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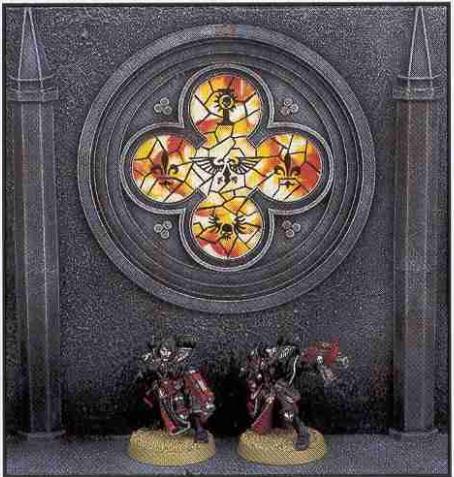
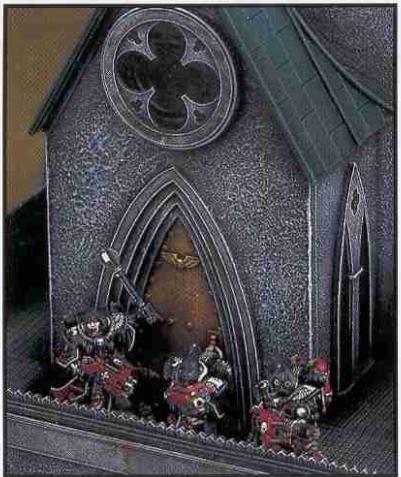
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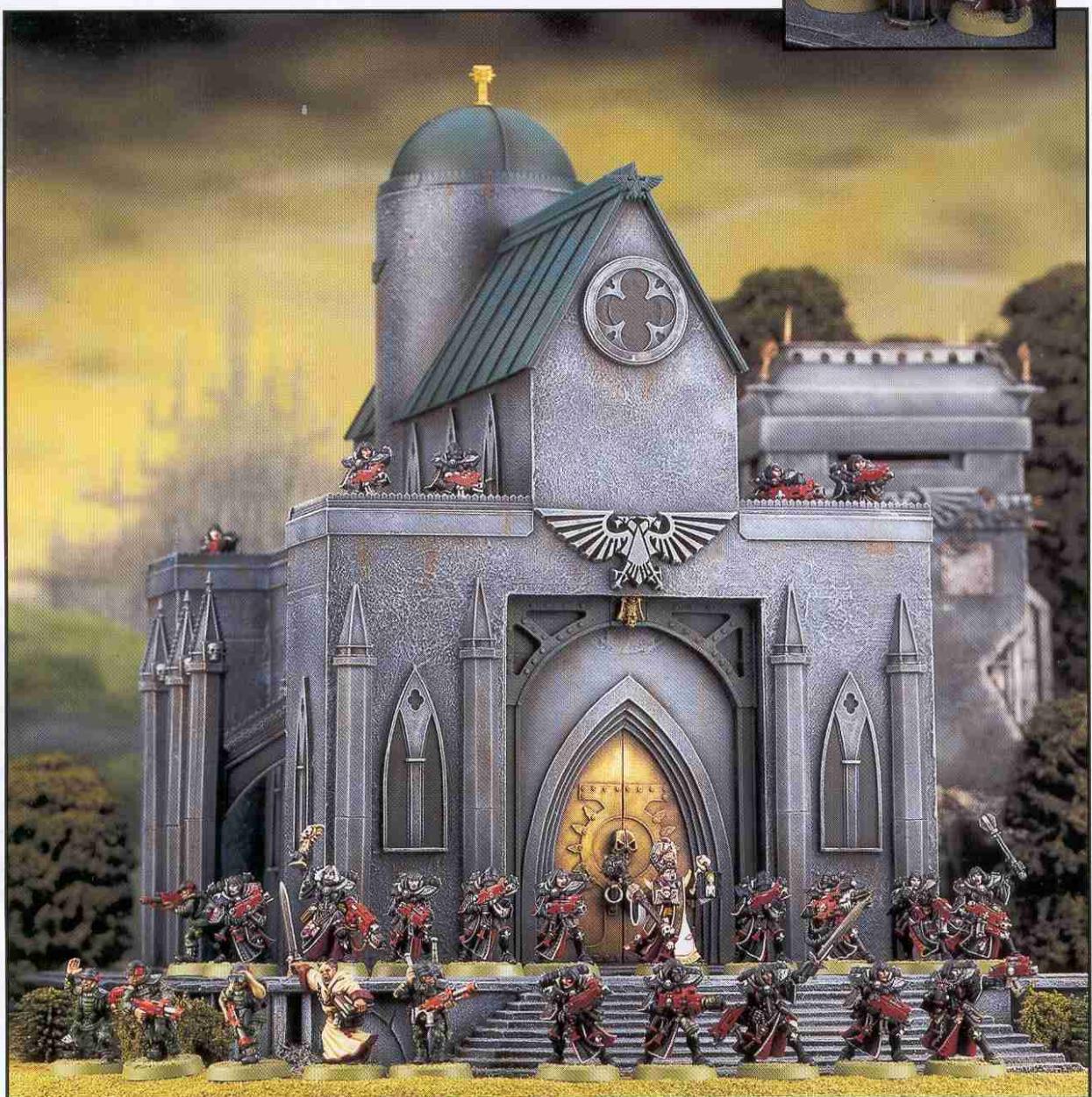
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Above and far right: Details of the Ecclesiarchy Shrine.



Arch Confessor Redemptor Kyrinov exhorts the Battle Sisters of the Order of Our Martyred Lady into even greater efforts in the defence of an Ecclesiarchy Shrine. The Battle Sisters are aided by a squad of Imperial Guard Cadian Shock Troops, led by a Preacher of the Adeptus Ministorum.



Since the birth of humanity in the prehistory of Earth, the Emperor has protected and guided mankind. Down through the long millennia he has striven to thwart the enemies of the human race and protect mankind from its own self-destructive instincts. He has constantly guarded the mass of humanity against dangers and foes it was not even aware existed.

When ancient philosophers first speculated on the nature of the universe, the Emperor already knew the answers. When humanity took its first few tentative steps into space, he was aware of the perils that awaited them. When the nature of the warp was first discovered, he had already roamed its immaterial realm. The Emperor is the bastion upon which the human race is founded.

Even in a deathly state, held immobile in the life-giving energies of the Golden Throne, the Emperor continues his eternal vigilance. Vast armies sweep through the galaxy in his name and whole planets are razed for his cause. His strength allows the starships of mankind to forge their way across the galaxy, encountering new stars, new worlds and new peoples. By his very presence the total and eternal damnation of Chaos is held in abeyance.

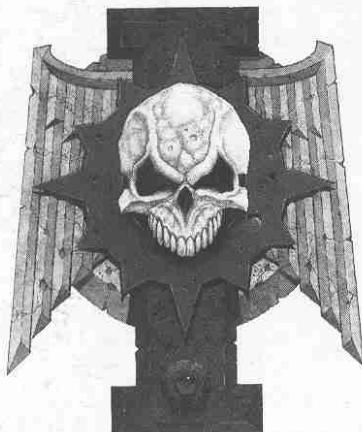
Without him there is nothing.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

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PRODUCT CODE: 60030108001

ISBN: 1-872372-14-7

THE ADEPTUS MINISTORUM

The Adeptus Ministorum, or Ecclesiarchy as it is generally known, is a massive organisation founded on the worship of the Emperor. Through its Preachers, Confessors, Missionaries and Cardinals the Ecclesiarchy controls the veneration of the masses, giving their homage an organised focus. The Imperial Creed practised by the Ecclesiarchy and its billions of adherents is the only official religion of the Imperium. Although the interpretation of the Ecclesiarchy's rites and dogma can vary, any extreme deviance from its strictures is considered heresy and is dealt with severely.

The Ecclesiarchy has guided the servants of the Emperor for nearly ten thousand years, but deep within its ancient records its beginnings can still be traced. In the miles of catacombs beneath the Ecclesiarchal palace, the dusty journals of past Ecclesiarchs nestle next to scrolls containing the confessions of heretics and blasphemers. Deeper into the library, fully a day's walk from the nearest secret entrance, are the chronicles of Lord Vandire. Even further still is the Vault of Origins, where the earliest records are kept.

Dating back to the Horus Heresy, most of these scripts are kept within pulsating stasis chambers, their pages so brittle they can never again be read or turned. Their beautifully illuminated and illustrated leaves are cracked and torn with age and the letters have faded into indistinct greys.

The secrets of the Vault of Origins are imparted only to the most high-ranking officials of the Ecclesiarchy. Even the Inquisition are denied access to this burial chamber of history, lest they destroy the Ministorum's glorious past in their quest for knowledge and truth.

THE HORUS HERESY

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

Then the tortuous storm of the Horus Heresy tore at the fabric of the Imperium. As humanity was embroiled in an apocalyptic civil war, the fate and future of mankind hung in the balance. If Horus were to triumph, humanity would be swept into the power of the dark Chaos Gods. In the end, while the followers of Horus assaulted the Imperial palace on Terra, the traitor Warmaster and the Emperor faced each other on the rebel Warmaster's battle-arge. Their titanic conflict reflected the Heresy as a whole – a battle fought in the mind as well as with physical weapons. After a bitter struggle, the Emperor destroyed Horus but was fatally wounded himself. The Space Marine Primarch Rogal Dorn discovered the Emperor's devastated body, held alive only by the enormous power of his will. The Emperor was placed in stasis and the Adeptus Mechanicus constructed the Golden Throne to sustain his shattered form. As the Emperor's body was incarcerated into the Throne and its life-giving properties flowed through his carcass, the Emperor's great mind soared into the warp.



THE FOUNDERS OF FAITH

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

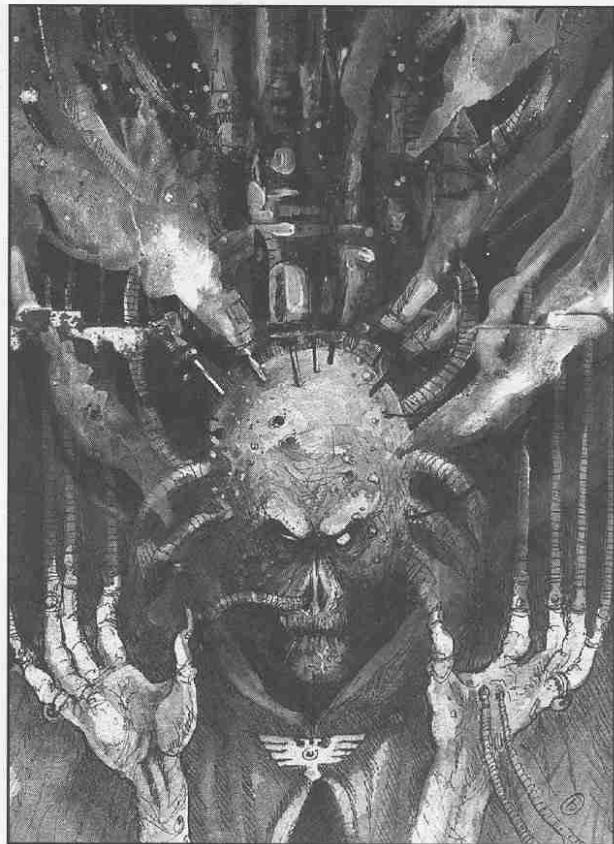
As is the way of such things, the stronger cults grew and prospered while the smaller, weaker ones faded away or were incorporated into the larger sects. Compromises of interpretation were found and slowly many cults became united. Although lots of worlds still had several different sects, other cults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

THE TEMPLE OF THE SAVIOUR EMPEROR

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

As time passed and these followers spread out across the Imperium in pursuit of their various duties, the beliefs of the Temple of the Saviour Emperor spread with them. Army and Navy officers initiated their men into the rites of the Temple, while zealous Missionaries travelled through the Imperium teaching their own religious code to anybody who would listen. They would use their immense skills to slowly incorporate the beliefs of those they met, while also imposing the doctrines of the Temple of the Saviour Emperor. At the venerable age of 120, Fatidicus died, but by now there were over a billion dedicated followers on Earth itself and countless servants throughout the Segmentum Solar.

In many places the Imperium was still reeling from the anarchy left by the Horus Heresy and the Temple of the Saviour Emperor provided a uniting force to instil co-operation between the lowliest and the highest. Those sects which did not, or could not, incorporate the Temple's wishes faced political and economic annihilation. The



population would be roused to cast out the unbelievers and on many worlds this persecution turned to violence.

Although always openly abhorring the more excessive deeds performed in its name, the Temple of the Saviour Emperor's power grew and grew. This process of integration and merging continued into the start of the 32nd millennium, until almost two-thirds of the Imperium was united behind the order. On Terra the only non-followers were the Adepts of the Cult Mechanicus and the Space Marines, who had their own traditions and forms of adoration.

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

THE ADEPTUS MINISTORUM GROWS

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



As the size of the Ministorum grew, a whole subsection of the establishment became devoted to the logistics of running such an immense organisation. Arch-Deacons and Deacons co-ordinated the construction of shrines and

temples, and founded the principles on which tithes would be paid and their servants maintained the majestic edifices rising up all across the Imperium.

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

The Confederation of Light was declared a heretic assembly and the forces of the Navy and Imperial Guard, along with thousands of untrained followers who wished to serve the Emperor in the righteous conflict, were brought in to eradicate this spiritual threat. Although the odd cell and shrine escaped the forces at the Ecclesiarch's disposal, as a working religion the Confederation of Light ceased to exist. The dominance of the Adeptus Ministorum was complete.

By the end of the 33rd millennium, with the exception of the planets controlled by the Adeptus Mechanicus and the Space Marines, every Imperial world had its cathedral dedicated to the Emperor. Thousands of shrines dotted every planet, and the tithes and collections of billions of followers flowed into the Ecclesiarchy's coffers. This money was used to build ever larger temples, to outfit the shrines in the most lavish decoration and to fund more Wars of Faith to maintain the Ministorum's control.

WARS OF FAITH & CRUSADES

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

The object of a Crusade, whether it is the extermination of an alien race or the subjugation of rebellious Imperial worlds, is generally considered to be an affront against the Emperor and therefore is declared a War of Faith by the Ecclesiarch. When a War of Faith is announced, the Ecclesiarch will announce the objectives of the war and declare the heretical, godless targets of the Emperor's vengeance. However, this is more a matter of stirring popular support than anything else. Almost all Crusades are additionally dubbed Wars of Faith. Space Marine Crusades are another matter entirely, and are never Wars of Faith.

Not all Wars of Faith are Crusades – sometimes the Ecclesiarchy is allowed to pursue its own ends without outside interference. These are true Wars of Faith, when the Ecclesiarchy prepares to battle an enemy for the sake of its beliefs rather than to quell a rebellion or to occupy an alien-held planet.

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

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



Redemptor Kyrinov, Arch-Confessor

THE AGE OF APOSTASY

PATH TO DAMNATION

The power of the Ecclesiarchy spread into every facet of Imperial life. From humble miners and clerks, through Imperial Guard and Navy officers to Planetary Governors and the High Lords of Terra themselves, everybody was an adherent to the Imperial Creed, in theory at least. Frequently the High Lords would take their lead from the views of the Ecclesiarch, believing that he was the mouth of the Emperor; a belief the Ministorum did nothing to contradict. Soon the Ecclesiarchy was indirectly dictating Imperial law, organising armies, deciding which threats gained priority and where to direct Imperial resources.

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

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

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

The Ecclesiarchal palaces on Ophelia covered nearly 90,000 square miles and soared 4,000 metres into the sky. They were only rivalled by the Imperial palace on Earth. Separated from the designs of the Administratum by sheer distance, the power of the Ecclesiarchy grew again. With a succession of punishing increases in tithes, the resources of the Ministorum reached its height. The Cardinals of different dioceses competed with each other to erect the most magnificent monuments, to build the largest and most ostentatious temples and cathedrals. The purges of so-called heretical cults increased significantly, as any opposition to the word of the Ecclesiarch was ruthlessly crushed.

Separated from the Administratum, the Ecclesiarchy began to form its own fleet of interstellar ships and armies. The Frateris Templars, as these forces came to be known, numbered many commercial transports and warships, and dozens of fighting armies each of which rivalled an Imperial Guard regiment in

strength. All the while, the Ministorum buildings on Earth were left to ruin and crumble.

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

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

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

DESCENT INTO ANARCHY

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

The Ecclesiarchy responded with a vengeance, sending its armies to crush any sign of revolt and executing higher officials as heretics. Alexis XXI used the Officio Assassinorum to eliminate several Governors who redirected their tithes to pay for their own Planetary Defence Forces, and is quoted as saying, "They had forsaken the Emperor's protection for their own worldly gains." The tithes were used to build ever larger temples, to line the highways of planets with statues of past Ecclesiarchs and to decorate the Ecclesiarchal palaces with the rarest metals and gems.

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

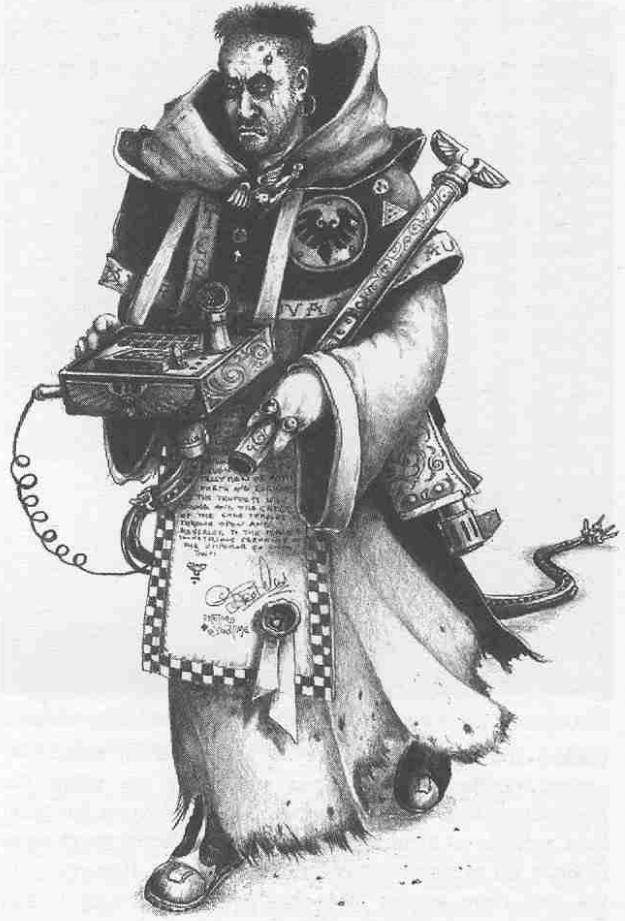
Even as the Imperium struggled to survive amidst bushfire wars and a lack of true leadership from Earth, further disasters befell humanity. In the early 36th millennium the incidence of warp storms started increasing. Travel between all but the closest stars became risky, and as the centuries passed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

Seeing the turmoil wracking the Imperium, Chaos raiders poured forth from the Eye of Terror to attack and despoil their ancient foes. Ork Warlords rampaged across vast tracts of the galaxy and there was nobody who could halt them. On the planets cut off from Terra, Chaos and Genestealer cults rose in rebellion and overthrew their governments, damning entire worlds to slavery and slaughter. Those worlds not overrun by alien attackers strove to retain what they could. As time passed even the most advanced worlds were brought to their knees. As before, with no central guidance from the Adeptus Ministorum even the worship of the Emperor began to devolve into a series of cults and sects, and in the trying times of those centuries those who were once brothers under the light of the Emperor fought against each other to assert their religious ideals.

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

"It is the story of a man who did insane things because he put into practice what many Saints have preached."

Dolan Chirosius
in the Ministorum Libra Martyr

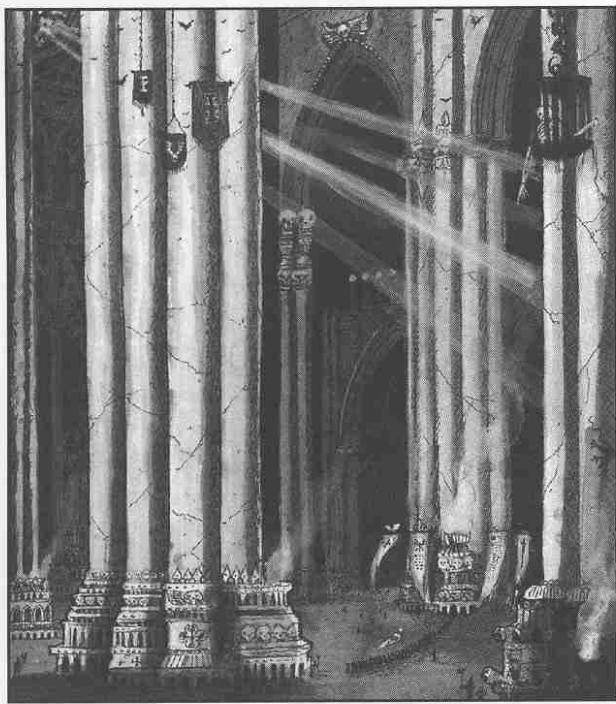


what was deemed normal brought instant death to a child and its family. Whole populations were enslaved or slaughtered, deemed heathens for some real or suspected deviancy.

HIGH LORD VANDIRE

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

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



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

Vandire elected Cardinals of his own choosing to fill the mahogany benches of the Holy Synod chambers. He chose a calculated mix of weak-willed fools and brilliant geniuses with just the right amount of cruelty to ensure they would enforce his will without any qualms. The High Lord now had total, unopposed control of both the Ecclesiarchy and the Administratum. The Imperium was about to face its darkest time since the Horus Heresy.

THE REIGN OF BLOOD

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

Vandire would often fall into a trance-like state, during which he would argue with himself in a mumbling voice and on other occasions he would shout out loud for no apparent reason. He claimed he was receiving messages from the Emperor. These meditative periods would always be followed by bouts of

excessive violence. He had a huge tri-d map of the Imperium installed in his audience chamber, with a constant relay of current warp storm activity. As soon as a world was reachable, he would despatch a war fleet to establish control.

The Reign of Blood affected the whole Imperium. Sycophantic Army and Navy officers were only too ready to execute Vandire's orders: virus bombing the hive world of Calana VII without reason; invading the farmlands of Boras Minor and enslaving every female child under twelve years of age; using the orbital batteries of Jhanna to melt the planet's ice caps, drowning nearly 4 billion people in the resultant floods. The list goes on and on, meticulously recorded by Vandire's scribes. Vandire would dictate long speeches bemoaning the wretched state of the Imperium, demanding justice against the cross section of humanity that was his current object of hate.

DAUGHTERS OF THE EMPEROR

Early in the Reign of Blood Vandire's extensive network of spies notified the High Lord of a particular sect which had previously eluded the attention of the Ministorum. It was a small cult, perhaps only 500 members in total on the little known agri-world of San Leor. Vandire was furious when he first heard of the group, but as his agents continued to explain the nature of the cult, his interest swerved from homicidal intent to covetousness. The sect, known as the Daughters of the Emperor, contained only female members and devoted itself to worship of the Emperor through inner purity. The Daughters of the Emperor studied the ancient arts of war, using a taxing learning process to clear their minds of all worldly considerations, honing their skills over their entire lives. His interest piqued, Vandire ordered a ship to prepare immediately for a journey to San Leor and announced he would honour the world with an Ecclesiarchal visit.

With an entourage of nearly a hundred thousand servants and soldiers, Vandire arrived on San Leor. As the miles-long procession made its way to the temple of the Daughters of the Emperor, Vandire's agents moved ahead of the Ecclesiarchal train, forcing the meagre population of the farms and towns to line the streets and show due respect. Those who failed to co-operate were executed as heretics, regardless of their reasons. Even newly-born babes and ancient elders were dragged from their homes to witness the arrival of the Ecclesiarch. The crowds were supplied with laurels and gifts to present to Vandire, showering him with scented flowers and crying their praise at gun point. Holo-vids of the various ceremonies performed by Vandire were spread throughout the accessible Imperium and the propaganda was used to further enforce the power of the Ecclesiarch.

Upon reaching the temple, Vandire found the gates barred against him and was informed by a young Daughter of the Emperor that the order did not recognise his authority. Expecting the customary explosion of rage and destruction, Vandire's terrified functionaries feared for their lives. However, Vandire had anticipated such an insolent response and had already considered the solution. He ordered the Daughters of the Emperor to witness a feat that would prove he had the favour of the Emperor.

THE PURGE OF LASTRATI

On the hive world of Lastrati, a sect known as the Divine Army gained control. Their rigid code of behaviour was ruthlessly enforced. Any person suspected of even the slightest digression would be hideously tortured and then executed. Whole swathes of the population were eradicated by genetically attuned viruses which picked out particular traits which did not conform to the Divine Army's image of a human being.

Millions were enslaved and worked with no food or water until they died, running huge factories and mining ore from the depths of Lastrati. So many died that later gangs of slaves, hundreds of thousands strong, were used to dispose of the bodies before their own rotting carcasses were added to the funeral pyres that blackened the sky. The flames weren't restricted to the dead either, and the burning of heretics in one hive reached such terrible proportions that it is claimed the highest dune outside its walls is made entirely from the ashes of humans. It is known locally as the Hill of Heretics.

The pilgrim who visits Lastrati can also see such sights as the Plain of Purity: 2,500 square miles packed four feet deep with polished bones, each individually inscribed with the Litanies of Faith in tiny letters. These are not heretics, but the bodies of the faithful, who were laid out in massed open graves so that the Emperor could see those who had been loyal.

Then there is the Path of Damnation. Stretching for 5,300 miles, this road is lined on both sides with gibbets every pace. Hung from these are the bodies of blasphemers who spoke out against the tortures and burnings.

Such was the carnage wrought by the Divine Army that when contact was re-established with the Imperium there were only two and a half million inhabitants left on a world that had originally boasted a population of 14 billion...

With a small bodyguard of men, Vandire entered the temple and was conducted to the main hall. Before the assembled order Vandire knelt in supplication to the Emperor, praying for his protection, clutching the Ecclesiarch's Rosarius in both hands. Standing again, he ordered one of his guards to shoot him with his laspistol. The officer refused at first, begging with Vandire not to endanger himself. Vandire's response is quoted as, "There is no danger, I have the Emperor's protection. Do you doubt that?" The officer had no answer to such a question, loaded as it was with subtle malice and the threat of punishment. He duly raised his pistol, aimed at the Ecclesiarch's chest and pulled the trigger.

As the bolt of energy struck Vandire there was an explosion of light, blinding all who stood in the hall. As they recovered their senses, they saw Vandire standing totally unharmed in the centre of the chamber, leaning on his bone walking cane. Almost as one, the Guardsmen and Daughters of the Emperor fell to their knees in worship. As he later boasted to his scribes, Vandire had gambled that the isolated Daughters of the Emperor would have never heard of a Rosarius or the conversion field generator it contained.

Taking oaths of fealty from the Daughters of the Emperor, Vandire elevated the sect to the position of Ecclesiarchal bodyguard and took them back to Terra with him. From then on, the warrior women became his personal retinue of soldiers and companions, and Vandire renamed them the Brides of the Emperor. They were trained by the best teachers in the Imperial Guard to combine their own skills with the modern weapons of war and word of their dedication to the protection

of Vandire spread through the Imperium. They were his constant guardians and his silent executioners, who would kill with a word from their lord.

The Brides not only served as Vandire's bodyguard, but also as servants and companions. They tasted the High Lord's food, fed him when he fell weak with illness, nursed his frail body and entertained him with singing, dancing and other, more exotic, skills. For all their gaiety on occasion, the Brides of the Emperor were still hardened fighters, and when the Holy Synod tried to have Vandire assassinated a few years later, the Brides went into the meeting chambers, locked the doors and emerged an hour later carrying the severed heads of every Cardinal present.

SEBASTIAN THOR

The violent repression and wanton slaughter continued for seven decades after Vandire's ascension to the Ecclesiarchal palace. The resources of the Adeptus Ministorum were directed towards bloodthirsty pogroms and the building of immense new monuments to the Emperor and Vandire. However, Vandire's insanity was ever directed outwards, and though distant planets boasted mile-high spires and cathedrals, the Terran palace itself was allowed to fall into decay once more. Whole wings of the sprawling building collapsed from the weight of centuries, and the immense chandeliers and incense burners of the audience chamber were allowed to gutter and die.

While the rest of the Imperium glowed with the radiance of gold and platinum and sparkled with the light of millions of rare gems, Vandire's own domain became a dark lair of shadows and dank, chilling winds. Dust lay knee-deep in places, the ancient relics were tarnished and stained, tapestries became torn and mildewed and rats and other vermin left their trail across the priceless rugs and carpets. Occasionally just a single candle would be lit in the enormous expanse of the great hall, with only the odd footfall betraying the presence of the Brides of the Emperor in the darkness.

"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

Even during the day, the patina of grime and filth on the stained glass windows let through only a trickle of sunlight. When sweeping rains cleaned the outside of the windows a shaft of brighter light might play about the floor of the great hall, but at these times Vandire would retire to his chambers and sit for days on end in complete silence. The High Lord fell into long, nightmare-ridden sleeps, crying out in hysterical screams. His ancient body was pumped full of drugs and elixirs to keep the inevitable diseases and depredations of age at bay. However, with the guns of the Brides of the Emperor always ready to obey his will, the crippled High Lord still commanded with an iron fist. In his more lucid moments, the ailing Vandire could be heard muttering about the light, and the writings of his scribes recorded that his fear of light seemed to grow with every passing day.

It was with trepidation that a young agent appeared on Terra, coming back from the northern reaches of the galaxy, around the planet Dimmamar. His report was disturbing to the High Lord's advisors and caused Vandire to break into a fit of apoplectic rage. Dimmamar had denounced the High Lord as a traitor of the Imperium and the ancient rites of the Confederation of Light were being reinstated throughout the diocese. The name of one man was heard again and again, all across the Segmentum Obscurus. His name was Sebastian Thor.

None on Terra knew where this man came from or what his ultimate purpose might be. The puppet High Lords raged with debate for over a month as to what course of action to take. After his initial outburst, Vandire withdrew into himself more than ever, and for most of the council meetings would be seen huddled in the velvet and ebony throne of the Ecclesiarch, surrounded by the ever vigilant Brides of the Emperor, his eyes staring at nothing. As more news came in of the revolt, it became clear that things would have to be stopped soon. Within three months another eighty systems had declared their loyalty to the Confederation of Light and only the weight of Ministorum armies and fleets in other sectors prevented similar occurrences all across the northern reaches. The most trusted and loyal of the Frateris Templars were dispatched to deal with the threat, and were ordered to raze Dimmamar and eradicate every living creature on the world.

The war fleet was duly sent, but shortly after it jumped into warp space outside the Clax system it was smashed asunder by a warp storm of gigantic proportions. The last astropathic transmission reported white arcs of energy tearing apart the hulls of the ships, the power of the storm literally twisting men and machines apart, turning soldiers inside out and disintegrating everything. The Clax system has been cut off ever since by the swirling tempest, and it is claimed that those who pass close by can still hear the screams of the dying and feel the panicked last thoughts of the Astropaths echoing

One man can start a landslide with the casting of a single pebble.

The Legend of Thor from the 'Age of Apostasy'
by Ecclesiarch Deaxis IX

through the whole region. It is an area of ill omen now known as the Storm of the Emperor's Wrath.

With this huge blow to the Ecclesiarchy's military power, the whole of the Segmentum Obscurus erupted into rebellion. The Cardinal palaces were stormed by frenzied converts who tore down the hangings, burned the icons and smashed the ornate stained glass windows. Through all the madness, the name of Sebastian Thor still kept appearing. Who was this shadowy figure who seemed intent on the destruction of the Ecclesiarchy and with that, the Imperium itself? Perhaps he was some form of vessel for the gods of Chaos, another Horus attempting to enslave humanity once more. Or maybe some other alien influence controlled him, one of the many creatures of the warp or one of the immensely powerful elder races, hitherto undetected. As more information was relayed back by the Ministorum's agents, the High Lords were stunned by the news.

Thor was no daemonic entity intent on corrupting the Imperium, he was just a man, born in a Dimmamar Schola Progenium habitat. Interrogations of old companions revealed that he had been a devout, if somewhat introverted, follower in his early life. However, Thor recently claimed to have visions of the Emperor, and warned that disaster was befalling mankind. It was claimed that Thor had cast an old Preacher from the pulpit in the middle of a prayer session and denounced the ways of the Ecclesiarchy. With an eloquence and charisma the informants could not explain, Thor spoke to those present, reaching into their hearts and minds with his words.

News of the incident spread and soon thousands travelled to hear Thor's sermons and went away with a new religious zeal burning in their souls, spreading the message even further. Members of the heretic Confederation of Light approached the young man in secret and in his next service he openly declared his loyalty to the sect. Thor was brought before the Imperial Commander, Gaius Welkommen, and spoke of his visions and dreams, and of his ambition to rid the Imperium of Vandire's tyranny. No one could explain what rare power was held in Thor's voice, but the Governor immediately swore his loyalty to Sebastian Thor and placed Dimmamar's army at his disposal, as the adept had requested.

As word spread, anarchy embroiled the Segmentum Obscurus, and desecration, looting and wanton destruction erupted. Although Vandire's spies were exposed and driven out with startling efficiency, it became clear that Sebastian Thor's 'army' had grown to over 5 million followers within the space of a year, and the huge entourage was slowly making its way through the Imperium towards Terra. Even some of the surviving Frateris Templars joined his forces.

Many legends sprang up around Thor and his long journey, and miraculous events were attributed to his presence. Some of this can be explained by the oratory skills of the young adept, such as the way the population of the planets he passed through would gather their resources to feed and house his immense following. Others remain true mysteries, like the Navigators' tales of the utter calmness of the warp as they journeyed from system to system. Though the rest of the galaxy was still embroiled in the raging tempests that had engulfed the Imperium for many hundreds of years, the massive fleet of the Confederation of Light passed through the

warp without hindrance. The Paternova of the Navigators dubbed him *Abstracta Preomnis*, Master of the Warp.

News of Sebastian Thor spread from the Segmentum Obscurus to other parts of the Imperium. Distance exaggerated the message and soon Thor was being hailed as a god-like being. With much of its armed might destroyed at Clax, the Adeptus Ministorum could do little to stop system after system, diocese after diocese from swearing loyalty to the new wave of belief centred around Thor. Despite fierce opposition from many Cardinals and Confessors who saw their power, traditions and whole way of life being destroyed, Thor's creed converted millions of followers. Co-operation and sacrifice became the doctrine of those who heard Thor's impassioned speeches, delivered from different planets along the route to Terra. Although many opposed Thor, all across the Imperium the tide had changed against Vandire. The masses had been pushed too far, and this time they had a leader to unite behind.

THE WARS OF APOSTASY

More disturbing news was to reach the Council of the High Lords. Until now, the Adeptus Mechanicus and Space Marine Chapters had played only a small role in the Age of Apostasy. The vagaries of warp travel made any long distance journeys hazardous at best and impossible in some areas. Instead the Adeptus Astartes' planets and the Forge Worlds of the Adeptus Mechanicus became fortresses amidst a sea of anarchy. These organisations were on the defensive, protecting the few systems they could from the ravages of the Age of Apostasy and the carnage of Vandire's Reign of Blood. Of all the Imperium, it was these small empire-like enclaves which survived the whole epoch with the least harm inflicted, the guardianship of the Adeptus Mechanicus and Space Marines protecting them from the worst events of that terrible era.

With news of Sebastian Thor and the spread of the Confederation of Light, many Space Marine Chapter Masters in the Segmentum Solar and the nearest sectors of the rest of the Imperium began voicing their support for this movement. The Adeptus Mechanicus issued a summons for the High Lords to account for themselves and to indict and execute Vandire as a traitor. Vandire's response was to dissolve the Council of High Lords and order his remaining armies and fleets to attack the rebellious Space Marines and Cult Mechanicus. Many officers refused such a suicidal endeavour, only to be burned or hanged as heretics. They were replaced with more tractable commanders, but by this time Vandire's treachery was revealed. Enraged by what he saw Gastaph Hedriatix, the Fabricator General of the Adeptus Mechanicus, ordered regiments of the Martian Tech-Guard to transport to Earth. These regiments were joined by Space Marines of the Imperial Fists, Fire Hawks, Soul Drinkers and Black Templars Chapters.

Although much of the Ecclesiarchal palace had fallen into ruin, the central complex which housed Vandire's throne room still remained an almost impregnable fortress. For months the combined forces of the Tech-Guard and Space Marines tried to breach its walls, only to be constantly thwarted by the Brides of the Emperor, who numbered some 10,000 fighters by this time. As the huge cannons of the Adeptus Mechanicus pounded on the walls of the palace and the Space Marine



assault squads fought down mile-long corridors littered with dead, the attention of the High Lords and Vandire was turned outwards. But it was from within that the greatest threat was to come.

THE HIGH LORD FALLS

Since the Reign of Blood started, another organisation had remained apart from the bloodshed and devastation. Within the secure walls of the Imperial palace, the Adeptus Custodes continued their eternal vigil over the Golden Throne. To escape the anarchy that prevailed, and to ensure the protection of the Emperor himself, the Custodians had cut themselves off from the outside completely. Only scraps of information passed through the sealed walls of the most holy of places, and it was only when the Space Marines and Adeptus Mechanicus moved against Vandire that the true extent of the treachery perpetrated by the High Lord became known to them. In secret meetings with the commanders of the Space Marines, the Adeptus Custodes learnt of the Reign of Blood and the Brides of the Emperor defending the traitor High Lord. The mysterious order advised the Space Marines to continue their attack while they would do what they could.

The defences of the Ecclesiarchal palace were no obstacle to the Adeptus Custodes, with their lifelong knowledge of the Imperial palace and its thousands of miles of hidden conduits and secret corridors. A small contingent of Custodians, led by a Centurion of the Companions, made its way into the very heart of Vandire's domain. Surfacing not far from Vandire's audience chamber, they were confronted by the Brides of the Emperor. Calling for a truce and a parley, the Centurion laid down his weapons and walked unarmed to meet the guardians of Vandire. For an hour he made an impassioned plea for the Brides to revoke their oaths, striving to convince them that they were fighting for evil, not the Emperor. However, they were not to be swayed by his arguments, and the nameless Centurion had only one option left. Leaving his men as hostages, the Centurion guided their leader and a bodyguard of five female warriors back into the tunnels.



The Brides of the Emperor were soon lost within the dark, twisting maze but the silent Centurion led them unerringly into the heart of the Imperial palace. Eventually they emerged into dim light once more and were met by the Companions who guarded the Gate; the secret entrance to the chambers of the Golden Throne itself. The Centurion explained what was happening, that the warrior-women were about to enter the most sacred place in the galaxy and he would bring them before the Emperor himself. They were to see what no one but the Space Marine Primarchs and the Companions had seen for six long millennia. The Centurion warned that to speak would be to die and led them into the golden light spilling from the open portal.

What they saw has never been recorded, the Companions swore the Brides of the Emperor to secrecy. It is rumoured that they did indeed witness the Emperor himself, held immobile in the flowing energies of the Golden Throne. What passed between them and the Companions is also a matter of myth, but when they stepped from the Gate once more, their eyes burned with unparalleled anger and hatred. Without a word the Centurion once more led them through the dark places of Earth, this time leading them directly back to the Audience Chamber. Their leader, Alicia Dominica, spoke of the treachery of Vandire and his depraved corruption of the Ecclesiarchy, but most of all she spoke of his twisted perversion of their order. Burning with shame and anger, they renounced the name of Brides and once again became the Daughters of the Emperor.

All the time, Vandire had stood oblivious to the revolt around him, studying the tri-d Imperial map. Looking up from his introspection, he blinked in surprise as he noticed the

assembled warriors around him. The distant sound of gunfire had faded as the message was passed through the Ecclesiarchal palace. The 4,000 fighters who had survived the onslaught of the Space Marines and Tech-Guard slowly filed into the massive hall.

Vandire launched into a bloodthirsty tirade, explaining which systems needed to be crushed, issuing orders for fleets to be sent to eradicate Thor and his following. However, even Vandire's scribes had deserted him and he was left alone in the audience chamber with the vengeful Daughters of the Emperor. Alicia Dominica confronted Vandire. Her words are now engraved upon the black marble sarcophagus that contains her body:

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

Dominica drew her power sword and held it aloft for all to see. Vandire glanced around the assembled warriors, his brow knitted in confusion. Shaking his head slightly, the High Lord whispered his last words.

"I don't have time to die... I'm too busy!"

The power sword slashed down, beheading the traitor High Lord in one stroke and cleaving his Rosarius in two.

The Reign of Blood had been ended.

THE ORDO HERETICUS

At the end of the Age of Apostasy, the Inquisition formed a secret order within its ranks to watch the Ecclesiarchy more closely. While the Inquisition as a whole monitors every aspect of the Imperium, the Ordo Hereticus is primarily concerned that another Plague of Unbelief does not occur. Although the Ecclesiarchy regulates itself and its followers closely (the Adepta Sororitas are most active in this task), the Ordo Hereticus provides another line of defence to ensure that those in power do not abuse their position to such an extent that it threatens the stability of the Imperium again.

These Inquisitors monitor Wars of Faith closely to ensure the objectives laid down by the Ecclesiarch are both justified and not exceeded by those actually fighting. They oversee the Frateris Militia to safeguard the spirit of the Decree Passive (if not its letter) and to ensure its prohibitions stay enforced. They also regulate the amount of wealth and territory claimed by individuals within the Ecclesiarchy and halt attempts by Cardinals to amass more power than the Ordo Hereticus deems appropriate.

REFORMATION

THE ECCLESIARCHY REBORN

Although Vandire's Reign of Blood ended with the death of the High Lord, the Age of Apostasy was to continue for many centuries. Much of the Imperium was still wracked by warp storms and all manner of small empires and kingdoms were being carved by Imperial Commanders and Cardinals. The Segmentum Obscurus was more stable since the gifted Sebastian Thor had begun his pilgrimage to Earth. However, with no Council of High Lords and no Ecclesiarch there was little hope that the rest of the Imperium could be swiftly restored to its former power.

The Space Marine Chapter Masters and the Fabricator General of the Adeptus Mechanicus set about resurrecting what remained of the High Lords of Terra. The copious notes of Vandire's scribes provided damning evidence against many of those who had profited from the Reign of Blood, and Hedriatix was adamant that all those implicated would face a trial for their conduct, sooner or later. Many of the organisations were encouraged to purge their own ranks, such as the Navigators and Chartist Captains. Imperial Commanders were promoted from within the ranks of those who had opposed Vandire, while other High Lords were vindicated by their peers and duly kept their seats in the Council. However, there was still no Ecclesiarch.

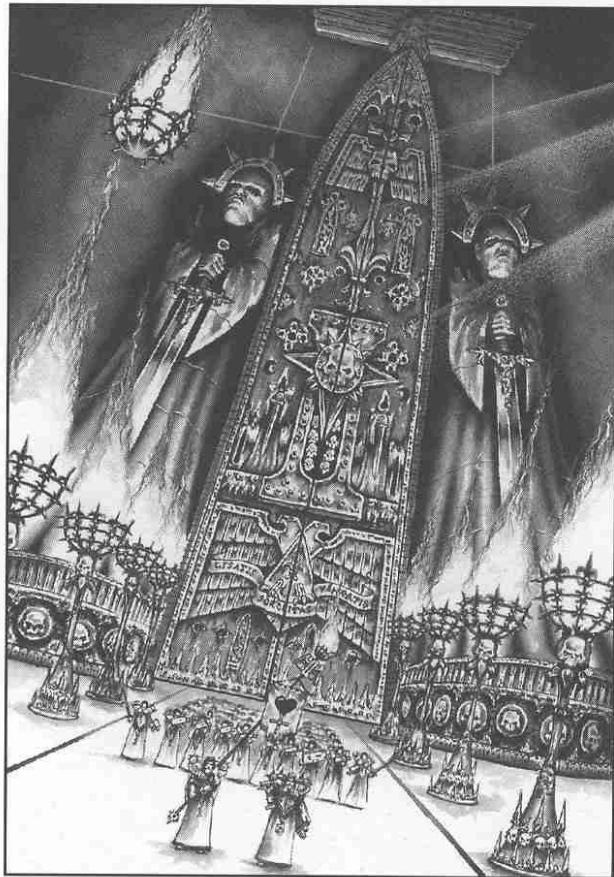
THE TRIAL OF SEBASTIAN THOR

Messages were sent to Sebastian Thor, requesting that he journey immediately to Earth. His reply was simple, explaining that he had more work to carry out in the northern reaches before he could continue his journey to Terra. A fast transport ship was sent to collect Thor, but again he refused the invitation, insisting that he was not yet ready. Exasperated, the High Lords issued a decree declaring Thor a traitor and demanding he stand trial on Terra for various seditious activities against the appointed officials of the Emperor. Thor was taken into custody without violence, commanding his followers to stay their hands and let the Emperor protect his messenger.

The galleries of the huge courtroom were filled with thousands of Thor's supporters, watching the proceedings with tense anticipation. The poor and wealthy alike travelled from all across the Imperium to witness the trial of the Imperium's latest saviour. The Judicium Terran became a focal point for the faithful and the end of long pilgrimages. Many of those who set out arrived months or even years after the trial had finished, but were determined to complete their journeys and show their support for Thor.

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

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



The prosecution of Thor was vigorously pursued by certain members of the High Lords, their pride affronted by Thor's dismissive refusals. However, for every charge, there was clear and concise evidence of Thor's innocence. He had not incited the people to smash the temples of the Ministorum, there were documented accounts of his sermons decrying such behaviour. He had not fought against the soldiers of the Imperium, and many of those who had been sent against him were now numbered amongst his most loyal followers. Finally, after two months, the trial came to its end. The High Lords consulted each other for three days, debating what to do with this charismatic young man.

It was Captain-General Excisor of the Adeptus Custodes who delivered their verdict. After explaining that Thor was found innocent of all charges brought against him, Excisor explained the dire need of the Imperium for a new Ecclesiarch. Since Thor had been proved totally innocent of even the most petty crime, he was an obvious candidate to fill the post in such a time of spiritual need. The crowds roared their approval, thanking the Emperor in his divine wisdom for sending Thor to deliver them. Speaking quietly, Thor declined the offer and the Council erupted into chaos. While the other High Lords ranted at one another and at Thor's impudence, and the watching supporters gasped in despair and disbelief, Excisor took Thor aside and spoke to him. Although no one truly knows what the Captain-General said to Thor, it is widely believed to have been, "You will leave Terra as an Ecclesiarch, or you will not leave Terra at all..."

As the hall fell silent once more, Thor announced that he would take on the mantle of Ecclesiarch, but only on certain conditions. He was to have the full backing of the High Lords whenever he needed it. He would make changes to the organisation of the Ecclesiarchy and they would trust him in his actions. He also wanted to continue as he had been, moving across the Imperium, preaching to the people directly. It was as an orator that the Emperor had guided him, and with his sermons and prayers he would unite the Imperium under the Emperor once more. Naturally, the High Lords agreed and it was duly announced across the Imperium that Thor I was the 292nd Ecclesiarch.

THE REFORMATION

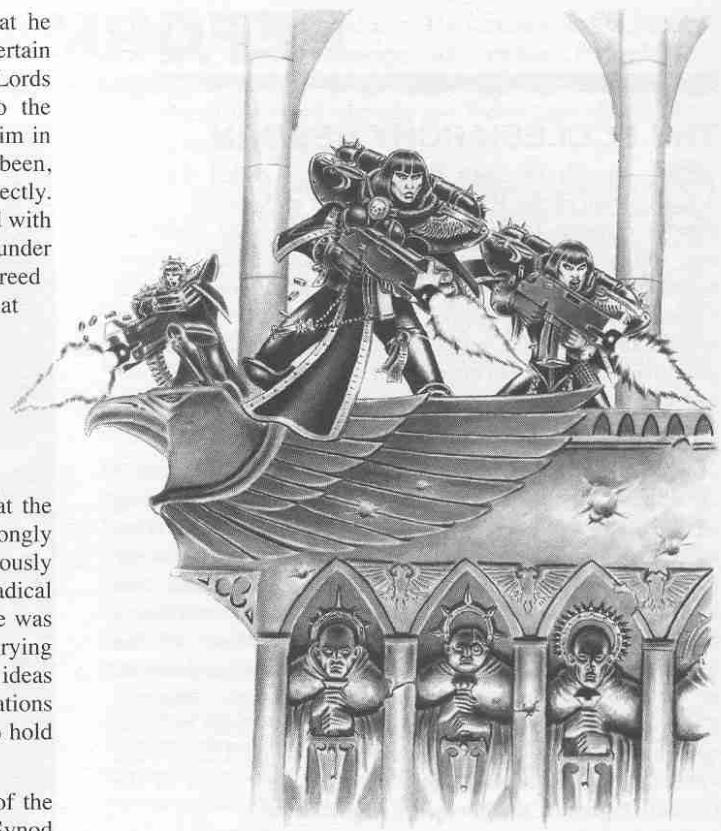
There were a number of important changes to the Adeptus Ministorum after the Reign of Blood and throughout the Age of Apostasy. Many of them were at the instigation of Sebastian Thor himself. Although Thor strongly disapproved of the way the Ecclesiarchy had been previously run, he was enough of a statesman to realise that radical changes in the Faith were not what was required. There was enough instability already and what the populace was crying out for was solid leadership. Although many of Thor's ideas were never fully realised during his lifetime, the foundations he laid down during his time as Ecclesiarch continue to hold the Adeptus Ministorum together to this day.

The first change executed by Thor was the formation of the Synod Ministra on Ophelia VII. Although the Holy Synod remains on Terra and Cardinals from all over the Imperium are free to gather there and discuss the issues concerning the Ecclesiarchy, the Synod Ministra acts as a secondary governing body further from Terra. This has a two-fold effect. Firstly, the Synod Ministra relays and disseminates the dictates of the Ecclesiarch and the Holy Synod, enforcing the laws of the Ecclesiarchy. Secondly, it provides a defence against the manipulation of the Ecclesiarchy by other organisations or even a single individual within the ranks of the Ministorum itself. Never again will a High Lord or Ecclesiarch have total power over the Adeptus Ministorum.

In a similar vein, each of the dioceses was broken down into smaller areas. Again, this had two effects. Each Cardinal had less personal power and controlled fewer men and resources. Secondly, with more Cardinals within the Holy Synod there would be more opposition to radical changes and plans and so further diluted the power held by any one individual.

Other transformations were at the order of the High Lords of Terra. The most important of these was the Decree Passive 0001288/M36. Amongst other prohibitions on military activity, the Decree Passive forbade the Ecclesiarchy from controlling any 'Men under arms'. Sebastian Thor was ordered to disband the Frateris Templars of Vandire and any armies and fleets assembled by other members of the Ministorum while separated from Terra. This was duly done, but for one exception. Seeing that some military force would be needed, and not wishing the Ecclesiarchy to be totally subservient to the will of the Adeptus Terra and the Imperial Guard, Sebastian Thor kept the one army he was allowed under the Decree Passive. Due to the archaic wording of the law, the Daughters of the Emperor did not break the ban.

Incorporating the sect fully into the Ecclesiarchy was difficult, but eventually they were renamed the Orders Militant of the Adepta Sororitas. Although the High Lords were



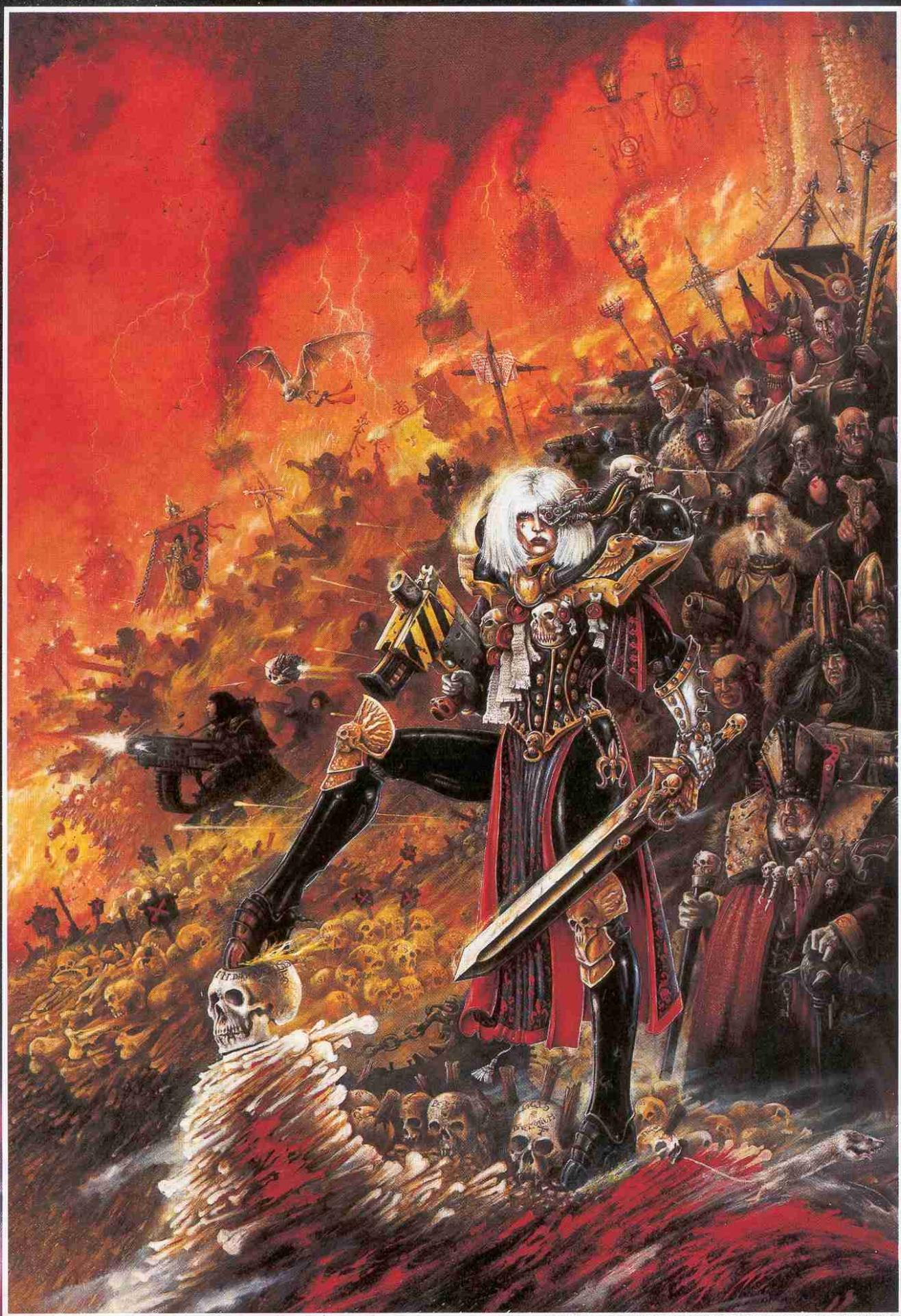
uncomfortable with this development, they had no legal standing to oppose Thor and his argument that the Adepta Sororitas would regulate the Ecclesiarchy as much as enforce its will did not fall on deaf ears.

Even with these major changes, there were hundreds of other details to be seen to: the Schola Progenium needed organising again, the tithes would have to flow into Ministorum vaults once more, there were shrines to be refurbished and temples to be rebuilt. However, after spending a wearisome decade on Terra, Thor departed the Ecclesiarchal palace and left the bulk of the work to the Arch-Deacons and Cardinals. He journeyed all across the Imperium for the next eighty years, quelling heresy and apostasy wherever he came across it.

At the age of 112 Sebastian Thor returned to Terra. He was to live for another six months before finally the Emperor claimed his soul. A massive wing was built onto the Mausoleum of Remembrance to contain his sarcophagus. The week after his death was declared a period of mourning and over seventy million pilgrims filed past his tomb within the first year. Huge murals commemorating his life and works adorn the three-mile long passageway leading up to his burial chamber, and the people of the Imperium still travel to Terra to gaze upon the face of the Emperor's most faithful servant.

"I will steal from the plate of decadence to feed the mouths of the powerless."

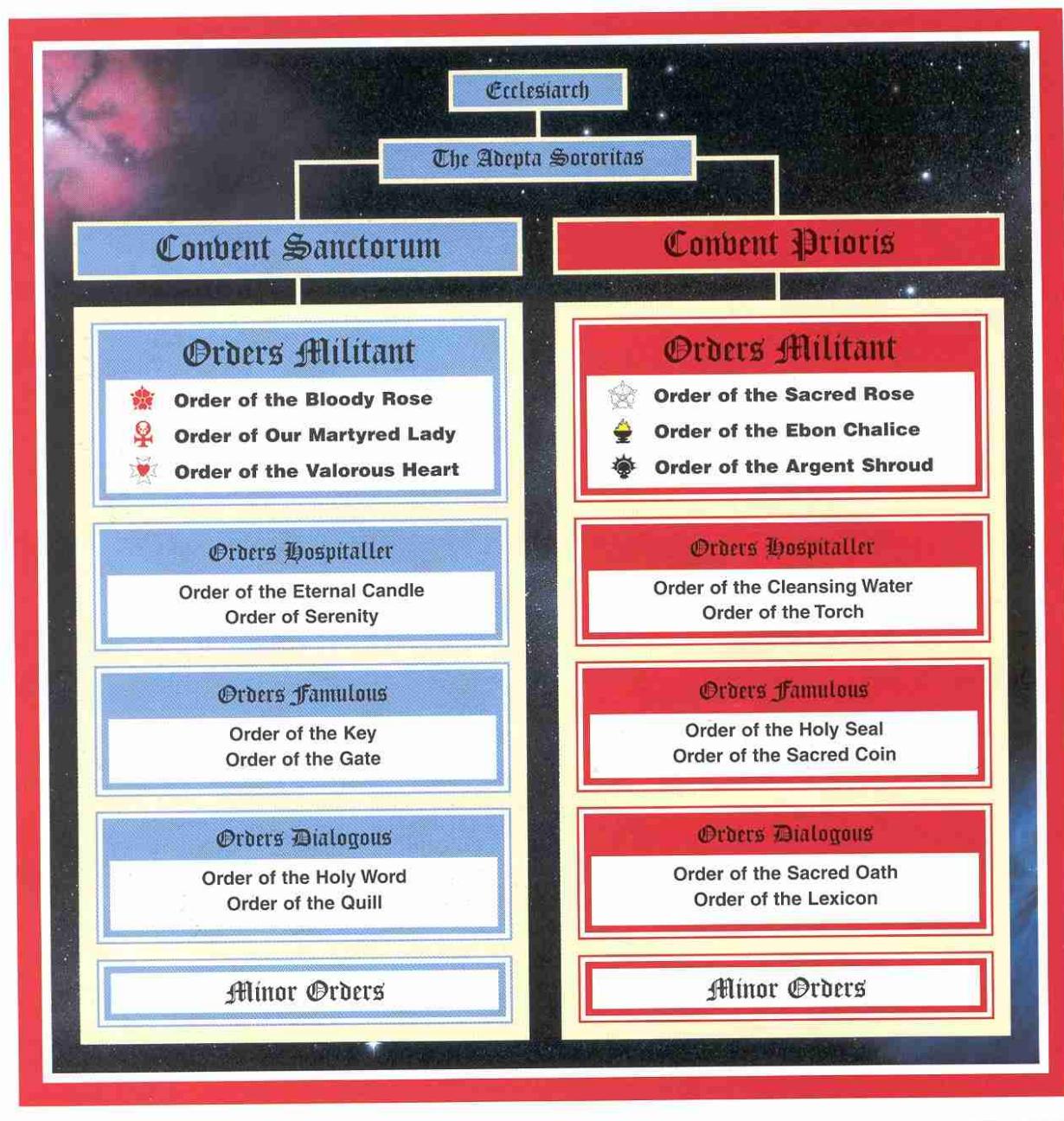
The Sermons of Sebastian Thor,
Vol. XIV. Ch. XXXVIII



ORGANISATION OF THE ADEPTA SORORITAS

The Adepta Sororitas comes under the auspices of the Ecclesiarch, but the majority of the governance of the Orders is performed by the Prioresses of the Convent Sanctorum and the Convent Prioris.

The two Convents have a very similar organisation. However, the non-militant Orders often perform different duties and functions within each of the Convents. The Convent Sanctorum is based on Ophelia VII, whilst the Convent Prioris is on Terra.



THE ORDERS MILITANT

Order of the Sacred Rose



▲ The Order of the Sacred Rose wear white armour, with contrasting black cloaks. The lining of their cloaks is red, and their weapon casings are also a deep red.

Order of the Ebon Chalice



▲ Battle Sisters of this Order wear black armour and white cloaks. The lining of their cloaks is red, and the hems are embellished with silver studs. Their weapon casings are a deep red.

Order of the Argent Shroud



▲ As the name of the Order suggests, its Battle Sisters wear silver armour, coupled with white cloaks that have red linings. The weapons they bear are also red.

The uniforms of the Adepta Sororitas are based upon the original garments worn by the Daughters of the Emperor.

The Orders of the Ebon Chalice and Valorous Heart display the colours of the original Convents, unchanged for 4,000 years. The other Orders continue this principle with only minor modifications to distinguish them on the battlefield.

The Orders Militant make use of three main colours in the design of their uniforms; black, white and red.



Order of Our Martyred Lady



Our Adeptus Ministorum army contains squads of Battle Sisters of the Order of Our Martyred Lady.

The uniforms of the Order of Our Martyred Lady emphasise black armour and cloaks, with red linings for the cloaks, red weaponry and white used for the piping around the cloaks and for the unit insignia.

Throughout the following pages, you will find examples of Battle Sisters painted in the colours of the Order of our Martyred Lady, each of whom form a part of our army.



Order of the Bloody Rose



▲ The armour worn by the Battle Sisters of this order is a bright blood red colour. Their cloaks are black on the outside with pure white linings. The Sisters' weaponry is black, matching their cloaks.

Order of the Valorous Heart



▲ Battle Sisters of this Order wear black armour as well as black cloaks. Cloak linings are white, whilst the only trace of red evident in their uniforms is in the Order badge and Ecclesiarchy symbol.

BATTLE SISTERS

The Battle Sisters of the Orders Militant are the mainstay of the Adeptus Ministorum's armies.

Utterly dedicated to the protection of the Imperium, the Battle Sisters are trained and equipped to the highest standards. Wherever there are foes of the Emperor, the Sisters of Battle will be found fighting to the last.

The standard armament of the Battle Sisters is the boltgun, but some Battle Sisters are given additional training in the use of special and heavy weaponry such as the devastating flamer.

Re-named after their Canoness, St. Katherine, who was martyred in the 36th millennium, the Order of Our Martyred Lady is particularly renowned for the determination and avenging spirit of its Battle Sisters.



▲ The fleur de lys is the symbol of the Adepta Sororitas and features prominently on the uniforms of all Battle Sisters.



► The scorched look of the flamer nozzle carried by this Battle Sister was achieved by drybrushing black and gold over the basic gunmetal colour.



◀ Extra time and care was taken when painting this Sister Superior. Particular attention was paid to small details like her pistol holster and the purity seal on her thigh.



▲ This is a squad of Battle Sisters of the Order of Our Martyred Lady. Their armour and uniforms are predominantly painted red, white and black, the three basic Adepta Sororitas colours. Their uniforms feature white hems around the cloaks, along with red piping at the tops of their boots.



▲ Our Seraphim are painted the same as all our other Battle Sisters. With the Seraphim however, their torsos are not covered by arms or weapons, allowing you to paint extra details like seals and equipment pouches.

▼ A thinned down mixture of black and brown inks was used to give a scorched look to the edges of the jump packs of these Seraphim.



SERAPHIM

The Seraphim are the elite shock troops of the Orders Militant, comprised of the most battle-hardened and worthy of the Battle Sisters of each Order.



▲ Battle Sisters, Seraphim and a Rhino troop carrier charge a squad of Eldar Howling Banshees.



KEEPERS OF THE FAITH

At the head of each of the Orders Militant are the Canonesses, shining examples of purity and dedication of purpose.

Each Canoness is a formidable figure in her own right, charged with overseeing every aspect of the running of her Order, and with leading her troops into battle. Each Canoness rises to her position through a combination of leadership ability, shrewd tactical genius and sheer overarching faith in the Emperor.



▲ The bodyguard of this Canoness have all had small skulls painted on their weapons to distinguish them from regular Battle Sisters.



▲ The Canoness of the Order of Our Martyred Lady leads her bodyguard in purging the Tyranid menace from an ancient Ecclesiarchy shrine.



▲ Special and heavy weapons.
From left to right: Melta gun,
Heavy Flamer, and Heavy Bolter.



Extra fleurs de lys have been added to this Sister Superior's gloves. Painting extra detail on models is a good way of distinguishing characters from regular troops. ▶



ENGINES OF DESTRUCTION

Paramount among the arsenal of weaponry employed by the Orders Militant are the Immolator tanks.

Heretics and other unrighteous souls fear the awesome Immolator almost as much as they dread the Sisters of Battle themselves. With its twin heavy flamers, a single Immolator can wreak untold destruction upon the battlefields of the 41st millennium, cutting a flaming swathe of carnage through the enemies of the Adepta Sororitas.



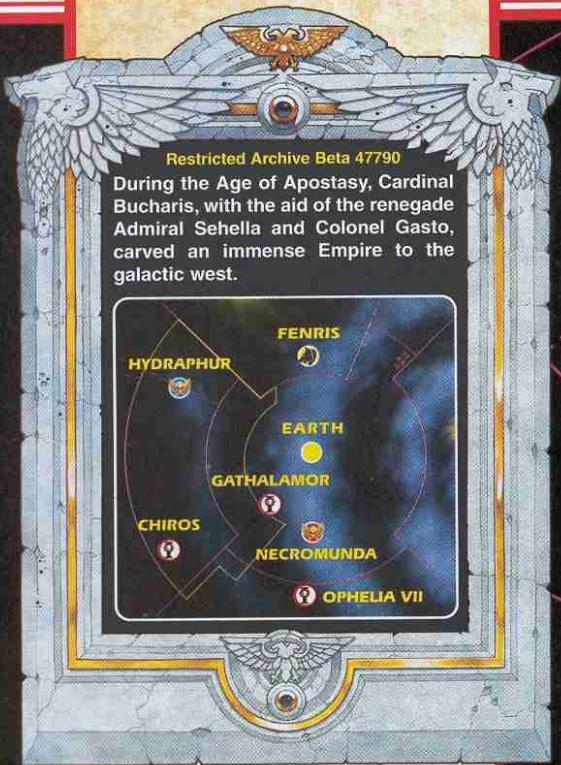
► Detail of the weapon turret control panel.



◀ This Immolator is resplendent in the colours of the Order of Our Martyred Lady. The Immolator is almost entirely black, with metallic tracks and exhaust pipes. Red was used to pick out some parts of the weapon turret, whilst pure white has been used for most of the icons and insignia details.



▲ Squads of Battle Sisters and an Immolator tank of the Order of Our Martyred Lady join forces with an Ultramarines bike squad.



The Heretic and Blasphemer can offer no excuse for their crimes. Those who are pardoned merely live to further shroud Humanity from the Light of the Emperor with the Darkness of their souls.

From the Sermons of Cardinal Beneficta





SISTERS OF BATTLE







THE GAMES WORKSHOP SISTERS OF BATTLE ARMY

The previous two pages illustrate our Ecclesiarchy army in all its glory, featuring Battle Sisters of the Order of Our Martyred Lady, as well as vehicles and Adeptus Ministorum characters.

The models shown on the previous pages represent a balanced force, which can either be fielded as an army in their own right, or used as allies for Space Marine or Imperial Guard armies.

For those who would like to recreate our army, or understand what figures to collect in order to field a comparable force, we have included an army list below, which details all the models we have used. To enlarge the army, say to 1,500 points, a Preacher or two and some squads of Frateris Militia could be added, as could extra squads of Battle Sisters, plus more vehicles.

Order of Our Martyred Lady Army

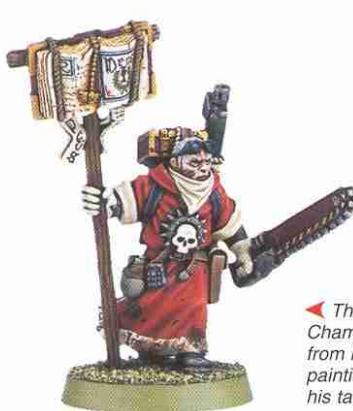
Model or Unit	M	WS	BS	S	T	W	I	A	LD	WARGEAR	PV
Redemptor Kyrinov	4	5	4	4	4	2	4	2	10	Master-crafted Bolt pistol, Icon of Chiro, Mace of Valaan.	88
Canoness Aemillia of the Order of Our Martyred Lady	4	6	7	4	5	3	7	3	10	Krak grenades, Melta bombs, Combi-weapon (Bolter/Flamer), Rosarius, Simulacrum Imperialis.	118
5 Bodyguard Sisters	4	4	5	3	4	1	5	1	8	Krak grenades, Bolters.	165
Banner Bearer Francesca	4	5	6	4	4	2	6	2	10	Melta bombs, Bolt pistol.	77
Missionary Champion Laudus (Leads Squad Immaculata).	4	4	4	3	3	1	4	1	9	Chainsword, Autogun, Frag & Krak grenades, Staff of Belief	43
Squad Immaculata (6 Battle Sisters, including 1 Special Weapon Sister and a Sister Superior).	4	3	4	3	4	1	4	1	8	Krak grenades, Melta gun. Sister Superior armed with a Bolt Pistol and Power Sword.	197
Squad Caecilia (6 Battle Sisters, including 1 Heavy Weapon Sister and a Sister Superior).	4	3	4	3	4	1	4	1	8	Krak grenades, Heavy Bolter. Sister Superior armed with a Power Sword and Bolt Pistol.	200
Seraphim Squad Angelis (5 Seraphim including one Veteran Seraphim Superior)	4	4	5	3	4	1	5	1	8	1 Seraph armed with 2 Hand Flamers. Veteran Seraph armed with a Power Sword, and a Phial of Dolan.	211
(Vet.)	4	5	6	4	4	1	6	1	9		
1 Immolator										See Datafax	140
1 Rhino										See Datafax	50
TOTAL											1,289

THE IMPERIAL PRIESTHOOD

Although the priesthood of the Adeptus Ministorum are not given the training that Battle Sisters receive, many Preachers, Confessors and Missionaries are none the less accomplished warriors. They are quite able to defend themselves and the Imperium from aliens and heretics.



▲ There are millions of Preachers throughout the Imperium, and the styles of dress they adopt, as well as the colours of their garb, are numerous and diverse.



◀ This Missionary Champion has benefited from lots of detailed painting on his book and his tattered robes.

Redemptor Kyrinov The Arch Confessor



◀ Spiral patterns have been painted over Kyrinov's cassock and the long black sash around his neck. The pattern is the same on both, but the colours are direct opposites, so that on the black sash the pattern is picked out in gold, whilst on the white cassock the pattern is a pale, almost silvery grey. White lines have also been added to Kyrinov's Icon of Chiro and the hilt of his Mace of Valaan, making both items appear to be crafted from veiny stone resembling marble or malachite.



◀ Redemptor Kyrinov inspires a squad of Valhallan Ice Warriors to even greater heights of bravery in the face of the enemy.

Ecclesiarchy Conversions - By John Blanche

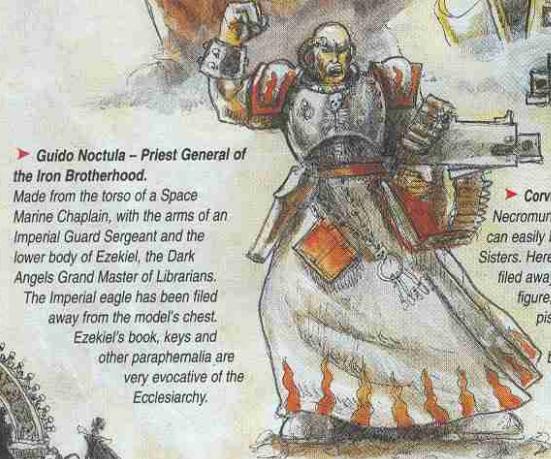
The Citadel Annual lists numerous miniatures which can be converted into exciting Ecclesiarchy characters. Dark Angels Space Marines, Necromunda Redemptionists, Warhammer Wizards, or any kind of robed figure can be used to good effect.



► **Equitus - Bishop of Metallica.**
Use Ahriman the Chaos Sorcerer. Swap head for that of a Bretonnian Knight Errant. Add grail arm from Morgana Le Fay, a Chaos plasma pistol and a Chaos banner pole. Shroud is made from foil.



► **Tortus Bubonicus.**
Basic figure is a Necromunda Redemptionist, with added skulls and the small bell from a Skaven Screaming Bell. Litany parchments are cut from foil.



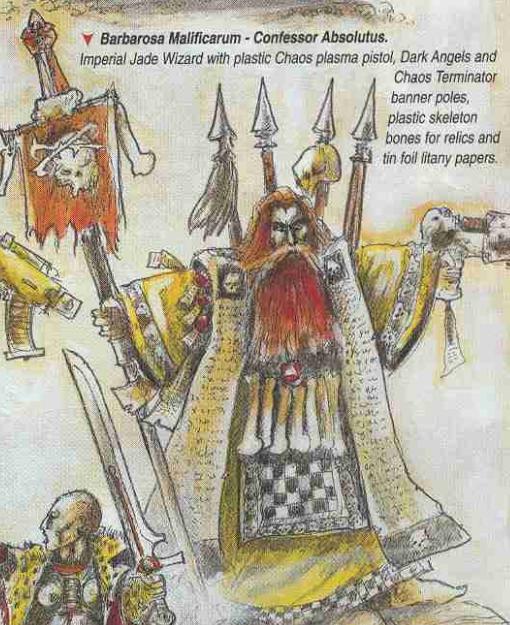
► **Guido Noctula - Priest General of the Iron Brotherhood.**
Made from the torso of a Space Marine Chaplain, with the arms of an Imperial Guard Sergeant and the lower body of Ezekiel, the Dark Angels Grand Master of Librarians. The Imperial eagle has been filed away from the model's chest. Ezekiel's book, keys and other paraphernalia are very evocative of the Ecclesiarchy.



◀ Alternative hand weapons from Warhammer or Necromunda models.

▼ **Brignadius The Pious.**
Elder Warlock, with added Bretonnian Knight helm, Empire Standard, and Liber Bubonicus from Skaven Lord Skrolk. Elder armour decoration has been filed away, and foil purity seals have been added.

▼ Alternative heads from Warhammer or Necromunda models.



▼ **Barbarosa Malificarum - Confessor Absolutus.**
Imperial Jade Wizard with plastic Chaos plasma pistol, Dark Angels and Chaos Terminator banner poles, plastic skeleton bones for relics and tin foil litany papers.



► **Corvus Corax - Sister Sabine.**
Necromunda Escher gang figures can easily be converted into Battle Sisters. Here the hair has been filed away from an Escher figure, and a Chaos bolt pistol and purity seals made from foil have been added.

Empire and Bretonnian banners can be used as Adepta Sororitas banners. ▲



▲ This standard bearer model for the Order of Our Martyred Lady wears the same armour and uniform as her fellow Battle Sisters.

Her banner has been slightly modified from the one shown to the right. Instead of a straight edge, the banner had a ragged edge cut into it with scissors. This edge was then painted with a slightly darker shade of brown to make it stand out slightly and look faded and worn by time.



ECCLESIARCHY BANNERS

Each of the Orders Militant possesses ancient battle banners passed down through the generations from the time when the Orders were first founded.

They are proudly borne into battle and help to bolster the morale of the Battle Sisters and inspire them to ever greater feats of glory.



Banner of the Order of Our Martyred Lady



Banner of the Order of the Valorous Heart



Banner of the Order of the Sacred Rose



Banner of the Order of the Argent Shroud



Banner of the Order of the Ebon Chalice

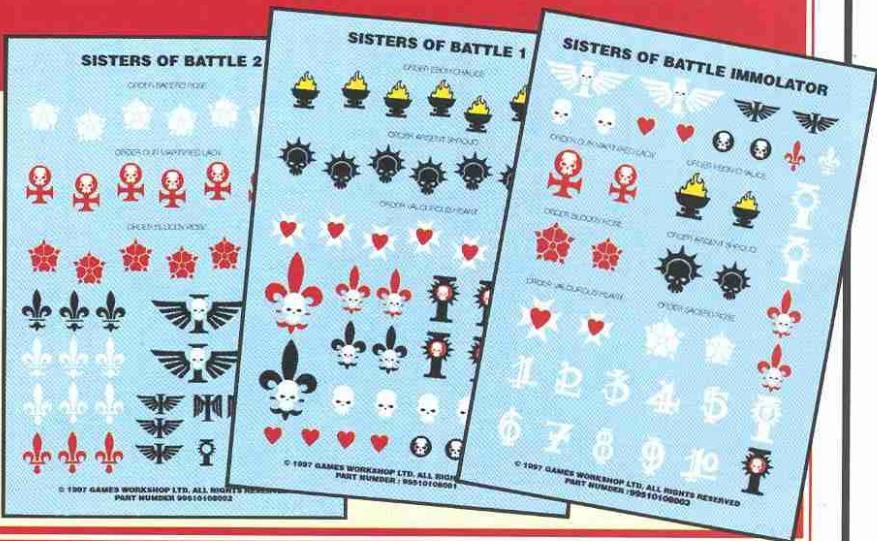


Banner of the Order of the Bloody Rose

TRANSFERS

Games Workshop produces a complete range of waterslide transfers for your army.

Transfer sheets are available for individual models and vehicles belonging to the Orders Militant and Ecclesiarchy clergy. You can buy transfer sheets at any Games Workshop store.



SISTERS OF BATTLE IMMOLATOR

DAMAGE TABLES

VEHICLE DATA

CREW:

1 BATTLE SISTER DRIVER
1 BATTLE SISTER GUNNER

RAM VALUE:

STRENGTH 7

D12 DAMAGE

-5 SAVE

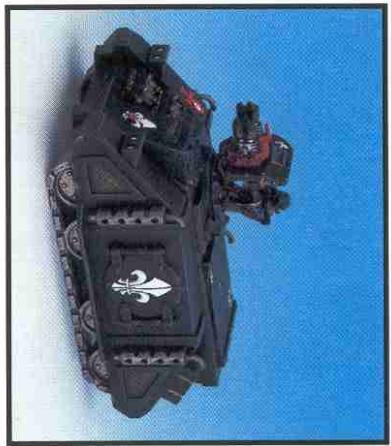
MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 18"

FAST SPEED: 25"

TYPE: TRACKED



WEAPONS
Two heavy flamers linked in a turret mount. The linked heavy flamers have 360° field of fire. The Immolator may be fitted with auto-launchers carrying Frag grenades at an additional cost of +5 points.

TRANSPORT:

The Immolator can carry 5 models. The Immolator may also be used to tow a single support weapon.

WEAPON DATA

WEAPONS	RANGE	TO HIT	STR.	DAM.	SAVE	ARMOUR	PENE.	SPECIAL
Hvy. Flamer	Special	-	-	5	1	-3	D6+5	Use Heavy Flamer Template

POINTS COST: 140 Points

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-4	Hull	20	18
5-6	Turret**	21	15

*If hit from the side/rear roll a D6: 1-3 = Turret hit, roll to penetrate as normal.
**If hit from the side/rear roll a D6: 1-3 = Turret hit, see Gunner hit, see Gunner damage table.
4-6 = Gunner hit, see Gunner damage table.

Track Damage Table

1 The track is damaged but keeps running. The Immolator may only move at slow speed for the rest of the game.

2-5 The track is blown off. The Immolator moves out of control next turn and then comes to a permanent halt for the rest of the battle.

6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6' away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a roll of 4,5 or 6. Surviving models may dismount using their normal rules.

Hull Damage Table

1-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4,5 or 6 they are hit and killed.

4 The Immolator's engine explodes, killing the crew. The tank is spun around to face in a random direction by the force of the explosion and then comes to a permanent halt.

5 A spark ignites the Immolator's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

6 The Immolator's ammunition explodes. The Immolator is destroyed and any models within 3" suffer Strength 10 hits with a -3 saving throw modifier.

Turret Damage Table

1 The turret weapons are damaged and may only be fired if you first roll a 4 or more on a D6. Roll once for both linked weapons.

2 The turret is jammed, it may no longer rotate and remains fixed in the direction it was pointing before it was hit. The turret weapons may only fire in a straight line at targets directly in front of them.

3 The turret gunner is taken over by the driver. The turret weapons may no longer be fired.

4-6 The fuel pipes in the turret ignite and the Immolator is destroyed by the flashback. All the crew are killed under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.

Gunner Damage Table
Roll to see whether the gunner is killed using the normal Shooting rules. She has a Toughness of 4, 1 wound and wears power armour that confers a -3+ saving throw. If the gunner is killed then the linked weapons may no longer be fired unless her position is taken over by the driver.

ORGANISATION OF THE ECCLESIARCHY

The vast Adeptus Ministorum can be roughly divided into two parts. Although the functions of these two departments necessarily overlap, their major role within the Ecclesiarchy is centred on different fields. The lesser part of the Ecclesiarchy is headed by the Arch-Deacons, who oversee the running of the Ministorum as an organisation. It is the servants of the Arch-Deacons who calculate the tithes and ensure they are collected, regulate the construction of new shrines and temples and deal with the physical requirements of the organisation.

Each diocese has its Arch-Deacon, and most parishes within the diocese have a Deacon in its main shrine. They process the money coming into and out of the parish: the spiritualities (money given to the Ecclesiarchy in return for services of a spiritual nature) and the temporalities (wealth and power associated with the land and properties owned by the Ecclesiarchy). Behind the scenes are many clerks and auditors who work to keep everything running as smoothly as possible.

The rest of the Ecclesiarchy is wholly devoted to the spiritual aspects of the Organisation. They are the Cardinals and Preachers, the Missionaries and Confessors, who conduct the worship of the Emperor and enforce the religious doctrines of the Ecclesiarch. There are several smaller organisations within the main body of the Ecclesiarchy, each with their own specific role.

SCHOLA PROGENIUM

The Schola Progenium is responsible for the care and education of orphans of Imperial servants. From the favoured sons of an Imperial Guard colonel to the children of a scribe posted to a distant world, the Schola Progenium cares for them all. Each diocese contains a number of Schola Progenium habitats where the orphans are

gathered together. Headed by an Abbot, the Preachers of the habitat educate the young in a variety of studies, including religious education.

By the time a Progena reaches early adolescence they will have displayed skills in a certain direction and their tutelage to the age of sixteen will focus on these talents and hone the pupil to a career in one of the Imperial organisations. Most of the Progena will end up in the Adeptus Terra as scribes, clerks or overseers. However, a few will be assigned to higher positions. Male Progena may become Commissars in the Imperial Guard, petty officers in the Imperial Navy or enter the priesthood itself and become a Preacher or Dean (a subordinate to a Deacon). Female Progena may well be entered into the Adepta Sororitas. Progena of both sexes may be recruited into the Inquisition or even the Officio Assassinorum. It is a great honour to pass through the Schola Progenium and those who do are well aware of their privilege.

The lifestyle of the teachers and pupils is strict and puritan. During the Age of Apostasy, most of the Schola Progenium was corrupted and rife with slavery and depravity. Orphans were used as slave labour in factories and mines making goods for the Ecclesiarchy. Particularly promising individuals were sold to Imperial commanders as slaves and servants, and the most attractive became concubines for Imperial Nobles. The most physically adept were sent to be trained as Frateris Templars or Brides of the Emperor, swelling Vandire's armies with the best recruits. The habitats themselves became associated with licentious practices, and their money was put to questionable ends. In direct contrast, each habitat now maintains a strict separation between the two genders and contact between them is restricted purely to religious ceremonies. Only with this purity can the Progena hope to be elevated to a position within the Emperor's domain.



MISSIONARUS GALAXIA

Although much of the galaxy is now the domain of the Emperor, there are still countless worlds yet to see his light. It is the goal of the Missionarus Galaxia to bring the Imperial Creed to these lost worlds, to spread the wisdom of the Emperor and expand the Adeptus Ministorum.

The Missionarus Galaxia works in a number of ways to meet these ends. At least one Missionary is sent with every exploratory vessel, in case evidence of human life is encountered. If the Missionary does come across a lost community, it becomes his job to learn as much about their culture and forms of worship as he can. As he does, the Missionary must also try to teach the doctrines of the Imperial Creed to the natives. This can be a very long process, involving the substitution of the Emperor for the settlers' own dominant deity and inserting Ministorum practices into the religious ceremonies of the natives. He must remove the more barbaric and less desirable aspects of the native creed (such as blood sacrifice) and is also responsible for identifying any other undesirable traits, like residual genetic mutation, Chaos worship or alien dominance.

In some cases it may take several generations of natives and Missionaries until the Missionarus Galaxia is satisfied with the state of the inhabitants' religion. Early Missionaries insert coded prophecies and prepared omens into their teachings, which can be exploited by later Missionaries to gain themselves more of a foothold. Of all the departments of the Ministorum, the Missionarus Galaxia is one of the most free and undisciplined, and the men within its ranks value initiative, courage, tolerance and intelligence above raw faith and inflexible dedication to the word of Ecclesiarchal lore.

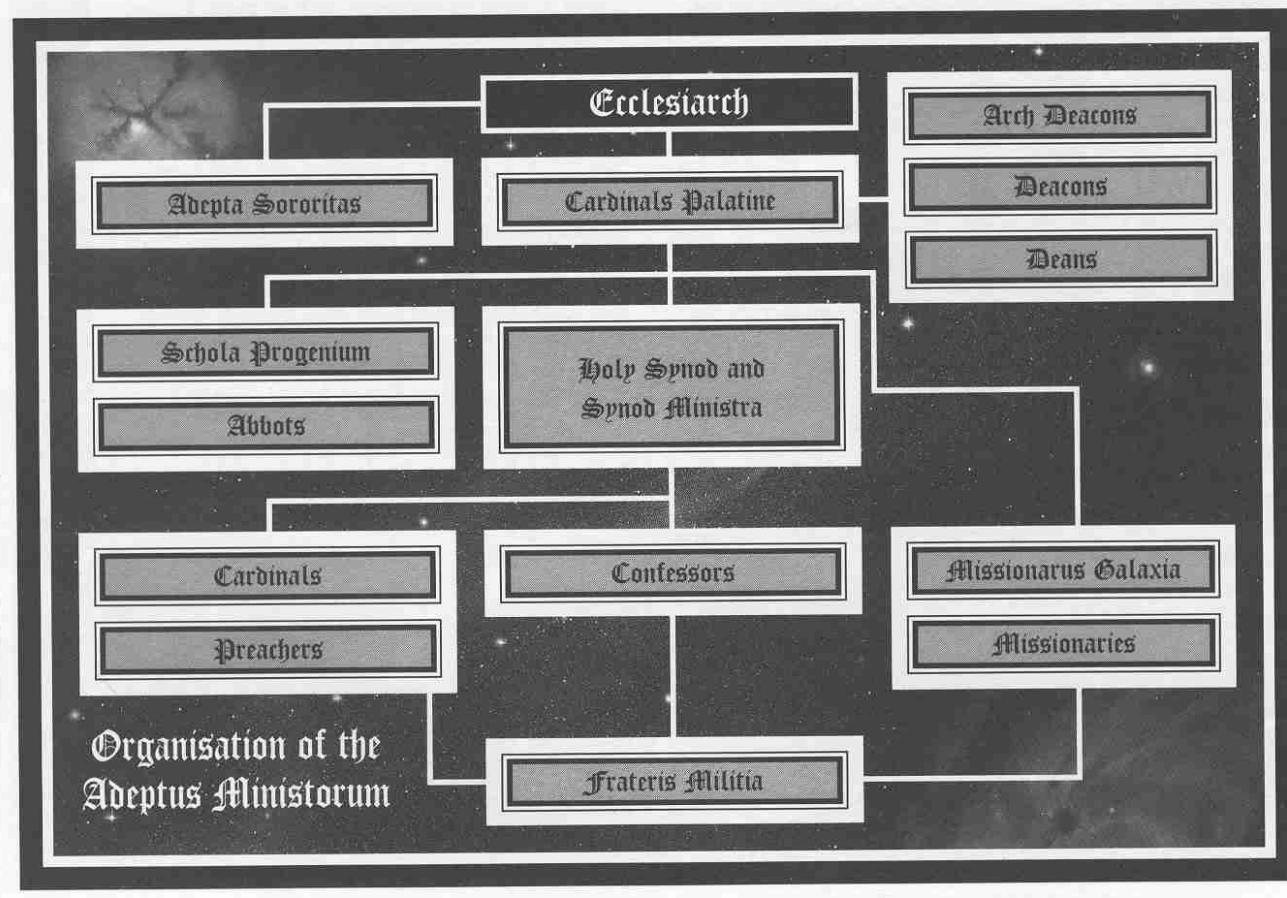
FRATERIS CLERGY

The bulk of the Ministorum consists of the Frateris clergy – the Preachers, Confessors and Cardinals who see to the spiritual needs of mankind. It is they who perform the services and masses, bless the warriors of the Imperium and save the souls of the faithful from damnation. At the top of the hierarchy is the Ecclesiarch himself, reigning from the Ecclesiarchal palaces on Terra. He is the head of the Holy Synod and directs the debates and discussions of the Cardinals.

There are several thousand Cardinals, each one responsible for a separate diocese in the Imperium. Within the Holy Synod, there are three ranks of Cardinals. Although these ranks are mostly honorary and one Cardinal has little power over another diocese, the traditions and ceremonies of the Imperial Creed demand that every member know his rightful place in the works of the Emperor. Highest in rank are the five Cardinals Palatine, who serve within the enclaves of the Imperial Palace itself and have no formal diocese but assist the Ecclesiarch in his duties.

Below them are the Cardinals Terran who control dioceses on Earth. The lowest rank are the Cardinals Astral who are divided into two further categories: the Astral and the Astral Ministra. The Astral Ministra serve on Ophelia VII and the nearby systems and make up the Synod Ministra founded by Ecclesiarch Thor I.

Beneath the Cardinals are the Confessors and Preachers, along with the Schola Progenium Abbots and members of the Missionarus Galaxia operating within their diocese. Many of these posts are aided by a host of subservient functionaries, such as Listorians, Quire Masters, Reliquindus and so on.



THE SISTERHOOD

Due to its all-female membership, the Adepta Sororitas is often referred to as the Sisterhood, although some still call it by its original name, the Daughters of the Emperor. The Sisterhood is most commonly associated with the Battle Sisters of the Orders Militant, but this is not its only role in the Imperium. There are three other major Orders of the Adepta Sororitas and many others numbering perhaps only a hundred or so individuals each.

All of the Orders of the Sisterhood are divided between the two principle worlds of Earth and Ophelia VII. The Adepta Sororitas have an extensive Convent on each of these planets which are home to members of all Orders. For most of the time, members of the Sisterhood will not be occupying their Convent but are dispatched across the Imperium in accordance with their various duties. However, the Convent still bustles with new recruits and organisational staff, even when most of its inhabitants are fighting a War of Faith or employed in some other major effort.

The head of each Convent is the Prioress, who is answerable only to the Ecclesiarch himself. The Prioress has a vast team of organisational staff at her disposal and between them they form the spiritual head of the Sisterhood, after the Ecclesiarch. The Prioresses are elected from the ranks of the various Orders, and have been known to accompany their followers as necessity dictates. It is rare but not unknown for a Prioress to accompany her Battle Sisters in a War of Faith, for example. The most important religious services and ceremonies are led by the Prioress and she is the principle guardian of her Sisters' souls.

Each Order is run by a Canoness and her Sister Superiors. They look after the training of recruits, the performing of regular prayer sessions (usually several a day) and the maintenance of their own affairs. Part of the puritan lifestyle of the Sisterhood is its isolation and it is generally only the Canoness and her most experienced Sister Superiors who will have dealings with outsiders – even Sisters of another Order. The Sisters are utterly dedicated to one task or discipline and brook no distraction from their studies.

The most widely known Orders of the Sisterhood are the Orders Militant. These Battle Sisters follow the original doctrines of the Daughters of the Emperor. They seek perfection of their martial skills in order to purify their minds and dedicate themselves to the Emperor. The Orders Militant are further broken down into military units, with each squad led by a Sister Superior. The most senior Sister Superiors may have organisational control over several squads of Battle Sisters, but in conflict every squad is generally considered as an individual entity. The most skilled and experienced Battle Sisters receive further training and become inducted into the most ancient rites of the Order. These elites are known as Seraphim and the most trusted and spiritual of their number become the personal bodyguard of the Order's Canoness.

When Sebastian Thor ascended to the position of Ecclesiarch there were roughly 4,000 Daughters of the Emperor under his command. Upon founding the Adepta Sororitas these warriors were split between the Convents on Ophelia VII and Terra (the Convent Sanctorum and Convent Prioris respectively). With recruits passing through the hands of the Schola Progenium once again, the Adepta Sororitas' ranks soon grew to over 10,000 fighters and the Ecclesiarch succeeding Thor (Ecclesiarch Alexis XXII) split each of the Convents into two



Orders each, founding the Orders Militant of the Ebon Chalice, Valorous Heart, Fiery Heart and the Argent Shroud.

Two and a half thousand years later, two more Orders were created by Deacis VI (the Orders of the Bloody Rose and Sacred Rose) and the Convent buildings were extended to accommodate almost 15,000 warriors each. In recent years, the number of the Militant Orders' members has declined slightly and each Order now numbers between 3,000 and 4,000 Battle Sisters, of which perhaps 500-750 will be trained as Seraphim. These warriors are spread throughout the galaxy in various battle zones and on extended tours of duty. The size of an Order waxes and wanes irregularly, depending on the quality of recruits available and battle losses. On occasion an Order may number no more than a few hundred warriors, all fighting the enemies of the Emperor while at other times it may reach a peak of six or seven thousand warriors, with much of the Order fighting in distant wars but still leaving a reserve of several thousand Battle Sisters and Seraphim that can be despatched if needed.

The Orders Hospitaller accompany the Imperial Guard and Imperial Navy to provide nursing and medical support. They are highly dedicated to the preservation of life and many who would die without their attentions live to fight again. Not only do the Orders Hospitaller provide surgeons, physicians and nurses, they also provide other types of care and perform deeds of deep compassion.

The Orders Hospitaller aid the poor and under-privileged, founding hostels and shelters for the needy. By instilling their own spiritual faith and rigid discipline on others, they save many souls from the darkness and turn potential malcontents and criminals into hard-working Imperial citizens. The Orders Hospitaller work closely with the Missionarius Galaxia to

provide clinics and hospitals on newly discovered worlds, bringing the wonders of their science and belief to the natives.

Speech and language is the speciality of the Orders Dialogus. Those with an aptitude for translation find their way into its ranks where they learn even more languages. While there are branches of the Adeptus Terra dedicated to the study of all languages, the Orders Dialogus use their talents in a practical fashion. Though the Imperium has a single language, Imperial Gothic, there are thousands of dialects, slangs, sub-languages and command tongues within it. When a Missionary finds a new civilisation, a Sister from the Dialogus will be assigned to help him learn the native language and communicate with the newly discovered people. The Dialogus accompany the Navy and Imperial Guard, translating the orders of the high command into the patois and languages of the common soldiers. The Orders Dialogus are also skilled negotiators and often work within the Adeptus Terra to aid discussion between organisations and individuals.

The fourth major Order is the Order Famulous. Members of the Order Famulous are dedicated to the organisation of households. They serve the nobles and Imperial Commanders of the Imperium as advisors and chatelaines. They run the noble families' affairs and direct their businesses. In this way, the Ecclesiarchy maintains a fairly tight control over the most powerful individuals in the Imperium. The Famulous maintain their own strict lifestyle and strive to control the excesses of those they are assigned to. They arrange marriages and agreements between the noble families, quelling long-term feuds and disputes and settling matters that might otherwise jeopardise the stability of the area.

With members in every aspect of society, the Sisterhood can maintain a close eye on the affairs of the Imperium. The Orders Famulous report on the activities of the Noble Houses, the Orders Dialogus can inform their seniors of the deals and agreements binding the Imperium together and the Orders Hospitaller witness many things unseen outside their wards. All of this makes the Adepta Sororitas a useful political as well as social tool, and with the armed might of the Orders Militant, the Sisterhood has the protection and power it needs to operate successfully.

FRATERIS MILITIA

As well as the official organisations of the Ecclesiarchy, the Adeptus Ministorum is usually accompanied by a number of Frateris Militia. The Frateris Militia have no formal connection to the Ecclesiarchy other than they follow the Imperial Creed and thus do not break the provisions of the Decree Passive. Frateris Militia can be formed in a variety of ways and for varying lengths of time. A Preacher discovering a heretical cult may rouse his followers to attack the enemy and cast them out. Confessors are often followed by large entourages of fanatical Frateris, crazed zealots and pious mendicants who will carry out his orders without question and would rather die than fail their leader. Missionaries often have a following of converts accompanying them, helping to spread the word of the Imperial Cult. In desperate situations, the Deacons, Deans and other functionaries may even be armed from the secret vaults in the Imperial Shrines. When the temples are threatened these faithful may be the only defence against an enemy cult or alien invader.

When a War of Faith is declared, thousands of Frateris Militia will assemble with the ranks of the Battle Sisters and Imperial

Guard, eager to prove their dedication to the Emperor. These untrained followers are not always desirable and in the past, especially during the Age of Apostasy, they fought among themselves as much as with the enemy. The strength of their faith is laudable, but the vast seething masses are hard to control and many innocents are slain when the Frateris Militia storm a rebel citadel or assault a heretic cult. If the official armies of the War of Faith are defeated and scattered, the Militia loses its focus and usually rapidly disbands into a collection of roving hordes, pillaging and wantonly slaughtering the locals. The Frateris clergy is wary of raising a Frateris Militia and do so only in times of great need.

HOLY RELICS

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 and heroines who have vanquished the foes of true faith. Artefacts left by these great individuals have taken on the status of holy symbols, objects with great power and mystery surrounding them. In the Imperium of today there are many thousands of relics, some of which are reliably connected with the likes of Saint Constantine of Alamar, Cardinal Gherick and Confessor Dolan. Others have a less certain past, and cynical members of the Inquisition claim that if you put together all the sacred bones of Sebastian Thor in the Imperium at the present, the Ecclesiarchy would be shocked to find its most prominent saint was a double-headed, multi-limbed, triple-jointed giant...

Despite these claims, many cathedrals and temples house immense museums of sacred relics, including pieces of the Emperor's armour from various times during the Great Crusade and the hair/fingernails/bones of almost all the Saints of the Imperium (the temple on Hallen XX, for instance, makes the unlikely claim that it possesses the skull of Saint Decessio, whose ship was disintegrated in the warp as he led a crusade against the Orks of Gado). It is considered a great honour and badge of faith to carry these relics, and woe betide the soul of anyone foolish enough to lose such an artefact. Such items are (supposedly) irreplaceable, and immense tomes in every Cardinal's temple record their histories and current location.

Even if they do not possess mystical powers themselves, the effect these relics have upon members of the Imperial Creed can be just as magical. With an icon of faith to follow, the Frateris will hurl themselves into the fight with even more ferocity. Many Imperial Guard armies have been strengthened by a Confessor wielding a holy artefact, reinforcing their resolve and demonstrating the Emperor's protection.

Some relics are ancient pieces of techno-arcana, dating back from the founding of the Ministorum when the Adeptus Mechanicus co-operated with the Ecclesiarchy. Now these treasured relics are fanatically preserved and maintained as well as possible. If they malfunction or are damaged, the Ecclesiarchy must pay the exorbitant fees of the Cult Mechanicus for them to be repaired, but such is the legend and power of these relics that the coffers are gladly opened on each occasion.

THE IMPERIAL CREED

The beliefs and teachings of the Ecclesiarchy are generally referred to as the Cult Imperialis, Imperial Cult or Imperial Creed. The Imperial Creed embodies the ideals of the Ecclesiarchy's founder, Faticidus. Of course, the main theme of the Imperial Creed is the veneration of the Emperor but the Imperial Creed also has other implications. The Imperial Creed lauds the expansion of the Imperium, as the Emperor's domain.

It is the duty of every Imperial citizen to protect the Imperium from outside forces, and to fight against the wiles of Chaos and alien subversion. The Imperium must also be kept pure from within: heresies, unsanctioned cults and mutation must all be reported and promptly dealt with. The Imperial Creed also dictates a strong sense of hierarchy and structure within humanity. Everybody has a place and function to fulfil in the great scheme and they must be content to perform that function to the best of their ability. A respect for authority, with the ultimate authority being the Emperor himself, is the basis for this hierarchy.

The Imperial Creed, like any religion, is open to much interpretation, from the Ecclesiarch down to the parish preachers. Differing schools of thought exist within the organisation of the Ministorum concerning certain strictures, passages from the Litanies of Faith and so on. Although these schools differ in opinion from each other, and often the Ecclesiarch, it is rare now for them to be declared heretic unless they are of exceptional deviancy.

Generally these different viewpoints all lead in a similar direction and it is a matter of detail that separates the various sects. For example, the Calendites, in the western regions of the Segmentum Solar, believe the Emperor has always been a living god while the Phanacian school of thought (further west into the Segmentum Pacificus) believes the Emperor was only fully deified when he struck down Horus. Both of these sects believe in the Emperor's divinity and argue over the detail concerning when it was achieved. Matters of protocol, the layout of shrines and architectural styles are all matters of contention and often the Holy Synod will rage for weeks with a debate concerning a matter the ordinary citizen would find trivial or, more likely, incomprehensible.

Like the Frateris clergy, the followers of the Imperial Creed also have their own interpretations and many sects, especially the more militant, choose a particular aspect of the doctrines to become their creed. Here are just three examples of the many hundreds of sects and denominations within the Imperium.

THE REDEMPTIONISTS

The Redemptionists are a good example of the most militant sects that can be found across the the Imperium. Perhaps the most flourishing home of this cult can be found on the hive world of Necromunda, seen by much of the Ecclesiarchy as a world of lost souls. The Redemptionists believe that mankind has fallen from the path of righteousness decreed by the Emperor and that the sins of man will drown the race in filth and depravity. As long as mankind is unable to control its sinful nature

it will not be able to unite and conquer the stars as the Emperor truly wishes them to. Sin must be purged from the race by fire, blood and faith. Most especially by fire...

Sin comes in many forms: drinking, gambling, lying, cheating, profanity, lechery, fornication (especially thinking about fornication) and interfering with the good work of the Redemptionists. The worst sinners of all are mutants and witches, the spawn of evil, and the second worst are the heretics who tolerate sin and refuse to heed the word of Redemption. Nobody is innocent or exempt from the hard teachings of the Redemption. The lowliest worker can be a pinnacle of virtue (though it's unlikely) while the highest aristocrat is likely to be a depraved sinner only one step from eternal damnation.

THE IMPERIALISTS

Imperialism is a popular creed in the most frontier regions of the galaxy. It embodies a pioneering spirit to bring the light of the Emperor to everybody. Many of the Missionarius Galaxia were once Imperialists and their Frateris Militia are often from the ranks of this creed. The Imperialists have no one world, but are spread throughout the outskirts of the Imperium, especially on the Eastern Fringe far from Earth. In return for spiritual aid and trade goods, the Imperialists travel upon the huge exploration ships that forge through the warp in search



of new worlds. Many Imperialists die before ever seeing another planet, but others find their prayers rewarded with the discovery of a new world. If the world is already populated the Imperialists consider it their duty to educate their newly contacted cousins in the true word of the Emperor. If the planet is suitable for human life but not yet inhabited, the Imperialists will found a colony on the world.

Imperialists have a great tradition for surviving in the hardest of conditions, turning desolate barren worlds into paradises over the course of their generations. The Imperialists believe that it is the duty of humanity to breed as prolifically as possible, spreading across the galaxy to claim their rightful domain. For this reason, even a few hundred Imperialists can populate a planet within only a few generations, erecting temples to the Emperor and then building towns and cities around their shrines.

Imperialists are extremely xenophobic and believe that the galaxy was created for mankind to rule over, and they are exceedingly zealous fighters if they encounter any intelligent alien species. They will not tolerate any race who might one day dispute mankind's claim over the stars. Occasionally the zealous activities of Imperialists will destroy months or years of hard work by the Missionarus Galaxia, leading to wars and conflicts that a more flexible approach could have averted.

BRETHREN OF THE LIGHT

Inspired by an Inquisitorial Purge of their world, some of the people of Desedna took it upon themselves to root out the heretic and unclean from society. Their ideals spread and a burgeoning sect now operates around their home system in the Segmentum Obscurus. They name themselves the Brethren of the Light because they delve into the dark, mysterious places

PENITENCE

Imperial citizens can commit a multitude of sins, ranging from fairly minor infractions like making the wrong response to a hymnal, to heresy and blasphemy. The Imperial Creed teaches that a person's soul will either join the Emperor in the warp or be consumed by Chaos; every wrong commits the double sin of weakening the Emperor and strengthening Chaos. There are many degrees of penitence, such as paying a fine, performing good deeds, exclusion from certain masses and ceremonies and so on. For more extreme sins the only way to purify the soul is to undertake a long and dangerous pilgrimage, flagellation and, in the extreme cases, death. For the most serious offences, there can be no mercy, regardless of status, wealth or breeding.

Minor offences can be repaid in a number of different ways. For example, a worshipper can join the Frateris Militia and purify their soul by fighting against the enemies of mankind. The less martially-minded may be allowed to clean the shrine and attend to the clergy. A hefty contribution to the shrine may procure forgiveness, and the Ecclesiarchy also accepts penitent fines in the form of livestock, land, trade goods and other valuable commodities. Informing on the sins of others is another popular method of penitence. The greater the act performed in the Emperor's name, the more forgiveness is afforded by the Ecclesiarchy.

of the Imperium and bring the light of the Emperor with them. They see themselves as an adjunct to the Inquisition, searching for secret creeds, mutant abominations and rogue psykers. Depending upon the members involved, they are seen by the Imperial forces as useful followers, harmless eccentrics, interfering amateurs or troublemakers.

There have been many scandals involving the Brethren of the Light invading the privacy of Imperial nobles, persecuting innocent citizens and generally concerning themselves with business that does not involve them. However, they have had their uses too. On more than one world the investigations of the Brethren of the Light uncovered the machinations of a Chaos or Genestealer Cult, and a few Imperial Governors have found themselves under close scrutiny of the Inquisition following revelations made by the Brethren.

Unlike the torch-bearing fanatics of the Redemption, the Brethren of the Light prefer to work secretly and unseen. Their order is cloaked in mystery and initiates are carefully vetted for deviance and past misdeeds. The sect has its own unique language of hand signals and code-words and occasionally parts of the organisation have been mis-used by criminals and malcontents to further their own ends. It is suspected, but not proven, that the Inquisition itself has a few members within the sect, using the cover of the Brethren to mask their own shadowy activities.

HERESY

There is a fine line between enlightened, healthy debate and heresy, and throughout the Ecclesiarchy's long history there are individuals and sects that have crossed the line. Of course, there are the blatant heretics – for instance, deceived fools who worship the Chaos gods or are members of Genestealer Cults. The guilt of these people cannot be disputed and their execution is rightly justified. Their betrayal of humanity and the Emperor cannot go unpunished and if such cults were allowed to flourish the Imperium would be doomed. However, a heretic is not always so obvious in his treachery. Often those who stray from the ordained path do not do so in one leap, but in a series of small steps. The heretic may begin to doubt the teachings of the Ecclesiarchy, allowing his own self interest to overcome his duty of sacrifice to the Emperor and mankind. He may disagree with certain decrees of the Ecclesiarch. From this selfishness, the heretic may then start to work against the established hierarchy and organisation of the Imperium, twisting and corrupting the system for their own ends.

Most heretics are not minions of the Genestealers, or do not actually worship the Chaos gods. Their views simply differ from those of the Ecclesiarchy to such a degree that they represent a threat to the established order. There are a few individuals who do not believe in the divinity of the Emperor, which is one of the worst heresies. Others do not believe in contributing to the Adeptus Ministorum coffers with their tithes, thereby aiding the enemies of mankind by hindering the servants of the Emperor. Others are just anarchists, rebelling against all organisations and servants of the Imperium.

There can be no forgiveness for heretics, and execution is the only option. Depending upon the severity of the heresy, their death may be a quick, clean matter or a drawn out affair of agony and injury. Only through the vigilance of its loyal citizens can the Imperium survive. To think otherwise is to court anarchy and the destruction of mankind.

THE PLAGUE OF UNBELIEF

Of the many heresies and rebellions that marked the Age of Apostasy, one of the most notable is the Plague of Unbelief. Perpetrated by Cardinal Bucharis, it serves as a constant reminder to the Ecclesiarchy and its clergy that power can corrupt those who wield it. It is the lament of the Ecclesiarchy that Bucharis' zeal, determination and courage could not have been turned to the betterment of humanity rather than his own advancement.

THE APOSTATE CARDINAL

A few decades after Sebastian Thor's ascension to the Ecclesiarchal throne, Cardinal Bucharis headed a diocese centred on Gathalamor to the galactic southwest of Earth. Gathalamor was not a rich diocese but Bucharis, driven by jealousy of his peers' achievements, vowed to build one of the largest temples to the Emperor's glory on his Cardinal planet. After brutally enslaving the population of Gathalamor, Bucharis still needed more men and resources.

Using an army of thugs and cut-throats he conquered the nearby world of Rhanda. With access to the richer mines of that world, Bucharis' wealth grew. It was also in the Rhanda system that Bucharis joined forces with the renegade Navy Admiral Sehalla and a colonel of the Rigellian XXV Imperial Guard regiment called Gasto. With Imperial Guardsmen and Navy warships at his disposal, Bucharis carved out a small empire to the galactic west of Earth and within the next seven years fifty star systems had fallen under his control.

Bucharis' realm was cut off from much of the Imperium by a dense concentration of warp storms, and news of Sebastian Thor's ascension and the reorganisation of the Ecclesiarchy had not yet filtered through. As Bucharis now controlled interstellar travel in his empire, he continued to suppress any information regarding the events on Earth. Bucharis announced that the Ecclesiarchy had fallen, corrupted by traitors and heretics. Using evidence from the time of Vandire he declared himself the true mouth of the Emperor and declared himself the head of the Adeptus Ministorum. To those who heard his elegant speeches, Earth was a lost cause and Gathalamor was the centre of faith from then on.

The Plague of Unbelief spread and Bucharis' teachings became the word of law. "Every man must endeavour to help himself, those who cannot do so are less than human and a burden to mankind. They must be cast aside!" was a popular quote from the Cardinal, met with thunderous applause whenever he finished sermons. People were taught to look after themselves before any other consideration, to ensure their own survival. That was how the human race would endure, by each member striving for their own advancement. The weak would be left behind and only the strong would remain. Mankind's ascendancy would be ensured by these doctrines.

The worlds under Bucharis' control became intolerable places filled with looting gangs and power-hungry nobles. Neighbour fought against neighbour and

families split over the spoils of the chaos. Those who rose to prominence amidst such turmoil caught the eye of Bucharis and were rewarded with more power. Companies of the mercenary guard were despatched to enforce order in the name of Bucharis, led by those fortunate enough to have Bucharis' favour. Those who served the Apostate Cardinal well were suitably rewarded and those who failed him were appropriately punished.

In this way, Bucharis' dominion spread north and west. Cautious of approaching too close to Earth until his power was total, Bucharis forged his bloody path ever northwards. To the south he stopped just short of the Navy base at Bakka, fearing that Sehalla's fleet would draw unwelcome attention from the squadrons stationed there. To the north he drew a wide berth around Cadia and the Eye of Terror, terrified that his hard-won domain would attract the attention of the Chaos Space Marines.

With almost every system consolidated under his rule over this vast tract of space, he moved on. Three more Imperial Guard regiments had joined Gasto's mercenaries. Believing Bucharis' stories of the fall of the Ecclesiarchy and the Adeptus Terra to be true, the ships of Battlefleet Pacificus on Hydraphur bowed to the Apostate Cardinal's command. Bucharis was almost ready to take on the might of Terra itself, hoping surprise and cunning would outmatch the superiority of arms held by his enemies. Fortunately, Bucharis was to make a grave error.

BATTLE OF THE FANG

The continuing northerly advance of Bucharis brought him into the territories under the protection of the Space Wolves. Along with almost every other Space Marine Chapter, the Space Wolves had elected to protect their founding world and patrol only the nearest systems. When Bucharis' immense fleet dropped from the warp to envelop the Albia system, it encountered the Space Wolves cruiser *Claw of Russ* as it was preparing to leave. After a brief battle, during which a Navy cruiser and a transport ship were destroyed, the Space Wolves jumped into the warp and escaped. Bucharis' arrogance cost him dearly. He dismissed the encounter with the Space Wolves as a freak chance and soon was conquering more systems in the sector. However, the fifth system he dropped into after the battle held more than he bargained for.

It was the star system containing Fenris, the home planet of the Space Wolves. Almost as soon as Bucharis'

fleet disengaged their warp engines, the Space Wolves' war fleet attacked. Although outnumbered and outgunned by the larger Navy ships, the Space Marines tore through much of Bucharis' fleet before racing back in-system from where they continued to launch hit and run attacks for the rest of the war.

Despite two thirds of his fleet being kept occupied by the Space Wolves' ships, Bucharis managed to launch an assault on Fenris itself. Many of the huge transport ships were destroyed by the raging storms in the upper atmosphere, while others were shot down by the defence laser batteries of the Space Wolves fortress. However, a landing zone was established and thousands of renegade Imperial Guardsmen poured onto the ice world. Despite the adversity of the conditions, the bloodthirsty warriors under Bucharis' command vowed to exact revenge on the Space Wolves for their lost comrades.

Captured Fenrisians were enslaved and put to work providing materials for Bucharis' army. They were forced to lay makeshift roads across the treacherous glacial flats and made to cut down the huge trees of Fenris' forests to provide fuel for fires and the versatile engines of the Imperial Guard tanks. However, the Fenrisians were not easily tamed and they had to be guarded closely lest they try to rise against Bucharis and strike at his army where it would be most damaging. Whole communities were slaughtered and settlements razed to the ground. The hardy livestock of the few scattered farms were butchered for Bucharis and his officers to feast upon, the women were enslaved and the young and old were slaughtered and left for the large carrion crows that circle the skies of the inhospitable world.

Bucharis' advance continued, and his huge columns inexorably ground towards the Fang until the ancient citadel was surrounded. More troops were transported to the system, and though many carriers were destroyed by the Space Wolves' fleet with hit and run attacks, the valleys and mountainsides around the fortress swarmed with the legions of the Apostate Cardinal. Massive siege guns pounded day and night, the dark skies illuminated with a thousand flares and the coruscating energies of void shields. Explosions shook the mountains of Asaheim, causing more avalanches and destruction. Salvoes from orbiting ships gouged chasms into the steep slopes, and yet the armoured walls of the Fang endured.

Sallies and counter-attacks by the Space Wolves smashed the traitors' siegeworks and annihilated their immense cannons. Surprise assaults by Wolf Scouts disrupted the supply lines and for months on end the guns would fall silent for want of ammunition. Using hidden passages riddling the mountains and linking all of Asaheim to the Fang, the Space Wolves penetrated deep into the enemy army.

Screaming blood-curdling battle cries the Blood Claws would attack the soldiers of Bucharis in the darkness of Fenris' forests, ripping their foes apart with their teeth and hands to conserve ammunition and power packs. Long Fangs ambushed the mile-long tank convoys, often blowing apart entire mountain valleys to crush

the enemies of the Space Wolves beneath a storm of immense rocks and rubble. Dreadnoughts smashed their way into the heart of the marching columns, leaving a path of desolation in their wake.

For week after week, month after month the siege dragged on. Bucharis sent suicidal assaults against the armoured entrances to the Fang, promising riches beyond avarice for the first men to break through. Every time the forces of Bucharis attacked, the Space Wolves repelled them, inflicting horrifying casualties.

For three bloody years the siege continued. Attack after attack, bombardment after bombardment fell against the walls and gates of the Fang and yet the citadel remained unbreached. Bucharis drew in more and more soldiers, until even his forces on distant Gathalamor were at a quarter of their normal strength. Believing his domains secure he mustered his armies for one last assault to sweep all resistance before him. Fate intervened once more, but this time to deal a cruel blow to Bucharis' plans.

Out beyond the furthest planet in the system, reality tore itself apart as a war fleet emerged from the warp. As Bucharis' own vessels investigated they were confronted by an armada of Space Wolves battle barges, returning to their home planet. The Space Wolves lost no time in attacking, smashing nearly half of Bucharis' fleet in their first strike. Caught between the newcomers and the attack of the remaining Space Wolves' vessels from the centre of the system, Admiral Sehalla ordered a withdrawal. Wasting no time in pursuit, the Space Wolves powered towards Fenris.

The counter-attack by Kyrl Grimblood's Great Company killed tens of thousands of traitor Guardsmen in the first week. They were hurled from the mountain passes and those who survived to reach the flats of Asaheim still perished. Giant wolf packs and the vicious climate killed each and every invader. The Apostate Cardinal managed to escape on a shuttle and link with Sehalla, who dropped back out of warp briefly to rendezvous with his fellow conqueror. Leaving Fenris to the Space Wolves, Bucharis pulled back his northern forces and consolidated his hold on the rest of his domain.

TURMOIL ON CHIROS

With Bucharis' attention focused on Fenris, the continuing expansion of his empire had been slowed but not stopped. He had many sub-commanders still exploring westward and more systems had fallen into his clutches during the Battle of the Fang. However, reports began to come through of setbacks suffered in one newly discovered system - Chiros. Chiros was not a poor or desolate world, like Gathalamor or Rhanna. It was a world of continent-spanning forests, deep lakes and rolling grasslands that boasted a population of a few million people.

Most of Chiros' wealth came from the luxury goods it exported – exotic furs, startling elixirs and narcotics distilled from the native flora and fauna and other rare indulgences. Bucharis could not understand why such a pampered planet would risk annihilation by

opposing him. Abandoning his conquests within easy reach of Fenris, Bucharis ordered the fleet and army back to Gathalamor while he considered the problem.

The Apostate Cardinal heard that despite horrendous carnage on the world of Chiros, the Chiroians were no closer to surrender. The commander in charge of the assault had wisely restrained his use of the more destructive weapons in his arsenal, fearing that he would scar the beautiful planet, which would make an ideal retreat for the ageing Cardinal.

Bucharis was pleased with the commander's foresight and sent him three extra companies of men, confident that with these reinforcements he would soon be hunting the abundant game of Chiros, chasing down the prey over the rolling hills of the natural paradise. It was not to be, the mercenary captain attacking Chiros regrettably reported his surrender to the Chiroians. Bucharis was stunned. He knew the Imperial Guard were not the most elite fighters of the Imperium, but a whole regiment of them should have been easily capable of defeating whatever meagre forces Chiros had to offer.

Bucharis' agents returned from the system to make more detailed reports. The mercenaries had not faced a few hundred poorly armed, badly motivated defenders. The whole population had risen against them, each with his hunting rifle and other weapons. Millions of marksmen had riddled the hills and forests, ambushing the Guardsmen and gunning them down in droves before using the hunting trails and lodges to disappear into the wilderness once more. The whole countryside was hostile, there were no supplies, there was no respite and when a suicide squad had charged into the heart of the captain's camp and detonated home-made explosives, the army lost the will to fight on.

THE ROAD TO GATHALAMOR

Soon after Chiros, another world managed to successfully rebel: the mining planet of Guryan. The miners had cut down their guards with drills and hammers, clambering over a mound of their own dead to strangle their foes with the chains of their shackles. After Guryan came Dolsia, then Vaust. The rebellions were cutting a path through Bucharis' domain, straight towards Gathalamor. On Colcha Bucharis laid an ambush and when a small fleet appeared from the warp it was attacked and almost entirely destroyed. However, a single shuttle managed to reach the planet's surface.

Wary of the shuttle that had landed the overall commander, Fredreich Khust, kept his men and tanks on full alert. The waiting dragged on into a month, then two months, three months, half a year. A year later, almost to the day, the quiet farmers of Colcha went berserk. They burnt the crop fields, stormed the local barracks with crude shotguns and farming tools, losing three quarters of their number before overwhelming the enemy. They stampeded their vast herds of gigantic gorbeasts into tank companies, crushing the war machines under a thunderous storm of house-sized animals. They dammed the rivers and flooded the towns where Khust's men were billeted,

sweeping away their own homes. Even the elderly and young children hurled makeshift grenades made from the local distilled fuel, setting light to the air vents of Leman Russ tanks and choking the crews inside. All across both continents the people of Colcha stopped at nothing to rid themselves of their enslavers.

Pushed from Colcha, and then Lima Rogan, Troudor and a score of other worlds, Bucharis' coffers began to empty more rapidly than they could be filled. Many of his soldiers deserted and there was infighting and dissension even within the highest ranks of his army. And still the revolts continued, like an arrow aimed at the heart of the Apostate Cardinal. Finally, Methalor, the closest system to Gathalamor fell, its principal hive destroyed by a raging inferno started by the inhabitants overloading its geo-thermal power grid.

Bucharis doubled the cordon on his own system and ordered every vessel to be stopped and searched. Not long after the fall of Methalor a messenger arrived at the Cardinal Palace on Gathalamor. With a defiant look and a stern voice, the messenger proclaimed himself the envoy of Confessor Dolan Chiroius. Confessor Dolan called for the immediate surrender of Bucharis. The Cardinal was ordered to resign his position and throw himself on the mercy of the Emperor. Most importantly, he was to renounce his heresies and apostate idea of self-deliverance.

THE GREAT CONFESSOR

The messenger's remains were nailed to the gates of the Palace where the rats and crows feasted upon them. Confessor Dolan would be coming to Gathalamor soon, and Bucharis wanted his slaves to have their first glimpse of their saviour to be one of a man bound with chains and whipped through the streets. Soon enough, Dolan's shuttle was boarded and the Confessor was taken into custody, charged with various acts of heresy and treason against the Emperor.



As Bucharis had promised, Dolan was chained and driven through the streets. Soldiers from his army whipped the Confessor with flails and hurled stones at him. They stuck hooks into his flesh and hung them with weights, driving him onwards with kicks and punches. However, the crowds that lined the streets were sullen and wary. There were no cheers, but there were no cries of condemnation either.

Dolan was dragged across the continent in this way, his journey filled with over six months of constant torture and torment. He was not allowed to sleep, he was starved and had but a mouthful of fetid water a day to survive on. Yet all the while, his fiery stare was not dimmed and he never once bowed his head to the blows of his persecutors.

Bucharis ordered a public trial of Dolan, charging him with blasphemy and heresy, along with other crimes of treachery, sedition and rebellion. He needed Dolan dead, but Bucharis didn't want to provide the desperate people under his heel with a martyr. Dolan would be humiliated and scorned, found guilty of the charges against him. Only when he was proved to be the enemy of Mankind would he die – painfully and over a long period of time.

The trial was broadcast across Bucharis' domain, so that those who witnessed the event would be in no doubt as to its validity. Of course, Bucharis had no thought of giving Confessor Dolan a fair hearing, but to the masses it had to be made to appear so. Following all the correct procedures and precedents, Dolan and hundreds of others were questioned and cross-examined. Dolan agreed to conduct his own defence and when, after five long months, the prosecution had completed his work, a thousand worlds waited in anticipation.

Dolan explained how he had preached to the people of Chiros, explaining the tyranny of Bucharis and decrying the Apostate Cardinal's false doctrines. He instilled them with the will to fight for freedom, rousing the townsfolk and the hunters with his fiery speeches. With his own testimony this power was witnessed. His eyes burned with religious zeal, he gesticulated wildly to punctuate his thoughts and his manner reached into the soul of everyone who watched and grabbed it tightly. He was a fierce man, some would say insane. Yet he was loyal to the Emperor and his teachings. He would suffer any sacrifice and indignity to see Bucharis toppled and he passed on that fervent hatred to those who listened to him.

For three days Dolan spoke, declaring how he had whipped up the grain harvester of Bellis XIV to drive their massive scything machines into the enemy camps, though they would be killed in doing so. He led the Farradites as they charged the Immortal Tower, spurring them on when over nine thousand of their number fell to the minefields and defence cannons. It was a speech from him that so incensed the population of Resto Primis they overloaded the geo-thermal power network, cracking apart the planet's continents with a wave of volcanic eruptions and earthquakes. "What matter," he cried as his crushed hands formed fists raised before him, "if a home is lost or even a world

destroyed, if the sacrifice means the end to evil and the heresies of the Emperor's worst foes!"

At the end of the long tirade Bucharis spoke. He explained that Dolan's own testimony had condemned him, that he had freely admitted to all the grievous acts and crimes he stood accused of. He had not denied a single charge. The Cardinal addressed his followers, reiterating Dolan's flagrant opposition to the true authority of the Ecclesiarchy. He called Dolan and his followers anarchists and idolaters, a threat to the stability of the entire Imperium. Dolan's acts of rebellion and heresy left him no choice but to order the Confessor's execution. Appealing for the mercy of the Emperor upon Dolan's soul, he commanded his men to take him to the dungeons.

For almost eight long months Dolan endured unknown torment at the hands of Bucharis' torturers. When at last he died, his body was flung from the walls of the Palace for the scavenging dogs and birds to feast upon. His body had been maimed beyond recognition. Hideous scars and burns marred his flesh, telling a tale of great pain and misery. Despite the horrendous torments inflicted upon his body, Dolan's face exuded a calm serenity and peace lay like an aura across his corpse. Those who saw it wept openly, even though any who exhibited such grief were themselves accused of heresy and put to death. The carrion eaters never had their banquet: Dolan's body disappeared shortly after and was never found.

DEATH OF A TYRANT

Bucharis' plan to shame the Confessor wildly backfired. In allowing the Confessor to speak, he had given Dolan the means to spread his message further across the stars than it ever would have done otherwise. When the Confessor's death was announced, Bucharis' domain erupted into revolt. Almost as one, the populations of a thousand worlds attacked their cruel overseers. Inspired by the sacrifice of the Great Confessor, millions of men, women and children faced the guns of their foes with their bare hands. Bucharis' palace itself was stormed, and traitors within his own ranks opened the gates to allow the faithful to gain their vengeance.

As his few loyal servants held back the human tide that poured through the passages and halls destroying everything in its path, Bucharis fled. Using a network of tunnels he made his way to the spaceport where he intended to board the next shuttle leaving and desert everything he had built up to preserve his own life. Again, his own closest followers betrayed him, hoping to save themselves from the savagery of the mob. Warned of Bucharis' imminent departure, the inhabitants of Cathalamor surrounded the spaceport. They threw themselves at its electrified walls until the generators short-circuited. Bucharis never reached his ship. The mob found him even as he was boarding. Swallowed up in a mass of hundreds of thousands of slaves crying for revenge, he was torn apart. His body was never recovered, but when the mass of repressed citizens dispersed, the scattered ashes of a fire were all that was left to mark the place of his demise.

SPECIAL RULES

RELICS

As stated in the army list section, Adeptus Ministorum characters may be given Wargear cards and Relics. The following list of Relics details those that can be given to any character, by paying the points cost indicated.

Book of St. Lucius 5 points

This holy artefact contains the sermons of the famed Confessor, St. Lucius of Agathea. A member of the clergy reading from the ancient tome can inspire those around him. Any troops within 8" of the character at the start of the rally phase may use the character's Leadership value for their test to rally. They may attempt to rally even if they are not in cover or would otherwise not be able to do so.

Cloak of St. Aspira 5 points

Leading a force from the Order of the Bloody Rose, the Canoness St. Aspira liberated almost a hundred worlds from the grip of the heretic Denescura. Her magnificent fur and velvet cloak is said to ward away the blows of the enemy.

A character wearing the cloak may add +1 to any armour saving throws they make due to physical armour. This does not apply to saves from fields or saving throws of any other kind. Only one Cloak may be worn.

Rosarius 10 points

Awarded to those of great faith, a Rosarius is the shield of the Emperor and contains a conversion field generator.

A conversion field gives the wearer an unmodified saving throw of 4, 5 or 6 on a D6. Any models within a radius equal to the attacking weapon's Strength may be blinded. See the Warhammer 40,000 Wargear book for more details.

Phial of Dolan 10 points

Anyone who drinks the contents of one of these crystal bottles is filled with the strength and determination of Dolan, the Great Confessor.

The character may drink the contents of the phial at the start of any turn. For the rest of the player's turn the character's Strength and Toughness are increased by D3 each (roll separately), to a maximum of 10.

One use only

Tears of the Emperor 15 points

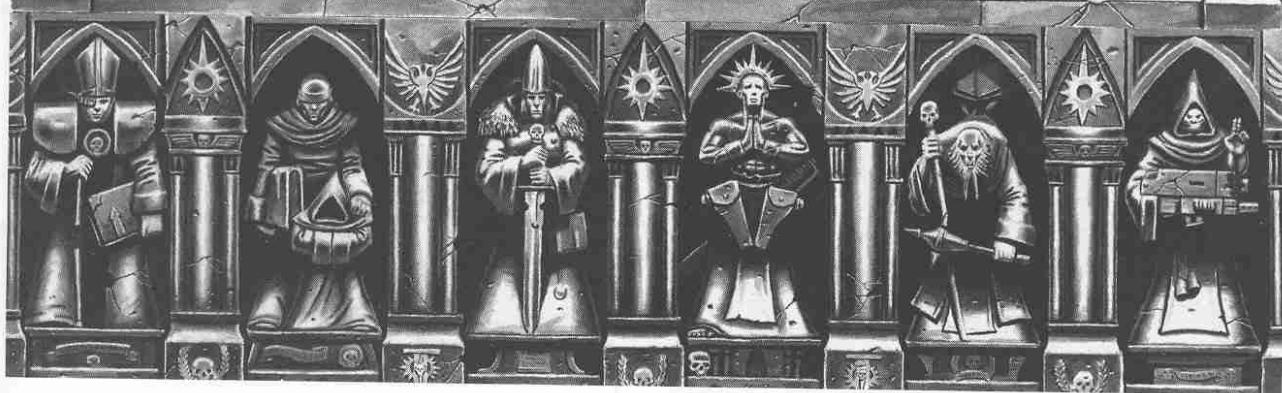
There are many stories of statues of the Emperor and other icons of the faith weeping blood-like tears. These tears are collected in ornate crystal bottles, and they are a potent weapon against the forces of Chaos.

The phial can be thrown just like a grenade and uses a 2" blast marker. Any daemon affected takes a wound on a D6 roll of 4+ and receives no saving throw for its daemonic aura.

One use only

Litanies of Faith 8 points

It may take a single Adept the whole of his life to write out a scroll containing the Litanies of Faith. The bearer can choose certain hymnals and chants to inspire their followers to greater feats of faith. A character leading a squad in the Sacred Rites with the Litanies of Faith can roll two dice and choose which result to apply.



SPECIAL RULES

Staff of Belief 12 points
 Carved of wood taken from the massive trees lining the Garden of Saints, the Staff of Belief is a potent symbol of faith and devotion.

The Staff is a hand-to-hand combat weapon, and requires both hands to wield. It adds +3 to the user's Strength and may be used to parry. Daemons receive no daemonic aura for hits inflicted by a Staff of Belief.

Brazier of Holy Fire 18 points
 It is claimed that this ornately wrought torch will light the faithful and shroud the heretic in darkness. In battle the Brazier can be swung like a weapon, setting fire to the wielder's foes with its flames. It can also be used to project a jet of flame over a larger distance.

The Brazier of Holy Fire has the profile below. Any model hit in hand-to-hand combat will be set on fire on a D6 roll of 4+ (see the Flamer entry on p23 of the Wargear book). In addition, once per battle the Brazier can be used to project a jet of flame, resolved using the rules and profile for a heavy flamer. The character can move and fire in this way as the Brazier itself is not a heavy weapon, it just has the effects of one!

	Str	Dam	Save Modifier	Armour Penetration
Close Combat	5	1	-3	2D6+D3+5

Notes: See above

Flail of Chastisement 8 points
 The Flail of Chastisement is barbed with small hooks which grip the target's flesh and constrict as it struggles.

The Flail is used in hand-to-hand combat with the following profile. If a target is wounded by the Flail but not killed, it loses D3 Attacks in the next round of combat reducing its attacks to a minimum of 1.

	Str	Dam	Save Modifier	Armour Penetration
Close Combat	5	1	-1	2D6+5

Simulacrum Imperialis 5 points
 Wrought from the bones of a great saint, a Simulacrum Imperialis inspires those around it to their greatest efforts. Any unit with a line of sight to the Simulacrum automatically passes the first Leadership test it is required to make in the game.

Blade of Admonition 7 points
 The Blade of Admonition is polished to a mirror finish and is said to reflect the true face of those who look at it.

The bearer of a Blade of Admonition causes *fear* as described in the Warhammer 40,000 rulebook. The blade may be used in close combat with the following profile.

	Str	Dam	Save Modifier	Armour Penetration
Close combat	5	1	-2	2D6+5

Notes: Parry

Axe of Retribution 20 points
 The Axe of Retribution is styled upon the famous Axe of Chalcydon borne by Saint Jason of Huale. Its massive double-bladed head is studded with jewels which rend the flesh of those it strikes.

The Axe may be used in close combat with the following profile.

	Str	Dam	Save Modifier	Armour Penetration
Close Combat	6	D6	-1	2D6+D12+6

Medicus Ministorum 15 points
 Using the relics contained within this rare scentwood box, a character can cure all manner of injuries and ailments. If the character can reach a model in the turn after it is wounded, there is a chance they may be healed. The character must spend their shooting phase and close combat phase doing nothing. At the end of the turn, if the character passes a Leadership test, he may heal 1 lost wound on the injured model. A model reduced to 0 wounds may be raised to 1 wound in this way. Characters cannot heal themselves.

Purity Seal 8 points
 A Purity Seal is a mark of great faith and strength of mind. A character bearing a Seal is not affected by *fear* or *terror*. If the character is targeted by a psychic attack, they will be unaffected on a D6 roll of 4+. This is not a nullify, other models may be affected as normal even if the character is not. Once the Purity Seal has successfully protected its wearer once it may no longer be used for the rest of the battle.

Unlike other Relics, a Purity Seal can be taken by any character allowed to take 'Imperium only' wargear and is counted as a Wargear card.

One successful use only

Praesidium Protectiva 8 points
 Believed to contain shards of armour worn by the Emperor himself, a Praesidium Protectiva is shaped like a highly ornate shield. It requires a free hand to use, may parry a close combat blow made from within the character's front arc and confers an unmodified saving throw of 4+ on 1D6 against hand-to-hand attacks. In addition, if a roll of 6 is made for the saving throw, the attacking model receives the hit instead – roll to wound and make saving throws as if the model were hit by its own weapon. The Praesidium Protectiva has no effect on shooting damage.

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

Confessor Dolan of Chiros –
 Sermon on the Road to Gathalamor

SACRED RITES

The spiritual guidance of the Ecclesiarchy permeates almost every aspect of society in the Imperium. Preachers lead the masses in their veneration of the Emperor, Confessors rouse the populace to cast out the sinful and heretical while Missionaries bring the light of the Emperor to every newly discovered world, instilling the same fervent loyalty and faith that they themselves possess.

Before a battle, members of the Ecclesiarchy perform various ceremonies for the soldiers, asking for the Emperor's guidance and protection. They lead the faithful in prayer, dedicating their souls to the undying Emperor. By means of these special ceremonies they can instil their followers with an unshakeable faith in the Emperor; driving them on to even higher acts of bravery or determination and strengthening people's minds against the perils of enemy psykers. These are known by the general term of **Sacred Rites**.

As noted in the army list, certain Adeptus Ministorum characters leading a squad can perform a Sacred Rite just before the battle begins. The warriors kneel in worship, guided by the chants and prayers of their leader. When they are finished, many have been touched by the power of the Emperor, and the light of faith can be seen shining in their eyes. They are willing to sell their lives as dearly as possible, and their raw faith protects them from unearthly powers.

SPECIAL RULES

Some Adeptus Ministorum characters may lead a squad they accompany in the Sacred Rites. Roll a D6 on the Sacred Rites table to find out what effect the prayers have on the squad. The following modifiers apply, and are cumulative with each other (a Canoness in an army with a psyker adds a total of +2 to the roll, for instance):

- A Canoness adds +3 to the roll.
- A Veteran Sister Superior adds +2 to the roll.
- A Sister Superior adds +1 to the roll.
- A Missionary Major Hero adds +1 to the roll.
- If there is a psyker in the same army as the Ecclesiarchy, all rolls for Sacred Rites suffer a -1 penalty.

Note: If a Canoness, Missionary Hero or Missionary Major Hero leads a squad in the Sacred Rites, the character must be set up within squad coherency of the unit at the start of the battle.

If the character leading the squad in the Sacred Rites subsequently leaves the unit, any benefit from the Sacred Rites is lost for the rest of the battle - the unit will think they are being abandoned by the Emperor! The unit loses its Sacred Rites if another character later leads the unit.

The results of the Sacred Rites apply to all members of the squad and any characters who start the battle in squad coherency with them, including the character leading the Rites. Adeptus Ministorum characters cannot join squads of Space Marines, Adeptus Mechanicus and squads led by an Inquisitor, so they may not lead these squads in the Sacred Rites. Adeptus Ministorum characters also refuse to lead the mutated Ogruyns and Ratlings in the Sacred Rites, though they can join these units.



SACRED RITES TABLE

D6	Result
1	No effect.
2	The squad is immune to <i>fear</i> and <i>terror</i> for the duration of the battle. See the Warhammer 40,000 rulebook.
3	The squad becomes subject to <i>frenzy</i> . See the Warhammer 40,000 rulebook for details.
4	The squad adds +1 to its Leadership for the duration of the battle. This cannot take its Leadership value over 10.
5	The squad <i>hates</i> the enemy. See the Warhammer 40,000 rulebook for details.
6	Each member of the squad has a psychic save of 4+ on a D6. Note that this is not a nullify – roll for each model: on a 4+ it is unaffected. Some of the squad may be affected by the psychic power while others aren't.
7	The squad automatically passes all psychology and Break tests it is required to make.
8	The squad is so determined to smite their enemies that it pays no heed to its own safety. The squad may ignore the Choosing a Target rules and fire at any enemy squad or vehicles you wish. The squad cannot pick out enemy characters unless they are more than 2" from a squad and the closest target, as detailed in the Heroic Characters section of the Warhammer 40,000 rulebook.
9	Once in the battle, at the end of the shooting phase, the squad may fire again. Weapons that are jammed or recharging may not be fired and will stay jammed or recharging until the next shooting phase as normal.

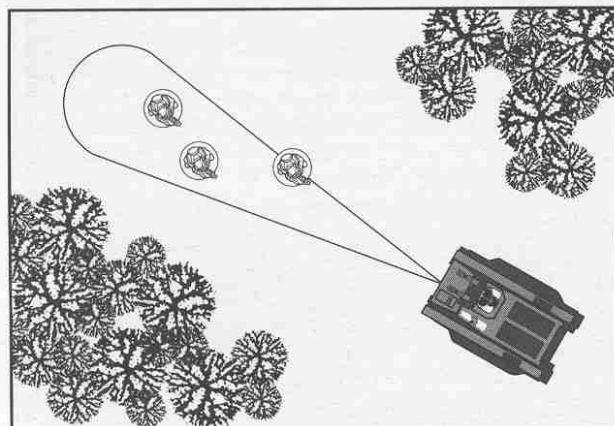
ADEPTA SORORITAS IMMOLATOR

In the early 35th millennium Ministorum forces accompanied the Icaria Crusade. The armies of the Emperor explored and fought across the southern sectors of the Ultima Segmentum in a series of wars that lasted thirty years. Almost at the end of the campaign a force of Frateris Templars secured an ancient factory on the world of Fornoth. Investigating more closely they discovered old databanks dating back to the Dark Age of Technology. Securing their find the Missionary in charge, Morben the Devout, negotiated a deal with the adepts of the Cult Mechanicus. In return for the material support of Mars, the Ministorum would turn over the factory to the Fabricator General's investigators. In addition, the Ministorum laid exclusive claim to any new technologies that were discovered by the Adeptus Mechanicus.

This contract has proved invaluable to the Adeptus Ministorum over the millennia, providing them with supplies of weaponry and allowing them to arm and armour the Adepta Sororitas to the highest standards. The only new designs to be culled from the ancient factory were some half-complete files detailing a flame-thrower tank. These were modified with existing Imperial technology to produce the Immolator now used by the Adepta Sororitas. Later on, the Adeptus Mechanicus also developed the more sophisticated Imperial Guard Hellhound from its finds but the source of its design has been kept secret from the Ecclesiarchy.

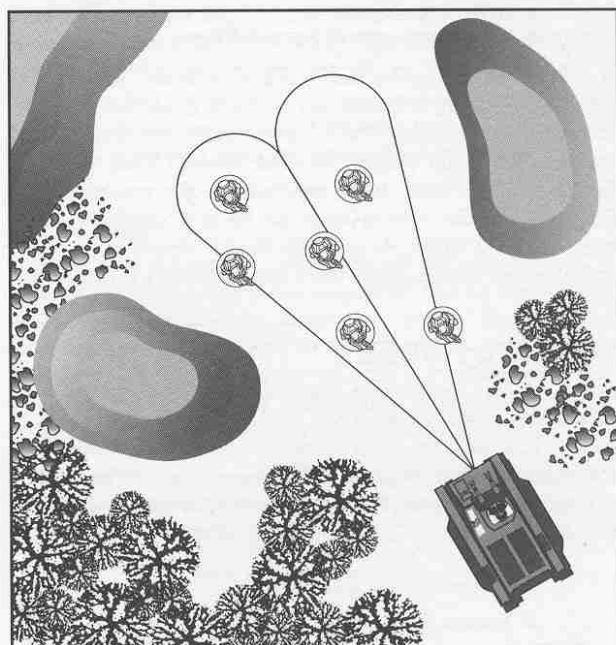
TWIN HEAVY FLAMER

The Immolator's armament consists of two heavy flamers mounted in a semi-armoured turret. The two heavy flamers are linked and must fire together, either as a focused blast or in a wide spread. When fired as a focused blast, place the Heavy Flamer template as normal. The lapping flames are so dense that each model wholly covered takes 2 hits instead of 1. Roll a D6 twice for each model partially covered. If one 4+ is rolled the model takes one hit, if two scores of 4+ are rolled the target is hit twice. Each hit is resolved independently, with two rolls to wound, two saving throws and two rolls to set the target alight. However, in subsequent turns, a target on fire only has to roll once on the Fire Test Chart, even if set on fire by two or more hits.



Focused beam: In this example, the two Orks that are wholly covered by the template are automatically hit twice. The third Ork is only partially covered and the Adeptus Ministorum player rolls two dice. Rolling a 1 and a 4, he inflicts one hit. The other two Orks suffer 2 hits, and two rolls to wound, saving throws and so on are made for each of them.

On wide beam the heavy flamer nozzles are angled slightly apart, bathing a larger area in their white-hot flames. To represent this, the heavy flamer covers an area twice as wide as normal. If you have access to two Heavy Flamer templates, simply place them next to each other as shown in the diagram below. If you can only lay your hands on one template, after resolving the hits for one template simply flip the template over one long edge and resolve hits on the models covered by the template in its new position. Any models wholly covered, including those which are wholly covered where the two templates join (think of it as one large template) are hit automatically; models only half or less under are affected on a roll of 4+. Resolve damage, saving throws and setting things alight as normal.



Wide beam: In this example, four Orks are wholly covered by the template and two are partially covered.

SETTING THE TARGET ON FIRE

If a model is hit by the Immolator work out damage as normal. If the model is slain it is removed as a casualty; if the model is not slain then an immediate test is made to determine whether it has caught fire.

FLAMER HIT CHART (D6)

D6 Result

- 1-3 Target does not catch fire - the small amount of burning fuel is quickly extinguished.
- 4-6 Target is smothered with fuel and ignites.

If a target has caught fire, test for the effect at the start of its own turn. Roll a D6 on the Fire Test Chart.

FIRE TEST CHART (D6)

D6 Result

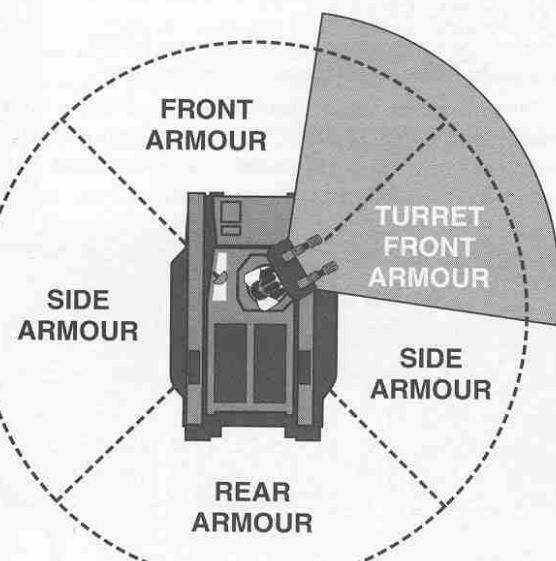
- 1-5 Fire continues to burn causing a further automatic hit. Work out damage as normal and remove the model if slain. If the target is not slain it will move randomly and is unable to do anything else that turn. Normal coherency rules are suspended for burning models. Vehicles, Dreadnoughts and Terminator Space Marines may choose to ignore the flames and may continue to move and shoot as normal.
- 6 Fire goes out. The model may not move or fire during the current turn, but may fight normally from its following turn onwards. If coherency has been broken, the model must re-establish coherency as soon as possible. Vehicles, Dreadnoughts, and Terminators are not affected by the fire and may move and shoot as normal.

Any friendly model within 1" of a burning model may attempt to beat out the flames during the movement phase. The beating model may move as normal, but may not shoot during the shooting phase. Roll a D6: if the score is 6 the flames are beaten out. If more than one model is available to help beat out the flames the chance increases by +1 per model, eg, 2 models need 5+, 3 need 4+, and so on.

A target which is already frenzied when hit by a flamer may continue to fight despite the fact it is burning up. The model moves, shoots and fights as normal, but will continue to roll for damage as appropriate.

RANGE	TO HIT		SAVE	ARMOUR
S	L	S	MOD.	PENE
Template weapon	5	1	-3	D+D6+5

Special: Target set on fire on 4+



SHOOTING AT THE TURRET

The Immolator's turret is protected by a thick armoured shield at the front. It is important when using the Immolator that you leave the turret pointing in the last direction it fired. For the purposes of hits on the turret, the turret has a frontal zone in a 90° arc centred on the turret's weapons. If an enemy hits the turret from this area, your opponent must roll to penetrate the turret's frontal armour, even if the firer is standing to the rear or the side of the Immolator's hull.

If the firer hits the turret from the side or rear then there is a chance that the shot will hit the exposed Battle Sister. Roll a D6: on a roll of 1, 2 or 3 then the turret has been hit, roll to penetrate the turret's side/rear armour as normal. On a roll of 4, 5 or 6 then the Battle Sister has been hit. Roll to see if the gunner is killed using the normal shooting rules.

In hand-to-hand combat the Immolator gunner has the option of staying outside and fighting (in which case she counts as exposed crew and has to be fought first) or slamming the hatch door shut and leaving the attackers to do their evil work. Declare what she is doing at the start of the hand-to-hand combat phase.

BLAST MARKER WEAPONS

The thick armoured shield also protects the gunner from weapons with a blast marker, the large plate absorbing and deflecting most of the blast away from the gunner. If any part of the turret gunner is covered by a blast marker then due to the thick shield she will only ever be affected by the blast on a D6 roll of a 4 or more. Hence, even if a blast marker is centred on the Battle Sister she will only be hit on a 4 or more. This is a special case and is slightly different from the normal rules on p79 of the Warhammer 40,000 rulebook.

Faeruithir crouched low behind the shattered wall of a human building and spoke to his squad of Warp Spiders.

"The humans cannot mark our passing, and their poor aim cannot seek us within these walls. The slaughter will be vast and our death spinners will sing a lament of blood. Prepare yourselves for another jump. I shall assign targets."

As the Exarch stepped onto a pile of bricks and stuck his head over the ruined wall, he saw a human tank clumsily skidding through the scattered rubble, its tracks churning through the mounds of stone and throwing up a cloud of gritty dust. Faeruithir ignored the vehicle for a moment, whatever crude weapons the tank possessed would not harm him behind the thick wall.

As Faeruithir noted the squads of the armoured human women moving through the woods, his attention was drawn back to the tank by the whining sound of its turret motors. He glanced back and saw the twin nozzles of some primitive weapon. Just as he turned to step down from the impromptu ledge the Immolator opened fire and gouts of flame poured over the wall, lapping round the shattered windows to engulf the whole squad.

The Immolator rolled onwards, crushing the charred bodies of the Eldar beneath its steel tracks.

SISTERS OF BATTLE ARMY LIST

USING THE ARMY LIST

Unlike other army lists, such as Ultramarines or Orks, the Adeptus Ministorum army list is mainly intended to provide a source of allies for Imperial Guard, Space Marine and other Imperial Agents armies.

The Adeptus Ministorum *can* be used as a complete army in its own right, but you will find it lacks certain elements such as support and heavy weapons. While it is possible to fight a straight battle with this army, it is far better suited for use in campaigns and special scenarios.

SIZE OF GAME

The Adeptus Ministorum army list is designed so you can choose an army to a points value agreed by you and your opponent. There is no upper limit to the size of an army, but 500 points is about the smallest size for a battle-worthy force. A 1,500 point battle will usually provide you with a whole evening's entertainment, while 3,000 points will probably take you the best part of a day to fight out. The lists have been designed and balanced for armies of around 1,500 points, but they will work with smaller or larger forces too.

If you fight extremely large battles (say more than 6,000 points a side) you may wish to introduce additional restrictions on the number of characters and support items, otherwise these will tend to dominate the battle to the exclusion of other forces – this is left to experienced players to sort out for themselves. Also note that if you are playing with an army consisting entirely of Adeptus Ministorum forces, the higher the points value, the more you will notice the army's lack of heavy and support weapons and psykers.

We find that between 100 and 300 points per foot of table width gives the best game. For example, if

your table is 8' wide, a battle between 800 and 2,400 points per side will make for an interesting battle without the battlefield becoming crowded with too many troops.

It is usual, but not always essential, for each side to begin with an equal points value of troops, say 1,500 points a side. Each player picks his force from the appropriate Codex army list, up to the agreed points value. The total points value of your army may be less than the agreed amount but it cannot be more – you will often be a few points shy of the total because there simply is nothing else to spend those last points on.

THE ARMY

When you choose an Adeptus Ministorum army you can spend your points on four categories: Characters, Squads, Support and Allies. You are permitted to spend only a certain proportion of your points on each of these categories. For example, you may spend up to a maximum of 25% on Allies. These limitations are designed to ensure that armies have a reasonable balance of troops and don't consist entirely of heavy weapons, characters or vehicles. The proportion of points which can be spent on each category is summarised at the start of the army list in the 'Army Selection' box. Occasionally this proportion may be referred to as an 'allowance' – for example, a character's bodyguard may come from the Squads allowance.

CHARACTERS

You are free to spend up to 50% of your army's total points value on characters. Your army must include at least one character, the army commander, as explained below.



The points value of characters includes the value of the characters' wargear and Wargear cards (including Relics). The points value of wargear available to characters is shown on the Wargear List at the front of the army list and is priced per model. The points value of Wargear cards is printed on the appropriate card itself. The maximum number of Wargear cards is given in the army list entry (but see the *Wargear Cards and Relics* section below for more information).

Army Commander

As noted above, the Adeptus Ministorum army must be led by an army commander. The Adeptus Ministorum army list contains several different characters who can be your army commander – a Canoness, Confessor or Missionary Major Hero. You can include several of these in a single army if you wish, but if you do so, you must nominate whichever of the characters present is the army commander before the armies are deployed. The others are treated as independent characters.

A Confessor or Missionary Major Hero may also lead an Imperial Guard army they are allied to. Basically, the army has been put at his disposal and he is in overall command. The Adeptus Ministorum character is added to the Command HQ like a Psyker Lord and assumes overall command of the squad and the army. This does not change the army organisation in any other way.

Adeptus Ministorum characters may not join squads of Space Marines, Adeptus Mechanicus or squads led by an Inquisitor as these organisations do not recognise the authority of the Ecclesiarchy. Adeptus Ministorum characters cannot join a squad containing a psyker as they are simply too distrustful of them to be associated with such deviant individuals.

Preachers and Champion Missionaries can lead allied squads of Imperial Guard and Adeptus Arbites. They may do this if they are taken as allies or if the squad comes from the Allies allowance, it makes no difference. These do not replace the ordinary squad leader for the unit, but are in addition instead. Like other Champions they must remain with their squad for the entire battle and cannot voluntarily leave it.

Veteran Sister Superiors

Squads of Adepta Sororitas Battle Sisters and Seraphim may be led by a Veteran Sister (or Seraphim) Superior who is a character with an improved profile and a Wargear card. The Veteran Sister Superior is an upgrade of the Sister Superior already in the squad, not an additional character. Any rules and wargear listed for a Sister Superior also apply to a Veteran Sister Superior unless otherwise noted. Veteran Sister Superiors are Champions and are considered part of the squad, which they cannot voluntarily leave during the battle.

MULTIPLE CHARACTERS IN UNITS

On occasion a squad of troops may be joined by more than one character. As explained in the Characters section of the Warhammer 40,000 rulebook, the character with the highest Leadership value is actually leading the unit, including the other character. If two characters with the same Leadership value accompany a unit you must declare which of them is in charge. This is most notable with Confessors, who must be leading the squad to have the effects detailed in the Confessor's special rules. Also note that a character who leads



a squad in the Sacred Rites must lead the unit for the rest of the battle. If they subsequently leave the unit or the unit is led by another character for any amount of time, the effect of the Sacred Rites is lost for the rest of the battle. For example, you cannot have a unit benefit from the Sacred Rites and then make it immune to psychology and subject to frenzy by having a Confessor lead it later in the battle – it's one or the other, not both!

SQUADS

At least 25% of your points total must be spent on troops from the Squads section of the army list. Adepta Sororitas Battle Sisters come in squads of 5 to 7 models, depending on whether a special weapons or heavy weapons Sister has been added. Frateris Militia bands number between 5 and 20 models each. It is up to you how these are armed and different squads may have varying numbers of troops and different weapons as you wish, within the restrictions given.

SUPPORT

The Support section contains the tanks and transports used by the Adeptus Ministorum. You may spend up to 15% of your total points on vehicles from the Support section. Note that even Rhinos used as transports for non-Adepta Sororitas characters still have a Battle Sister driver – she has been dispatched by her Canoness at the request of the clergy member she is transporting.

ALLIES

Unlike other army lists, the Adeptus Ministorum has a separate Allies allowance, rather than allies being included as part of its Support. An Adeptus Ministorum force may spend up to 25% of its points on allies. Potential allies are indicated in the list. To choose allies refer to the separate Warhammer 40,000 army list for that force. You may include allies from a single army, or as many different armies as you wish.

When choosing allies there is no restriction on the categories of troops you can take. If you are spending, say, 500 points on allies, you could for example spend all of this on characters if you wish. In addition, obligations regarding compulsory troops do not apply to allies (you do not need to choose an allied army commander, for instance). However, all other restrictions in the allied list do apply, and all unit sizes must be correct. Obviously, you may not pick further allies from the allied army's Support or Allies section.

Including allies in your Adeptus Ministorum force is a good way of expanding your forces. It enables you to build up the core of a completely different army and it allows you to vary your painting routine. By including allies it is also possible for several players to combine their forces and fight substantially larger battles. Due to its weakness in certain areas, allies are very important to an Adeptus Ministorum army and can be used to counter some of these deficiencies.

SPECIAL CHARACTERS

After the main army list there is a section of special characters. This describes some famous individuals from the Ecclesiarchy, both past and present, and provides rules and background for them should you wish to include them in your army. As indicated in their descriptions, some of these characters can be used as independent characters, champions or the army commander. Any of the rules detailed for these types of characters apply to special characters too, unless noted otherwise. The points cost for special characters comes out of your Characters allowance.

NEW MODELS

The scope of the Ecclesiarchy is vast, and the Citadel Miniatures range of Adeptus Ministorum troops is always increasing. Details of these new models, along with painting guides, special rules, scenarios and other information, can be found in White Dwarf magazine. White Dwarf is available through all major newsagents, Games Workshop and other hobby stores and also through Games Workshop's mail order service. Certain back issues of White Dwarf are available in Games Workshop stores and from mail order.

THE WARGEAR LIST

The army list entries for squads and characters often indicate that models may be equipped with extra weapons and equipment, or replace their standard armament with more specialised weapons. The cost for these extra pieces of equipment is indicated on the Wargear List given just before the army list itself.

The Wargear List is divided into different categories to indicate which options are open to certain types of troops. In addition, there may be other limitations, as indicated on the list – for example, no model can have more than one heavy weapon. If an option from the Wargear List replaces the standard equipment of a model, there is no discount for the weapon or armour being lost – pay the full points shown in the list.

SPACE MARINES

There has been constant conflict between the Adeptus Ministorum and the Chapters of the Adeptus Astartes since Fatidicus first began preaching on Terra. They are rivals in power like any Imperial organisations, but more importantly, their beliefs differ at a very fundamental level. In particular, there is a schism in the Clergy's thinking concerning the Space Marines. On the one hand the Space Marines, above all others, can truly be called the children of the Emperor. They are wholly his creation and even contain elements of the Emperor's own genetic structure. They are the founders of the Imperium and the supreme defenders of Humanity. The Space Marines are unswervingly loyal to the Emperor and would die in the defence of his honour and the Imperium.

However, the Space Marine Chapters do not adhere to the teachings of the Ecclesiarchy. Their beliefs vary wildly from Chapter to Chapter, worshipping the Emperor and their Primarchs to differing degrees. In many ways they are heretics with their own traditions, ceremonies and beliefs, some of which are very barbaric compared to the well-ordered masses of the Ecclesiarchy.

The Space Marines worship the Emperor as a great, gifted man, but they do not consider him a god in the same sense as that preached by the Ecclesiarchy. His blood runs through their veins and he is considered the ultimate

example of Mankind, but he is a man nonetheless. Also, it is a matter of debate whether the Space Marines are truly human at all. Their genetically engineered bodies are far superior to a normal human, enough to make them a separate race if one wished to interpret their differences so. How can any self-respecting Confessor or Cardinal relate to a monstrous giant who can spit acid, crush a man's skull with one hand and practises crude acts of blood sacrifice?

An uneasy compromise has been reached over the millennia, which can be summed up as an agreement to differ. The Ecclesiarchy does not send its Confessors and Missionaries to the Space Marine worlds and the Chapters of the Adeptus Astartes do not interfere with the Adeptus Ministorum. Space Marine Chaplains are given their precious Rosarius by the Ecclesiarchy as a symbolic link between the two organisations, but the Chaplains still preach their own version of the Imperial Creed to their brethren.

This uneasy truce has been shattered at times when a particularly zealous Cardinal or Confessor has roused the ire of the Space Marine Chapters with his words or deeds. These feuds are usually resolved quickly, though not always without bloodshed, and the relative peace between the two organisations returns.

WARGEAR CARDS AND RELICS

Character models are often allowed to take special items of equipment in the form of Wargear cards. The number of Wargear cards a character can take is indicated in their army list entry. The points values of Wargear cards are given on the cards themselves, and in the list of Relics given earlier.

Wargear cards are included in the Warhammer 40,000 game, and more can be found in the Dark Millennium supplement. They are also printed in White Dwarf magazine and in other supplements in the Warhammer 40,000 Codex series which are available to Adeptus Ministorum characters.

Note that some Wargear cards are restricted to certain races or troop types, as indicated on the cards themselves. Other items can only be used a set number of times (usually once) and then must be discarded. Again the card itself states whether this applies.

Like other characters, Adeptus Ministorum characters can take Wargear cards. However, the Ecclesiarchy's relationship with the Adeptus Mechanicus is strained at the best of times. For this reason, much of the Ecclesiarchy's wargear is classed as **Relics**. Relics can be ancient pieces of technology from the foundation of the Imperium, or true holy artefacts such as the bones of a saint or an object connected with the Emperor. The army list states how many ordinary Wargear cards and the number of Relics that can be taken.

Refer to the Special Rules section of this volume for the list of Relics available to Adeptus Ministorum characters. Relics can be freely chosen from the list and are not considered unique. Certain special characters also have their own particular Relics as detailed in their description and these artefacts are only available to them (that's why they're special!).

Ordinary Wargear cards can be taken as Relics if you pay double the normal points cost. These artefacts have been handed down through the Ecclesiarchy for millennia and have been used by countless famous fighters and servants of the Emperor.

An Adeptus Ministorum character may take a Relic instead of a Wargear card, they don't have to take non-Relic Wargear cards if you wish. For example, a character that can take one Wargear card and one Relic may have one of each, two Wargear cards (one at double cost) or two Relics.

Only Adeptus Ministorum characters can take Relics (with the exception of a Purity Seal – see the description). Certain Relics confer a bonus to friendly troops within their area of effect. These Relics do not confer their bonuses to Space Marines and the Adeptus Mechanicus. Note that although the Inquisition does not acknowledge the authority of the Ecclesiarchy, its members are usually adherents to the Imperial Creed and therefore do receive any bonuses bestowed by a Relic.

ADEPTUS MINISTORUM AS ALLIES

Troops from the Adeptus Ministorum army list may be used as allies in armies of Imperial Guard, Space Marines and other Imperial Agents as normal. This represents squads from the Ecclesiarchy being attached to other organisations (most usually the Imperial Guard) to provide spiritual and military



support. Alternatively, the Adeptus Ministorum can be the main army and choose allies from the Imperial Guard, Space Marines and other Imperial Agents army lists. Although usually there are no restrictions on choosing allies, the following rules apply when you include Adeptus Ministorum forces as allies to another army:

- An Adepta Sororitas Canoness, when used as an ally, must be accompanied by a Bodyguard squad.
- You can only include Frateris Militia bands as an ally if you also include at least one Adeptus Ministorum character as an ally too.
- You may only take Adeptus Sororitas Seraphim squads if you include at least one Adeptus Sororitas character or Battle Sisters squad.

MOUNTED MODELS

As an optional rule (in other words, by agreeing beforehand with your opponent!) you may like to field models mounted on horses. This is an ideal way to represent some of the more backward and feral citizens of the Imperium. This is available to Frateris Militia bands (the whole band must be mounted) and non-Adepta Sororitas characters. Being mounted costs +3 points per model and increases the model's Movement to 8. All the rules for cavalry models apply, so the models also gain +1 to their armour saves. Note that the horses have no attacks of their own and just increase the movement of the rider.

WARGEAR LIST

Armour

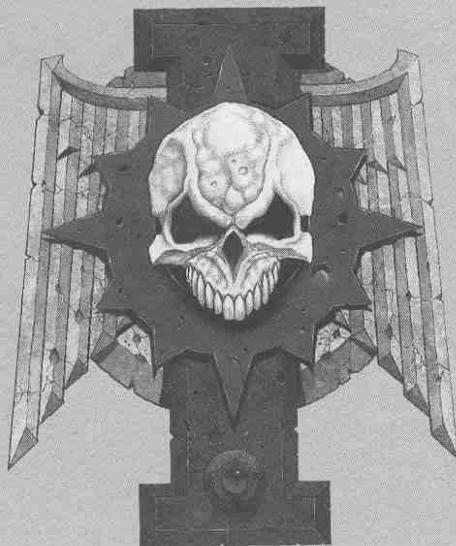
A model may only wear one type of armour.

Flak armour	1 point
Primitive shield	1 point
Mesh armour	3 points
Carapace armour	7 points

Adepta Sororitas Assault Weapons

A model may carry any number of assault weapons (though they can only use two at any one time).

Power sword	6 points
Power maul	5 points
Plasma pistol	5 points
Hand flamer	7 points
Bolt pistol	2 points



Assault Weapons

A model may carry any number of assault weapons (though they can only use two at any one time).

Chainsword	2 points
Power maul	5 points
Power sword	6 points
Laspistol	1 point
Plasma pistol	5 points
Hand flamer	7 points
Bolt pistol	2 points

Special Weapons

A model may only ever carry one type of special weapon.

Handbow	1/2 point
Boltgun	3 points
Shotgun	2 points
Flamer	8 points
Plasma gun	7 points
Melta gun	7 points
Lasgun	2 points

Grenades

If they are allowed to carry grenades, a model may carry any number of different types from the list below. The points value is to supply one model with enough grenades to last the entire battle.

Frag grenades	2 points
Krak grenades	3 points
Melta bombs	5 points
Plasma grenades	3 points

Militia Basic Weapons

A Frateris Militia model may carry as many of these weapons as you wish.

Bow	1/2 point
Musket	1 point
Two-handed weapon	1 point
Crossbow	1 point
Flail	1 point
Lance	2 points (mounted models only)
Laspistol	1 point
Stub gun	1 point
Autogun	1 point
Lasgun	2 points
Autopistol	1 point
Sword or axe	1 point

Militia Special Weapons

A Frateris Militia model may only carry one of the following weapons.

Boltgun	3 points
Shotgun	2 points
Hand flamer	7 points
Bolt pistol	2 points
Heavy stubber	7 points

SPECIAL RULES:

Flails add +2 to the wielder's Strength in the first round of combat but cannot be used afterwards. A flail cannot be parried.

Double-handed weapons add +2 to the user's Strength but if the combat is drawn, the wielder loses regardless of the relative Initiative values of the combatants.

Lances add +2 to the model's Strength when charging and can only be used by mounted models.

ARMY LIST

ARMY SELECTION

Characters	50%	Up to half the points value of the army may be spent on troops taken from the Characters section.
Squads	25%+	At least one quarter of the points value of the army must be spent on troops from the Squads section.
Support	15%	Up to 15% of the points value of the army may be spent on vehicles from the Support section of the army list.
Allies	25%	Up to one quarter of the points value of the army may be spent on allied troops from the Imperial Guard, Space Marines and other Imperial Agents lists.

CHARACTERS

0-1 CANONESS 85 points

Your army may be led by a Canoness of one of the Orders Militant of the Adepta Sororitas. Alternatively, another character may lead the army and the Canoness can be included as an independent character.

A Canoness is the overall commander of one of the Orders Militant. She is responsible for the spiritual well-being of the Battle Sisters under her command and her non-military duties include leading the Order in its prayer services, performing rites of initiation for new recruits and supervising the running of the Order. She is directly answerable to the Prioress of her Convent. In most military campaigns, other servants of the Ecclesiarchy bow to her superior skill and knowledge.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Canoness	4	6	7	4	5	3	7	3	10
Ban. Bearer	4	5	6	4	4	2	6	2	10
Bodyguard	4	4	5	3	4	1	5	1	8

WEAPONS Armed with boltgun and Frag grenades

ARMOUR Power armour (3+ save)

WARGEAR The Canoness may have up to one Wargear card and two Relics.

The Canoness may choose additional wargear from the Adepta Sororitas Assault Weapons and Grenades Wargear Lists. The Canoness may be equipped with a jump pack for +5 points.

BODYGUARD

The Canoness may be accompanied by a special Bodyguard of 5 Seraphim. These are armed with bolters and Frag grenades and wear power armour (3+ save). This Bodyguard costs 150 points and comes from your Squads allowance, not Characters.

The Bodyguard may be equipped with jump packs and exchange their bolter for two bolt pistols for +30 points. Each Seraphim may swap both of their bolt pistols for hand flamer by paying +10 points. The members of the squad do not have to be identically armed with the same pistol combinations.



The Bodyguard may be equipped with any grenades from the Grenades Wargear List – note that all the Bodyguard must be armed with identical grenades and the price on the list is per model.

The Canoness and Bodyguard form a single unit and must remain in squad coherency for the whole battle.

If the Canoness is part of an allied force for another Imperial army she MUST be accompanied by a Bodyguard.

BANNER BEARER

The Canoness may be joined by the Banner Bearer for her Order Militant, who costs 70 points. The Banner Bearer has the profile shown above and carries a Ministorum battle standard, so any Ministorum squads or characters within 12" of the Banner Bearer may re-roll the dice once if they fail a Break test. The Banner Bearer must stay within 2" squad coherency of the Canoness or her Bodyguard for the duration of the battle.

The Banner Bearer is armed with a boltgun and Frag grenades and wears power armour (3+ save). She may take additional wargear from the Assault Weapons and Grenades Wargear Lists. The Banner Bearer may be equipped with a jump pack for +5 points.

The Banner Bearer may have up to one Wargear card and one Relic.

STRATEGY RATING

If the Canoness is leading the army, it has a strategy rating of 4.

SPECIAL RULES

Before the battle, the Canoness may lead a squad in one of the Sacred Rites. As a Canoness she adds +3 to the roll.

SERAPHIM

The Canoness and her Bodyguard (including a Banner Bearer) know all the ancient arts of the Daughters of the Emperor. They may fire two pistol weapons in the shooting phase, with -1 to hit modifier on each shot. These can be directed against the same target or different enemies.

A Seraphim armed with two hand flammers may fire them in combination. This is resolved as a single shot with the same profile as a normal flamer.



The strength of the Emperor is Humanity, and the strength of Humanity is the Emperor. If one turns from the other we shall all become the Lost and the Damned.

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

VETERAN SISTER SUPERIOR +8 points

VETERAN SERAPHIM SUPERIOR +10 points

The Sister Superior of any squad of Battle Sisters or Seraphim may be upgraded to a Veteran by paying the additional points out of the Character allowance.

The Sister Superiors are ranked beneath the Canoness and each is directly responsible for the conduct and discipline of her squad. All disciplinary matters except those of extreme importance are dealt with by the Sister Superiors, who determine what penitence is necessary for any infractions. When a Sororitas joins one of the Orders Militant she will be adopted by one of the Sister Superiors and as she learns the ways of battle it will be the Sister Superior who looks after her emotional, physical and spiritual well-being.

The oldest of the Sister Superiors, those who have been Seraphim, are highly respected amongst the Order and their advice is heeded by the Canoness, as well as their own Battle Sisters. They are veterans of many campaigns, and their presence on the battlefield is an inspiration to all.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Vet. Sister	4	4	5	3	4	1	5	1	9
Vet. Seraph.	4	5	6	3	4	1	6	1	9

WEAPONS

Sister Superior: Armed with boltgun and Frag grenades

Seraphim Superior: Armed with two bolt pistols and Frag grenades

ARMOUR

Power armour (3+ save)

WARGEAR

The Veteran Superior may have up to one Wargear card (ordinary or Relic).

The Veteran may choose additional wargear from the Adepta Sororitas Assault Weapons and Grenades Wargear Lists.



SPECIAL RULES

Before the battle, the Veteran Superior may lead her squad in one of the Sacred Rites. As a Veteran Superior she adds +2 to the roll.

Veteran Seraphim Superiors have come from the ranks of the Seraphim and have received training in the ancient skills of the Order. A Seraphim Veteran Superior may fire two pistol weapons in the shooting phase, with a -1 to hit modifier on each shot. These can be directed against the same target or different targets.

A Seraphim armed with two hand flammers may fire them in combination. This is resolved as a single shot with the same profile as a normal flamer.

0-1 MISSIONARY:

Champion	23 points
Hero	44 points
Mighty Hero	80 points

A Missionary Champion may lead a squad of Battle Sisters, Imperial Guard, Adeptus Arbites or Frateris Militia.

A Missionary Hero may be included as an independent character.

A Missionary Mighty Hero may lead your army or be included as an independent character.



There are many types of Missionary: from the young, fervent hopefuls who spread the word of the Imperial Creed with little guidance and support from the Adeptus Ministorum, to the ancient, wise and toughened members of the Missionarius Galaxia. These individuals are at the forefront of the Imperium's expansion, accompanying the crusading armies as they discover new worlds, contact lost civilisations and push back the frontiers of the Emperor's holy domain.

The oldest Missionaries are instinctive survivors. They have fought in battles against heathen and godless savages, and thwarted the designs of Chaos and Genestealer cults. A Missionary must survive the rigours of many years of warp travel and exploration across death worlds, desert planets, prehistoric feral worlds and the freezing permafrost of ice worlds.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	4	4	4	3	3	1	4	1	9
Hero	4	5	5	4	4	2	5	2	10
Mighty Hero	4	6	6	4	4	3	6	3	10

WEAPONS Armed with a lascannon

ARMOUR Rosarius (conversion field - 4+ unmodified save)

WARGEAR A Missionary Champion may have up to one Wargear card (ordinary or Relic).

A Missionary Hero may have up to one Wargear card and one Relic.

A Missionary Mighty Hero may have up to one Wargear card and two Relics.

A Missionary may choose additional wargear from the Assault Weapons, Special Weapons, Grenades, Militia Basic Weapons and Armour Wargear Lists.

STRATEGY RATING If a Missionary Mighty Hero is leading the army it has a strategy rating of 2.

SPECIAL RULES A squad led by a Missionary at the start of the battle may perform a Sacred Rite. A Missionary Champion and Hero confer no bonus; a Missionary Mighty Hero allows you to add +1 to the roll.

0-1 CONFESSOR 54 points

Your army may be led by a Confessor of the Adeptus Ministorum or he may be included as an independent character.

Confessors are fiery individuals whose powerful oratory can stir a populace to rebel against a heretic lord or persuade an army to lay down its arms and surrender to the mercy of the Emperor (which is short and bloody). They can be found almost everywhere, berating those they believe to be faithless, imploring the citizens of the Imperium to denounce heretics and sinners. But it is not just amongst the seething masses that they operate. Confessors act as advisors to Imperial Guard colonels, Planetary Governors and sometimes, with special Ecclesiarchal dispensation, they even lead Wars of Faith against the sworn foes of the Emperor's light.

Each Confessor has his own style and techniques. Some prefer fiery speeches and rabble-rousing to incite the population into religious fanaticism, while others are more subtle, manipulating the leaders of guilds and other organisations to form coalitions against the enemy. They whisper into the ears of commanders, guiding them from behind the scenes, swaying their decisions down paths approved by the Ministorum.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Confessor	4	5	5	4	4	2	5	2	10

WEAPONS Armed with a lascannon

ARMOUR Rosarius (conversion field - 4+ unmodified save)

WARGEAR A Confessor may have up to one Wargear card and one Relic.

A Confessor may choose additional wargear from the Assault Weapons, Special Weapons, Militia Basic Weapons and Armour Wargear Lists.

STRATEGY RATING If the Confessor is leading the army it has a strategy rating of 2.

SPECIAL RULES A Confessor is subject to the rules for *frenzy* as described in the Warhammer 40,000 rulebook. He never breaks and is immune to all other psychological effects such as fear, terror, etc.

A squad led by a Confessor is subject to the rules for *frenzy* but is otherwise immune to psychology and cannot be broken.

A Confessor and the squad he leads cannot test to restrain *frenzy*, they are far too worked up to control themselves!

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

Confessor Ganinamus

PREACHER 10 points

Any Frateris Militia band in your army may include a Preacher as its leader. A Preacher may also lead squads of allied Imperial Guard or Adeptus Arbites.



Preachers make up the bulk of the Frateris clergy. They tend to the day-to-day running of the shrines and chapels, and see to the religious needs of their congregation. Preachers are also sent with the Imperial Guard to administer to the spiritual needs of the soldiers and they can often be seen in the thick of the fighting, smiting the Emperor's foes and leading their followers by example.

Preachers are sometimes known as Defenders of the Faith as they and their Militia often form the first line of defence against insidious Chaos and Genestealer cults or other heretical sects. When a planet is subjected to an alien invasion, it is the Preachers who mobilise the population into defending their homes from the godless heathens who attack them.

Preachers frequently aid the Judges and their Adeptus Arbites in local purges and their familiarity with the citizenry makes them useful for intelligence gathering by higher officials and the Inquisition.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Preacher	4	4	4	3	3	1	4	1	9

WEAPONS Armed with a laspistol

ARMOUR None

WARGEAR A Preacher may have up to one Relic; he cannot take ordinary Wargear cards.

A Preacher may choose additional wargear from the Assault Weapons, Special Weapons, Militia Basic Weapons and Armour Wargear Lists.

SPECIAL RULES A squad led by a Preacher may perform a Sacred Rite before the battle. A Preacher confers no bonus to the roll.

WITCH HUNTS

Psychic powers are the blessing and curse of mankind. On one hand, they open up huge vistas of possibility, allowing navigation across the galaxy and an insight into the perils faced by humanity. The Emperor himself is a psyker of immeasurable magnitude. However, psykers are also a constant threat. Chaos daemons and other entities from the warp utilise untrained psykers as portals into the material universe. The uncontrolled energies of which a psyker is capable can devastate whole communities and the threat they pose to humanity cannot be truly calculated.

In the eyes of the Ecclesiarchy, all psykers, with the exception of the Emperor who is a god, are deviants to be reviled and hated. Across the entire Imperium, psykers are sought out by the Inquisition, Ecclesiarchy and Adeptus Arbites. They are judged by the Inquisition and those found wanting are destroyed. Those judged strong enough are sent to various organisations within the Imperium to receive further training.

However, even those psykers sanctioned by the forces of the Imperium - Primaris Psykers, Navigators, Space Marine

Librarians, Astropaths and the members of the Adeptus Astronomica - are treated with suspicion by the Ministorum.

The Ecclesiarchy, especially the Confessors, is particularly determined in its duty to hunt down these menaces to humanity. Huge witch hunts can embroil communities, even whole planets, casting a pall of suspicion and fear across the population. The citizens of the Imperium are exhorted to spy on their neighbours, confess their own sins and root out the enemy within. Occasionally, things can get out of hand, either due to the magnificent oratory of the Confessor or through the manipulations of other individuals or organisations (the Inquisition in particular have been known to hijack these witch hunts for their own purposes). In these circumstances mobs may start to run riot, accusing everybody of deviance, and burning and savagery may envelop the whole community before order can be restored. Less pious individuals may also use such occasions to further their own ends by removing their enemies, or at least disgracing them, and settling old scores.

SQUADS

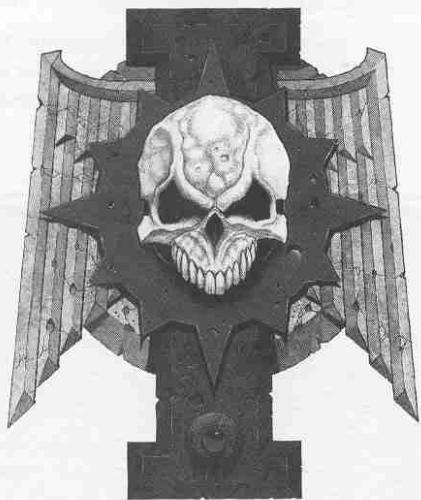
BATTLE

SISTERS SQUAD 140 points

Your army may include any number of Adepta Sororitas Battle Sisters squads.

Formed from the most physically adept of the Adepta Sororitas, the Battle Sisters of the Orders Militant are the main fighting force of the Ecclesiarchy. Totally incorruptible and dedicated to a life of penitent worship and humble living, the Sororitas are used to enforce the will of the Emperor as interpreted by the Ecclesiarch and the Holy Synod.

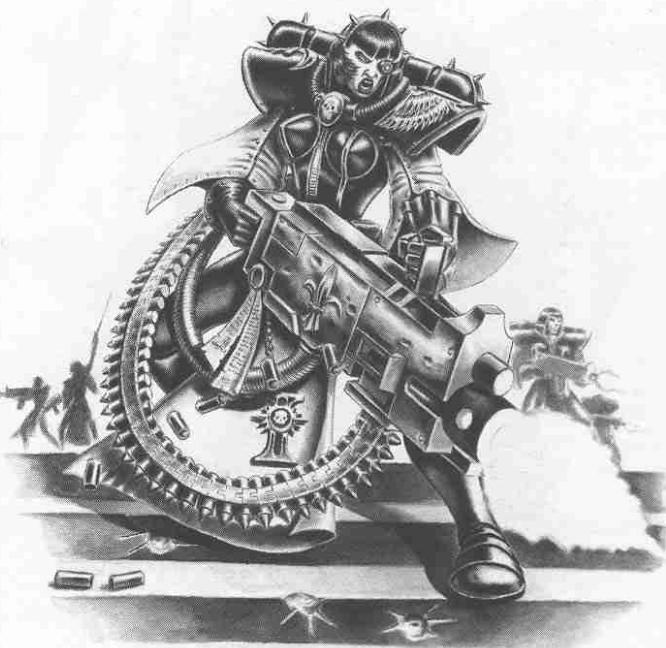
Squads of Battle Sisters often accompany Missionaries and Confessors as they go about their duties, providing a very obvious reminder of the Ecclesiarchy's power. They are also often seen fighting alongside the Imperial Guard, adding a core of highly skilled, totally devoted and superbly equipped warriors to supplement the massed ranks of the Imperial armies. Occasionally the Battle Sisters will even have common cause with the fierce Space Marines of the Adeptus Astartes. Although the relationship between these two organisations is only civil at best, the Space Marines and Battle Sisters both respect each other's prowess and skill at arms. Many times the foes of the Imperium have been eradicated by a combined attack from these two elite forces.



The Adepta Sororitas also forms an internal policing force for the Ecclesiarchy. The Battle Sisters may be despatched to deal with a troublesome Cardinal or Confessor, either by their mere presence or by forcibly removing them from power. Cardinals also use the Battle Sisters to enforce tithe requirements on their diocese and to remind their followers of their duties to the Adeptus Ministorum.

Some Sister Superiors give additional training to the most skilled of their Battle Sisters, educating them in the use of the more exotic and heavier weaponry. In battle, the Sister Superior can call upon these specialists to provide extra firepower for the squad.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Battle Sister	4	3	4	3	4	1	4	1	8



WEAPONS

A basic squad consists of one Sister Superior and 4 Battle Sisters. They are armed with boltguns and Frag grenades.

ARMOUR

Power armour (3+ save)

OPTIONS

The squad may include a single additional Battle Sister carrying a bolt pistol, Frag grenades and a heavy weapon. This costs 38 points for a Battle Sister with a heavy bolter, 48 points for a Battle Sister with a heavy flamer and 76 points for a Battle Sister with a multi-melta.

The squad may include a single additional Battle Sister carrying a bolt pistol, Frag grenades and a special weapon. This costs 32 points for a Battle Sister with a flamer and 31 points for a Battle Sister with a meltagun.

Note: This means a squad may comprise up to 1 Sister Superior, 4 Battle Sisters, 1 Heavy Weapons Battle Sister and 1 Special Weapons Battle Sister in total.

The squad may be equipped with any grenades from the Grenade Wargear List – note that all the squad must be given the same grenade types and the points cost on the list is per model.

The Sister Superior may be armed with additional wargear from the Adepta Sororitas Assault Weapons Wargear List.

The Sister Superior may lead the squad in the Sacred Rites before the battle. An ordinary Sister Superior allows you to add +1 to the roll, a Veteran Sister Superior allows you to add +2.

SPECIAL RULES



SERAPHIM SQUAD 175 points

Your army may include one squad of Adepta Sororitas Seraphim for each Battle Sisters squad in the army. For example, an army with two squads of Battle Sisters may field two squads of Seraphim.

Even amongst the highly skilled warriors of the Orders Militant, some Battle Sisters prove themselves to be exceptionally talented. These are organised into Seraphim squads and the Seraphim Sister Superiors teach them the ancient fighting techniques which have been passed on down the millennia since the Daughters of the Emperor were founded. These include methods of unarmed fighting and armed hand-to-hand combat, as well as using sophisticated equipment such as jump packs. Most importantly of all, the Seraphim are taught the co-ordination and control to fire two pistols at once. In combination with their jump packs, this skill is deadly and means the Seraphim can strike almost anywhere, hitting hard and fast before moving onto another target.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Seraphim	4	4	5	3	4	1	5	1	8

WEAPONS A basic squad consists of one Seraphim Superior and 4 Seraphim all armed with 2 bolt pistols and Frag grenades.

The whole squad is equipped with jump packs.

ARMOUR Power armour (3+ save)

OPTIONS Any Seraphim (including the Seraphim Superior) may swap her bolt pistols for hand flammers by paying +10 points. The members of the squad do not have to be identically armed with the same weapon combinations.

The squad may be equipped with any grenades from the Grenade Wargear List – note that in this case all the squad must be given the same grenade types and the points cost on the list is per model.

The Seraphim Superior may be equipped with additional wargear from the Adepta Sororitas Assault Weapons List.

SPECIAL RULES The Seraphim Superior may lead the squad in the Sacred Rites before the battle. An ordinary Seraphim Superior allows you to add +1 to the roll, a Veteran Seraphim Superior adds +2 to the roll.

Seraphim have received training in the ancient skills of the Order. A Seraphim may fire two pistol weapons in the shooting phase, with -1 to hit modifier on each shot. These can be directed against the same target or different enemies.

A Seraphim armed with two hand flammers may fire them in combination. This is resolved as a single shot with the same profile as a normal flamer.

You may only take allied Adeptus Sororitas Seraphim squads if you include at least one Adeptus Sororitas character or Battle Sisters squad.

A spiritu dominatus,
Domine, libra nos,
From the lightning and the tempest,
Our Emperor, deliver us.

From plague, deceit, temptation and war,
Our Emperor, deliver us,
From the scourge of the Kraken,
Our Emperor, deliver us.

From the blasphemy of the Fallen,
Our Emperor, deliver us,
From the begetting of daemons,
Our Emperor, deliver us,
From the curse of the mutant,
Our Emperor, deliver us,
A morte perpetua,
Domine, libra nos.

That thou wouldest bring them only death,
That thou shouldst spare none,
That thou shouldst pardon none,
We beseech thee, destroy them.

Invocation of the Fede Imperialis. Commonly known as the Battle-prayer of the Adepta Sororitas.

FRATERIS**MILITIA BAND** 4 points per model

Your army may include any number of Frateris Militia bands.

Frateris are the male servants of the Ecclesiarch, either members of the clergy or lay followers. In times of need the Frateris may take up arms to defend themselves, led by a Preacher or Confessor. In times of great need the Ecclesiarchy may arm its support staff – the clerks, Deacons and other functionaries whose roles are normally more physical than spiritual. All of these are known by the general term *Frateris Militia*.

Frateris Militia bands accompany many Confessors and Missionaries, acting as self-appointed bodyguards for their chosen leader. Although the Adeptus Ministorum is forbidden from having men under arms, these troops are not under the direct control of the Ecclesiarchy and are just enthusiastic followers.

The military potential of the Frateris has been a subject of long and hard debate in Imperium. Although unskilled and sometimes as much a danger to themselves as the enemy, when well led by an inspirational figure, Frateris Militia have been known to perform feats of great courage and valour that would make veteran Imperial Guardsmen blanch with fear.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Militia	4	2	2	3	3	1	3	1	6

WEAPONS

A Frateris Militia band consists of 5-20 models. Each model may be armed with one choice from the Militia Basic Weapons Wargear List. There is no need for the entire band to be equipped with the same weapons. Pay the points shown on the list.

If there are 5-10 models in the band, two models may be armed with a weapon from the Militia Special Weapons List; if there are 11-20 models four models may be armed with a weapon from the Militia Special Weapons List. Pay the points shown on the list.

ARMOUR

Any model may be equipped with a primitive shield for +1 point per model.

SPECIAL RULES

One model in the unit may carry a Frateris Standard for +10 points. A unit containing a Frateris Standard may add +1 to its close combat scores in the first round of any close combat. In subsequent rounds the Standard has no effect. If the Standard bearer is killed and the Frateris band is not broken another model will automatically pick up the fallen banner. If the Banner Bearer falls and the squad is broken the Banner is lost for the rest of the battle.

To include Frateris Militia bands as allies you must also take a character from this army list.

SUPPORT**RHINO** 50 points

Your army may include a Rhino for each Adeptus Ministorum squad or character it contains.

The Rhino allows squads of Battle Sisters transport to where they are most needed. Many of the clergy also have their own personal transports, especially Missionaries and Confessors, who often need to travel great distances over hostile terrain.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Battle Sister	4	3	4	3	4	1	4	1	8



CREW One Battle Sister driver

WEAPONS Twin-linked bolters. The driver is armed with a bolt pistol.

ARMOUR The driver wears power armour (3+ save).

TRANSPORT The Rhino can transport up to ten models.

ADEPTA SORORITAS**IMMOLATOR** 140 points

Your army may include an Immolator for each Adepta Sororitas squad or character it contains.

The Immolator is exclusive to the Adepta Sororitas. Its twin-linked heavy flamers can cleanse the battlefield of all but the toughest foes. Combined with its speed and skilled crew, the Immolator can clear large areas of the battlefield. Its very presence forms such a threat that it can disrupt the enemy's attack and turn back a tide of foes without firing a shot.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Battle Sister	4	3	4	3	4	1	4	1	8

CREW One Battle Sister driver and one Battle Sister gunner.

WEAPONS Twin-linked heavy flamers. The crew are armed with a bolt pistol each.

ARMOUR The crew wear power armour (3+ save).

TRANSPORT The Immolator can transport up to five models.

SPECIAL CHARACTERS

SAINT PRAXEDES OF OPHELIA VII 122 points including Wargear



Saint Praxedes may be included as your army commander instead of an ordinary Canoness. She may be accompanied by a Bodyguard just like a Canoness (see the main army list).

Saint Praxedes was Canoness of the Order of Our Martyred Lady at the start of the Second Tyrannic War. With a force of Battle Sisters she reinforced the Caladenian Imperial Guard on the Cardinal World of Okassis. As the Tyranids assaulted the Cardinal palace, she led her Battle Sisters and a company of Guardsmen in a gallant counter-attack. Leading from the front of the fighting, she bested a Hive Tyrant and broke the Tyranid attack, buying the thousands of refugees fleeing from the conflict the time needed to evacuate the planet.

Not content with this success, the Canoness pressed deep into the heart of the Tyranid swarms, leading her small army in a guerrilla war against the armies of the hive mind. The disruption and havoc she wreaked seriously weakened the Tyranid attack on the spaceport, saving even more lives. As the last of the shuttles soared into orbit and safety, all contact was lost with her army. She was the first Martyr to the Kraken and her name is revered all across the Ultima Segmentum. Some claim that she lives yet, fighting on against the dreaded hordes of the Tyranids from within.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
St. Praxedes	4	6	7	4	5	3	6	4	10

WEAPONS Armed with boltgun, Melta bombs, Krak and Frag grenades and carrying the *Sceptre of Vengeance*.

ARMOUR Power armour (3+ save) and a *Cloak of Saint Aspira* (+1 to her saving throw for a total of 2+)

WARGEAR Saint Praxedes may have one Wargear card and three Relics. These will always be the *Cloak of Saint Aspira*, *Sceptre of Vengeance*, a *Purity Seal* and a *scanner*.

STRATEGY RATING If Saint Praxedes is leading the army, it has a strategy rating of 4.

SPECIAL RULES

SACRED RITES: Before the battle, Saint Praxedes may lead a squad in one of the Sacred Rites. As a Canoness she adds +3 to the roll.

IRRESISTIBLE CHARGE: When Saint Praxedes attacks, she is like a wrathful force of nature. She crashes headlong into her foes swinging the Sceptre of Vengeance in wide arcs, smashing her enemies off balance. When Saint Praxedes charges an enemy in close combat roll a D6 and add her Strength. If the total is greater than the Strength of her opponent they are knocked off balance and must halve their Weapon Skill for the rest of the turn (rounding up).

INSPIRATIONAL LEADER: Saint Praxedes is an awesome sight to behold as she strides into combat with the Sceptre of Vengeance swinging. In combat she is even more magnificent, as the blazing trail of her Sceptre cuts a fiery swathe through the foe. Any friendly troops with a line of sight to Saint Praxedes may add +1 to their Leadership for psychology and Break tests. If Saint Praxedes is fighting in hand-to-hand combat any squads or models with a line of sight to her may use her Leadership value of 10 for all psychology and Break tests.

Any unit led by Saint Praxedes adds +1 to its Weapon Skill if they charge the enemy in close combat.

Sceptre of Vengeance 10 points

The Sceptre of Vengeance is a huge, heavy mace. Its head is wreathed in a shimmering flame which leaves a trail of fiery sparks as it swings through the air. The Sceptre of Vengeance has the profile given below.

Str	Dam	Mod.	Pene.
7	1	-4	D6+D12+7

Adeptus Ministorum Relic *St. Praxedes only*

HELENA THE VIRTUOUS, PRIORESS OF THE CONVENT SANCTORUM

160 points including Wargear

Helena the Virtuous may be included as your army commander and must be accompanied by a Bodyguard like the one available to a Canoness (see the main army list).

Raised from infancy in an Ophelian Schola Progenium, Helena proved to be remarkably gifted in her earliest childhood. Exceptionally intelligent, eloquent and incisive, she was destined to become a high authority in whatever vocation she chose. After 30 years service in the Order of the Key, Helena had risen to the position of Canoness, and was responsible for a great increase in the power of the Ecclesiarchy.

Her efforts did not go unnoticed and when the Prioress of the Convent Sanctorum died, Helena's was the first name on the Ecclesiarch's lips. Although Helena's duties are mainly of an organisational and spiritual nature, she has always possessed the gift of involving herself personally at the right moment. As a Prioress, Helena is a member of all the Orders of the Adepta Sororitas, including the Orders Militant. Although she lacks the lifelong training of one of that Order, it has been known for Helena to personally intervene in a battle. With her own strict regime of training and exercise, she keeps her ageing body in the best condition possible and she is very skilled in the theories of battle.

Helena's greatest asset is the holiness and serenity she radiates. Her presence has an underlying strength which reassures others and imbues her followers with an undying love and respect. Combined with her encyclopaedic knowledge and shining charisma, these qualities make Helena a truly great battlefield commander and politician.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Helena	4	5	5	4	4	3	5	3	10

WEAPONS Armed with boltgun and Frag grenades and carrying the *Rod of Grace*.

ARMOUR Power armour (3+ save) and a *Rosarius* (Conversion field – 4+ unmodified save).

WARGEAR Helena the Virtuous may have one Wargear card and four Relics. These will always be a *Targeater*, *Rosarius*, *Rod of Grace*, *Purity Seal* and the *Mantle of Ophelia*.

STRATEGY RATING If Helena the Virtuous is leading the army, it has a strategy rating of 4.

SPECIAL RULES

SACRED RITES: Before the battle, Helena may lead a squad in one of the Sacred Rites. Helena adds +4 to the roll. If the result is a 10, you may roll twice and apply both results to the squad. Re-roll any subsequent results of 10 or duplicate results.

Every other squad in the army receives a bonus of +1 to its Sacred Rites rolls, which is in addition to any bonuses the character may add. If this takes the result to 10 or more, treat this as a roll of 9.

HOLY RADIANCE: It is claimed that Helena the Virtuous shines with the light of the Emperor. It is true that she radiates an aura of calm and courage, and her words reach into the soul of those who hear them. Any fleeing Imperial squad within 12" of Helena at the start of the rally phase automatically rallies. In addition, all troops with a line of sight to Helena may use her Leadership value of 10, not just those within 12".

Helena herself is completely immune to psychology and Break tests.

REVERED LEADER: The troops following Helena hold her in such high regard that they are likely to go to any length to ensure no harm befalls her. If Helena the Virtuous is wounded, her followers will be driven into a madness of retribution. If Helena is wounded all the troops in the army become subject to the rules for *Hatred* as detailed in the Warhammer 40,000 rulebook. If Helena should be killed, every squad that passes the subsequent Leadership test for the loss of their commander becomes immune to Break tests for the rest of the battle.

Such is Helena's importance to the Imperium and so greatly is she revered by her troops, that if she is killed she is worth an additional 5 victory points to the enemy.

Rod of Grace 8 points

Using similar technology to a Space Marine Chaplain's Crozius Arcanum, the Rod of Grace is covered with a shimmering field of force. However, this field is much more powerful and can be focused into a beam to strike at a distance. The Rod of Grace has the following profile:

RANGE	TO HIT		STR	DAM	SAVE MOD.	ARMOUR PENE
	S	L				
0-6				6	D3	-4

Special: Close Combat

Adeptus Ministorum Relic

Helena only

Mantle of Ophelia 15 points

Helena's robes of office incorporate the ancient cloak known simply as the Mantle of Ophelia. The Mantle is a badge of office for the Prioress of the Convent Sanctorum and is believed to have sacred powers of protection.

The power of the Mantle can make Helena almost invulnerable for a short period of time. Declare at the start of a turn that you are using the Mantle. For the whole of that game turn, Helena may re-roll any failed save for her Rosarius. If the second roll fails she is wounded as normal. Once the power of the Mantle has been invoked it has no further effect.

Lasts one game turn only

Adeptus Ministorum Relic

Helena only

URIAH JACOBUS, PROTECTOR of the FAITH

115 points including Wargear



Your army may include Uriah Jacobus either as its commander or as an independent character.

Uriah Jacobus was a Missionary travelling the worlds west of Bakka, in the southern galaxy. By the age of fifty he had introduced fifteen new worlds to the Imperial Creed, a remarkable achievement considering the scarcity of inhabited planets in the region. He achieved even greater recognition on the half-frozen world of Solstice. After spending three years learning about the inhabitants of the world, whose technology and society was reaching a feudal stage, Jacobus started to introduce the doctrines of the Ecclesiarchy into the beliefs of the natives' own rather disorganised religion.

When meeting the king of one particular realm, Jacobus was disturbed to see an idol of the kingdom's god – a four-armed god of death. Guessing a Genestealer cult to be involved, Jacobus returned to more friendly kingdoms and persuaded their rulers to ally with each other to attack the traitor king. As suspected, when Jacobus arrived with a mass of crossbowmen and cavalry at his back, his army was attacked by a horde of Genestealers. Although many of the horrific creatures were felled by a storm of quarrels, the Genestealers started tearing apart the infantry with ease.

Jacobus split his knights into two forces. One he left as a reserve while he led the other on a flank march that struck at the rear of the Genestealer cult. Smashing his way through a

screen of human Brood Brothers, the knights attacked the heart of the cult. The Patriarch was finally slain, though a mound of bodies lay heaped around its corpse, and the Magus was spitted on a lance. The cult was momentarily confused by the loss of its leaders. Seeing the inaction of their foes, the rest of the knights attacked, sweeping away the disorientated aliens in one glorious charge.

After the Battle of Solstice, Jacobus became a legendary figure, able to call on the Emperor's aid to thwart whatever odds opposed him. He converted another six worlds to the Emperor's worship before he finally died of a lung-destroying virus on the death world of Gorang.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
D'Arethon	4	6	6	4	5	3	6	3	10

- WEAPONS** Armed with shotgun, chainsword, Krak and Frag grenades.
- ARMOUR** Carapace armour (4+ save) and a *Rosarius* (4+ unmodified save).
- WARGEAR** Jacobus may have one Wargear card and two Relics. These will always be a *Rosarius*, *Litanies of Faith* and the *Banner of Sanctity*.
- STRATEGY RATING** If Jacobus is leading the army, it has a strategy rating of 3.

SPECIAL RULES

SACRED RITES: Before the battle, Jacobus may lead a squad in one of the Sacred Rites. As he has Litanies of Faith you may roll two dice and choose which result applies. As a Missionary Mighty Hero Jacobus adds +1 to the roll.

STEADFAST: Jacobus absolutely will not give up or surrender. He is therefore immune to psychology and Break tests. If a squad he is with flees for any reason, Jacobus does not flee with them but remains where he is.

Banner of Sanctity 15 points

The Banner of Sanctity was woven by the daughters of King Ellesan of Solstice from the finest threads. Foes who see the banner are filled with awe and dread. Friendly troops following the banner will fight their utmost for the honour of the Emperor.

Any unit within 12" of the Banner may roll 3 dice for any Leadership tests it is required to make and choose the lowest 2. Any unit led by a character bearing the Banner of Sanctity may ignore any close combat fumbles they roll (treat the roll as a 1, but the enemy gets no further benefit) and count any 6's they roll as a critical hit, not just second and subsequent 6's.

Adeptus Ministorum Relic

Jacobus only

REDEMPTOR KYRINOV, ARCH-CONFESSOR

88 points including Wargear

Your army may include Arch-Confessor Kyrinov as its commander or as an independent character.

Arch-Confessor Kyrinov has been the scourge of blasphemers and heretics across a hundred worlds. He purged the Chaotic legions of the Demagogue Lord of Valaan, accompanied the Valhallan Ice Warriors on the Crusade of Repentance and crushed the Jihad of Duke Selda. Kyrinov is known for unflinching adherence to his duties and his harsh treatment of those who deviate from his strict interpretations of Ecclesiarchal doctrine. Kyrinov often quotes from the scriptures of Confessor Dolan and strongly agrees with the Great Confessor's belief that no sacrifice is too great.

Kyrinov is seen by most as a vocal, tyrannical figure but his patience and shrewd mind often serve him better than any amount of sermonising and lambasting of the masses. It is claimed that Kyrinov would wait until the sun grew cold and the planets stopped spinning if it meant that an opponent to the Ecclesiarchy would fall from grace. Kyrinov's fiery speeches, wild gestures and melodramatic acts of faith hide a very cold and logical approach to his work. A prime schemer and manipulator of people, Kyrinov is an impossible foe to out-think or placate.

Kyrinov is most famous for his handling of the Molovian Heresy. While posing as a staunch supporter of the renegade Governor of Molov, Kyrinov spent three years gathering evidence against him and rallying support for his overthrow. With hundreds of secret meetings with industrial and trade leaders, Kyrinov stirred up a cartel which plotted to topple the greedy Governor Vlachek from power. Using his followers' power, Kyrinov's real message was able to reach almost every member of Molovian society. With the support of the workers' unions and the traders, Kyrinov was able to lead a popular revolt and wrest the reins of power from Vlachek. Vlachek's cousin was installed in power in his place and it must be noted that Molov now has a startling reputation for efficiency and honesty when delivering its Ecclesiarchal tithes. All this was achieved with no other influence from the Ecclesiarchy or any other Imperial organisation.

Icon of Chiro 15 points

Made from the black marble of the pulpit Confessor Dolan first preached from, the Icon of Chiro represents one of the ultimate symbols of the Emperor's power. All who see it are filled with a fervent faith and an undying devotion to the cause. The sight of the icon is so terrifying to the enemies of the Imperium that they flee in terror.

A character carrying the Icon causes *terror* and so is immune to fear and terror themselves. Any squads or models with a line of sight to the Icon (including the character wielding it) count as having a Leadership of 10 and may re-roll any fumbles in hand-to-hand combat (the second roll counts, even if it is also a fumble).

Adeptus Ministorum Relic

Kyrinov only

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kyrinov	4	5	4	4	4	2	4	2	10

WEAPONS Armed with a *Master-crafted Bolt Pistol* and the *Mace of Valaan*.

ARMOUR Flak armour (6+ save, 5+ vs. templates) and *Rosarius* (Conversion field – 4+ unmodified save)

WARGEAR Kyrinov may have one Wargear card and three Relics. These will always be a *Master-crafted Bolt Pistol*, the *Icon of Chiro* and a *Mace of Valaan*.

STRATEGY RATING If Kyrinov is leading the army, it has a strategy rating of 3.



SPECIAL RULES

CONFESSOR: Kyrinov is a Confessor and all the special rules for Confessors apply to him – he never breaks and is immune to psychology except frenzy, and any unit he is leading is also subject to frenzy, is immune to all other psychology and cannot break. He and the squad cannot test to restrain frenzy.

Mace of Valaan 8 points

The Mace of Valaan was presented to Arch-Confessor Kyrinov during his battles against the Demagogue Lord of that world. The massive weapon glows with a shimmering field of force and can smash apart armour and bone with a single blow.

The Mace of Valaan can be wielded in close combat with the following profile. The Mace is so powerful the wielder's opponents may never parry its blows, whatever the source of the parry.

Str	Dam	Mod.	Pene.
6	1	-3	D6+D12+6

Notes: Cannot be parried.

Adeptus Ministorum Relic

Kyrinov only

CARDINAL ARMANDUS HELFIRE

100 points including Wargear

Your army may include Cardinal Helfire as its commander or as an independent character.

Cardinal Armandus presides over the Diocese of Avignor. Avignor is situated close to the Eye of Terror and Ministorum forces in the area must keep a constant guard against the attacks of Chaos. Armandus himself often leads a War of Faith against these invaders, and has never lost to them yet. He is a huge man, with a powerfully muscled body and a deep, booming voice. In the Holy Synod he is known for his staunch conservatism and loudly resists even minor changes to the Ecclesiarchy. He is a hard but fair man, who sees himself as an example of the perfect follower, a mould which every other man should fit into. Although many disagree with his views (usually in private), none can doubt his faith, courage and honour.

Born of a low background, Armandus is seen as a working man doing a new job. His commands are typified by a high morale and he often is the source of the camaraderie between his troops. With his startlingly incisive wit and ready laugh, he can turn a rag-tag bunch of men into a fighting force, the equal of the best Imperial Guard regiments.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Armandus	4	5	6	5	5	3	4	2	10

"The foul heathen Orks are mustering for another attack. Take heart, men, for the Emperor's divine protection lies over us. Take a moment, my brave warriors, to meditate upon our fate, and ask the Emperor to guide our aim and steady our hearts. The Orks are many and we are but few, but are we not men of great strength and courage? Does not Mankind rule over all the stars in the ether? These savages will not turn us from our sacred purpose and holy right to claim this world for the greater glory of the Emperor!"

A thunderous cheer rose from the massed ranks of the Militia as the Cardinal finished his speech. Raising his hands for silence, Armandus commanded the assembled army to kneel in preparation for prayer. He was halfway through chanting the third verse of the Expugia Exorcism when the first shells of the Ork attack thundered across the mountainside. Many of the congregation cast nervous glances around them but the Cardinal remained steady, his eyes raised to the skies. When the ninth and final verse was finished he raised the Sceptre of Avignor above his head and called out to the congregation.

"Now is the time my fine brothers in faith! Spare no one, ask no quarter, and be strong in your belief. For Humanity and the Emperor, advance and give battle to the unholy!"

WEAPONS

Armed with a plasma gun and the *Sceptre of Avignor*.

ARMOUR

Flak armour (6+ save, 5+ against template weapons) and a *Rosarius* (4+ unmodified save).

WARGEAR

Armandus may have one Wargear card and two Relics. The Relics will always be the *Sceptre of Avignor* and a *Rosarius*. The other Wargear card may be chosen freely.

STRATEGY RATING

If Armandus is leading the army, it has a strategy rating of 3.

SPECIAL RULES

SACRED RITES: Before the battle, Armandus may lead a squad in one of the Sacred Rites. He adds a +1 bonus to the roll.

HOLY DISDAIN: Armandus is utterly disdainful of alien races. He believes that the Emperor protects him and no harm can befall him from the filthy hands of the godless scum. Armandus is totally immune to *Fear* and *Terror* tests, and cannot be broken. Should a squad accompanied by Armandus flee, he will remain in place and becomes separated from the unit.

COMMANDING VOICE: Armandus's bellows can be clearly heard over the thunder of gunfire and the screams of the wounded, urging his followers on. If Armandus is the army commander, units within 18" may use his Leadership of 10, rather than just units within 12".

"OL' STONY": Armandus is fondly referred to as Ol' Stony by the troops under his command. He has an incredible endurance and stamina and can weather wounds without a blink that would fell lesser men. This is partially reflected in his Strength, Toughness and Wounds characteristics. In addition, any weapon that causes multiple damage which hits Armandus halves the number of wounds it inflicts (round fractions down, to a minimum of 1).

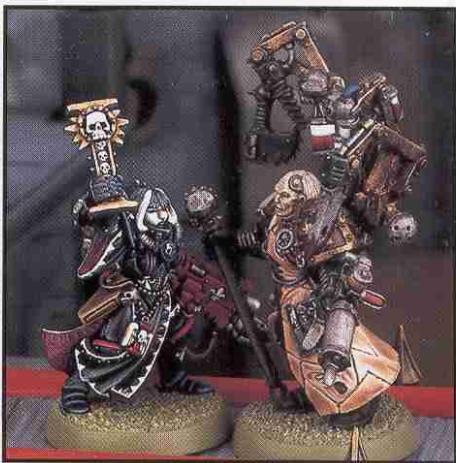
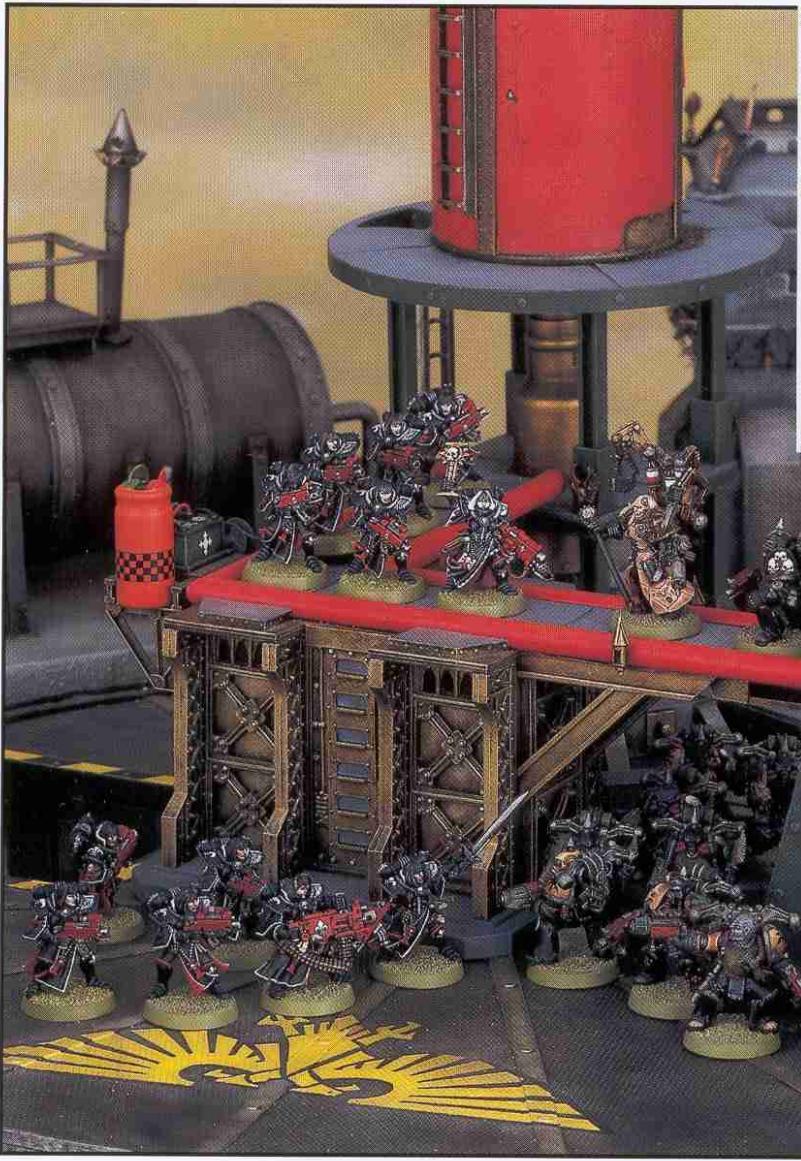
Sceptre of Avignor 15 points

This is the symbol of the Cardinal of Avignor and has been handed down by each Cardinal to his successor for over four thousand years. During the Age of Apostasy, it was noted that Avignor retained much of its power and status and was shielded from the worst of the Reign of Blood.

The Sceptre is a great symbol of hope and any fleeing friendly squad which can draw a line of sight to it when it rallies is treated as if it had rolled a double 1 – ie, it can take a normal turn as described on page 48 of the Warhammer 40,000 rulebook. The Sceptre may also be wielded in close combat and adds +1 to the wielder's Strength.

Adeptus Ministorum Relic

Armandus only



Battle Sisters of the Order of Our Martyred Lady defend an Imperial base from attack by the foul minions of Chaos.



An Order of Our Martyred Lady force deploys against a mob of Blood Axe and Bad Moon Orks.

CODEX™

Sisters of Battle™

Foremost amongst the fanatical warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. 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 battles across every part of the galaxy.

The Adeptus Ministorum

Revealed for the first time is the full story of the long and tortuous evolution of the Adeptus Ministorum, from its founding in the distant past to its present day organisation. It provides a unique insight into the politics and powers that rule Humanity, and their effect on the warriors of the Imperium.

Forces of the Ecclesiarchy

This book contains full details and rules for all the fighters of the Ecclesiarchy, from the lowly Frateris Militia, to the noble Battle Sisters of the Militant Orders of the Adepta Sororitas. Also covered are the zealous Confessors, stalwart Preachers and questing Missionaries of the Adeptus Ministorum, as well as the Sister Superiors and Canonessess that lead the Sisters of Battle. In addition, full rules are provided for the elite Seraphim squads and the awesome flame-throwing Immolator tank.

Army List

The army list in this Codex allows you to field warriors from the Adeptus Ministorum in your Warhammer 40,000 battles. Also provided are guidelines for using the forces of the Ministorum as allies for other Imperial organisations. Finally, the Special Characters section profiles mighty individuals such as Saint Praxedes of Ophelia VII, Helena the Virtuous – Prioress of Ophelia VII, and the Arch Confessor, Redemptor Kyrinov.

Special Rules

New Adeptus Ministorum Relics are presented, along with rules for performing Sacred Rites before the battle and ideas for incorporating an Adeptus Ministorum force into your campaigns and battles.



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