twin-linked heavy bolter.

Flamer Team: Retributor Squad with 4 heavy flamers and an Immolator with twin-linked heavy flamer.

- Melta Team: Retributor Squad with 4 multi-meltas with an Immolator with twin-linked multi-melta.

*One Immolator in the formation must be designated as the command vehicle.

Special Rules:

Strike Force: All units in the formation must be deployed within 6" of the Command Vehicle, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Command Vehicle.

Wall of Fire: If three or more teams (both Immolator and Retributor squads must fire to count as a team) from this formation fire at the same target, resolve the shots as a single attack instead, using one of the following profiles below. The profile you use will depend on the composition of the Purge Squadron:

* To resolve the attack, place two counters (coins or other suitable markers are ideal) up to 18" apart such that both are within range and line of sight of the Command Vehicle. Draw a straight line between the centres of these two markers. Any unit with at least one model within 1" of this line immediately suffers a number of hits as shown in the relevant profile. Remove the markers once the attack has been resolved.

Fire and Faith: Before making a Wall of Fire attack (see above) declare how many Retributor Squads will attempt to use the Divine Guidance Act of Faith. If at least one squad passes their Act of Faith test, the resulting Wall of Fire attack will gain the Rending special rule.

Composition

- Bolter Teams
- Flamer Teams
- Melta Teams
- of each team

Range

Range	Strength
36"	5
12"	5
24"	8
24"	6

AP

AP
4
4
1
3

Type

- Heavy 1*, 3D6 Hits*
- Heavy 1*, Ignores Cover, 6D6 Hits*
- Heavy 1*, Melta, D6 Hits*
- Heavy 1*, Melta, Ignores Cover, 4D6 Hits*