

C O D E X

WITCH HUNTERS





SECOND BOOK OF THE INQUISITION

HERETICUS



CONTENTS

<i>Introduction</i>	2
<i>The Ecclesiarchy and the Ordo Hereticus</i>	4
<i>The Adepta Sororitas</i>	6
<i>Puritans and Radicals</i>	8
<i>Duties and Organisation of the Adepta Sororitas</i>	10
<i>Ordo Hereticus Psychic Powers</i>	14
<i>Inquisitorial Henchmen</i>	15

<i>Sisters of Battle special rules</i>	18
<i>Witch Hunters Armoury</i>	20
<i>The Witch Hunters Army List</i>	24
<i>Using the army list</i>	24
<i>HQ and Allied Forces</i>	26
<i>Elites</i>	28
<i>Troops</i>	34
<i>Fast Attack</i>	35
<i>Heavy Support</i>	36

<i>Defend the Shrine</i>	38
<i>Adversaries of the Witch Hunters</i>	39
<i>Witch Hunters Narratives</i>	42
<i>Inquisitor Karamazov</i>	44
<i>Saint Celestine</i>	46
<i>Summary</i>	48
<i>Collecting and Painting a Witch Hunters army</i>	49

Written By

Andy Hoare & Graham McNeill

Additional Material

Pete Haines, Phil Kelly & Anthony Reynolds

Conceptual Design

Dave Andrews, John Blanche, Andy Chambers, Gordon Davidson, Jes Goodwin, David Gallagher, Paul Jeacock & Gav Thorpe

Production

Michelle Barson, Dylan Owen, Mark Owen & Nathan Winter

Cover Art

Paul Dainton

Graphic Design

Neil Hodgson & Stefan Kopinski

Internal Art

Alex Boyd, Paul Dainton, Nuala Kennedy, Karl Kopinski, Adrian Smith, Andrea Uderzo & Sam Wood

Miniatures Designers

Tim Adcock, Adam Clarke, Juan Diaz, Jes Goodwin, Alex Hedström, Aly Morrison & Steve Saleh

'Eavy Metal

Kev Asprey, Pete Foley, Neil Green, Neil Langdown, Darren Latham, Seb Perbet, Keith Robertson & Kirsten Williams

Hobby Material

Tammy Haye, Mark Jones, Graham Davey & Stephen Shepherd

Special thanks to Eric Goldstein, Agis Neugebauer, James Teal, Clinton Wolf and the Ancient and Honourable Order of Techpriests.

Excerpt from the novel Malleus by Dan Abnett, courtesy the Black Library.

CODEX: WITCH HUNTERS

Welcome, learned Inquisitor, to the secret texts of the Witch Hunter. Within these hallowed pages you will find all you need to guide you in collecting, painting and gaming with a Witch Hunters army in the Warhammer 40,000 game. The armies of the Witch Hunter are powerful and dangerous, commanded by the sinister and unforgiving Inquisitors of the Ordo Hereticus. The Chamber Militant of this holy order is the virtuous and pious Adepta Sororitas, ancient orders of warrior women whose origins can be traced back to the infamous Age of Apostasy.

The Ordo Hereticus

A branch of the Inquisition, that secretive body founded in the earliest days of the Imperium, the Ordo Hereticus stands ready to defend Humanity against the myriad dangers posed by the witch, the heretic and the mutant. The Inquisitors of the Ordo Hereticus are a sinister breed, cut from a very different cloth than that of their brethren of the Ordo Malleus and Ordo Xenos, and often their work involves the persecution of their fellow Inquisitors for trafficking with the daemonic and the alien; for such activities are amongst the most heinous of crimes in the Imperium. Such is the power wielded by an Inquisitor that he can call upon every branch of the armed forces of the Imperium and none can refuse his call. Even the Space Marines may be called upon to aid an Inquisitor should the threat be greater than he and any locally requisitioned forces are able to counter.

Rising from the ashes of the Age of Apostasy, when the insane Lord Vandire plunged the Imperium into one of the bloodiest periods in its already bloodstained history, the Ordo Hereticus are the guardians of Humanity's future. In conjunction with their Chamber Militant, the Adepta Sororitas – also known as the Sisters of Battle – the Ordo Hereticus hunt down and destroy the most insidious threats to Humanity, the enemy within: witchcraft, heresy and mutation.

The Sisters of Battle are shining examples of all that is good about Humanity, the pinnacle of faith, devotion and purity. As well as forming the Chamber Militant of the Ordo Hereticus, the Sisters of Battle also provide the fighting arm of the Ecclesiarchy, the monolithic organisation devoted to the worship of the Emperor and the preaching of the Imperial Creed. Armed with the finest weapons and armour the Ecclesiarchy can provide, they are amongst the best and bravest warriors an Inquisitor can call upon.

"We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the correct course. Mercy destroys us; it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of Our Emperor. Praise his name for in our resolve we only reflect his purpose of will."

Inquisitor Enoch,
Castigations on the Last Days

Why Collect a Witch Hunters Army?

The Witch Hunters is an incredibly characterful army, with a wide selection of deadly troops at its disposal and the power of faith to command. The Sisters of Battle are exceptionally well equipped, with armour and weapons the equal of any Space Marine Chapter. Their faith and devotion to the Emperor can be manifested as a potent force in itself, empowering Sisters with all manner of miraculous abilities, such as shrugging off wounds that would kill a normal person or holding them fast in the face of overwhelming odds. The Inquisitors of the Ordo Hereticus can utilise some truly fearsome instruments in the persecution of their foes: ancient artefacts blessed by the holiest of saints and powerful weapons that have been handed down through the ages in the fight against witches and all wielders of Warp-spawned magicks. Together with their faithful retainers, the Witch Hunters can be sure of having the right combination of skills at his disposal, whatever the foe. In addition, any Inquisitor can requisition a fearsome array of allies to fight alongside him, from the lethal operatives of the Officio Assassinorum to frenzied Arco-flagellants and the mighty death machines of the Penitent Engines. If you're after an army that can be tailored to make an elite force with enormous potential for variety, then this is the army for you.

A great strength of the Witch Hunters army list is its ease of integration with existing armies. If you already have an army of the Imperium such as the Space Marines or Imperial Guard, it can easily be incorporated into the Witch Hunters list. For instance, a Space Marine player may choose to lead his force into battle with an Adepta Sororitas Heroine and her Celestian bodyguard, or an Imperial Guard player may choose to add a couple of platoons of infantry to his Witch Hunters force. Conversely, we also include rules that allow the opponents of the Witch Hunters to take units of traitors and mutants in their force, as well as rules for having your army led into battle by a powerful witch or heretic. There's also the option to bestow terrifying psychic powers upon your existing army commander, since it's perfectly plausible that he has developed latent psychic powers and is leading his army against those who would hunt him down and destroy him. Exactly why the Witch Hunters are called into action!

The miniatures in the Witch Hunters range are wonderfully detailed and well-crafted, and a fully painted army looks fantastic on the tabletop. On the one hand you have ranks of Sisters of Battle, resplendent in their ornate armour, while on the other you have the highly individual and characterful Inquisitors accompanied by their retinues of Henchmen. While the Sisters of Battle are exceptional warriors and can easily take to the field of battle alone, it is when they are combined with the powerful troops at the disposal of an Inquisitor that they really come into their own, though it will take many gaming sessions to truly get the most out of the more unusual elements of the Witch Hunters army list. Have fun, and may the power of faith guide you...



THE ECCLESIARCHY AND THE ORDO HERETICUS

The Ecclesiarchy has provided guidance to the servants of the Emperor for nearly ten thousand years, through some of the darkest times imaginable. Such was the Emperor's preternatural charisma and strength that many worshipped him as a god even before his near death at the hands of the traitorous Warmaster Horus. The Warmaster's treachery had almost destroyed the Imperium, which was left teetering on the brink of anarchy. In these bleak times, spiritual guidance was needed as never before, and as news of the Emperor's supreme sacrifice spread, adoration and worship swept through the Imperium. Visionaries appeared on many worlds, preaching that the Emperor still watched over the faithful, and these divinely inspired individuals quickly attracted hordes of disciples. Soon these cults were spreading through the galaxy, the strongest growing and prospering, subsuming or eradicating the smaller ones until one particular sect of Emperor worshippers grew to dominate them all: the Temple of the Saviour Emperor.

TEMPLE OF THE SAVIOUR EMPEROR

Billions upon billions revered the Emperor until, by the start of the 32nd millennium, almost two thirds of the Imperium was united by his worship. Only the warriors of the Adeptus Astartes and the Adepts of the Cult Mechanicus were exempt from the cult's tenets, having their own beliefs, traditions and forms of worship. Less than a century later, the Temple of the Saviour Emperor was officially recognised as the official religion of the Imperium and given the title of Adeptus Ministorum, or Ecclesiarchy. The power of the Ecclesiarchy continued to grow to such a level that its seat in the council of the High Lords of Terra was made permanent. With the backing of the Adeptus Terra, the Ministorum continued to extend its influence throughout the Imperium, casting out as unbelievers those who did not join its ranks.

Unchallenged in matters spiritual, the Ministorum took steps to ensure that its control would spread to all facets of Imperial life, even to the extent that the High Lords of Terra would take their lead from the head of the Ministorum, the Ecclesiarch, believing him to be the voice of the Emperor, a belief that the Ministorum did nothing to disprove. Soon, the Ministorum was the de facto master of the Imperium, dictating Imperial law, mustering armies and deciding which threats to meet with force. But as the grip of the Ministorum tightened, the secular power of the Administratum fought against this absolute control and thus began a power struggle that has lasted until the 41st millennium. Into this maelstrom of conflict stepped Goge Vandire, 361st High Lord of the Administratum.

THE AGE OF APOSTASY

At the beginning of M36, Vandire broke the stranglehold of the Ecclesiarchy in several bold moves, overtly manipulating the Ministorum through assassination and brute force. He took control of the Ministorum in what can only be described as a military coup and assumed the dual role of Ecclesiarch and High Lord of the Administratum, driving the Imperium into the bloodiest period since the Horus Heresy – the Age of Apostasy and the Reign of Blood. Vandire was a paranoid megalomaniac, and saw plots and treachery everywhere, his mind a twisted labyrinth of suspicion and delusions. Countless millions died in the Reign of Blood and entire worlds were destroyed by his madness. Early in his blood-soaked reign, Vandire discovered an all-female order of warriors on the world of San Leor, known as the Daughters of the Emperor, which he renamed the Brides of the Emperor, and these became his personal bodyguards.

The Reign of Blood was to continue for another seven decades, with millions more burning in the fires of Vandire's insanity. As

the years dragged on, Vandire grew increasingly violent and his mood swings even more unpredictable. He developed a morbid fear of light and would often wander the darkened passages of the Imperial Palace, lapsing into delirious ramblings and utterances. It was to this dark, forbidding place that a lone messenger delivered the news that was to herald the end of the Reign of Blood. On the world of Dimmamar, a sect known as the Confederation of Light had emerged and denounced Vandire as a traitor. Led by a man known as Sebastian Thor, the Confederation of Light spread its message to a brutalised people, only too ready to throw off the yoke of oppression, and soon system after system joined Sebastian Thor.

A massive war fleet consisting of the majority of the Ministorum's armed forces was assembled to crush the rebellious systems, but shortly after its departure it was destroyed by a terrifyingly powerful warp storm in an area of space still known and feared as the Storm of the Emperor's Wrath. With much of the Ministorum's forces destroyed, whole swathes of the Imperium erupted in rebellion, with scores of systems declaring for Thor and the Confederation of Light. An orator of supreme skill, Sebastian Thor swayed millions to his cause and turned the tide against Vandire. As Thor's crusade smashed aside those who remained loyal to the Ecclesiarch, the Space Marines and the Adeptus Mechanicus (who had remained largely on the defensive during the Age of Apostasy) were finally able to join forces with Thor and close on Terra.

Once more the Imperial Palace came under attack, though this time from forces loyal to the Emperor. For months, the walls of the palace withstood every assault until at last the Adeptus Custodes, the praetorian guard of the Emperor himself, sought out Alicia Dominica, the leader of the Brides of the Emperor and her most trusted companions. The Custodes took them before the Emperor, though what occurred there remains unknown. When they emerged from the bowels of the palace they renounced the name of Brides in favour of their original title of Daughters of the Emperor, and marched with barely-controlled fury to Vandire's audience chamber. They found him in the midst of yet another bloody tirade and, pausing only to condemn him for his crimes against the Emperor, Alicia Dominica cut the head from the traitor's shoulders. The Reign of Blood was over.

"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 it is now time for you to die."

Alicia Dominica to High Lord Goge Vandire

THE REFORMATION

Sebastian Thor eventually ascended to become Ecclesiarch, and the Ministorum was to be changed forever. He formed the Synod Ministra on Ophelia VII, an act designed to break up the power of the Ecclesiarchy. No longer would one man have total power over the Ministorum and become another Vandire. Great changes were gradually implemented to bring the Ministorum back to its original inception and, most importantly, the Decree

Passive was issued in 288.M36. This historic act forbade the Ministorum from raising 'men under arms' and Thor disbanded the armies and fleets that had served Vandire, incorporating the Daughters of the Emperor into the military hierarchy and renaming them the Orders Militant of the Adepta Sororitas – the Sisters of Battle. Though this sat uncomfortably with the newly reinstated High Lords of Terra, they could not oppose Thor, and his insistence that they would regulate the Ecclesiarchy as much as enforce its will, reassured many of his doubters. Perhaps the most important body to come into existence following the Age of Apostasy was not at Thor's instigation at all, but at the behest of the secret masters of the Emperor's Holy Orders of the Inquisition. This new organisation was the Ordo Hereticus.

RISE OF THE WITCH HUNTERS

The Ordo Hereticus arose from the ashes of the Age of Apostasy, formed to guard against the enemy within. While the Inquisition monitors every aspect of the Imperium as a whole, the prime concern of the Ordo Hereticus, or the Witch Hunters as its members are more commonly known, is the apprehension and judgement of the rogue psyker, the heretic and the mutant. Given that the stated purpose of the Adepta Sororitas and the newly formed Ordo Hereticus meshed so seamlessly, it did not take long for the duties and hierarchy of both organisations to become part of the same holy purpose. Though the Adepta Sororitas would forever remain the Ecclesiarchy's primary armed force, they would also become the Chamber Militant of the Ordo Hereticus.

A shadowy branch of an organisation already swathed in secrecy, the Ordo Hereticus is the guardian of Humanity, the watcher at the gates which protects Mankind, as much from its own weaknesses as any threat from without. The Witch Hunters of the Ordo Hereticus are sinister, feared individuals, pale from long days spent in the excruciation chambers of Inquisition fortresses or weeks spent poring over ancient texts that speak of the heretic and his machinations.

The arrival of an Ordo Hereticus Inquisitor is met with as much trepidation as awe, since none know where their gimlet gaze may land and upon whom their suspicions might fall.

In addition to monitoring the Ecclesiarchy – ensuring that Wars of Faith do not exceed their mandate or that its many Cardinals do not amass more power than is deemed appropriate – the Ordo Hereticus keeps a close eye on many other Imperial organisations: the Adeptus Arbites, the Space Marines and also fellow members of the Inquisition. They monitor doctrinal and physical purity, and no one is beyond their jurisdiction. It is a brave man who crosses the path of a Witch Hunter, as simply by opposing a member of the Ordo Hereticus an individual may be damned and declared Heretic and Extremis Diabolus.



THE ADEPTA SORORITAS

The Adepta Sororitas came into being following Sebastian Thor's reforms of the Ecclesiarchy at the closing of the Age of Apostasy, when the Daughters of the Emperor were split into two orders at the Convent Prioris on Terra and the Convent Sanctorum on Ophelia VII.

FOUNDATIONS

Much of the Imperium still reeled from the devastation of Vandire's Reign of Blood, and so the first years of the Sisterhood's existence saw Alicia Dominica leading wars of faith against a score of pretenders that followed in the renegade High Lord's wake. Silvana, Mina, Lucia, Katherine and Arabella – those Sisters who had joined her before the Golden Throne – accompanied Dominica. The Sororitas were filled with a radiant purpose not evinced since the legendary days of the Great Crusade, and brought the burning light of the Emperor's divine judgement to the darkest corners of the Imperium.

It was at the height of the Reformation that the Ordo Hereticus was formed, and it was not long before the two organisations joined to pursue their common purpose. Though the details are shrouded in mystery, the Sisterhood and the Witch Hunters formalised their relationship in a shadowy conclave referred to in whispered tones as the Convocation of Nephilim. The Convocation stated that the Orders Militant of the Adepta Sororitas would place themselves at the disposal of the Ordo Hereticus whenever called to do so by a duly appointed Inquisitor, forming the Chamber Militant of the Witch Hunters. The Sisterhood would remain under the auspices of the Ecclesiarchy on a day-to-day basis, and retain the rights and responsibilities granted to them by Sebastian Thor. It is postulated by some that this move came about because the High Lords of Terra, in particular the Inquisitorial Representative to the Senatorum Imperialis, would not simply stand by and allow the Ecclesiarchy to flout the spirit, if not the letter, of the Decree Passive. Under the terms of the Convocation of Nephilim, the Ecclesiarchy would retain the Sisters of Battle as a fighting force, and the newly formed Ordo Hereticus would acquire an unswervingly loyal Chamber Militant.

It is also whispered that the knowledge imparted to Dominica and her companions when brought before the Golden Throne coincided in some manner with the shadowy agenda of the Ordo Hereticus. Exactly what joint hidden mission the two organisations follow is likely only known by their highest-ranking members, and many heretics have died in excruciating pain as punishment for seeking such knowledge.

The Living Saints

The greatest heroes of the Adepta Sororitas may, in the most exceptional of circumstances, be proclaimed Living Saints. This ascension is likely to occur only a handful of times in a millennium, and is the cause of great rejoicing across all the worlds of the Imperium.

Before an individual can be declared a Living Saint, a joint conclave of the Inquisition and the Ecclesiarchy must first affirm that the declaration is true, and the individual just and pure. Some of these convocations have been known to last many years, with debate raging back and forth between the various factions until agreement is reached. Needless to say, the most earnest advocates of the beatification are to be found amongst the Thorians. This faction of the

EXPANSION

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

By late M36, the Sisters of Battle had become synonymous with the temporal power of the Ecclesiarchy, enforcing its dogma and prosecuting its wars across the galaxy, all the while supporting the Ordo Hereticus in their role as Chamber Militant. The Orders spread, establishing subsidiary convents on key worlds across the Imperium. Dominica, Katherine, Silvana and Lucia, all of whom had been declared Living Saints in their own lifetimes, performed acts that would become legendary even amongst an entire galaxy of legends. But such legends seldom end happily, and first Dominica, then Silvana and Lucia were martyred at the hands of evil men, men jealous of their faith and purity. When Katherine was murdered by the Witch-cult of Mnestteus, her Order was renamed the Order of Our Martyred Lady, so deeply did her sisters mourn her loss.

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

THE RISE OF THE LESSER ORDERS MILITANT

As numbers within the Orders Militant waxed and waned, varying from a couple of thousand warriors to many thousands, the subsidiary convents began to take on an importance all their own. These small, scattered bases often proved ideal for reacting to requests for assistance from the Ordo Hereticus, and so over time became independent of the Orders that had founded them, establishing their own traditions, doctrines, livery and titles. Though the original six Orders are by far the most numerous and active of the Orders Militant, the new Lesser Orders Militant, or Orders Minoris, became especially useful in the frequent purity sweeps and pogroms instituted by the Witch Hunters.

Inquisition believe that the great saint Sebastian Thor was in fact a vessel through which the Emperor took a direct hand in the course of history, and that other examples of such 'avatars' are to be found amongst the teeming billions of Mankind. Others, notably members of the Ordo Malleus, oppose such theories, seeing in them the threat of domination from the denizens of the Warp.

A Living Saint is an avenging angel, a terrible and wondrous being to witness, for they shine with the purest of light, and bring death and destruction to the impure. It is also the case that one who burns twice as bright burns half as long, for no human can wield such power indefinitely. Hence the title 'Living Saint' – for at her ascension, the individual is already martyred, her death a self-fulfilling prophecy.

THE SISTERHOOD AND THE WITCH HUNTERS

Throughout history, the Adepta Sororitas have been instrumental in many actions, some of which, due to their instigation at the hands of the secretive Ordo Hereticus, may never be written of in the official histories of the Imperium. Saint Aspira, eighteenth Canoness of the Order of the Bloody Rose, led her sisters in a War of Faith against the Tyrant of Denescura, liberating a hundred worlds with a force of only a thousand warriors. When the Arch Confessor Cornelius preached the War of Faith that saw the Demagogues of the Second Halo Schism burned on pyres twenty metres high, it was the warriors of the Order of the Sacred Rose that broke the back of the cult's fanatical defence of the Palace of Radiance. When the notorious Confessor Petasus led his pogrom against the mutants of Charak, it was the Order of the Argent Shroud, under Canoness Preceptor Chrisima, whose flamers cleansed the streets of the foul taint of genetic deviancy.

Though no complete records exist to describe it, it is believed that it was the Order of Our Martyred Lady, acting at the orders of the Witch Finder Tannenburg of the Ordo Hereticus who descended upon the Saint Garrat Scriptorum, dragging hundreds of Adeptus Terra scribes screaming to the excruciation chambers of Nemesis Tessera and burning down the scriptorum. The Adepts lodged formal complaints with the very highest authorities on Terra, but were silenced

when Inquisitor Tannenburg produced three hundred specimen jars. Each contained the preserved remains of a scribe, his previously hidden mutations uncovered for all to witness. Each stared from its jar in mute, necrotic terror, his hideous form stark evidence of the horror lurking within the bosom of the Administratum.

DEFENDERS OF THE FAITH

As the 41st millennium drew to a close, the Adepta Sororitas were involved in some of the most infamous conflicts to erupt in living memory. On Armageddon, the Order of Our Martyred Lady suffered losses so grievous at the hands of the Orks that it changed its livery, replacing black robes with red to honour the martyrdom of the Sisters who fell at Hive Tempestora.

At the termination of that troubled millennium, the Battle Sisters of the Adepta Sororitas stood amongst the multitudinous defenders of the Cadian Gate, ready to sacrifice all for the very future of the Imperium and Mankind, their faith as potent a weapon as their bolters, their devotion as strong a shield as their armour.





RADICALS AND PURITANS

As with all Ordos of the Inquisition, the Ordo Hereticus is riven with differing beliefs as to how the will of the Emperor is to be enforced. Some describe these divisions in terms of Puritans and Radicals though, as with all things, this is an over-simplification. Unlike their brother Ordos, where the distinction between a Radical and a Puritan is more clean cut, the differences that mark a Radical Witch Hunter from a Puritan Witch Hunter are much less clearly defined.

There are all manner of differing philosophies within the Ordo Hereticus and, as is the way of such things, the more extreme in their beliefs one faction becomes, the closer it tends to resemble its extreme opposing view. To those who are even aware of the work of the Ordo Hereticus, the image of the Witch Hunter is as a harsh guardian of Mankind, a stern parent figure who protects those who cannot protect themselves against dark sorceries, heresy and mutation. A Witch Hunter castigates those who traffic with witchcraft, blasphemers against the Emperor and members of the Ecclesiarchy who turn from the service of the Emperor in the pursuit of temporal power. Witch Hunters are figures of awe and fear, incorruptible and pure, who punish all forms of wickedness with a harsh, but just, sentence. They are ruthless in their pursuit of the Emperor's enemies, and though thousands of innocents may be sacrificed to achieve their goals, these are negligible losses when the price of failure is so great.

But, even as there are many foes to combat, so too are there many ways to fight them, and it is not unknown for some Witch Hunters to turn the weapons of the enemy against them. To some, these Inquisitors are Radicals, to others, heretics. There are many Witch Hunters who are themselves psychic or utilise the power of bound witches to further their cause in hunting their prey, and these servants of the Emperor cannot be counted as evil. As the Radical cries that each and every weapon must be used in the battle for the Emperor's soul; the Puritan rebuts that even by considering such a course of action a man will damn himself forever. The Radical may be branded so, as much by his methods as by his usage of psychic powers, and such individuals are not above using witches to perpetrate evil acts in order to further the greater cause.

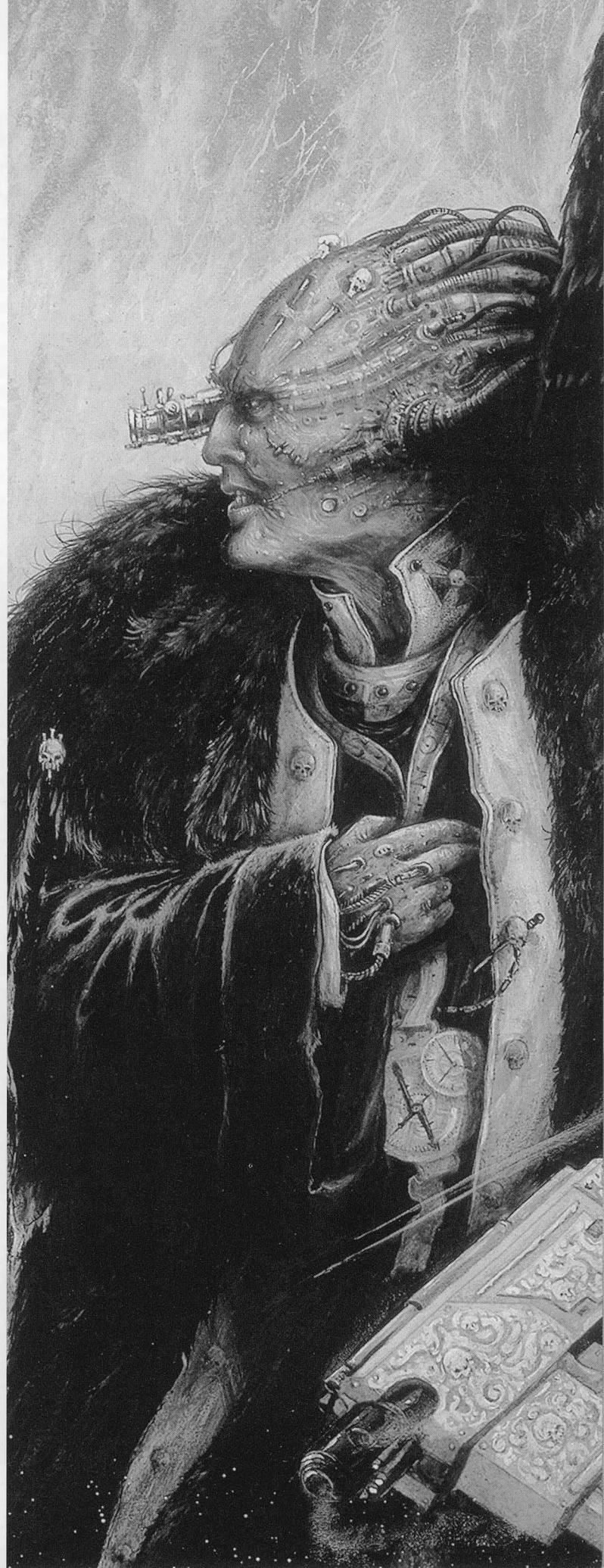
But such differentiations are merely the most obvious points of conflict between Witch Hunters. As well as such outward threats as

witchcraft and mutation, the Ordo Hereticus must keep watch on the Ecclesiarchy to ensure that another tyrant, like the insane Lord Vandire, does not arise and lead the Imperium into a second Age of Apostasy. Maintaining such close contact with the Ecclesiarchy can have its pitfalls however, and it is not unknown for some Inquisitors to become seduced by the wealth and prestige that such affiliation can bring. Indeed it has been known for one Ordo Hereticus Inquisitor to persecute another who has become lax in this duty, and thus allowed rogue clerics of the Ecclesiarchy to exceed their authority in declaring Wars of Faith for their own ends.

Even more contentious are those Inquisitors who refuse to countenance the inherent hypocrisy of their calling. One of the most important tasks the Ordo Hereticus performs is the hunting down and extermination of witches and rogue psykers, though it is a cruel irony that the continued existence of the Imperium depends on beings of similar power. Psykers provide the means for interstellar communication, warp travel and also sustain the very essence of the Emperor Himself with their lives. Without psykers, the Imperium would collapse into a collection of isolated stellar realms that, without the Emperor's guidance, would soon fall prey to the foul denizens of the Warp. To the ultra-puritan Witch Hunters these psykers – Navigators, Astropaths, Sanctioned Psykers and even Space Marine Librarians – are to be equally reviled and persecuted as any other witch and it is here that their beliefs come full circle to become a dark mirror of the ultra-Radicals.

"Though Mankind is at the brink of this great apotheosis, you must be ever vigilant for the stillborn harbingers of this change. Where you seek the pure and strong, there too will you find the impure and weak. Where you find but one worthy of life, you will also find a million twisted, deformed monstrosities for whom death by your hand is a mercy. Therefore, look first for the mutant, for he may never hide his sin from you, and in his midst there will be revealed to you that which you seek. But be ever vigilant, for even should you find one with the gift, only one in a thousand psykers will be strong enough to resist the perils of the Empyrean and be allowed to live."

Admonitions on the Duties of the Witch Finder,
Inquisitor Malich (suppressed M38)



DUTIES AND ORGANISATION OF THE ADEPTA SORORITAS

The Adepta Sororitas is a diverse organisation, and its duties reflect the many aspects of life in the Imperium with which the Ecclesiarchy, the Sisterhood's parent organisation, concerns itself. By far the greater proportion of the Sisterhood's members are Battle Sisters of the Orders Militant, and it is the stern, power armoured, bolter-wielding Sister that the average Imperial citizen would most strongly identify with the incontrovertible power of the Ecclesiarchy.

THE ORDERS MILITANT

On a day-to-day basis, the duties of the Orders Militant are many and varied, quite aside from their role as the Chamber Militant of the Ordo Hereticus. Every major world in the Imperium belongs to one of the Cardinal Dioceses, and will therefore host at least one Ecclesiarchal cathedral and a multitude of servants, dignitaries and clerics. Such a concentration of the Ecclesiarchy's power must be defended, and so a significant force of battle sisters will be present at many such sites. The sisters provide a visible presence, guarding holy sites, escorting hierarchs, ensuring that the common citizen is suitably deferential in the presence of the great and good of the Ecclesiarchy, and that the coffers are filled at collection time.

The Imperium is criss-crossed by a complex network of pilgrim routes and the Sisters are responsible for maintaining the safety of those that travel upon them. Many are the helpless travellers, set upon by raiders or outlaws whilst traversing the void or some isolated wilderness, who have

been saved from a life of slavery by the timely intervention of the Adepta Sororitas.

When the Ecclesiarchy declares a War of Faith, it must follow the dictates laid down by the *Decree Passive*, meaning that it is the exclusively female Adepta Sororitas that provide its standing fighting forces. Joined by the Frateris Militia (bands of civilians, lay-people or seconded planetary defence forces) the Sisters persecute the enemies of the Imperial Creed. With a single word, a bombastic Confessor can preach the doom of an excommunicated world, and when such an undertaking is called for, it is the fanatically loyal Sisters of Battle who lead the way, slaying the Emperor's enemies with no compassion, heedless to the blasphemous protestations of innocence that assail their ears.

When not actively prosecuting the Ecclesiarchy's wars, the sisters of the Orders Militant divide their time between prayer and training. Indeed, to the Adepta Sororitas, the two disciplines are nigh inseparable. A sister may devote many long hours knelt before the high altar of her convent, fasting and meditating upon the meaning of a single passage in the Litanies of Faith, before gaining profound insight by the conclusion of her vigil. To the Adepta Sororitas, penitence and self-mortification is a vital part of life as a devout servant of the Emperor, for only through extreme self-denial can one truly gain an inkling of the sacrifice that the master of Mankind Himself has made for His faithful subjects.



The training regimes practiced by the Battle Sisters of the Orders Militant are derived from the martial values of the original Daughters of the Emperor, and were initially laid down by the Daughters' mistresses at their San Leor shrinehold. For millennia, the Sisters have practiced their unique method of war, combining combat doctrine and prayer which enables them to accomplish feats upon the battlefield that appear miraculous to the unschooled. The most accomplished practitioners of these arts are the Seraphim and Celestians, each of which practice specialised styles of fighting that enable them to carry out very specific battlefield roles. The Seraphim utilise jump packs and are experts in hand to hand combat, while the Celestians are most often fielded as bodyguards for Adepta Sororitas leaders, focusing their hatred of the unholy to protect their charge. Only through constant and rigorous training and prayer can these specialists maintain their expertise.

THE NON-MILITANT ORDERS

The Adepta Sororitas also contains a number of specialised, non-militant arms, most notably the Orders Famulous, Hospitaller and Dialogous.

The Orders Famulous form a network of chamberlains, advisers and diplomats, whose role is to ensure that the Imperium's noble families work towards the ultimate good of Mankind, brokering trade agreements, alliances and marriages between families. The Famulous are often called to serve in the retinues of Ordo Hereticus Inquisitors, notably those of a Thorian persuasion, where their intimate knowledge of a family's bloodlines can prove invaluable in an investigation.

The Orders Hospitaller provide surgeons, physicians and nurses to all arms of the Imperial military (with the exception of the Adeptus Astartes), performing acts of great compassion in the execution of their duties. The soldiers under their care often regard them as saintly figures, and many have been canonised, often posthumously, following

some act of great personal bravery in the face of the enemy. Sisters Hospitaller are often called to serve the Inquisition in a number of capacities. To a Witch Hunter, a surgeon's ability to keep a subject alive despite the most grievous of injuries is most useful. In the persecution of heretics, even a Sister Hospitaller will put aside her compassion, so great is her chagrin should a man turn his back upon the Blessed God Emperor of Mankind.

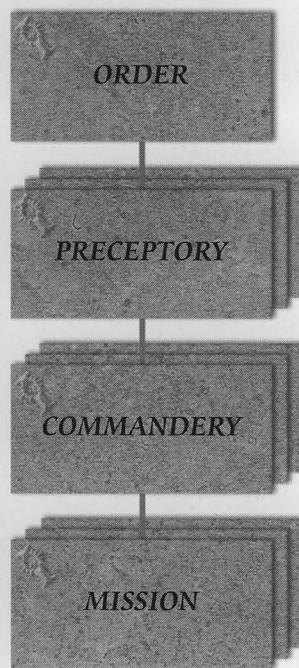
The Sisters of the Orders Dialogous are scholars and advisors, experts in the translation of texts both human and xenos, holy and blasphemous. Their services are frequently sought out by Inquisitors, for their skills can unlock the most obscure cipher and uncover the most concealed reference that may bring a hidden traitor to justice. On the field of battle they read aloud from holy texts and are expert at communicating with any local forces requisitioned by the Inquisitor, overcoming any language barriers with ease.

THE CHAMBER MILITANT

The duties exercised by the Adepta Sororitas make them the ideal Chamber Militant for the Ordo Hereticus, which values their fervour and dedication above the services of any other organisation. The ancient charters established at the conclusion of the Age of Apostasy, at the very founding of the Ordo Hereticus, allow the Witch Hunters to demand the services of the Adepta Sororitas at any time. Thus the Sisters find themselves in the service of the Inquisition, performing purity sweeps through Imperial organisations, persecuting apostate clerics, challenging renegade Space Marine Chapters, guarding the most dangerous of the Ordo's prisoners and acting as wardens on the infamous Black Ships. These and a thousand other duties are entrusted to these most holy servants of the Emperor.

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

THE STRUCTURE OF AN ORDER



The Order is led by a Canoness, who often has the title Canoness Superior. A Canoness of a Lesser Order is in theory outranked by the Canoness of the Greater Order from which it was formed.

Some Orders, notably the Greater Orders maintain subsidiary convents, the largest of which are referred to as Preceptories. The term is also used to define the largest organisational unit an Order is ever likely to field, numbering up to 1,000 Battle Sisters, cloistered together at one location. The Canoness who commands a Preceptory has the title Canoness Preceptor.

A term used to describe a smaller convent, perhaps little more than a shrine and a garrison of Battle Sisters cloistered together to defend it. A Commandery will be junior to a Preceptory, and the term is also used as a company level subdivision of a Preceptory, consisting of up to 200 Battle Sisters. A Canoness leading a Commandery is referred to as a Canoness Commander.

A Mission is the smallest organisational unit of the Adepta Sororitas, and normally consists of a number of squads assembled to achieve a specified objective. A Mission may be led by a Palatine, or by a more senior Canoness, depending upon the importance of the objective.

This hierarchy is also applicable to the Orders Dialogous, Hospitaller, and Famulous, etc. These Orders generally operate at the lower levels, mainly Mission and Commandery, with Preceptory being a largely organisational tier. For example, a Mission from an Order Famulous may consist of only a handful of Sisters engaged in an inter-house trade delegation, while a Commandery from an Order Hospitaller may be a staff of Sisters working in a field hospital or refugee camp.





ORDO HERETICUS PSYCHIC POWERS

Any Inquisitor or Inquisitor Lord may take a single psychic power as listed below. If they possess a Familiar they may take an extra power per Familiar. Abilities are used following the rules in the Warhammer 40,000 rulebook. A psyker may only use a single major power in a given player turn.

The psyker must pass a Psychic test in the appropriate phase to use a power.

DIVINE PRONOUNCEMENT 30 points

To the Inquisitor, all who stand against him are branded heretic, and the only fate deserved by such is an eternity of damnation. Invoking the Emperor's power, the Inquisitor pronounces His judgement, before which few can stand defiant.

Divine Pronouncement is a psychic power that is used instead of firing a weapon in the Shooting phase. Designate a single enemy unit within 18" and not in close combat – this unit must take a Morale check as if it had just suffered 25% casualties from shooting. If the Inquisitor's Leadership is greater, the test is modified by the difference. For example, a unit of Imperial Guard with a Veteran Sergeant (Ld 8) must roll 6 or less on 2D6 if an Inquisitor Lord (Ld 10) uses the power on them. If the test is failed, the target unit will immediately fall back according to the normal rules. Fearless units, or units that otherwise ignore Morale tests are unaffected by this power.

HAMMER OF THE WITCHES 20 points

For a man to wield the powers of the Warp he must first have been tested and tried, and branded worthy to do so by the agents of the Emperor. Any man who has not been so approved is an unclean witch and will be purged by the Inquisitor's own Emperor-bestowed powers lest the beasts of the Warp enslave his soul.

Hammer of the Witches is a psychic power that is used in the Shooting phase instead of firing a weapon. It does not require line of sight to use and may be used if the Inquisitor is engaged in an assault. Roll a D6; this number of enemy psykers must pass a Leadership test or suffer a Perils of the Warp attack as the divine purity of the Emperor consumes them, starting with the psyker nearest the Inquisitor, and working outwards from him. If you roll a number greater than the number of enemy psykers on the table, each psyker is attacked once and the excess attacks are lost.

HAMMERHAND 10 points

Some psykers can wield their mental powers as a physical force, such that anything they touch suffers catastrophic damage. A psyker using Hammerhand is capable of ripping apart adamantium plates with his bare hands.

Hammerhand is a psychic power that may be used at the beginning of any Assault phase. If the test is passed, Hammerhand doubles the basic Strength of the user until his

Know this, adept, for your journey has been long and you are to be trusted as few will ever be. Psykers represent Humanity's future, the ideal creature into which Mankind will evolve; a more powerful, more intelligent and more capable life form. As yet this race is weak, its members lacking the mental strength needed to face the dangers of the psychic universe. Were the new race of psykers permitted to develop free and unprotected, the whole of Humanity would soon be destroyed. We few who are privy to this truth have guarded it selflessly for nigh on four millennia, since the end of the great schism from which our order was born. It is our sole concern, for the very future of our race depends upon us, and us alone.

*Transcription of suppressed texts,
from the archives of the Gethsemane Reclusum*

next turn. The psyker also counts as having an additional close combat weapon. Note this power does not ignore Armour saves or affect the order in which close combat attacks are resolved. As his fists crackle with destructive energies, he may not use any weapons until the beginning of his next turn, and so may not benefit from any power weapons or other special close combat attacks.

HIS WILL BE DONE 15 points

The Inquisitor becomes a furious manifestation of the Emperor's divine will, dispensing His justice with every blow and cowing all His enemies with his holy wrath.

His Will Be Done is a psychic power that may be used in the Assault phase, before the Inquisitor has made any attacks. Every unsaved wound inflicted by the Inquisitor counts as two for the purposes of determining which side has won the assault.

PURGATUS 15 points – Inquisitor Lord only

The Inquisitor Lord is a seasoned master in the ways of hunting the heretic. With his sinister gaze he is able to decimate the will of his enemy, filling his mind with the unbearable truth of his sins, until nothing more than a drooling, broken form remains.

This power is used in the Shooting phase instead of firing a weapon. The Witch Hunters player may choose **any** enemy model with the Independent Character special rule within 24" of the Inquisitor Lord and within his line of sight as the target of the attack. Both players roll a D6 and add the Leadership of their respective models. If the Inquisitor Lord scores higher than the target model, the target's Leadership is reduced by 3 for the remainder of the game. This power may only be used successfully once per target, and may not be used if the target is engaged in an assault. If the scores are drawn, or the Inquisitor Lord scores less, the power has no effect.

SCOURGING 20 points

The psyker channels his righteous wrath into crackling energy, the air itself splitting apart as bright arcs of soul-lightning ravage those in his path.

Scourging is a psychic power that may be used in the psyker's Shooting phase instead of firing a weapon. When used, Scourging counts as a weapon with the following profile:

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

Roll to hit, wound and save as normal. Invulnerable saves may not be taken against wounds caused by Scourging.

WORD OF THE EMPEROR 10 points

Many Inquisitors have such force of belief that their canticles and liturgies can cause the unbeliever and the witch to shrink back in fear.

Word of the Emperor is a psychic power that can be used at the beginning of the enemy Assault phase, even if the psyker is engaged in close combat. All enemy units attempting to charge the psyker or his unit must pass a Leadership test. If they fail, they may not assault at all that turn.

INQUISITORIAL HENCHMEN

Every servant has his place, no matter how lowly or modest. To know it is his greatest comfort, to excel within his greatest solace, and his master's contentment is his greatest reward.

Codex Administratum

The work of the Ordo Hereticus requires many diverse skills and abilities, and to expect one person, even one as exceptional as an Inquisitor, to possess them all would be unrealistic. As a result, many Inquisitors gather a skilled coterie of loyal followers to aid them in their work. The authority of the Inquisition allows an Inquisitor to requisition anything he requires to carry out his duty to the Immortal Emperor of Mankind. Every Imperial citizen, from the mightiest planetary governor to the lowliest scribe, must heed an Inquisitor's summons. Often these will be trusted comrades and companions that the Inquisitor has gathered about him on his ceaseless task of defending Humanity, while others will be locally requisitioned forces assembled for a particular mission. Particularly useful or courageous individuals may be permanently attached to the Inquisitor's staff and find themselves accompanying him across the galaxy to purge heretics and mutants wherever they may be found. Such retinues can vary tremendously in size, ranging from small, dedicated warrior bands to entire networks of staff, advisors and warriors numbering in the hundreds. It would be extremely

rare for an Inquisitor to be able to gather anything other than a handful of his retainers for any one mission, though Imperial records describe a retinue numbering in the hundreds accompanying Inquisitor Lord Caetris on his mission to destroy his rivals that began the Schism that bears his name.

An Inquisitor or Inquisitor Lord may take Inquisitorial Henchmen as a retinue. Note that the Inquisitor and any Henchmen he may have only take up **one** of the appropriate slots on the Force Organisation chart (HQ for Inquisitor Lords, Elites for Inquisitors). They form a single unit and obey all normal coherency rules.

An Inquisitor may take up to six Henchmen, whereas an Inquisitor Lord must take a retinue of between 3 and 12 Henchmen. An Inquisitor or Inquisitor Lord can have no more than three Henchmen of any one type in his retinue. Victory Points are counted for the unit as normal.

Any profile increases an Inquisitor may benefit from due to his Henchmen remain in effect even if the Henchman that afforded the increase is removed from play.

INQUISITORIAL HENCHMEN

Pts	WS	BS	S	T	W	I	A	Ld	Sv
Henchman varies	3	3	3	3	1	3	1	8	6+

Equipment: A variety of armaments that range from digital weapons to industrial chainsaws. Treat them all as being equipped with a laspistol and close combat weapon unless stated otherwise in the Henchman's description.

Out in the dark streets of the city, my followers did their work. I had eighty loyal servants scouring the streets. In my rooms at the Hippodrome, I waited, parched, unsteady, distant.

Ravenor came up trumps. Ravenor, of course. With his promise, it wouldn't be long before he left the rank of interrogator behind and became a full inquisitor in his own right.

He found Beldame Sadia's lair in the catacombs beneath the derelict church of Saint Kiodrus. I hurried to respond to his call.

'You should stay here,' Bequin told me, but I shook her off.

'I have to do this, Alizebeth.'

Alizebeth Bequin was by that time one hundred and twenty-five years old. She was still as beautiful and as active as she had been in her thirties, thanks to discreet augmetic surgery and a regime of juvenat-drugs. Framed by the veil of her starch-silk dress, her handsome face and dark eyes glared at me.

'It will kill you, Gregor,' she said.

'If it does, then it is time for Gregor Eisenhorn to die.'

Bequin looked across the gloomy, candlelit room at Aemos, but he simply shook his ancient, augmented skull sadly. There were times, he knew, when there was simply no reasoning with me.

I went down into the street, where canister fires blazed and masked revellers capered and caroused. I was dressed all in black, with a floor length coat of heavy black leather.

Despite that, despite the flames around me, I was cold. Fatigue, and the lack of nourishment, were eating into my bones.

I looked at the moon. Threads of heat around a cold, black heart. Like me, I thought, like me.

A carriage had been called for. Six painted hippines, snorting and bridled, teamed to a stately landau. Several members of my staff waited nearby, and hurried forward when they saw me emerge onto the street.

I assessed them quickly. Good people all, or they wouldn't have made the cut to be here. With a few wordless gestures I pulled out four to accompany me and then sent the rest back to other duties.

The four chosen mounted the carriage with me. Mescher Qus, an ex-Imperial Guardsman from Vladislav; Arianrhod Esw Sweydyr, the swordswoman from Carthae; and Beronice and Zu Zeng, two females from Bequin's Distaff.

At the last moment, Beronice was ordered out of the carriage and Alizebeth Bequin took her place. Bequin had quit active service with me sixty-eight standard years before in order to develop and run her Distaff, but there were still times she didn't trust her people and insisted on accompanying me herself.

I realised this was just such a time because Bequin didn't expect me to survive and wanted to be with me to the end. In truth, I didn't expect to survive either.

*from Malleus by Dan Abnett,
courtesy of the Black Library*

The Acolyte8 points
(Interrogator/Explicator/Notary)

The Inquisitor is hardy and wise, having survived long enough to begin training likely prospects to follow in his footsteps. Typically having been active in the field for over a century, an Inquisitor only accepts trainee Inquisitors once he is certain he has mastered the skills of his calling. His charges hang on his every word, hoping that some day they will attain the status of their mentor. All aspiring Inquisitors must start at the lowly rank of Explicator, where they learn how to extract information using physical pain and the tools of the torturer – after all, they are not known as the Inquisition for nothing. Those few who survive to make the rank of Interrogator are both capable and strong, for only the most skilful survive the duty of accompanying their mentor on the field of battle.

If an Inquisitor with an Acolyte Henchman suffers a wound, he may allocate the wound to the Acolyte, but he may only allocate one wound per Acolyte in any given phase. This must be done before any saving throws are attempted.

Each Acolyte in an Inquisitor's retinue can purchase up to 15 points of equipment from the Witch Hunters Armoury.

The Sage10 points
(Autosavant/Lexmechanic/Calculus Logi/Sister Dialogous)

Inquisitors typically have at least one savant or academic on their staff, as their augmented ability to store and process vast swathes of cogent information is of paramount importance in tracking and discovering the foes of Mankind. But their uses are by no means limited to civilian roles. The Witch Hunter may have a Calculus Logi, a savant, lexmechanic or Sister Dialogous as part of his retinue, as all are extremely adept at calculating trajectories, communicating with the local populace and translating ancient texts that may lead to the discovery and elimination of the heretical. All can process battlefield information faster than even the most advanced cogitators, and their expertise in predicting enemy movements is invaluable to a militant Inquisitor.

If accompanied by a Sage, the Inquisitor benefits from +1 BS. If he has more than one Sage in his retinue, the Inquisitor or a member of his retinue may re-roll a failed roll to hit during the Shooting phase, though they must accept the second result.

The Warrior10 points
(Veteran Guardsman/Combat Servitor/Gun Servitor/Crusader)

The Inquisitor has an affinity for martial actions and a fine appreciation of the value of ranged firepower.

He has trained extensively in both ranged combat and close assault, and ensures that he is well equipped to fight the minions of the witch as well as the witch itself. He is invariably accompanied by accomplished and well-armed warriors, capable of laying down covering fire or protecting him from harm at the hands of heretics and traitors. These warriors range from the Inquisitor's own personal guards to experienced, hard-bitten Imperial Guardsmen and Battle-Servitors, cybernetically altered to the extent that they are more weapon than man.

The Inquisitor gains +1 WS if he has any Warriors in his retinue.

All Warrior Henchmen have BS 4 (except the Crusader who has WS 4 instead), a 4+ Armour save, a hellgun, targeter, and both frag and krak grenades.

A Crusader **must** exchange his hellgun and targeter for a power sword and suppression shield at +10 points. The suppression shield counts as an additional close combat weapon and gives the Crusader a 4+ Invulnerable save.

A Veteran Guardsman may exchange his hellgun for one of the following weapon options: hellpistol and close combat weapon at no extra cost; shotgun at no extra cost; flamer at +5 points; plasma gun at +10 points; meltagun at +10 points; grenade launcher at +10 points.

Combat Servitors **must** exchange their hellgun for a power fist and close combat weapon at +15 points.

Gun Servitors **must** exchange their hellguns for one of the following weapons: multi-melta at +25 points; heavy bolter at +15 points. Up to one Gun Servitor in each Inquisitor's retinue may instead be equipped with a plasma cannon at +35 points.

The Familiar6 points
(Cherubim/Servo-skull/Psyber-eagle)

An Inquisitor is occasionally accompanied by familiars attuned to his mental signature. These strange constructs not only boost his awareness of danger but can also act as psychic conduits; an Inquisitor with psychic powers accompanied by a Familiar finds his abilities amplified, but without the cost such augmentation usually incurs.

The most common of these bizarre constructs is the Servo-skull. These are built from the craniums of pious Imperial servants, and are given motive force by small anti-grav motors. These psycho-symbiotes are mentally linked to the Inquisitor, and he can command them, see and hear with their senses and even attack with them should the situation become desperate.

If an Inquisitor has one or more Familiars in his retinue, he benefits from +1 Initiative. For each Familiar the Inquisitor has in his retinue, he may purchase one more psychic power than normally allowed from the Witch Hunters Psychic Powers list (page 14). However, he may only use one of these powers per turn. When the Inquisitor is removed from play, any Familiars he may have had are also removed. If the Familiar is removed, the Inquisitor's psychic powers are unaffected.

Familiars count as being armed with a single close combat weapon.

The Penitent7 points
(Bound Psyker/Penitent Witch/Pariah)

One of the greatest rewards of the Witch Hunters' work is when a soul is saved and returns to the Emperor's light. Through the purgation of pain and the shriving of their sins, precious few sinners live to repent their evil ways and begin the lifelong task of atoning for their wickedness. Those penitent witches who are judged to be truly repentant are bound by powerful wards, sanctified with holy oils and allowed to live that they might protect their deliverer from harm at the hands of other dangerous psykers. Little more than psychic lightning rods, they endure constant pain as they 'earth' the blasphemous magicks of the Inquisitor's foes and allow him to continue his good works.

If an Inquisitor with a Penitent in his retinue comes under attack from a psychic power of any description, its energy may be dissipated through the Penitent. The Inquisitor and his retinue benefit from a 4+ save against the effects of any and every psychic power directed against them or including them in its area of effect. If the save is passed, the power has no effect. If an Inquisitor's retinue contains more than one Penitent, then this save rises to 2+. Note that if the Inquisitor is equipped with a psychic hood then he may use either his Penitents or the psychic hood to attempt to nullify the enemy power, but not both. A Penitent counts as being armed with a single close combat weapon.

The Chirurgeon12 points
(Torturer/Excoriator/Sister Hospitaller)

Often the work of a Witch Hunter can only truly begin once their prey has been captured. Both information and repentance must be extracted from a victim, often in the depths of the torturer's dungeon by the red-hot implements of his trade. Such expert students of the intricacies of human anatomy know the exact amount of punishment that can be inflicted on the fragile flesh of a subject before it expires. They can inflict the maximum amount of pain for the least amount of effort, and then nurse their subject's shattered body back to health in order to begin the process again. Though the purpose of the Sisters of the Order Hospitaller is very different to that of the torturer, their knowledge of the human body and their skills in the healing arts are no less thorough. Many an Inquisitor or soldier has had cause to thank the Emperor for their ministrations and ability to heal the most grievous of wounds.

If accompanied by a Chirurgeon, an Inquisitor may ignore the first wound he takes each turn so long as it was not caused by a shooting attack that causes Instant Death or a close combat attack that allows no Armour save. If he has more than one Chirurgeon in his retinue then he may ignore the first wound he takes each turn regardless of whether it causes Instant Death or was from a close combat weapon that allows no Armour save.



SISTERS OF BATTLE SPECIAL RULES

SHIELD OF FAITH

The Adepta Sororitas represent the epitome of faith and purity – witchcraft, heresy and mutation are anathema to them. Force weapons lose their ability to kill their target outright, simply count them as power weapons. Psychic powers targeted against any unit or character with the Adepta Sororitas special rule, or including them in its area of effect, are nullified and will not work on a D6 roll of 5+ (roll once for each power, even if it affects several Adepta Sororitas units).

Minor psychic powers have no effect on Adepta Sororitas units or characters at all, even those used by friendly psykers that would have a beneficial effect on them.

ACTS OF FAITH

Acts of Faith are a manifestation of the Emperor's divine purpose; small miracles that can turn the tide of battle if used in the correct combination at just the right moment. How many Acts of Faith can be attempted during a game, and which units can make use of them are described below.

Faith Points

- A Witch Hunters army that includes certain Sisters of Battle units has a number of Faith Points, which may be expended to attempt Acts of Faith. Certain characters and units are noted as being Faithful and contribute Faith Points to the army's total, as noted in their army list entry.
- Keep track of the Faith Point total as the game progresses; you might like to use a number of dice with the total Faith Points shown on their upper facings, or use some other form of counter or marker.

Who can use Acts of Faith?

- Any unit with the Adepta Sororitas special rule, which is joined by or includes a character with the Faithful special rule, is counted as Faithful itself while the character is with the unit. The effects of any Acts of Faith apply to the entire unit.
- While an Adepta Sororitas unit is joined by a character without the Faithful special rule, it may not use any Acts of Faith. The only exception is if the unit is assigned a Priest, in which case he is counted towards the unit's size, and will benefit from any successful Acts.
- Should the Faithful character be removed as a casualty, the unit remains Faithful until the end of the phase in which the model was removed.

Tests of Faith

- Each attempt costs one Faith Point.
- Roll 2D6 and compare the result to the current size of the unit – whether or not the attempt is successful depends upon the specific Act of Faith being attempted (see below). If the test is failed the Act of Faith does not occur.
- A unit may not attempt to use the same Act of Faith more than once per phase; although it may use combinations of several different Acts.
- Acts of Faith are unaffected by special rules that work on or against psychic powers, and models using them are not counted as psykers.

Independent Characters using Acts of Faith

Faithful Independent Characters may use Acts of Faith while operating independently or if they have joined a unit with the Adepta Sororitas special rule – they may not use them if they have joined any other type of unit. While part of a Faithful unit, use the normal rules for attempting Acts of Faith, counting the character towards the total squad size. When attempting to use an Act of Faith while operating independently, a Faithful Independent Character must pass an unmodified Leadership test to do so.

Martyrdom

Every time a Faithful character is removed as a casualty, or a Faithful unit loses its last model, the number of Faith Points originally contributed by the character or unit is added back to the Faith Point total. These acts of martyrdom thus increase the total number of Faith Points available to the army as the game goes on. Faithful units or characters that leave the table as a result of falling back do not contribute Faith Points.

ACTS OF FAITH

HAND OF THE EMPEROR

Praying to the Emperor to channel His wrath through their bodies, the Sisters strike down their foes with preternatural strength.

Phase: Either player's Assault phase.

Test of Faith: Roll equal to or **under** the current number of models in the squad. A result of 12 always fails.

Effect: Make the Test of Faith before rolling to hit. Each model in the unit adds +2 to its Strength, but will strike at Initiative 1.

DIVINE GUIDANCE

Guided by the will of the Emperor Himself, the shots and blows of the faithful shatter their enemies' armour with contemptuous ease.

Phase: Either player's Assault phase/own Shooting phase.

Test of Faith: Roll equal to or **under** the current number of models in the squad. A result of 12 always fails.

Effect: Make the Test of Faith after determining how many models are hit, but before rolling to wound. When shooting, any rolls which cause a wound on the roll of a 6 count as AP1. In an assault, any rolls which cause a wound on the roll of a 6 count as being made by a power weapon.

THE PASSION

The faithful leap and weave through the chaos of mêlée, striking at their foes with a speed born of their holy fervour.

Phase: Either player's Assault phase.

Test of Faith: Roll equal to or **over** the current number of models in the squad.

Effect: Roll at the beginning of either Assault phase. If successful, every model in the unit adds 2 to its Initiative. May not be used in the same phase as Hand of the Emperor, and does not override weapons that always strike last or at Initiative 1, neither does it change the effect of any type of grenade.

LIGHT OF THE EMPEROR

The Sisters are filled with the knowledge that the only thing they need fear is failing the Emperor of Mankind. Armed with such faith, the enemy holds no terror for them.

Phase: Own Movement phase.

Test of Faith: Roll equal to or **over** the current number of models in the squad.

Effect: Test at the beginning of the phase. The unit becomes Fearless until the beginning of its next Movement phase, which means that it will automatically pass any Morale check or Pinning test it is required to make. A unit that is falling back and is using this Act will regroup without the need to make a Morale check, regardless of the normal restrictions, in addition to becoming Fearless for the turn.

SPIRIT OF THE MARTYR

The Sisters' prayers steel their bodies against the weapons of the enemy. They will die when the Emperor is ready to accept their souls, and not a moment before.

Phase: Enemy Shooting phase or either player's Assault phase.

Test of Faith: Roll equal to or **over** the current number of models in the squad.

Effect: Roll at the beginning of the phase. The unit gains an Invulnerable save equal to its normal Armour save for the remainder of the phase. This may not be combined with any other saves.

BATTLEGEAR OF THE ADEPTA SORORITAS

SORORITAS POWER ARMOUR

The power armour worn by the Battle Sisters of the Orders Militant is based upon the same archaic systems as that worn by the brethren of the Adeptus Astartes. It provides the same degree of armoured protection, yet must forego the more advanced life-support systems and strength enhancing abilities used by the Space Marines, as the Sisters of Battle are not implanted with the Black Carapace that allows the Astartes to interface fully with their own armour. Despite this, the Sisters of Battle are one of the few Imperial forces outside of the Space Marines to be granted the right to wear such formidable armour, and they are trained to deadly effect to utilise its abilities to the full.

GODWYN-DE'AZ

PATTERN BOLTER

The standard issue weapon for all Battle Sisters since the Orders Militant were formed, the Godwyn-De'az pattern bolter has remained unchanged for millennia, largely due to its superior performance in comparison to other weapons of its class. But the Godwyn-De'az is much more than a weapon to the Sisters of Battle; it is a symbol of the Emperor's divine judgement, the first and foremost of the 'holy trinity' of bolter, flamer and meltagun with which the Adepta Sororitas bring justice to the manifold enemies of Mankind.

PURITY SEALS

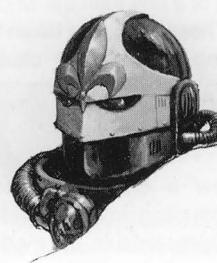
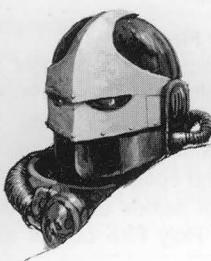
Devotional scripts and declarations of the bearer's sanctity, many Sisters wear purity seals to further protect them from the taint of the impure and the sinful. In the course of her duties a Sister may bear witness to the most terrible of sights and so the more purity seals borne, the more of such horrors she has had to endure. Each seal is a benediction against the forces of disorder, warcraft and mutation, a plea to the Emperor for deliverance from evil.



'SABBAT' PATTERN SORORITAS HELM

The standard pattern worn by the majority of Battle-Sisters since the mid 38th millennium, this helm contains an integral rebreather, allowing the Sister to operate in total vacuum for limited periods. The visor provides full-spectrum filtering and limited psycho-ocular buffering, allowing the Sister to fight on where a less well-equipped warrior would be rendered

insensible by adverse battlefield conditions. The second helmet shown is a variant of the Sabbat pattern, mounting the fleur de lys symbol of the Sisterhood upon the front, an honour normally reserved for those Sisters who have performed with exceptional courage and honour. It is also common amongst the elite Celestian squads.



FLEUR DE LYS TATTOO

Many Sisters bear devotional markings such as tattoos, electoos and ritual scarifications, proclaiming their loyalty to the Adepta Sororitas, the Ecclesiarchy and the Imperium. Such marks might include the Fleur-de-Lys symbol of the Sisterhood, the icon of the Inquisition, roses, wings and all manner of variations on the iconography of the Orders.

CHAPLET ECCLESIASTICUS

Every member of the Sisterhood bears one of these icons of the Ecclesiarchy, worn around the neck or waist on a string of adamantium beads. Each bead represents an act of penitence undertaken by the bearer, though in the case of long-serving members, each bead may count ten, 100 or even 1,000 such acts. The Adepta Sororitas ever strive to honour the sacrifice made by the Emperor by emulating His example.

WITCH HUNTERS ARMOURY

Characters can have up to two weapons, one of which may be a two-handed weapon. You may also pick up to 100 points worth of wargear per model but no model may be given the same item twice. All wargear must be represented on the model. However, unlike with normal visual representation, it is permitted for an Inquisitor or Inquisitor Lord's Henchmen to carry items of wargear for him; to all intents and purposes it is still part of the Inquisitor's wargear and is not destroyed if that Henchman is removed as a casualty. Normal limits on weapons must still be obeyed.

ONE-HANDED WEAPONS	WARGEAR	VEHICLE UPGRADES
Bolt pistol 1 pt	Auspex 2 pts	
Close combat weapon 1 pt	Bionics 10 pts	
Inferno pistol ² 15 pts	Book of St. Lucius ⁴ 5 pts	
Plasma pistol 15 pts	Carapace armour 5 pts	
Power weapon 10 pts	Cloak of St. Aspira ³ 20 pts	
Force weapon ¹ 40 pts	Digital weapons ¹ 10 pts	
Praesidium Protectiva ⁴ 10 pts	Excruciators ¹ 5 pts <i>(One per army)</i>	
Brazier of Holy Fire 10 pts	Frag grenades 1 pt	
TWO-HANDED WEAPONS	Hexagrammic Wards ¹ 5 pts	
Blessed weapon ³ 30 pts <i>(One per army)</i>	Inquisitorial Mandate ¹ 40 pts <i>(One per army)</i>	
Bolter 2 pts	Jump pack ³ 20 pts	
Combi-weapons:	Krak grenades 2 pts	
Bolter-flamer 10 pts	Liber Heresiis ¹ 20 pts	
Bolter-plasma gun 15 pts	Litanies of Faith ³ 25 pts	
Bolter-meltagun 15 pts	Mantle of Ophelia ³ 15 pts <i>(One per army)</i>	
Bolter-stake crossbow 10 pts	Master-crafted weapon 15 pts	
Eviscerator 25 pts	Melta bombs 5 pts	
Mancatcher 5 pts <i>(Acolyte Henchman only)</i>	Power armour 10 pts	
Shotgun 1 pt	Psi-tracker ¹ 15 pts <i>(One per army)</i>	
Storm bolter 10 pts	Psycannon bolts ¹ 10 pts	
Power stake ¹ 20 pts	Psychic hood ¹ 20 pts	
PSYCHIC POWERS	Psyoculum ¹ 3 pts	
Divine Pronouncement 30 pts	Purity seals 5 pts	
Hammer of the Witches 20 pts	Rosarius 25 pts	
Hammerhand 10 pts	Sacred Banner of the Order Militant ⁴ 50 pts <i>(Celestial banner bearer only)</i>	
His Will Be Done 15 pts	Sacred Standard ⁴ 20 pts <i>(Celestial banner bearer only)</i>	
Purgatus 15 pts <i>(Inquisitor Lord only)</i>	Sarissa ⁴ 5 pts	
Scourging 20 pts		
Word of the Emperor 10 pts		

Auspex

An auspex is a short-ranged scanner used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with an auspex, then that model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit then the whole unit may shoot. These shots are taken before the battle begins, and may cause the infiltrators to fall back. The normal shooting rules apply.

Bionics

Bionics allow a character who has suffered a crippling injury to return to service. To represent this, if a model with

bionics is killed, instead of removing it, place the model on its side. Roll a D6 at the start of the next turn. On the roll of a 6 the model is stood back up with one wound, but on any other result it is removed as a casualty.

Blessed Weapon

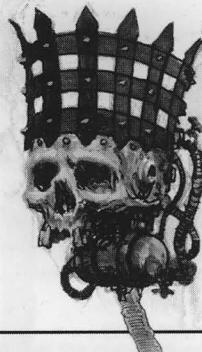
Including such renowned weapons as the Blade of Admonition, the Axe of Retribution and the Flail of Chastisement, 'blessed weapon' is a category that includes the most revered artefacts carried to war by the Orders Militant. A blessed weapon is a Master Crafted power weapon that adds 2 to the bearer's Strength. One per army.

Book of St. Lucius

This great tome contains the many inspirational writings and sermons of St. Lucius of Agatha. Any friendly unit with a model within 6" may use the bearer's unmodified Leadership value for any Morale checks or Pinning tests it is required to take.

Brazier of Holy Fire

This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness. In battle, the brazier can be wielded like a weapon in close combat and contains enough fuel to spray a jet of flames at the enemy. The Brazier of Holy Fire counts as a



close combat weapon. In addition, it may be used once per battle like a flamer. All of the normal rules for a flamer apply.

Carapace armour

A model that has carapace armour has a 4+ Armour save.

Cloak of St. Aspira

A magnificent cloak of velvet and fur, blessed in the Ecclesiarchal Palace of Terra to ward away the blows of the Emperor's enemies. The Cloak of St. Aspira adds 1 to a model's Armour save, so an Adepta Sororitas Heroine in power armour wearing the cloak will have an armour save of 2+.

Combi-weapons

These are basically two weapons joined together, giving the character a choice of two weapons to fire instead of one. A character who is armed with a combi-weapon may choose which of the weapons he is going to use in the Shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both weapons at once.

Combi-weapon: Bolter-stake crossbow

This fires a blessed silver stake that immolates its target in a burst of holy fire. The stake-crossbow is an Assault 2 weapon with a range of 24". Any psyker hit will be wounded on a 2+ and receives no Armour save (though Invulnerable saves may be taken as normal). On any other target, the weapon counts as Strength 3, AP5.

Digital weapons

Ancient relics thought to have been created for the Imperium by an alien race, digital weapons are powerful miniaturised versions of such weapons as the needler and lascannon. So delicate that they can fit onto a forefinger or be disguised as jewellery, they are invaluable tools for the Inquisition. A model with digital weapons may make a special attack in close combat at +2 to his Initiative in addition to his normal attacks, inflicting one Strength 4 hit on a D6 roll of 4+. Normal Armour saves are allowed.

Eviscerator

This is a grotesquely large two-handed chainsword. It must be wielded in both hands and so cannot be used in combination with another close combat weapon. It is treated in all other respects as a power fist that rolls 2D6 for Armour Penetration.

Excruciators

Excruciators are fiendish devices employed by Inquisitors to obtain information from recalcitrant prisoners or to otherwise show captured heretics and witches the error of their ways. If the bearer of Excruciators is alive at the end of the battle, each enemy psyker killed or otherwise removed from the table is worth an additional D6x10 Victory Points. One per army.

Force Weapon

These are potent psychic weapons that can only be used by a trained psyker. They are treated as a power weapon, but can unleash a psychic attack that can kill an opponent outright. Roll to hit, to wound and to save as normal. Then, as long as at least one wound has been inflicted, make a Psychic test for the psyker against one opponent wounded by the weapon. The normal rules for using psychic powers apply, and you cannot use another psychic ability in the same turn. If the test is passed then the opponent is slain outright, no matter how many wounds it has (but count the actual amount inflicted for determining which side won the assault). Note that a force weapon has no special effect against targets that don't have wounds, eg, Dreadnoughts, vehicles, etc. Also note that you only take one Psychic test no matter how many wounds were inflicted.

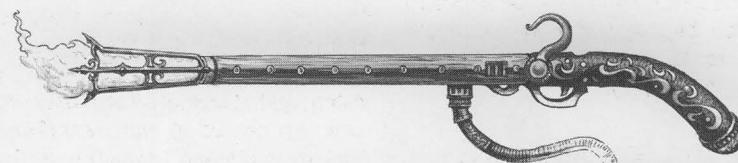
Hexagrammic Wards

The Inquisitor is protected by powerful charms and canticles of faith and devotion. Enemy psykers within 24" who attempt to use any psychic powers that would affect the Inquisitor or his retinue take their Psychic test at -1 to their Leadership. The effects are not cumulative.

Inferno Pistol

This highly rare, artificer-made weapon is granted only to the most privileged members of the Ordo Hereticus and Adepta Sororitas. The inferno pistol gets an extra D6 Armour Penetration when fired at vehicles within 3". The inferno pistol has the following profile:

Range: 6" Strength: 8 AP: 2 Pistol



The inferno pistol of Inquisitor Malich, hand-crafted by the Master Artificer Ernst Heckler, M38.

Inquisitorial Mandate

Listing the many penalties of failure, this dreaded document outlines the punishments that will be meted out to those who falter in their duty to the Emperor. A model bearing an Inquisitorial Mandate may reveal it once per battle. This may be done at any time, as long as the model with the Mandate does not move in the turn it is revealed. On the turn the Mandate is revealed, all friendly models within 2D6" receive a +1 Attack bonus for the rest of that turn as they fight to prove their devotion. Note that the Mandate may be revealed in an opposing player's turn if you wish. One per army.

Liber Heresius

Containing the wisdom of thousands of Witch Hunters, this tome allows an Inquisitor to better understand the machinations of his enemies and allows him to approach their lairs from the optimum position of attack. In missions where there is a choice of table edge, the Inquisitor must take a Leadership test before the game and if this is passed he may choose the deployment zone for his army rather than rolling a dice for it. If he fails the Leadership test on a double 6, the enemy player may choose his deployment zone. On any other outcome, roll the dice as normal for deployment.

Litanies of Faith

The Litanies of Faith contain the entire teachings of the Ecclesiarchy, and their hymns and chants fill the Emperor's servants with burning zeal. Once per game, the character may use an Act of Faith without the need for a Test of Faith, and without expending a Faith Point.

Mancatcher

The mancatcher is a two-handed close combat weapon. For each Acolyte carrying a mancatcher in base-to-base contact with an enemy model, that enemy model's attacks are reduced by 1 to a minimum of 1 attack. Each mancatcher may only affect one enemy model.

Mantle of Ophelia

The Mantle of Ophelia is a badge of office for high-ranking members of the Adepta Sororitas and is believed to have sacred powers of protection. The first time the wearer takes a wound that would cause an 'instant death' effect, only one wound is actually taken. The mantle may only be used once per battle. One per army.

Master-Crafted Weapon

A master-crafted weapon follows the normal rules for the converted weapon, except that it allows one failed roll to hit per turn to be re-rolled. Such a modified weapon is taken as an upgrade for a weapon already carried by a model and must be represented by a suitably ornate weapon on the model itself. A grenade cannot be master-crafted.

The upgrade cost of 15 points is added to the normal cost of the weapon but only the upgrade cost is taken against the points limit on wargear taken by the model (so a master-crafted power weapon costs 25 points but counts as only 15 points against a character's Wargear limit).

Neural whip

The flailing, psycho-conductive neural whips carried by the Mistresses of Sister Repentia squads are as much symbols of rank as they are vicious weapons that lash out at the enemies of the Emperor before they are able to strike back. A neural whip is a power weapon, and adds 1 to the bearer's Initiative.

Power armour

Made from thick ceramite plates and electronically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour is among the best protective equipment the Imperium can provide. It affords the wearer a 3+ Armour save.

Power stake

A long iron stake that immolates as it pierces the body of a psyker. The stake counts as a power weapon but against targets that have psychic powers, it will always wound on a 2+.

Praesidium Protectiva

Believed to contain shards of armour worn by the Emperor Himself, this shield can be used to defend against enemies assaulting the bearer. A model equipped with a Praesidium Protectiva may take a 4+ Invulnerable save in an assault instead of her normal armour save. The save may only be used against one opponent per turn (the defender chooses which one). Although not a weapon as such, a Praesidium Protectiva must be carried in one hand and therefore takes the place of one single-handed weapon.

Psi-tracker

If a model has a psi-tracker, one roll to hit made by any model in the Witch Hunters army may be re-rolled once per Shooting phase, so long as the target is a psyker, or is a squad with a psyker attached to it. One per army.

Psycannon bolts

The bolt weapon carried by the Inquisitor has a magazine of psychically impregnated psycannon bolts. These vary in calibre from bolt pistol size to storm bolter shells, though their potency is remarkable in all cases. A bolt weapon (storm bolter, bolter, combi-bolter or bolt pistol) with this upgrade counts as AP4. Only Armour saves may be taken against psycannon bolts – Invulnerable saves may **not** be taken.

Psychic Hood

Psychic hoods allow a Witch Hunter to nullify an opposing psyker's power. Declare that you'll use the psychic hood after an opponent has successfully made a Psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Witch Hunter beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The psychic hood can be used each time an enemy model uses a psychic power.

Syoculum

A model wearing these witch-finding eyepieces does not need to roll to determine how far it can see when using the Night Fighting rules, so long as the target is a psyker, or a squad joined by one.

Purity Seals

If a model wearing purity seals falls back, roll one extra D6 for its fall back distance, and then discard one D6 of your choice to determine the distance fallen back. If a model with purity seals

is part of a unit then this ability applies to the whole unit, not just the model with the purity seals.

Rosarius

A Rosarius is a badge of faith which incorporates a powerful conversion field that protects its wearer from harm. A model with a Rosarius gets a 4+ Invulnerable save that may be taken instead of the model's normal Armour save.

Sacred Standard

Any unit with the Adepta Sororitas rule with a model within 6" of the standard adds +1 to its combat resolution score in an assault, ie, it counts as having inflicted one more casualty than it actually did.

Sacred Banner of the Order Militant

Any Adepta Sororitas unit with a model within 12" of the Sacred Banner of the Order Militant is counted as Fearless, and will therefore ignore Morale tests and Pinning tests – they are assumed to automatically pass the test. One per army. May only be used in an army of 2,000 points or more.

Sarissa

These vicious, spiked combat attachments are used by the Adepta Sororitas to add lethal close combat utility to their standard issue bolter. The sarissa may only be used by a model equipped with a standard bolter. In any Assault phase in which the model charges, her close combat hits to wound may be re-rolled. The sarissa may not be combined with any other close combat weapon, although it may be used in conjunction with Acts of Faith. It does not count as an additional close combat weapon, so the model only ever gets to make her base number of Attacks, plus any bonus for charging.

Simulacrum Imperialis

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones. The presence of the Simulacrum Imperialis allows a Faithful unit to roll one extra dice when making a Test of Faith and choose which two dice to use. This may be used once per player turn.

Targeter

Models equipped with a targeter are allowed to pre-measure the range to a target before they decide who to shoot at in the Shooting phase. After you have used a targeter then any Guess range weapons may not be fired that turn.

WITCH HUNTERS VEHICLE UPGRADES

Just as with choosing wargear for your Witch Hunter characters and units, the upgrades you choose for your vehicle should be represented on the model itself. Note that when choosing upgrades, no vehicle can have the same upgrade more than once.

Blessed ammunition

Any storm bolter or heavy bolter shots fired by the vehicle ignore cover saves.

Dozer Blade

Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they do not move more than 6" that turn.

Extra Armour

Some Imperial vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage table as Crew Shaken results instead.

Holy Icon

The vehicle has a suitably large and impressive symbol of the Ecclesiarchy mounted upon it, a potent sign of the

Emperor's blessing and protection. Any friendly unit with a model within 6" of the vehicle adds 1 to its Leadership for the purposes of taking any Morale checks and Pinning tests, up to a maximum of 10. The effects of multiple holy icons are not cumulative.

Holy Promethium (Immolator only)

An Immolator armed with twin heavy flamers and equipped with holy promethium will force a unit it causes a casualty upon to take a Morale check as if it had just suffered 25% or more casualties.

Hunter-killer missile

Hunter-killer missiles are a common upgrade for Imperial vehicles. They are treated as a krak missile with unlimited range and can only be used once per battle.

Laud Hailers

Proclaiming the power of the Emperor in heavenly tones, Laud Hailers fill the enemies of Mankind with dread. Any unit tank shocked by a vehicle with Laud Hailers deducts 1 from its Leadership when taking the subsequent Morale check. The effects of multiple Laud Hailers are not cumulative.

Pintle-Mounted Storm Bolter

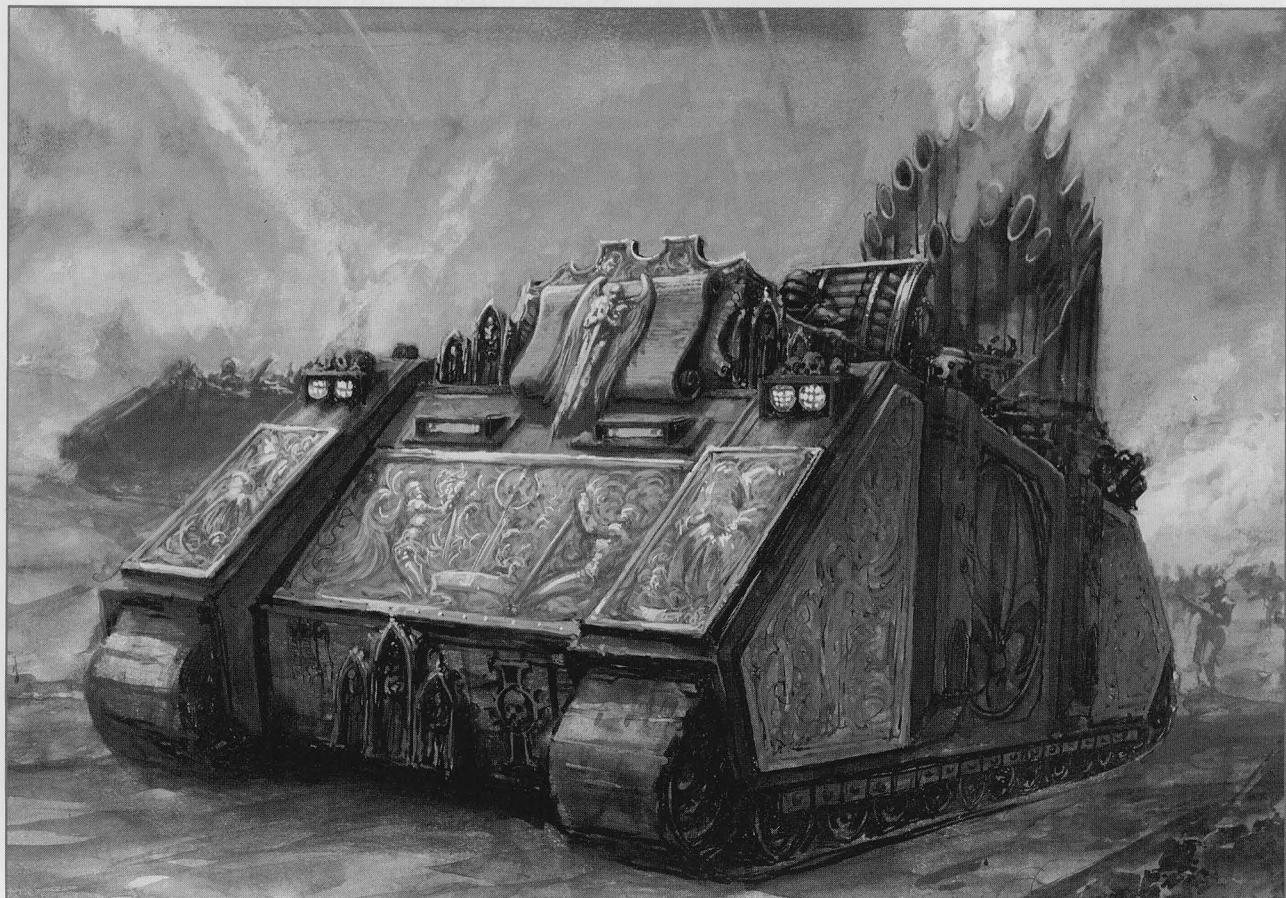
Pintle-mounted storm bolters are fixed to the outside of a vehicle and can be used by a crewman from an open hatch or from inside the vehicle. They are treated as an extra storm bolter that can be used in addition to any other weapons the vehicle has. Note that this means that a vehicle that moves up to 6" can fire one weapon and the pintle-mounted storm bolter.

Searchlight

Searchlights are only of use in missions where the Night Fighting scenario special rule is being used. They allow one enemy unit spotted by the vehicle to be fired at by any other friendly units that are in range and have a line of sight (the enemy unit has been illuminated by the vehicle's searchlight). However, a vehicle that uses a searchlight can be fired on by any enemy units in their next turn, as they can see the searchlight shining out of the dark.

Smoke Launchers

See the Warhammer 40,000 rulebook for details of this vehicle upgrade.



WITCH HUNTERS ARMY LIST

This section of the book is given over to the Witch Hunters army list: details of the different units and vehicles an Inquisitor Lord or Adepta Sororitas Heroine can use in battle or, in your case, games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require to field a Witch Hunters army in scenarios you've devised yourself, as part of a campaign series of games, or whatever else may take your fancy.

The army list is split into five sections. All of the squads, vehicles and characters in the army list are placed in one of the five sections depending upon their role on the battlefield. In addition, every model included in the army list is given a points value which varies depending upon how effective that model is on the battlefield.

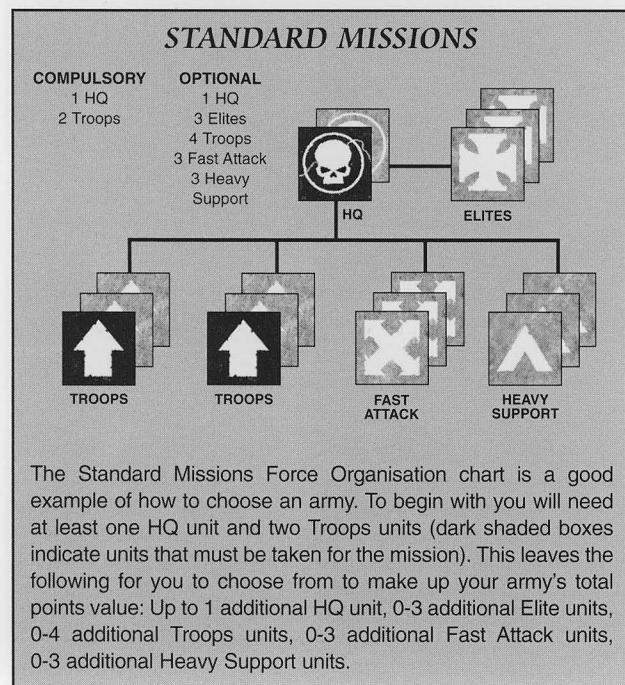
Before you can choose an army for a game you will need to agree with your opponent upon a scenario and upon the total number of points each of you will have to spend on your army. Having done this you can proceed to pick an army as described below.

Using A Force Organisation Chart

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

Using The Army Lists

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades that you want (if any). Remember that you cannot usually field models that are equipped with weapons and wargear that are not shown on the model.



Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Now you are ready to burn the witch and heretic from the Imperium.

Army List Entries

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the minimum or maximum number of choices you can make of that unit type (for example, 0-1 means you can never make more than one selection of that unit regardless of the size of the army).

Profile: These are the characteristics of that unit type, including its points cost.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the Force Organisation chart. If this is a variable amount, it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. If a squad is allowed to have models with upgrades, then these must be given to ordinary unit members, not to a character in the unit.

Special Rules: This is where you'll find any special rules that apply to the unit. Note that several special rules apply to Sisters of Battle – these are detailed on page 18.

SPECIAL WITCH HUNTERS NOTES

Strategy rating

The Witch Hunters have a Strategy rating of 3.

Sentries

When required to deploy sentries, the Witch Hunters player may use either eight Inquisitorial Storm troopers or six Sisters of Battle in power armour.

Experience

Any Witch Hunters unit that kills a psyker from the enemy HQ in a campaign will gain a bonus of +200 Experience.

Adepta Sororitas Terminology

Throughout this Codex, the term 'Adepta Sororitas' refers to the following units: Adepta Sororitas Heroines, Celestians, Battle Sister Squads, Seraphim, Dominions and Retributors.

Psyker Terminology

Throughout this book, the term 'psyker' refers to any unit or model counted as a psyker in its own Codex, or that has any power or ability that requires a Psychic test, even if such a test is normally passed automatically (such as a character with the Mark of Tzeentch).

Holy Rage

Some members of the fighting forces of the Ordo Hereticus exhibit a fanatical desire to get to grips with the enemies of the Emperor, often so much so that their commander is able to exert little or no control over them during a battle. Such models are noted in their army list entry as affected by *Holy Rage*. Models affected by this rule who are not already engaged in close combat must move at their maximum Movement rate +D6" towards the nearest enemy unit. This extra movement is not affected by difficult terrain. In addition, they must always charge and make a Sweeping Advance if able to do so.

"BY THE AUTHORITY OF THE IMMORTAL EMPEROR OF MANKIND..."

USING WITCH HUNTERS WITH OTHER ARMY LISTS

All Inquisitors have an Emperor-mandated authority to demand any Imperial materials or forces they consider necessary for the furtherance of their cause, and every Imperial citizen must answer their summons. Just as there are many differing philosophies within the Inquisition, there are many differing methods employed by the Emperor's Inquisitors. There are those who operate covertly, mindful of alerting their quarry to the presence of the Ordo Hereticus before the time is ripe to strike, using their own operatives and informants to seek out and eradicate the taint of the witch and the heretic.

Other, more martial Witch Hunters prefer a more direct approach, unleashing brutal purges and pogroms with the deliberate objective of forcing witches and heretics out into the open, regardless of how many innocents may suffer in the process. In either case, when the threat of the witch, mutant or heretic arises, the Ordo Hereticus will step in to ensure it is eradicated using whatever forces they deem necessary to complete their mission.

In practice, this means that Witch Hunters of the Ordo Hereticus can appear in armies under many different circumstances. A lone Inquisitor and his warrior band might join forces with just about any Imperial force in order to pursue his or her own agenda. An Inquisitor Lord might requisition a whole army to destroy a nascent threat, or an Ordo Hereticus force may include local forces inducted into service for the duration of the crisis. Likewise many Space Marine Chapters may have long-standing oaths or honour-debts with individual Inquisitors or the Ordo Hereticus itself, whose help can be requested if circumstances warrant.

The threat of witches, heretics and uncontrolled mutation cannot be underestimated and if thousands must die to thwart their evil machinations then so be it. Often entire planets can be brought under the sway of a powerful heretic, such as the evil Lord Varlak, whose honeyed lies may be enhanced by potent psychic powers. Such dreadful foes frequently rally the malcontent and the mutant to their banner and these threats to the Imperium are such that any methods used to eliminate them, no matter how cruel, are entirely justified.

It's a harsh universe after all...

USING INDUCTED IMPERIAL GUARD OR ALLIED SPACE MARINE CONTINGENTS

As noted earlier, even a dedicated witch hunting force may include many diverse elements brought together for the task in hand. To allow for this variant, the Witch Hunters army list contains options for Inducted Imperial Guard and Allied Space Marine forces. You'll need access to Codex: Space Marines or Codex: Imperial Guard in order to use these options.

When using Allied or Inducted troops, only the basic versions of these troop types published in the appropriate Codex can be used. No variants of any kind can be incorporated. Either inducted Imperial Guard or allied Space Marines can be used in any one Witch Hunters army, but not both.

When using units in this manner, you must first fulfil all compulsory unit choices on the Force Organisation chart from the Witch Hunters list. Once these criteria have been met, Allied and Inducted squads may be taken from the list (see page 26).

Designer's note: It is still perfectly permissible to use, for instance, Steel Legion models as normal Imperial Guardsmen, or variant Space Marine Chapter models to stand in for normal Space Marines, although they obviously would not use any Chapter-specific rules.

Inducted Imperial Guard

These may be elements of Imperial Guard regiments requisitioned on Inquisitorial authority, local planetary defence troops pressed into service to eliminate the forces of witchcraft and heresy, or even an Inquisitor's secretly-recruited private army.

Allied Space Marines

Allied Space Marines will usually come from a Chapter with long associations with the Ordo Hereticus. In some cases these allegiances may stretch back thousands of years, kept alive by generations of Space Marine Librarians recording each oath and honour bestowed and earned. An Inquisitor would not call upon such precious allies except in dire circumstances, to deal with some terrible threat that cannot be answered by the Adepta Sororitas in time.

Allied Space Marines may not be used if any Adepta Sororitas units are present in the Witch Hunters force.

Pure Witch Hunters Forces

For a 'pure' Witch Hunters force just stick to the forces in the army list from this book. Note that it is entirely possible to form an army based purely around the Adepta Sororitas, if you so wish, by sticking to the Sisters of Battle units available to the army. This will make for a very characterful force to play and, armed with such faith, you'll certainly have the Emperor watching over you!

Using Witch Hunters as Allies

In keeping with the many possibilities for the forces of the Ordo Hereticus to appear within Space Marine and Imperial forces, Witch Hunters units can be included as allies in any of the following Codex armies:

- Space Marines, including variant armies such as Blood Angels, Space Wolves, Dark Angels*, Black Templars, Salamanders and other loyalist Index Astartes Chapters.
- Imperial Guard and its variants, such as Catachan Jungle Fighters and Armageddon Steel Legion.
- Daemonhunters.

* Note that if Witch Hunters are present, the Inquisitorial scrutiny means that the Dark Angels' 'Hunt The Fallen' special rule is suspended.

Neither Inducted Imperial Guard nor Allied Space Marines may be included in such a contingent, and the total number of Witch Hunters unit choices may not exceed the following:

- 0-1 HQ choice
- 0-1 Elite choice
- 0-2 Troops choices
- 0-1 Fast Attack choice

Note that Heavy Support may not be chosen.

Any compulsory choices (such as the one HQ and two Troops choices in a standard mission) must be fulfilled from the 'parent' list and not the Witch Hunters list.

Witch Hunters cannot ally with a force that uses any other type of ally with the exception of separate detachments and units from other Ordos of the Inquisition.

If you have an existing Warhammer 40,000 army, this is the simplest way of incorporating an Inquisitor or a squad of Sisters of Battle. This will provide handy background hooks for campaigns and add character and unique abilities for one-off games. If you're interested in building a bigger witch hunting force, it's also a good way to build gradually and get a feel for the Witch Hunters units as you go.

HQ

Inquisitor Lords of the Ordo Hereticus are amongst the most devout and righteous servants of the God-Emperor, uncovering the evils of witchcraft, heresy and mutation wherever they may be found. With centuries of experience in uncovering such affronts to the Emperor, the arrival of a powerful Witch Hunter is greeted with a mixture of awe and dread. No one is above suspicion and all, from the highest to the lowest, fear his sinister gaze.

"BY THE AUTHORITY OF THE IMMORTAL EMPEROR OF MANKIND..."

The following units may be used in a Witch Hunters army to represent units which have been temporarily put under the command of an Inquisitor Lord or Adepta Sororitas Heroine. They occupy spaces in the Witch Hunters Force Organisation chart according to the heading they are listed under here.

These units may not be chosen as any of the compulsory choices in an army, and Allied Space Marine units may not be used if any Adepta Sororitas units are present in the army. All units are taken exactly as they appear in Codex: Space Marines or Codex: Imperial Guard and may only use the options and upgrades listed there. Units marked with a † may only be chosen if the army contains at least two Troops choices of Allied Space Marines. Units marked with ‡ may only be chosen if the army contains at least two Troops choices of Inducted Imperial Guard.

Remember that either Inducted Imperial Guard or Allied Space Marines can be used in a Witch Hunters army, but not both.

TROOPS

Space Marine Tactical Squad

Space Marine Scout Squad

Imperial Guard Infantry Platoon

Imperial Guard Armoured Fist Squad

Note: You do not need to take an Infantry Platoon for each Armoured Fist Squad taken.

FAST ATTACK

Space Marine Assault Squad †

Space Marine Land Speeder Tornado †

Space Marine Land Speeder Squadron †

Space Marine Bike Squadron †

Sentinel Squadron ‡

Rough Rider Squad ‡

HEAVY SUPPORT

Space Marine Devastator Squad †

Space Marine Land Raider †

Space Marine Predator †

Space Marine Dreadnought †

0-1 Leman Russ Battle Tank ‡

0-1 Ordo Hereticus Inquisitor Lord

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	45	4	4	3	3	3	4	3	10	3+

Number/squad: 1

Options: An Inquisitor Lord may be given any equipment allowed from the Witch Hunters Armoury.

Retinue: The Inquisitor Lord must be accompanied by a retinue of Henchmen as detailed below. If the Inquisitor Lord has a retinue then he and the retinue are treated as a single unit during the battle. Note that the retinue does not count as a separate HQ choice (it does not use up one of the HQ 'slots').

SPECIAL RULES

Psyker. Ordo Hereticus Inquisitor Lords are often potent psykers and may select psychic powers from the Ordo Hereticus Psychic Powers list.

Iron Will. Psyker or not, an Inquisitor Lord will have an unbending determination to prevail, backed by a clinical understanding of how to achieve his goals. As such, an Inquisitor Lord can choose whether to pass or fail any Morale check or Pinning test he is called upon to make. This ability is conveyed to any unit he joins. Even if failure is normally automatic, the Lord may still choose whether to pass or fail the test.

Independent Character. Unless accompanied by his retinue (see below) the Inquisitor Lord is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed he becomes an independent character and is free to join other units.

INQUISITOR'S RETINUE

Number/squad: 3-12 Henchmen for an Inquisitor Lord, 0-6 for an Inquisitor.

Options: See the Henchmen rules for Armoury options.

Transport vehicle: If the Inquisitor has a retinue and he and his unit number 10 models or less they may be mounted in a Rhino at an additional cost of +50 points, a Land Raider at +250 points or, if they number 12 models or less, a Chimera at +70 points.





Adepta Sororitas Heroine

Pts	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	45	4	5	3	3	3	4	3	10
Palatine	35	4	5	3	3	2	4	2	9

Number/squad: 1

Options: The Heroine may be given any equipment allowed from the Witch Hunters Armoury.

SPECIAL RULES

Independent Character. Unless accompanied by a retinue (see below), the Heroine is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed she becomes an independent character and is free to join other units.

Faithful. A Canoness adds 2 Faith Points, and the Palatine adds 1 Faith Point to the army's Faith Point total.

Adepta Sororitas. Heroines are subject to the special rules listed on page 18.

ADEPTA SORORITAS HEROINE'S RETINUE

The Adepta Sororitas heroine may be accompanied by a squad of Celestians, chosen from the Elites section of the army list. If chosen as a retinue, they count as part of the same choice on the Force Organisation chart as the Adepta Sororitas Heroine.

Banner Bearer: One Celestian in the retinue may be nominated as a Banner Bearer and may purchase a banner from the Armoury.

Most Revered Prioress Helena,

My commendations go to your Sisters of the Order of the Valorous Heart in their undertakings against the heretical infidels infesting Hive Tumulus on Farglum. The Holy Order's response to my request was most prompt, making planetfall less than a week after my entreaty was directed to them.

The fury of their righteous anger was exemplary, and countless souls were returned to the Emperor through the purifying fire of their weapons and strength of their unyielding faith. Through their actions, the hive was purged of its blasphemous perversions, and the so-called Cult Epicurean was all but eradicated.

The last few of its foul 'prophets' and apostates have fled deep within the abyss of the underhive, where my companions and I pursue them still.

The holy fury displayed by the Canoness Brigitta and her Sisters was devastating to the unholy cultists. An inspiration to behold! The terror they induced amongst the corrupted hivers caused a wave of devotion to spread through the hive. Praise be to the Emperor! The sacred Order of the Valorous Heart are a credit to the Ecclesiarchy, and indeed to the Imperium as a whole.

Inquisitor Scallen, Ordo Hereticus, 0425085.M41

O-5 Priests

Pts	WS	BS	S	T	W	I	A	Ld	Sv
Priest	40	3	3	3	3	2	4	2	8

Number/squad: These do not count as one of your HQ choices and may be taken in addition to your usual allocation of HQ units in a mission. Priests must always be attached to other units, and only one may be attached to each. Priests may be attached to the following units: Celestians, Battle Sister squads, Inquisitorial Storm Troopers, Dominions, Sisters Repentia, Inducted Imperial Guard Infantry squads and Armoured Fist squads. They are never counted as independent characters.

Weapons: Laspistol or close combat weapon.

Options: Priests may be given any equipment allowed from the Witch Hunters Armoury. One Priest may be given a plasma gun at +15 points.

SPECIAL RULES

Fanatical. In the turn that they charge, a unit which includes a Priest may re-roll any failed rolls to hit.

Righteous Fury. Such is the rage imbued by a Priest's oratory that a unit including one must charge in the Assault phase if there are enemy within reach. In addition, such is their state of agitation that they always count as moving even if the models are stationary, so will be unable to fire heavy weapons.

The Orders Militant are led by the most experienced warriors and greatest spiritual leaders. Such a leader inspires intense devotion in her Battle Sisters, leading them from the fore as she sings the great hymns of the Ecclesiarchy.



Confessors, Missionaries and Preachers of the Ecclesiarchy often accompany the Sisters of Battle on wars of faith. Their fanatical devotion to the Imperial cult inspires all around them, as well as fighting fanatically themselves.





ELITES

The Inquisitors of the Ordo Hereticus are the watchmen of Humanity, tasked with rooting out the blight of heresy, mutation and treachery from the darkest places of the realms of Man. When the enemy is identified, the Inquisitor is able to call upon the full force of the Ordo Hereticus to destroy it utterly.



Arco-flagellation is a judgement that can be carried out on those found guilty of heresy or any of a multitude of crimes against the Emperor. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with a fearsome array of lethal weaponry and chemical stimm injectors. Pacifier helms that project soothing hymnals and the images of saints into the Arco-flagellant's brain keep them under control until a trigger word is spoken that removes all such restraints. Once activated, the Arco-flagellant's body is pumped full of deadly combat stimms that turn it into an unstoppable, berserk killing machine that feels no pain and has no sense of self-preservation.



Ordo Hereticus Inquisitor

Inquisitor	Pts	WS	BS	S	T	W	I	A	Ld	Sv
	20	4	4	3	3	2	4	2	8	4+

Number/squad: 1

Options: An Inquisitor may be given any equipment allowed from the Witch Hunters Armoury.

Retinue: The Inquisitor may be accompanied by 0-6 Henchmen (see the Inquisitor's Retinue entry on page 26 for details).

SPECIAL RULES

Psyker. Many Ordo Hereticus Inquisitors manifest psychic ability and may select psychic powers from the Ordo Hereticus Psychic Powers list.

Independent Character. Unless accompanied by his retinue, the Inquisitor is an independent character and follows all the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed, the Inquisitor becomes an independent character again and is free to join other units.

So great has been the calamitousness of these times, and such the inveterate malice of the heretics, that there has been nothing ever so clear in our statement of faith, nothing so surely settled, which they, at the instigation of the enemy of the human race, have not defiled by some sort of error. For which cause the holy Inquisition hath made it Its especial care to condemn and anathematise the principal errors of the heretics of our time, and to deliver and teach the true and Imperial doctrine; even as It has condemned, and anathematised, and decreed.

Declaration of Inquisitorial mandate, Inquisitorial representative, Senate Imperialis.

Arco-flagellants

Arco-flagellant	Pts	WS	BS	S	T	W	I	A	Ld	Sv
	35	4	0	4	5	1	4	1/D6	8	4+

Number/squad: 3-6 Arco-flagellants.

Weapons: A range of implanted electro-flails, cutting claws, power-scourges and other, equally wicked devices. These count as power weapons. Arco-flagellants do not receive a bonus for being armed with an additional close combat weapon.

SPECIAL RULES

Fearless. Arco-flagellants are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be Pinned.

Invulnerable: Arco-flagellants are preternaturally fast and incapable of feeling pain, making them extremely hard to target, and even harder to kill. The Arco-flagellants' saving throw is Invulnerable.

Dangerous to Know. Arco-flagellants may not ride in vehicles. For the purposes of mission objectives, Arco-flagellants cannot capture table quarters, capture objectives or count as surviving troops in a Meat Grinder mission. In addition, no other models may ever join a unit of Arco-flagellants.

Implant Injectors: You may activate the Arco-flagellants' stimm injectors at the beginning of any of your Movement phases, and the following effects last until the end of the game.

Once activated, Arco-flagellants are subject to *Holy Rage* (see page 24). However, if the roll for additional movement is a 6, remove an Arco-flagellant as a casualty as the stimms wreak havoc on their ravaged bodies.

In close combat, roll a D6 at the beginning of each Assault phase for each Arco-flagellant to determine the amount of Attacks it may make that phase, in addition to any bonus for assaulting that turn. Should a 6 be rolled for the number of Attacks, it is removed as a casualty at the end of the Assault phase after resolving its attacks. Casualties removed in this manner are in addition to any caused by the enemy during the Assault phase, and count towards determining which side won the assault.

Important note: Arco-flagellants may only be chosen if a Priest is also part of the force (a representative of the Ecclesiarchy must order the deployment of these maniacal killing machines).



Celestial Squad

Pts	WS	BS	S	T	W	I	A	Ld	Sv
Celestial	13	4	4	3	3	1	4	1	9
Veteran Superior	+10	4	4	3	3	1	4	2	9

Number/squad: 1 Sister Superior and 4-9 Celestians.

Weapons: Bolters. The Sister Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: One Celestian may be armed with one of the following heavy weapons: a heavy bolter at +5 points, a heavy flamer at +12 points, or a multi-melta at +15 points.

One Celestian may be armed with one of the following special weapons: a flamer at +6 points, a meltagun at +10 points or a storm bolter at +5 points. If no heavy weapon is chosen, then an additional Celestian may be equipped with a special weapon.

The squad can be equipped with frag grenades for +1 point per model, and/or krak grenades at +2 points per model.

Imagifer: One Celestian in the squad not carrying a heavy or special weapon may be upgraded to an Imagifer at the cost of +20 points. An Imagifer carries a Simulacrum Imperialis – see the Armoury for details.

Character: The Sister Superior may be upgraded to a Veteran Superior for an additional cost of +10 points. She may be given any equipment allowed from the Witch Hunters Armoury.

Transport vehicle: The Celestians may be mounted in a Rhino at an additional cost of +50 points. If the squad numbers six models or less it may be mounted in an Immolator for +65 points (see Transports on page 33 and Immolator on page 36).

SPECIAL RULES

Adepta Sororitas. Celestians are subject to the special rules listed on page 18.

Faithful. All Celestians are Faithful, regardless of the presence of a Faithful character. Each squad's presence adds +1 to the army's Faith Point total.

Holy Hatred. When in close combat with any enemy with a WS attribute, Celestians hit on a 3+ regardless of respective Weapon Skill values. This advantage does not apply if the enemy is an independent character, Tyranid Monstrous Creature or Monstrous Creature.

The most skilled fighters of an Order will be gathered together in specialised squads. Celestians are ferocious fighters whose burning hatred of the Emperor's enemies makes them formidable foes in combat. They are fervent adherents to the Imperial Creed and skilled practitioners of the martial disciplines of the Daughters of the Emperor of old.



O-1 Sisters Repentia

Pts	WS	BS	S	T	W	I	A	Ld	Sv
Sister Repentia	20	4	4	3(6)	3	1	3	1	6
Mistress	30	4	4	3	3	1	4(5)	2(3)	10

Number/squad: 1 Mistress and 4-19 Sisters Repentia.

Weapons: The Mistress is equipped with a pair of neural whips (the additional attack and Initiative bonus is represented in her profile). Each Sister Repentia is armed with a ceremonial Eviscerator.

The Sisters Repentia squad may not be joined by any other models, with the exception of a Priest (who is also subject to Holy Rage, but will not be able to fire a weapon in the Shooting phase), and may never be transported in a vehicle.

SPECIAL RULES

'Only in Death Does Duty End': At the start of the Movement phase roll a D6 to see if the unit is gripped so strongly by the desire to repent that it must rush towards the enemy. On a 1 or 2 they are subject to *Holy Rage* (see page 24).

It is the duty of the Mistress to drive her charges on towards the cleansing fires of battle. While she is alive, two dice are rolled to determine if the unit is affected by *Holy Rage*. If either dice is a 1 or 2, the unit will advance as described.

Righteous Zeal: Should the Repentia suffer particularly heavy losses they may be gripped by a fervour that exceeds even their normal unhinged state of mind, and should their Mistress fall their righteous anger is likely to be unleashed regardless of the outcome. Should they ever fail a Morale check they will move 2D6" towards the nearest enemy unit, instead of falling back, at the end of the enemy Shooting phase. Should this extra move take them into contact with an enemy unit, they count as having charged in the subsequent Assault phase. In close combat, the squad automatically passes any Morale checks it is required to make.

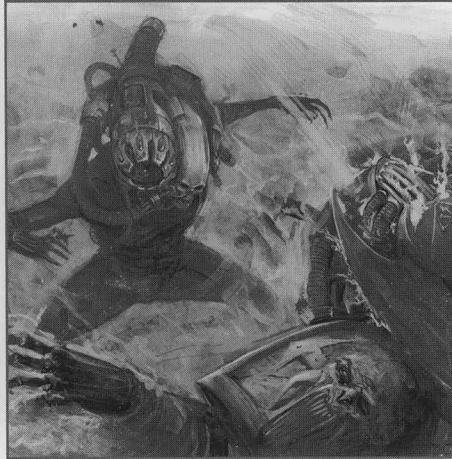
To the Adepta Sororitas, those who seek absolution as a Sister Repentia occupy a state of grace that many aspire to, yet few ever attain, for to earn redemption is to give oneself entirely to the will of the Emperor. Confession and penance are part of a Sister's everyday existence, and those who fall short of the Sisterhood's rigorous codes may, in the most extreme of cases, find themselves exiled from their Order or banded into groups armed with the mighty ceremonial eviscerators and led into battle by the harsh mistresses. Indeed, through a deep-seated desire to seek the Emperor's grace, some may willingly exile themselves, finding fault in the smallest imagined transgression. These Sisters become outcasts seeking death in the heat of battle, yet at the same time are revered by their Sisters, who see them as pilgrims seeking that which can only be found in death – absolution.

If I must die, I shall welcome Death as an old friend, and wrap mine arms about it.



The Officio Assassinorum is a highly secretive organisation which trains terrifying bio-modified killers for assassination missions sanctioned by the High Lords of Terra. The diverse Temples of the Officio specialise in the different arts of murder from the bitter kiss of poison to berserk slaughter. The Inquisition has close ties with the Officio Assassinorum, and their operatives often have cause to work together.

Important note: An Officio Assassinorum Operative may only be chosen if an Inquisitor or Inquisitor Lord is also part of the force. Note that no more than one Officio Assassinorum Operative can be used in any force for any reason.



The Assassins that form the Culexus Temple are chosen because they have, or appear to have, no presence in the Warp, there is just a void. They are, to all intents and purposes, soulless.

The Assassin wears a huge helm called an Animus Speculum. During battle this is used to fire focused blasts of negative psychic energy, but its primary purpose is to block out the Culexus Assassin's innate abilities. The helm is only partially effective even while it is active, and most people can barely stand to remain in the same room with such a creature. Once on the battlefield the large eye of the Animus Speculum opens and only then does the full intensity of the Assassin's horrific abilities flood the battlefield.

The Culexus Assassin attacks using his own innate abilities enhanced by years of training, mental exercises and arcane wargear. Witches find the presence of these agents intolerable; the innate abilities of the Culexus are anathema to the forces that grant them their terrible powers.

0-1 Officio Assassinorum Operative

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	varies	5	5	4	4	2	5	3	10	4+

Number/squad: 1.

Options: An Officio Assassinorum Operative must be from one of the following Temples: Callidus, Culexus, Eversor or Vindicare. The rules for agents of each of these Temples are shown below.

Points values: An Assassin's points value is dependent upon the Temple they belong to:

Culexus	105 points	Callidus	120 points
Eversor	95 points	Vindicare	110 points

SPECIAL RULES

Independent: Assassins operate independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, Assassins cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission.

Fearless: Assassins are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be Pinned.

Infiltrate: Assassins are extremely adept at infiltration work, and may use the Infiltrators scenario special rule when allowed to by the mission special rules.

Invulnerable: Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

Culexus Temple Assassin

WARGEAR

Etherium: Any unit wishing to shoot at or charge the Culexus Assassin, and any psyker trying to target him with a psychic power, must first pass a Leadership test. If the test is failed they may not target the Assassin, but may attack another target instead.

Animus Speculum: The animus speculum has the following profile. For every psyker within 12" of the Culexus Assassin, add +1 to the animus speculum's Assault value (ie, Assault 2 becomes Assault 3 if there is one psyker within 12").

Range: 12"	Strength: 5	AP: 1	Assault 2
------------	-------------	-------	-----------

Psyk-Out Grenades: Instead of firing the animus speculum, the Culexus Assassin may throw a psyk-out grenade. This is only useful against psychers. Psyk-out grenades have a range of 6". Roll to hit as normal. If the psyker is hit, he must pass a Leadership test on 2D6. For each point the psyker fails the test by, he loses 1 Wound. Saving throws may be taken as normal. For example, a psyker (with Ld 7, due to the Soulless rule, below) rolls 9, and so loses 2 Wounds.

SPECIAL RULES

Psychic Abomination: Any psyker within 6" of the Culexus Assassin at the start of their turn must pass a Morale check or fall back. If they are with a unit, then the unit will also fall back.

Soulless: Any unit (friend or foe) with a model within 12" of the Culexus Assassin counts as having Leadership 7, unless it would normally be less than this.

Psyker Assassin: The Culexus Assassin can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, an independent character, etc. The Culexus Assassin may ignore other models when charging into an assault if this will allow it to get into contact with a psyker.

Life Drain: The Culexus Assassin may use this ability when in close combat with a psyker. Before any attacks are worked out, but after models are moved, both players roll 2D6 and add the Leadership value of their respective models (remember the Soulless rule above). If the Culexus Assassin scores higher, the psyker loses 1 Wound, with no saving throws of any type allowed (not even Invulnerable saves). This is worked out at the start of every round of close combat and wounds inflicted by this attack count towards the combat resolution. All other close combat attacks are worked out as normal. This power can only be used to affect one psyker per turn.



Callidus Temple assassin

WARGEAR

C'tan Phase Sword. The C'tan phase sword can only be used in close combat. No saves are allowed against hits from a phase sword, not even Invulnerable saves!

Neural Shredder. The neural shredder uses the Flame template and is fired just like a flame weapon. Roll to wound as follows: the neural shredder has Strength 8 but, rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For example, a Ld 9 model is wounded on a 5+. A roll of a 1 always fails to inflict a wound. Against vehicles, roll a D3 on the Glancing Hits table, as the crew's brains are partially protected by the vehicle's armour. The neural shredder has the following profile:

Range: Template **Strength:** X **AP:** 1 **Assault 1**

Polymorphine. The Callidus Assassin is always placed in reserve, even in missions which do not normally use the Reserves rule. When she becomes available, she may be placed anywhere on the battlefield, and can move and fight normally in the turn she arrives.

Poison Blades: If the Callidus Assassin is still in base contact with an enemy model at the end of the Assault phase, after all combats have been resolved, she may make an extra attack with her poisoned blades. This attack always wounds on a 4+, and normal Armour saves are allowed.

SPECIAL RULES

Jump Back. At the start of any Assault phase, the Callidus Assassin can attempt to disengage from combat. Roll a D6 – on a roll of a 1 she fails to disengage and must fight on in the combat normally, on a roll of 2 or more she moves that many inches away from the enemy. This move cannot be used to move into contact with a different enemy model. If this leaves the enemy unit unengaged, they may make a consolidate move at the end of the Assault phase.

A Word In Your Ear... The player with the Callidus Assassin can move one enemy unit up to 6" after both sides have deployed, but before the first turn starts. The unit's new position must be within the normal deployment zone, and the owning player may choose the facing of the unit after it has been moved.

Evensor Temple Assassin

WARGEAR

Executioner Pistol. The executioner pistol is a bolt pistol/needle pistol combi-weapon, and may be fired as one or the other, but not both in the same turn. These have the profile given below. The needle pistol always wounds on a roll of 4+, regardless of the target's Toughness. A needle pistol has an Armour Penetration of D6 against vehicles.

Bolt Pistol: **Range:** 12" **Strength:** 4 **AP:** 5 **Pistol**

Needle Pistol: **Range:** 12" **Strength:** X **AP:** 6 **Pistol**

Power weapon and meltabombs. These follow the standard rules in the Warhammer 40,000 rulebook.

Neuro-Gauntlet. This is a close combat weapon. Roll to hit as normal, but don't roll to wound. Instead each hit causes one wound on a D6 roll of 4+ regardless of the target's Toughness, and with no Armour save allowed (Invulnerable saves may be taken as normal). Vehicles hit by a neuro-gauntlet take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armour value.

Combat Drugs. The Evensor Assassin can charge 12" in the Assault phase (or double the distance of the dice roll if moving through difficult terrain). When the Evensor charges into combat, it gains an extra D6 Attacks rather than just +1 Attack.

SPECIAL RULES

Fast Shot. The Evensor's heightened metabolism allows it to act with incredible speed. The Evensor never counts as moving when firing its executioner pistol (so it may always fire twice).

Bio-Meltdown! If the Evensor is killed, place a Blast marker centred over the model. Any model touched by the template takes an automatic Strength 5 hit, with saving throws allowed as normal. The Evensor is then removed from play.

Acting covertly, the Callidus Assassin gets close to those who would practice witchery or betray the Emperor, working her way through the ranks of the minions of her prey to pull the disease out by its root.

To achieve its exacting tasks, the Callidus Assassin specialises in the use and development of the shape-altering drug Polymorphine. With Polymorphine alone, a Callidus can masquerade as any human being they choose, from a beautiful young woman to a crippled old man. In addition, the Medicae Adepts of the Imperium have developed a range of surgical implants to allow Callidus Assassins to mimic members of alien races, such as Orks and Eldar.

On the battlefield, Callidus Assassins are dropped behind enemy lines, where they use their cunning and stealth to infiltrate the enemy army, usually by eliminating individuals and taking their place. Using this technique, the Callidus Assassin can get close to traitorous commanders or powerful psykers, influencing their strategy and finally assassinating them when the opportunity arises.



Evensor specialise in shock and terror tactics, instilling fear of Imperial retribution into the hearts and minds of all who hold positions of power. In the employ of the Ordo Hereticus, Evensor Assassins are used when the corruption of heresy is believed to have spread throughout the ruling elite of an entire organisation. Whilst the more overt forces of the Ordo Hereticus face the traitorous minions of the heretic on the battlefield, the Evensor will rip the heart out of any rebellion, leaving havoc and destruction in his wake. Such brutality ensures that the renegades are totally cleansed and that no would-be successors may take over as the enemy are utterly destroyed forever by the Evensor's unstoppable attack.



Vindicare Assassins practise callous, unfeeling destruction that eliminates the target with contemptuous ease. They aim to bring inglorious death to the enemies of the Emperor with a sniper's bullet, and have elevated the skills of the marksman to an art form. To complement this, the Vindicare Temple emphasises stealth and evasion techniques as well as weapons training. One of the temple's maxims is that a clean kill can only be made from an excellent firing position, and Vindicare Assassins have been known to occupy a position overlooking their target for weeks before finally taking their shot.

The skills of the Vindicare temple are commonly used to slay those who are suspected of possessing psychic powers or harbour ambitions beyond those permitted. Many a false messiah has fallen with a Vindicare's bullet through his brain as he preached his false credo. When such charismatic figures die at the hands of a faceless servant of the Emperor, their followers soon become disillusioned and fearful. In this way, many heresies have been stopped with a single shot, although there are inevitably occasions when the Vindicare is too late or the rot of dissension has spread too far, at which point the Ordo Hereticus will move into action.

Vindicare Temple Assassin

WARGEAR

Exitus Rifle: The exitus rifle is treated as a sniper rifle (range 36", hits on a 2+, wounds on a 4+) with an AP value of 2. In addition, the Vindicare has one of each of the following special rounds, which may be fired instead of a normal shot (keep a note of which special rounds have been fired). The special rounds are used one at a time and you must declare that you are using one of the special shots before you roll the dice to hit.

Shield-Breaker: The shot ignores any Invulnerable save.

Turbo-Penetrator: This inflicts 2 wounds on any model wounded. If fired at a vehicle, the shot has an Armour Penetration value of 3D6.

Hellfire: The shot wounds on a 2+ instead of a 4+.

Exitus Pistol: The exitus pistol has the following profile:

Range: 12" Strength: 5 AP: 2 Pistol

Spy Mask: The Vindicare's spy mask reduces the Cover save of his target by 1 (a 6+ save is negated, a 5+ Cover save becomes a 6+ save, and so on). In addition, the spy mask means the Vindicare rolls 2D6x5 for determining how far he can see when the Night Fighting rules are being used.

Stealth Suit: Any unit wishing to shoot at the Vindicare Assassin must test to see if he can be seen, using the Night Fighting rules as described in the Warhammer 40,000 rulebook (the unit must be within 2D6x3" of the Vindicare or it must select another target). If the Night Fighting rules are being used, the Assassin can only be seen if he is within half the normal range of the unit's vision (ie, if they score an 18, they can only see the Assassin if he is within 9").

SPECIAL RULES

Marksman: You may nominate the model targeted by the Vindicare Assassin when he is shooting, such as a Sergeant or a heavy weapons trooper. This means you get to choose which model is taken off, not the enemy. In addition, the Vindicare can target any model in range and line of sight, regardless of any targeting restrictions (such as independent characters within 6" of another unit).



Death cults can be found on many Imperial worlds; some are Chaos-spawned and lend servitude only to Khorne the Blood God, while others are religiously, fanatically dedicated to the Imperial creed, offering those they slay to the Emperor, a payment of the blood-debt all Mankind owes Him. An Inquisitor can make use of such devotees, their skill and prowess in the arts of death making them excellent executioners and infiltrators. Death cultists employ exotic ritual weapons for their work – a dizzying array of stilettos, whip-scythes and blades backed by augmentative digi-weapons and needlers.

Important note: Death-Cult Assassins may only be chosen if an Inquisitor Lord or Inquisitor is also part of the force.

Death-Cult Assassins

Pts	WS	BS	S	T	W	I	A	Ld	Sv
Death-Cult Assassin	40	5	4	4	3	2	5	2	8 5+

Number/squad: 1-3 Death-Cult Assassins may be chosen as a single Elites choice. They are deployed as a single choice but do not need to be placed together and operate independently during the game.

Weapons: Power weapon and additional close combat weapon.

SPECIAL RULES

Independent: Death-Cult Assassins operate independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, they cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission.

Fearless: Death-Cult Assassins are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be Pinned.

Infiltrate: Death-Cult Assassins are extremely adept at infiltration work, and may use the Infiltrators scenario special rule when allowed to by the mission special rules.

Invulnerable: Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

TRANSPORTS

Transports are always taken as an upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with a transport may also travel in it. The transports listed here may be equipped with any of the following upgrades for the cost listed in the Witch Hunters Armoury: dozer blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, searchlight, smoke launchers. In addition, any Adepta Sororitas vehicle may be equipped with the following upgrades: blessed ammunition, holy icon, laud hailer. No upgrade may be chosen more than once per vehicle.

A Rhino or Chimera using its top hatch as a fire point will count as open-topped when shot at or assaulted if the Armour saving throw of any of its passengers is worse than 3+.



Chimera

	Pts	Front Armour	Side Armour	Rear Armour	BS
Chimera	70	12	10	10	3

Type: Tank

Fire Points: 2

Crew: Imperial Guard

Access Points: 1

Weapons: The Chimera must have one of the following turret weapons: multi-laser at +10 points; heavy flamer at +10 points; heavy bolter at +10 points. It may also have a heavy bolter or heavy flamer mounted in its hull at +5 points.

Transport Vehicle: A Chimera can carry up to twelve models.

Rhino

	Pts	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	4

Type: Tank

Fire Points: 1

Crew: Sister of Battle/Storm Trooper

Access Points: 3

Weapons: The Rhino is armed with a storm bolter.

Transport: The Rhino can carry up to ten models but may not carry any models wearing Terminator armour.

Land Raider

	Pts	Front Armour	Side Armour	Rear Armour	BS
Land Raider	250	14	14	14	4

Type: Tank

Fire Points: 0

Crew: Tech-priests

Access Points: 3

Weapons: The Land Raider is armed with a twin-linked lascannon in each side sponson and forward firing twin-linked heavy bolters mounted on the hull.

Transport: The Land Raider may carry up to ten models.

The Chimera is a highly versatile vehicle and over the millennia it has been pressed into service in a variety of different forms. By far the most common variant has a turret-mounted multi-laser and hull-mounted heavy bolter. The weapon ports on the side of the hull allow passengers to shoot their lasguns in a hail of anti-personnel fire.

The Rhino personnel carrier is a common part of many Imperial forces and allows units to move swiftly to seize an objective or strike deep into the heart of an enemy force.

The Land Raider represents the pinnacle of armoured vehicle technology in the Imperium. Its adamantium hull is so durable it can survive a direct hit from even the most powerful of enemy weaponry and its Godhammer pattern lascannons have spelled doom for countless enemy tanks over the millennia.



TROOPS

The vast majority of the Orders Militant is made up of Battle Sisters. Orphans raised by the Schola Progenium, Battle Sisters are well disciplined and highly devoted to the Emperor. Their greatest strength is their unquenchable faith in the God-Emperor of Mankind, in whose name they bring fiery retribution to the mutant, the witch and the heretic.



The Inquisition maintains a string of fortresses scattered throughout the galaxy, some hidden, some extremely well known and the object of numerous dark legends. Inquisitorial Storm Troopers are charged with the protection and security of the Inquisition fortresses and the infamous Black Ships as they make their purity checks throughout the Imperium. Recruited from the Schola Progenium and certain families with a tradition of service to the Inquisition, these Storm Troopers are equipped and trained in a similar fashion to the elite Storm Troopers of the Imperial Guard. Storm Troopers undertake rigorous purity and incorruptibility tests before they are permitted to bear the Inquisitorial mark, making them preferable for use in Witch Hunter forces where the number of Adepta Sororitas available may be insufficient.

Battle Sisters Squad

Pts	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	11	3	4	3	3	1	3	1	8
Veteran Superior	+14	3	4	3	3	1	3	2	9

Number/squad: Sister Superior and 9-19 Battle Sisters.

Weapons: **Bolters.** The Sister Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to two Battle Sisters may be armed with one of the following special weapons: a flamer at +6 points per model, a meltagun at +10 points per model or a storm bolter at +5 points per model.

If only one special weapon is taken, then one Battle Sister may take a heavy flamer at +12 points.

The squad can be equipped with frag grenades for +1 point per model, and/or krak grenades at +2 points per model.

Imagifer: One Battle Sister in the squad not carrying a special weapon or heavy flamer may be upgraded to an Imagifer at the cost of +20 pts. An Imagifer carries a Simulacrum Imperialis – see the Armoury for details.

Character: The Sister Superior may be upgraded to a Veteran Superior at a cost of +14 points. A Veteran Superior is Faithful and contributes 1 Faith Point to the army total, and may be given any equipment allowed from the Witch Hunters Armoury.

Transport vehicle: If the squad numbers ten models or less, it may be mounted in a Rhino at an additional cost of +50 points. (see Transports on page 33).

SPECIAL RULES

Adepta Sororitas: Battle Sisters are subject to the special rules listed on page 18.

Inquisitorial Storm Troopers

Pts	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	10	3	4	3	3	1	3	1	8
Veteran	+10	3	4	3	3	1	3	2	8

Number/squad: 5-10 Storm Troopers.

Weapons: Hellgun with targeter and frag grenades.

Options: Up to two Storm Troopers may exchange their hellgun and targeter for a flamer at +5 points, a meltagun at +10 points, a plasma gun at +10 points, or a grenade launcher at +10 points. The squad can be equipped with krak grenades for +2 points per model.

Character: For an additional cost of +10 points, one Inquisitorial Storm Trooper may be upgraded to a Veteran. The Veteran may be given any equipment allowed by the Witch Hunters Armoury.

Transport vehicle: The Inquisitorial Storm Troopers may be mounted in Rhino at an additional cost of +50 points or a Chimera at +70 points (see Transports on page 33).

Designers' Note: The Ordo Hereticus often call upon the Adepts Arbites to aid them in their work, using them to round up known criminals and screen them for signs of deeper corruption. Hence, Inquisitorial Storm Trooper squads may be used to represent squads of the Adepts Arbites, by replacing each trooper's hellgun and targeter with a shotgun at no extra cost. All other options remain unchanged.



FAST ATTACK

Seraphim Squad

Pts	WS	BS	S	T	W	I	A	Ld	Sv	
Seraphim	22	4	4	3	3	1	4	1	9	3+
Veteran Superior	+10	4	4	3	3	1	4	2	9	3+

Number/squad: Sister Superior and 4-9 Seraphim.

Weapons: Two bolt pistols (count as twin-linked for shooting, and as an additional close combat weapon in an assault) and frag and krak grenades.

Options: Up to two Seraphim may replace their twin bolt pistols with twin hand flammers (these fire together with the same effect as a flamer, but count as two close combat weapons in an assault) at an additional cost of +7 points, or twin inferno pistols (count as twin-linked for shooting, and as an additional close combat weapon in an assault) at +15 points per model. The squad may be equipped with meltabombs at an additional cost of +4 points per model.

Character: The Sister Superior may be upgraded to a Veteran Superior for an additional cost of +10 points and can be given any equipment allowed from the Witch Hunters Armoury. As long as the Seraphim Veteran Superior is alive, the squad counts as having a Simulacrum Imperialis.

SPECIAL RULES

Jump Packs: Seraphim are equipped with jump packs and follow the rules for jump packs given in the Warhammer 40,000 rulebook.

Adepta Sororitas: Seraphim are subject to the special rules listed on page 18.

Faithful: All Seraphim are Faithful, regardless of the presence of a Faithful character. Each squad of Seraphim adds 1 Faith Point to the army's Faith Point total.

Hit and Run: At the end of a round of close combat, the Seraphim may choose to break off if they and at least some of their close combat opponents do not have to fall back. The unit falls back 3D6" in any direction and automatically regroups at the end of the move (regardless of enemy within 6" or being below half strength). Enemy models that were in close combat with them before the break-off may only consolidate. A Seraphim squad joined by an Adepta Sororitas Heroine equipped with a jump pack does not benefit from this rule.

Angelic Visage: Any Adepta Sororitas unit with a model within 6" of at least one model in the Seraphim unit adds +1 to their Leadership, up to a maximum of 10, when taking Morale checks and Pinning tests. Note that other units of Seraphim do not benefit from this rule and it is not cumulative.

Dominion Squad

Pts	WS	BS	S	T	W	I	A	Ld	Sv	
Dominion	11	3	4	3	3	1	3	1	8	3+
Veteran Superior	+14	3	4	3	3	1	3	2	9	3+

Number/squad: 1 Sister Superior and 4-9 Dominions.

Weapons: Bolters. The Sister Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to four Dominions may be armed with one of the following special weapons: a flamer at +9 points, a meltagun at +15 points or a storm bolter at +8 points.

The squad can be equipped with frag grenades for +1 point per model and/or krak grenades at +2 points per model, or meltabombs at +4 points per model.

Imagifer: One Dominion in the squad not carrying a special weapon may be upgraded to an Imagifer at the cost of +20 points. An Imagifer carries a Simulacrum Imperialis – see the Armoury for details.

Character: The Sister Superior may be upgraded to a Veteran Superior at a cost of +14 points. A Veteran Superior is Faithful and contributes 1 Faith Point to the army total, and may be given any equipment allowed from the Witch Hunters Armoury.

Transport vehicle: The Dominions **must** be mounted in a transport vehicle. This may be a Rhino, costing an additional +50 points (see transports on page 33) or, if the squad numbers six models or less, it may be mounted in an Immolator for +65 points (see page 36).

SPECIAL RULES

Adepta Sororitas: Dominions are subject to the special rules listed on page 18.

Seraphim are experienced warriors who are exclusively trained in the use of jump packs. They are also highly dextrous, having perfected the technique of firing two pistols at once. This makes them very mobile, hard-hitting, and able to fight in close combat if necessary.

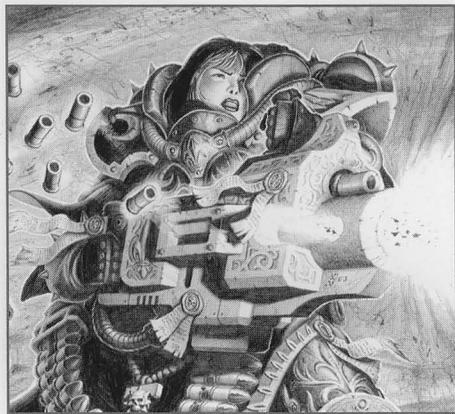


Battle Sisters who are trained in the use of more specialised weapons such as flamers, storm bolters and meltaguns are known as Dominions, and each Order maintains several units which contain more of these specialists than an ordinary Battle Sisters squad.



HEAVY SUPPORT

Retributors carry a disproportionate number of heavy weapons compared to a standard Battle Sisters squad. As many of them carry powerful but short-ranged weaponry, such as heavy bolters and multi-meltas, Retributors often ride aboard an Immolator, further improving their effectiveness in a close support role.



The Immolator is a design exclusive to the Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly twin heavy flamer, multi-meltas, or heavy bolters. As well as its armament, the Immolator can carry a squad into the heart of the enemy army.

Important note: Immolators may only be chosen if Adepta Sororitas are part of the force.

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

This arcane machine of war is only vaguely understood by the Tech-priests who must service it, and many Exorcists have been in service since the Age of Apostasy, further adding to their temperamental nature. Each machine is an individual work of art, its battlefield role of providing devastating long-range fire support being secondary to its significance as a potent, divine symbol of the power of the Emperor.

Retributor Squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Retributor	11	3	4	3	3	1	3	1	8	3+
Veteran Superior	+14	3	4	3	3	1	3	2	9	3+

Number/squad: 1 Sister Superior and 4-9 Retributors.

Weapons: Bolters. The Sister Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to four Retributors may be armed with one of the following heavy weapons: a heavy bolter at +15 points per model or a multi-melta at +25 points per model.

The squad can be equipped with frag grenades for +1 point per model, and/or krak grenades at +2 points per model.

Imagifer: One Retributor in the squad not carrying a heavy weapon may be upgraded to an Imagifer at the cost of +20 points. An Imagifer carries a Simulacrum Imperialis (see the Armoury for details).

Character: The Sister Superior may be upgraded to a Veteran Superior at a cost of +14 points. A Veteran Superior is Faithful and contributes 1 Faith Point to the army total, and may be given any equipment allowed from the Witch Hunters Armoury.

Transport vehicle: If the squad numbers six models or less it may be mounted in an Immolator for +65 points.

SPECIAL RULES

Adepta Sororitas: Retributors are subject to the special rules listed on page 18.

Immolator

	Pts	Front Armour	Side Armour	Rear Armour	BS
Immolator	65	11	11	10	4

Type: Tank **Crew:** Battle Sisters

Fire points: 1 **Access Points:** 3

Weapons: The Immolator is armed with twin heavy flamer.

Options: The Immolator can upgrade its twin heavy flamer to a twin-linked multi-melta at +20 points, or a twin-linked heavy bolter at +5 points.

The Immolator may be given any of the following vehicle upgrades at the cost listed in the Armoury: blessed ammunition; dozer blade; extra armour; holy icon; hunter-killer missile; laud hailer; searchlight; smoke launchers; holy promethium.

Transport: The Immolator may carry up to six models but may not carry any models wearing Terminator armour.

SPECIAL RULES

Twin heavy flamer: The Immolator's twin heavy flamer are fired like an ordinary heavy flamer. However, any failed rolls to wound or to penetrate a vehicle's armour may be re-rolled. Because accurate aiming is not essential for the weapon's effectiveness, the Immolator may move 12" and still fire its twin heavy flamer.

Exorcist

	Pts	Front Armour	Side Armour	Rear Armour	BS
Exorcist	135	13	11	10	4

Type: Tank **Crew:** Battle Sisters

Weapons: Exorcist launcher

Options: The Exorcist may be given any of the following vehicle upgrades at the cost listed in the Armoury: blessed ammunition; dozer blade; extra armour; holy icon; hunter-killer missile; laud hailer; pintle-mounted storm bolter; searchlight; smoke launchers.

SPECIAL RULES

Exorcist Launcher: The multiple barrels of the Exorcist launcher can fire a hail of missiles at the enemy, obliterating the target with one devastating salvo. Each turn, after nominating a target for the Exorcist, roll a D6 to see how many missiles are launched. Roll to hit as normal for each missile.

Exorcist Missiles:

Range: 48"

Strength: 8

AP: 1 Heavy D6

Penitent Engines

Pts	WS	BS	S	Front	Side	Rear	I	A
				Armour	Armour	Armour		
Penitent Engine	80	4	2	5(10)	11	11	10	3 D6

Type: Walker, Open Topped

Crew: Penitent

Squadron: Penitent Engines are fielded in squadrons of 1 to 3 models.

Weapons: Two Dreadnought close combat weapons. Penitent Engines do not gain a bonus for being armed with an additional close combat weapon. Each arm is fitted with a single flamer which fire together as a heavy flamer. The first Weapon Destroyed result reduces the Engine's Attacks by 1 (to a minimum of 1) and reduces the heavy flamer to a flamer. The second Weapon Destroyed result reduces the Attacks by a further 1 (to a minimum of 1) and reduces the model's Strength to 5, in addition to destroying the flamer.

SPECIAL RULES

Rampage: Penitent Engines ignore any Crew Shaken and Crew Stunned results on the Vehicle Damage tables.

Holy Rage: Penitent Engines squadrons are subject to the Holy Rage rule found on page 24.

Battle Frenzy: A Penitent Engine must always fire its weapons if able to do so, and must always attempt to cover as many targets as possible with the Flamer template. Once in base-to-base contact, each Penitent Engine rolls at the beginning of every Assault phase it is in combat to determine its Attacks characteristic. The +1 Attack for charging is in addition to this.

O-1 Orbital Strike

Pts	Str	AP	Notes
Lance Strike	70	10	1 Ordnance blast
Melta torpedo	80	8	3 Ordnance blast; 2D6 armour penetration
Psyk-out warhead	30	9	1 Variable blast radius; see below

Options: Select the strike from the types available above.

SPECIAL RULES

Plotting: The orbital strike must be keyed to a specific piece of terrain at the start of the battle. Make a note of the plotted target before forces are deployed but after deployment zones have been determined.

Timing: An orbital strike will always use the Reserves special rule even in missions where reserves are not allowed. Once the orbital strike is available, it lands in each Shooting phase of the Witch Hunters player's turns thereafter. The Witch Hunters player can opt not to roll for the onset of the orbital strike if he wishes, but once the roll has been passed, the orbital strike will continue each turn until the end of the game – you can delay a strike but once it's started it doesn't stop.

Placement: The Blast marker for the strike can be placed anywhere within the specified terrain piece. If the terrain piece is too small, make sure the central hole of the template is over the terrain piece in question.

(In)accuracy: Even for ships in low orbit, precision fire is extremely difficult. An orbital strike scatters just like an Ordnance weapon but if a Miss is rolled the distance scattered is double the number scored on the D6. If a hit is rolled, the template deviates by the distance shown on the dice in the direction indicated by the arrow on the 'Hit' symbol.

Ordnance Barrage: All orbital strikes except Psyk-out warheads count as Ordnance barrages for the purposes of inflicting Pinning tests.

Psyk-out warhead: Once the impact point of the psyk-out strike has been determined, roll 2D6 to discover how many inches from this point the drifting cloud of anti-psychic fallout spreads. Any model even partially within this blast radius will be affected. The strike has no effect against normal troops, but against psykers it has a Strength of 9, which is compared to the target's Leadership, rather than its Toughness. This attack counts as AP1, though Invulnerable saves may be taken against its effects. Rather than losing a wound, affected models lose a psychic power, chosen by the Witch Hunters player. The power must be one that was chosen as an upgrade for the psyker – 'innate' powers and abilities are unaffected.

Psyk-out weapons are non-discriminatory – should a psychic Witch Hunter be unfortunate enough to be affected by the blast, his opponent may remove one of his powers!

Then a repentant heretic's crimes are so heinous that not even arco-flagellation is punishment enough, he may be interred in one of the ancient and holy shriving machines known as Penitent Engines. Driven by the heretic's frenzied need for forgiveness, the armoured machine charges forward into the enemy ranks, knowing that only in death can forgiveness be granted. Such machines are holy relics in themselves and a potent reminder of the fate of heretics.

Important note: Penitent Engines may only be chosen if a Priest is also part of the force (a representative of the Ecclesiarchy must order the deployment of these revered machines).

Jin the direst circumstances, Inquisitors are empowered to declare Exterminatus upon a world that has been lost to heresy or mutation, ending such abominations against the Emperor in a cataclysmic rain of fire from ships in orbit. On occasion those same ships may be called upon to make more limited strikes in the hopes of destroying the lair of a powerful heretic or other adversaries. This is often extremely dangerous for friendly forces in the area, as an orbital strike is never the most accurate of weapons and is a measure of how grim the situation has become to risk such actions. Peculiar to the Ordo Hereticus, Psyk-out weapons are produced using an extremely rare substance thought to be a by-product of the esoteric processes that sustain the Astromonican, scattering a fine, actinic residue as they explode above the battlefield that deadens psychic abilities.

Important note: An Orbital Strike may only be chosen if an Inquisitor or Inquisitor Lord of the Ordo Hereticus is also part of the force. The terms of the Decree Passive forbid the Ecclesiarchy from maintaining its own war fleets, and so the Sisters of Battle are reliant upon the Imperial Navy and Inquisitorial vessels for this type of support.

I hereby sign the death warrant of an entire world and consign a billion souls to Oblivion

DEFEND THE SHRINE

The shrine of an Imperial saint is in danger of being defiled by a surprise attack from an enemy force. Such a desecration cannot be allowed and the Witch Hunters must spare no effort in defending it.

ATTACKER'S OVERVIEW

Forward scouts have detected that a small force has detached from the main army you are facing to journey to a remote Imperial shrine. In all likelihood there will be a high-ranking commander with this group and the chance to destroy them and the shrine is too good an opportunity to pass up. You must direct all your efforts at destroying this force before it can summon reinforcements.

DEFENDER'S OVERVIEW

While engaged in destroying the Emperor's enemies, the commander of a Witch Hunters army has taken the opportunity to make his obeisance at the shrine of an Imperial saint. Though not without risks, the blessings the saint may bestow upon the Witch Hunters' sacred task more than warrants any such risk.

SCENARIO SPECIAL RULES

Defend the Shrine is a new Raid mission that uses the *Reserves* and *Deep Strike* rules.

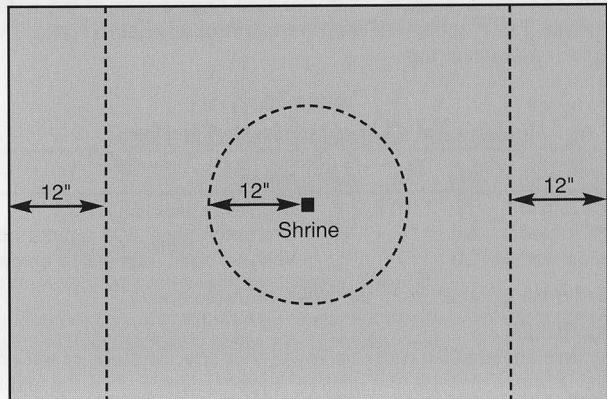
SET-UP

1 Set up the terrain in any mutually agreeable manner with the building representing the shrine set up in the exact centre of the table. The shrine should be roughly 6" x 6".

2 The defender sets up one Troops choice and one Heavy Support choice anywhere within 12" of the shrine, and one HQ choice **inside** the shrine. The remainder of his army is placed in reserve.

3 The attacker then splits his entire army into two forces of roughly equal points value. Each force must include whole units and units may not be split between forces. The attacker then deploys one force anywhere within 12" of one of the short table edges and the other anywhere within 12" of the opposite short board edge. None of the attacker's units may deploy within 18" of any of the defender's units.

4 The defender always has the first turn.



MISSION OBJECTIVE

The attacker is attempting to capture the shrine; the defender is trying to prevent this. If only one player has models within the shrine at the end of the game, then that player is the winner. If neither player has models within the shrine then the game is a draw. If both players have models in the shrine then a special round of close combat is fought to decide who controls it. During this special round of close combat, all models in the shrine fight in the combat with their full number of attacks, no matter how far away they are from the enemy. No models count as charging or as being in cover. If one side is wiped out then the opposing side captures the building and wins the game. If neither side is wiped out then the winner of the round of close combat captures the shrine and wins the game. If the combat is tied then another round of combat is fought, and so on until one side or the other is wiped out or wins a round.

RESERVES

The defender's reserves can move on from either of the long board edges.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Units forced to fall back will do so towards the board edge they deployed from. Defending units deployed in or around the shrine before the game began will fall back to the nearest long table edge.

THE ADVERSARIES OF THE WITCH HUNTER

In writing Codex: Witch Hunters we've tried to create an army list that is both characterful and capable of fighting in a flexible fashion. One of the most important things to bear in mind is that many Warhammer 40,000 armies you'll end up facing won't always have psykers in them, though by taking arms against the agents of the Ordo Hereticus they have already proved that they *must* be traitors...

Though the suppression of witches is the main task of the Ordo Hereticus, there are many other foes that merit their attentions. Treachery, heresy and mutation are ever-present in the dark millennium of Warhammer 40,000, and these threats can manifest in many guises. The Witch Hunters may find themselves battling aliens or corrupted Imperial forces that have turned from the Emperor's light. On occasion, they may even be deployed against a fellow Inquisitor who has trafficked with daemons or aliens or one who has cast off his sacred duty to keep watch on the Ecclesiarchy, seduced by the wealth and luxuries such a position can grant. In the pages that follow are a number of ideas, missions and special rules for using Witch Hunters in games of Warhammer 40,000, either as part of a campaign or as one-off games.

STAND-ALONE GAMES

For a stand-alone game you can tie in an appropriate Witch Hunters narrative very simply in one of two ways:

Witch Hunters Mission

Use the Witch Hunters mission opposite. Here the opposing force are enemies of the Emperor bent on the destruction of a saint's shrine.

Standard Missions With Added Narratives

The following narratives are some good examples of how to use Standard missions for Witch Hunters battles:

Cleanse/Night Fight/Take and Hold: Heretics led by a charismatic leader (possibly a powerful psyker) are moving to take control of Imperial facilities, such as armouries, strategic junctions or communication nodes, as part of a global insurrection. The Witch Hunters must stop them before they can establish a strong resistance.

Patrol/Recon/Meat Grinder/Bunker Assault: The Witch Hunters forces are seeking a Rogue Psyker or Apostate Cardinal, but their prey's minions have placed powerful defences in their way. These could be mercenaries, unwitting mind-slaves or crazed followers who believe the Witch Hunters to be traitors. Regardless of their motivations, the Witch Hunters must defeat this new enemy in order to take up the hunt once more.

Rescue: A holy icon or important individual has fallen into the hands of a coven of witches, aliens or traitorous Imperial forces. Such an affront to the God-Emperor cannot be allowed to go unpunished and the Witch Hunters must return the icon or prisoner.

USING ADVERSARIES IN WARHAMMER 40,000

The enemies of the Ordo Hereticus can take many forms, and those who believe that the Ordo Hereticus exists purely to destroy witches are sorely mistaken. It is just as likely a force of Witch Hunters will be dispatched to combat a corrupted Imperial Guard regiment only to find that it has been led into base treachery by a rogue member of the Ecclesiarchy, or that a shambling horde of mutants has risen up against their rightful masters.

Given the sheer scope of all the foes the Ordo Hereticus must face, we can't hope to reproduce every enemy of the Witch Hunters on these pages. However, including some of these new units and/or powers is not only a great opportunity for new styles of gaming, but a perfect reason for the Witch Hunters to fight them in the first place.

Therefore we have included some new HQ units for those who intend to fight as adversaries to Witch Hunters armies: the Rogue Psyker and the Apostate Cardinal, as well as an option for your leader to develop terrifyingly powerful psychic powers. Not only that, but you can also include units of Mutants and Traitors to represent those who have been seduced into treachery by their powerful masters.

These units may only be used when fighting against a Witch Hunters army. They are treated exactly as if they were part of the opponent's army, though they may not be taken as the compulsory choices from the Force Organisation chart. Therefore an army intending to fight Witch Hunters in a Standard mission could give their existing HQ psychic powers from the Psychic Apocalypse table or could take a Rogue Psyker or Apostate Cardinal as an additional HQ choice. They could also take units of Traitors or Mutants as Troops choices once the compulsory Troops and HQ slots have been filled by choices from their own codex or army list.

There's no hard and fast rules as to what a Rogue Psyker or Apostate Cardinal looks like, so you can pretty much use any ordinary human-sized model you think is appropriate (so using Space Marines is right out!) so long as your opponent is aware of what the model represents. Models such as Redemptor Kyrinov, Uriah Jacobus, Missionaries, Preachers or Priests will make ideal Apostate Cardinals, and obviously you can use your existing HQ model if you're giving them new psychic powers.

Players using a Chaos Space Marine or a Lost and the Damned army may only use the Rogue Psyker HQ choice from this book and should use the Traitors and Mutants as listed in Codex: Eye of Terror rather than the ones printed in this book. Necron players may not use the HQ rules at all, as psychic powers are an anathema to this race. Furthermore, characters with the Mark of Khorne may not use the HQ rules, as witchery is seen as the coward's weapon by the followers of the Blood God.



HQ

0-1 PSYCHIC APOCALYPSE

As an adversary of a Witch Hunters army, you may choose to give one of your army's leaders one of the fearsome psychic powers listed in the box below. There is no points cost and you don't have to choose a power if you don't want to.

One HQ character in the army facing the Witch Hunters, so long as it does not already have psychic powers of its own and is not a Necron, may roll a D6. On a 1-2, the character gains the psychic power Brain Flayer; on a 3-4 they may use Soul Shrive; or on a 5-6 they may use Puppet Dance. All the powers listed require a successful Psychic test to use. This does not count as using up an additional HQ choice.

0-1 ROGUE PSYKER

Untrained and untutored, rogue psykers pose a terrible threat to everyone around them, with the risk of possession ever present. Little by little they learn to master their powers and defend themselves from the things that reach out for them in the night. Without the restraints and safeguards that proper training imposes they can become formidable indeed. Few of them are remotely sane and confronting a powerful rogue psyker is one of the greatest challenges an Inquisitor of the Ordo Hereticus might ever face.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	20	2	2	2	3	5	3	1	9	-

Number/squad: 1

Weapons: Laspistol.

Options: Upgrade lascapistol to bolt pistol at +2 pts or to plasma pistol at +15 pts. Replace lascapistol with shotgun or lasgun at no cost. Upgrade lascapistol to bolter at +2 pts. Add close combat weapon for +1 pt. Upgrade close combat weapon to power weapon at +15 pts.

Psychic Powers: A Rogue Psyker may purchase any number of Adversaries Psychic Powers at +20 pts each, though he must purchase at least one. The psyker must pass a Psychic test to use his powers and may only use one power per turn, unless he has an enhancer.

Enhancer: A Rogue Psyker can be equipped with an enhancer such as a spook dispenser, xeno artefact or familiar at +15 points. A Psyker with an enhancer may use two psychic powers per turn.

Independent Character: A Rogue Psyker is an independent character and follows all the relevant rules in the Warhammer 40,000 rulebook.

ADVERSARIES PSYCHIC POWERS

Brain Flayer

Phase: Psyker's Shooting phase, instead of shooting.

Effect: Choose any enemy model within 18" of the Psyker and in line of sight as the target. Both players roll a D6 and add the Leadership of their models. For each point the winning model wins by, the other model loses a wound, with no Armour saves possible (Invulnerable saves are allowed, taken against each wound suffered).

Soul Shrive

Phase: Psyker's Shooting phase, instead of shooting.

Effect: When used, the Psyker may lash out at any enemy unit within 18" with bolts of psychic energy with the following profile: S4, AP -, Assault 2D6. Roll a D6 each time the power is used. On a roll of 6, the attacks count as AP3, as the target is consumed utterly. On a roll of 1, in his madness the psyker targets one of his own units selected by his opponent. In this case, losses do not cause a Morale test. The unit selected must be a valid shooting target.

Puppet Dance

Phase: Psyker's Assault phase instead of assaulting.

Effect: This power affects one enemy unit within 12" and in line of sight. Before any other assaults are fought, the unit must immediately resolve one round of close combat attacks on itself using whichever valid weapon options the psyker pleases. If the unit is already in close combat then any survivors will fight normally during the remainder of the Assault phase. Independent characters who happen to be with the unit are immune (the psyker prefers to enjoy their helpless horror at their friends' actions).

0-1 APOSTATE CARDINAL

The Cardinals of the Ecclesiarchy are extremely charismatic individuals who are responsible for the spiritual health of the Emperor's flock. An Apostate Cardinal has fallen from the Emperor's grace and become twisted, evil and often insane. These megalomaniacs will do everything in their power to exploit faith in the Emperor for personal gain. Subtly, the Apostate preaches blasphemy and counter-Imperial dogma until his charges spit dark prayers of hate and rage instead of hymns of purity. An Apostate Cardinal is a dire threat to the Imperium, as lies can spread faster than the most virulent plague.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Apostate Cardinal	115	3	3	3	3	3	3	1	10	6+

Number/squad: 1

Wargear: Rosarius, Pledge of Deliverance (counts as inquisitorial mandate – see the Armoury for rules), close combat weapon.

SPECIAL RULES

Independent Character: Unless accompanied by his retinue (see below) the Apostate Cardinal is an independent character and follows all of the rules for characters found in the Warhammer 40,000 rulebook. If the retinue is destroyed, he becomes an independent character and is free to join other units.

Retinue: The Apostate Cardinal may be accompanied by 0-5 Pontifex Guard. These have exactly the same points cost, characteristic profile and options as Crusader Henchmen, and may be represented by the Crusader models.

False Dominion: Such is the power of the Apostate Cardinal's constant oratory that he instils total devotion in those near him. The Apostate Cardinal can make a Leadership test at the start of his turn. If this is passed then any friendly squad with a model within 12" of the Apostate Cardinal will automatically pass all Morale and Pinning tests, even if failure is normally automatic, until the beginning of the Adversary player's next turn.

The Flock: Traitor units do not count towards the maximum Troops units that may be taken in an army with an Apostate Cardinal as an HQ choice. For instance, in a Standard mission, the Adversary player could take the normal six Troops choices plus as many extra Troops choices as he chooses, provided that these extra choices were Traitors

"Curses! Just when you've finally managed to bring the whole world under your evil influence some pathetic little Inquisitor goes whining off to the Adeptus Terra about rogue psykers and daemonic possession. I mean, do I look possessed? Well, do I? DO I???"

*Personal log of Lord Varsak, 995.M41
(during the Purging of Korsk II)*



TROOPS

MUTANTS

The curse of mutation blights the realm of the Emperor of Mankind, damning entire populations to brutal pogroms of cleansing and incarceration. Scrofulous tides of hideous mutants often march to war at the behest of charismatic individuals; the dregs of Humanity who can be easily manipulated by a skilled orator or powerful psyker. Acting as his or her minions in achieving domination of a world, these twisted and deformed creatures shamble into battle, only too eager to wreak revenge on those who have oppressed them.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Mutant	8	3	2	3	3(4)	1	3	1(2)	7	5+
Mutant Boss	+10	3	2	3	3(4)	2	3	2(3)	8	5+

Number/squad: 15-30

Weapons: A variety of crude blades, spears, basic pistols, bombs, clubs and pointed sticks which count as one (yes, just one) close combat weapon and frag grenades.

Options: The squad can replace their close combat weapons with firearms for free or replace their close combat weapons with an autopistol or lascannon for +1 point per model. The squad can be equipped with krak grenades for +2 points per model. Up to two models in the squad may be upgraded to being armed with a flamer equivalent at +3 points per model or a heavy stubber at +5 points per model.

Character: For an additional cost of +10 points one of the Mutants may be upgraded to a Mutant Boss. The Boss may purchase up to 15 points worth of weapons and wargear allowed by the Chaos Space Marines armoury (but no Marks, Gifts or other items).

Mutations: These count as the equivalent of Daemonic Gifts as detailed in Codex: Chaos Space Marines. Mutants already have Daemonic Resilience (+1 T) and (unsurprisingly) Daemonic Mutations (+1 A) included in their profiles above.

One of the following mutations is also available at the points cost shown per model. If any mutations are chosen they must be applied to the entire squad and no mutation may be taken more than once:

- **Bloated:** +3 points per model, Armour save increased to 4+.
- **Burly, brawny and/or goatheaded:** +3 points per model. Counts as Daemonic Strength (+1 Strength).
- **Horrifying, hypnotic or brightly coloured:** +2 points per model. Counts as Daemonic Visage (enemy has -1 Ld in assaults).
- **Leaping, floating or winged:** +6 points per model. Counts as Daemonic Speed (move as Cavalry).

TRAITORS

Traitors are those who have turned from the Emperor's light and joined their fortunes with the servants of darkness. Whether seduced by promises of wealth or dominated by psychic powers, whole regiments – even entire worlds – can turn traitor and trample on their oaths of loyalty. Traitors are typically well armed with weaponry stolen and scavenged from a variety of sources, and have not yet descended so far into madness that their skills are completely lost.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Traitor	8	3	3	3	3	1	3	1	6	5+
Agitator	+10	3	3	3	3	1	3	2	7	5+

Number/squad: 5-15

Weapons: Lasgun and frag grenades.

Options: Any model may exchange their lasgun for an autogun, shotgun or lascannon/autopistol and close combat weapon for free. One model may exchange its weapon for a flamer at +3 points, a meltagun at +10 points, a sniper rifle at +5 points, a plasma gun at +10 points, a heavy stubber at +10 points or a grenade launcher at +10 points. Two Traitors can form a weapon team with one of the following: a heavy bolter at +10 points, a lascannon at +20 points, a mortar at +15 points, an autocannon at +15 points or a missile launcher at +15 points. The squad can be equipped with krak grenades for +2 points per model.

Character: For an additional cost of +10 points, one Traitor may be upgraded to an Agitator. The character may purchase up to 15 points worth of weapons and wargear allowed by the Codex: Chaos Space Marines Armoury (but no Marks, Gifts or other items).

Transport vehicle: Traitor squads numbering 10 models or less may be mounted in a Rhino (counting as having BS 3; upgrades are chosen from Codex: Chaos Space Marines) at an additional cost of +50 points or (if they number 12 models or less) a Chimera at +70 points (upgrades are chosen from Codex: Imperial Guard). Units mounted in this way become Fast Attack instead of Troops choices.

SPECIAL RULES

Infiltrate: Traitors are often familiar with local conditions and defences, and are adept at using treachery to win tactical advantages. To represent this, Traitors may use the Infiltrate special rules if the mission being played allows it.



WITCH HUNTERS NARRATIVES

The Ordo Hereticus, as with all Ordos of the Inquisition, is not limited to fighting those foes specifically mentioned in its mandate. The Witch Hunter is concerned with smiting the heretic, and all who stand against him can be classified as such. These pages contain narrative hooks and ideas for games of Warhammer 40,000 that allow you to play against any opponent. Of course, in the 41st millennium, there is only war, so these ideas are not exhaustive – they should be seen as a starting point for inventing your own missions, narratives and campaigns.

Generic hooks:

- The enemy general/demagogue/warlord/brainbug is practising witchcraft.
- An enemy invasion is headed straight for a site of great spiritual significance to the Imperial Creed – the Adepta Sororitas will defend it at all costs.
- The enemy are exerting control of captured or subverted humans. These are viewed as traitors, heretics or unwitting pawns by the Witch Hunters, depending upon the individual Inquisitor's philosophical leanings. Either way, they must be wiped out. All of them.
- The enemy have captured an individual of great importance to the Ordo, perhaps a latent psyker, an Untouchable or a religious leader. The Witch Hunters want him back.
- The enemy leader is claiming to be a reincarnation of a great saint, and is rallying followers to his cause in the tens of thousands. The Ordo Hereticus is convinced he is an impostor.

Witch Hunters would fight Space Marines because:

- The chapter's Chaplains are preaching an interpretation of the Imperial Creed deemed heretical, and the Witch Hunters attempt to call the wayward chapter to account for its beliefs.
- It has long been suspected that certain of the Adeptus Astartes chapters' gene-seed has grown debased and impure since the glorious days of the Great Crusade. The Witch Hunters attempt to gain a sample of the gene-seed, but the Space Marines aren't so keen to cooperate.
- The Chapter Master has unexpectedly manifested prodigious psychic powers, calling into question the psychic screening processes of the chapter. The Witch Hunters cannot allow an entire chapter of rogue psykers to come into being, and resolve to wipe them out before it's too late.
- The chapter's Librarians are able to call upon psychic powers unseen in those of any other Space Marine force, leading the Ordo Hereticus to believe that they are trafficking in knowledge no loyal servant of the Emperor has any right delving into.
- Many Space Marine chapters are notoriously independent, and often follow their own agendas with little or no recourse to Imperial policy. One such chapter has refused to give aid when requested, resulting in the loss of a strategically vital world, and the Ordo Hereticus resolve to bring the Chapter Master to justice.
- The chapter recruits its aspirants from a feral world, and it has recently been discovered that the natives' gene pool is subtly, but irreparably, corrupted and has been for millennia. The Ordo Hereticus is not prepared to risk that the chapter may have inherited the mutations of its homeworld.

A heretic may see the truth and seek redemption. He may be forgiven his past and will be absolved in death. A Traitor can never be forgiven. A Traitor will never find peace in this world or the next. There is nothing as wretched or as hated in all the world as a Traitor.

Witch Hunters would fight Tyranids because:

- The hive mind has taken control of a large portion of the population of an Imperial world. The Ordo Hereticus must discover whether this was through psychic or genetic manipulation before making war on both the human cultists, and their monstrous masters.
- A shrine world has been lost to the Great Devourer, but the Sisters of Battle will not abandon it until a great relic of their order is recovered.

Witch Hunters would fight Chaos because:

- A group of cultists claiming to be descendants of the Emperor are spreading their filthy lies throughout the sector. The Ordo Hereticus knows these lunatics for what they are – followers of Chaos whose rantings have clouded the judgement of otherwise sane men for years.
- The appearance of underground cults are often the first sign that the influence of Chaos is waxing upon an Imperial world, and the first line of defence is often the Ordo Hereticus.
- A sect of the Imperial Creed has been declared Excommunicate, and the Witch Hunters move in to wipe out its adherents. In desperation, the sect's leader calls upon the powers of the Warp for protection. With no time to call in the Ordo Malleus and the Grey Knights, the Ordo Hereticus and the Adepta Sororitas must complete their mission alone.
- The hordes of the Lost and the Damned are intent upon desecrating a sacred Cardinal world, and only the Sisters of Battle stand ready to oppose them.
- The forces of Chaos have inspired a massive civil uprising on an Imperial world. The Ordo Hereticus deal with the rebels whilst the Ordo Malleus hunts down their masters.

Witch Hunters would fight Eldar because:

- The entire Eldar race are deviant witches.
- An Eldar force has arrived at a distant and verdant world, claiming that it is an Eldar 'maiden world' and demanding its small community of cloistered Sisters leave at once. The Sisters call on the aid of the Orders Militant, and war comes to the once serene paradise.
- A Radical Witch Hunter is intent upon capturing a Farseer, so that he may unlock the secrets of scrying the future, the better to defend the Imperium.

Witch Hunters would fight Orks because:

- A massive Ork Waaagh! is headed straight for a world that is home to an Adepta Sororitas convent. The Sisters must fight a desperate rearguard in order to buy time for the world's small population to evacuate.
- Orks are thought to generate a unique, gestalt psychic field. The Witch Hunters need to know more.
- An Ork warlord has manifested hugely powerful psychic powers and is being hailed as the greatest 'Weirdboy' of all time. So strong is his psychic power that he is able to turn humans to join his Waaagh! The Witch Hunters must put a stop to this abomination before more of the Emperor's servants are unwittingly turned.

Witch Hunters would fight Imperial Guard because:

- Though it is common for Imperial Guard regiments to employ such abhuman soldiers as Ogres and Ratlings, this particular regiment is recruiting from amongst the indentured mutant workforce of an industrial slave-world. The Ordo Hereticus plan to put an end to this immediately.
- The regiment has returned from campaign victorious, but it is suspected that its warriors have been exposed to their vanquished foe's dangerous and radical philosophies. The Ordo Hereticus will not allow them to threaten the doctrinal purity of the Imperium.
- The regiment is under the sway of a Cardinal declared Excommunicate Traitoris, and will be dealt with as severely as its master.
- A decadent, freethinking cult has infiltrated the army, and its heretical teachings are spreading like wildfire through the ranks.
- The regiment's homeworld has rebelled against the rule of the Adeptus Terra – the Witch Hunters lead a brutal suppression.
- A rogue psyker of prodigious power holds the regiment in his sway. Though unwitting pawns of his witch-spawned lies, the Guardsmen must nonetheless answer to the Ordo Hereticus.

Witch Hunters would fight Dark Eldar because:

- A Dark Eldar raid has targeted what the Archon took to be a lonely hermitage that would offer no resistance and provide easy pickings for the slave pens of Commorragh. He was wrong – it was a secluded training site for the elite of the Adepta Sororitas, who are none too amused at the intrusion.
- A captive of the Dark Eldar has been identified by the Order Famulous as a distant blood descendant of the great saint, Sebastian Thor. Accompanied by a Thorian Inquisitor, the Adepta Sororitas will risk all to rescue the prisoner.
- A Radical Witch Hunter is intent upon capturing a Dark Eldar Haemonculus in order to discern the secrets of his macabre vocation, and if possible apply them to his own interrogations.

Witch Hunters would fight Necrons because:

- The Imperium's first recorded contact with the Necron race occurred at Sanctuary 101, an isolated Adepta Sororitas convent on the Eastern Rim, where the Sisters were massacred by Necron Raiders. Other distant bases are equally vulnerable...
- Untouchables are priceless to both the Imperium and the Necrontyr. For the Inquisition, they become invaluable agents thanks to their immunity to psychic powers, but to the Necrons they are the raw material from which the future of their race is created, in the form of the mighty Pariahs. What if an Untouchable were discovered by both parties at the same time?
- A group of humans are fighting on the side of the Necrons. Perhaps they are simply enslaved, but perhaps they are some form of 'proto-pariah', a new troop whose transformation is not yet complete. It is essential the Ordo Hereticus discovers the truth.

Witch Hunters would fight Tau because:

- The Ordo Hereticus is on the trail of a group of Imperial Guard who have defected to the so-called 'Greater Good' of the Tau Empire. When the Witch Hunters track them down they must face both the traitors, and their allies.
- The Ordo Hereticus has observed that members of the Ethereal caste are able to exert a rigid control over their subordinates, an ability they themselves covet. Also concerned that this ability may transcend the boundaries of species, the Witch Hunters decide to capture an Ethereal to open him up and see what makes him tick.
- The boundaries of the Tau empire lie dangerously close to those of the Imperium, and the Ordo Hereticus does not wish to see Imperial citizens exposed to the radical notions espoused by the collectivist xenos, and so launches a pogrom against an isolated Tau colony.





INQUISITOR LORD KARAMAZOV

The Pyrophant Judge of Salem Proctor

Inquisitor Lord Fyodor Karamazov's reputation as a ruthless, unforgiving Witch Hunter was already well known throughout Segmentum Solar when he famously clashed with Ecclesiarch Decius XXIII in 945.M41. The confrontation almost came to outright battle, and concerned the excruciation and eventual immolation of a young preacher from the world of Salem Proctor. This world had broken faith with the Ecclesiarchy, its apostate cardinal turning the world's resources to his own ends and casting out all who defied him. Inquisitor Lord Karamazov led a fleet, together with two entire orders of the Adepta Sororitas, to depose the apostate cardinal, but upon its arrival, he found the world already in rebellion against its traitorous ruler.

A lowly preacher named Icarael led the revolt of the populace of Salem Proctor against the traitor cardinal and together with the Inquisitor's forces, defeated his armies and cast him from the burning ruins of his cathedral. None who met the young man could fail to be moved by his simple eloquence, his devotion to the Emperor or his humility. To some, his incredible rallying of a planet was proof that Icarael was divinely guided and that the light of the Emperor moved within him. It did not take long before Inquisitors of the Thorian faction heard of this incredible young cleric and, feverish with the prospect of discovering a potential vessel of the Emperor's spirit, they set out for Salem Proctor. But Inquisitor Lord Fyodor Karamazov, marching over the charred bones of heretics in his monstrous Throne of Judgement, had other ideas.

Karamazov had risen steadily in the Ordo Hereticus for decades, acquiring many supporters within the more hard-line puritan elements of the Inquisition for his unflinching determination to punish witchcraft and heresy without mercy. His deeds were replete with the rigid application of the Imperial Creed and, though some within the Inquisition criticised his inflexibility and claimed that he had sent thousands of innocents to their deaths, Karamazov would reply with Judge Traggat's famous maxim that claims of innocence meant nothing; serving only to prove a foolish lack of caution.

A staunch Amalathian, Karamazov was bitterly opposed to the notion of change, believing that the Emperor's plan for His people must be left to unfold as He had planned and without the arrogant intervention of those who believed that they understood His will. Before the Thorian Inquisitors arrived, Karamazov arrested Icarael, taking him to the Inquisition fortress of Severian and placing him in the Chambers of Truth and Penitence. Karamazov was a harsh judge and brooked no pleas of innocence, once famously boasting that he had sent more witches and heretics to their deaths than Macharius. For six months Karamazov subjected Icarael to all the torments and theological arguments at his disposal, ignoring the repeated demands of other Inquisitors and members of the Ecclesiarchy who wished to see the preacher.

Ecclesiarch Decius XXIII petitioned the Masters of the Inquisition to have Icarael released, and other Inquisitors mobilised local forces and prepared to lay siege to Severian if they were not granted access to the preacher, but by then it was too late. Acting as judge, jury and executioner, Karamazov ascended the Throne of Judgement and pronounced his sentence upon Icarael – he was a false prophet of the Emperor and would be purified in the cleansing fires of absolution. Sentence was notarised by the throne's lexmechanic and then carried out by the implanted execution-servitor. With sentence passed, the charred remains of Icarael were delivered to the Ecclesiarchy for interment and Karamazov returned to his duties. The Ecclesiarch called for his immediate arrest and examination, but when the taint of Chaos was later uncovered on Salem Proctor amongst those who had followed the teachings of Icarael, Karamazov was vindicated in the most public way possible. Despite this, Karamazov had earned the undying enmity of the Ecclesiarchy and the Thorian faction of the Inquisition.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
--	-----	----	----	---	---	---	---	---	----	----

Karamazov	205	4	4(5)	6	5	4	4(5)	3	10	2+
-----------	-----	---	------	---	---	---	------	---	----	----

Any Witch Hunters army of 1,500 points or more may include Inquisitor Lord Fyodor Karamazov as a special character. If you decide to take him then he counts as one of the HQ choices for the army and he must be used exactly as described below. He may not be given any additional equipment from the Witch Hunters Armoury.

Equipment: Sage Henchman, Execution Servitor armed with multi-melta, servo-skull, Rosarius, Sword of Justice (master crafted power sword), Inquisitorial Mandate, Throne of Judgement (see below).

SPECIAL RULES

Iron Will. An Inquisitor Lord will have an unbending determination to prevail, backed by a clinical understanding of how to achieve his goals. As such, Karamazov can choose whether to pass or fail any Morale check or Pinning test he is called upon to make. Even if failure is normally automatic, he may still choose whether to pass or fail the test.

Monstrous Creature. Due to the size and power of the Throne of Judgement, Inquisitor Lord Fyodor Karamazov is considered a Monstrous Creature and follows all the rules for them as described in the Warhammer 40,000 rulebook.

Strength in Solitude. Karamazov may not join friendly units and may be picked out by enemy shooters even if he is within 6" of other targets. All other normal targeting restrictions, such as range and line of sight, apply.

Uncompromising. Such is the fearsome reputation of Inquisitor Lord Karamazov, that all who fight alongside him are motivated as much by his fervour to punish wrongdoers as his notorious vengeance upon those who fail him. All friendly units within 12" of the Inquisitor may re-roll failed Morale and Pinning tests. Note that where failure is automatic, this ability confers no bonus.

Throne of Judgement. Discovered buried within the Crypts of Abraxas, the spirit of this forgotten relic of technology was reinvigorated and presented to Karamazov upon his ascension to the rank of Inquisitor Lord. This ancient device boosts the Inquisitor Lord's Strength, Toughness and Wounds characteristics (all bonuses are included in his profile above).

Retinue. Karamazov and his retinue are treated as one individual model, with a combined profile. No other Henchmen may be bought, and none can act separately or are removed as casualties for any reason. Linked with the logister of the Throne of Judgement, Inquisitor Karamazov's Lexmechanic counts as two Sage Henchmen (the bonus to the model's BS is already included in his profile above) and the Execution Servitor counts as a Gun Servitor that can fire its multi-melta even if the Inquisitor Lord moves in the Movement phase. The Inquisitor Lord is also accompanied by a Servo-Skull Familiar.

"There is no such thing as a plea of innocence in my court. A plea of innocence is guilty of wasting my time. Guilty."

Inquisitor Lord Fyodor Karamazov



SAINT CELESTINE

Hieromartyr of the Palatine Crusade

Of her life before she was declared a Living Saint, very little is known of Celestine, other than that she was a Sister Repentia of the Order of Our Martyred Lady. She was but one warrior amongst the beleaguered faithful fighting a protracted war against the heretics of the Palatine Schism.

The war against the schismatics had ground to a stalemate upon the apostate world of Eurytion. Celestine was to be found at the head of the first wave attacking the capital's walls, her fury a terrible thing to those who witnessed it. Celestine fell that day, along with every other Repentia, but despite the defeat, it was said that she accounted for over one hundred schismatics during the assault, her Eviscerator cleaving them into ragged chunks as she and her sisters screamed for absolution. As the army retreated and darkness fell, her ruined body was recovered from the breach and carried off by a solemn procession of sisters.

As Celestine's body was set down amongst the honoured dead, her sisters saw that life lingered within her yet. They saw in her eyes the light of one touched by the divine will of the Emperor, and reverently approached, cleansing her body of the blood and filth of battle until she stood flawless before them.

The next day, the assault on the city was resumed with Celestine at its head. It fell within scant hours and the remainder of the 'Palatine Crusade' passed in a bloody whirlwind of vengeance as Celestine was hailed as the Crusade's figurehead, the entire sector being scourged of not just the schismatics but every being the crusaders deemed unworthy of existing upon the worlds of Man.

Lord Ansgar, the Crusade's leader, believed that the crusade would reach its conclusion at the capital world of the Palatine sector, but Celestine insisted upon first liberating a small, backwater world named Sanctus Lys. Unknown to all but her, the world was home to the ancient Shrine of the Fiery Heart, a holy place once visited by Saint Katherine. Amidst its shattered ruins, Celestine ordered a broken altar moved aside, and the flagstones beneath it taken up. Carrying out her orders, her followers uncovered the entrance to a hidden crypt. Barring any from following her, she descended dusty steps that none had trodden for millennia.

Her followers awaited her return, at first with patience but, as time passed, with increasing concern. Yet Celestine had been firm in her order that none should follow her into the crypt. At length, as the first light of dawn broke above the ruined shrine, Celestine rose from the tomb, borne aloft on a column of divine radiance and attended by cherubs and doves. She was now clad in a suit of shining golden armour, and wielded a blade wreathed in sweet-scented petals, its blade so bright none could bear look upon it. She gazed around, and all who dared meet her eyes were struck down by equal parts heavenly adoration and infernal terror.

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

Celestine was lost to the Imperium whilst fighting the renegade Warmaster of Forrax. When the lunatic Warmaster triggered the meltdown of the ancient atomic pile at the heart of his fortress, an area many miles across was blasted to atoms. Many believe she perished at the moment of her triumph, yet none survived to give a true account of the battle's conclusion. The mighty Tower of Heroes upon sacred Terra tolled once to proclaim her loss to the faithful, a billion souls pausing in their toil and looking towards the Emperor's Palace, united in their grief for the fallen heroine. But the Sororitas, at prayer within the halls of the Convent Prioris were gladdened by the mournful peal, for they knew that had she fallen, Celestine would even now be sitting at the side of the Emperor.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
St. Celestine	201	5	5	3 (5)	3	3	5	3	10	2+/4+

Any Witch Hunters army of 1,500 points or more may include Saint Celestine as a special character. If you decide to take her then she counts as one of the HQ choices for the army and must be used exactly as described below. She may not be given any additional equipment.

Wargear: The Ardent Blade, Armour of Saint Katherine.

SPECIAL RULES

Adepta Sororitas: Saint Celestine is subject to the special rules listed on page 18.

Independent Character. Celestine is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook.

Armour of Saint Katherine: This most revered of armour confers a 2+ Armour save or a 4+ Invulnerable save.

Fearless: Celestine automatically passes any Morale check or Pinning test she is required to make, even if failure is normally automatic. She confers this ability on any unit she joins.

Miraculous Intervention: Should Celestine ever lose her last wound, she must immediately make an unmodified Leadership test. If the test is failed, she is removed as a casualty. If the test is passed, she is removed from the table and placed in reserve. Begin rolling for her to reappear on the next Witch Hunters turn – on that turn she will arrive on a D6 roll of 4+, the turn after that a 3+ and so on, as per the normal Reserve rules. This roll may not be modified, for example, by such wargear as Improved Comms, unless part of a Scenario Special Rule. When available, Celestine will enter play via the Deep Strike rules, with 1 Wound remaining. Note that this rule is applicable even if Celestine died as a result of an Instant Death attack, and it can occur multiple times throughout a battle.

For the purposes of calculating Victory Points, Celestine is considered a casualty if she fails her Leadership test upon losing her last wound as described above, or if she passes the test, but is still in reserve when the game ends.

The Ardent Blade: This sacred relic counts as a Blessed Weapon, and in the Shooting phase may be fired as a flamer. It does not count towards the maximum of one Blessed Weapon per army.

Faithful: Celestine's presence adds three Faith Points to the army's total. However, she does not benefit from the Martyrdom special rule, instead the first time she is removed from play for any reason, the Faith Point pool is immediately reduced by D6 Faith Points. If this takes the pool to below 0, no more Faith Points may be generated through Martyrdoms for the rest of the game.

Wings of Faith: The wings confer the same effects as a jump pack, and allow Celestine to make use of the Hit & Run rule described in the Seraphim army list entry. In addition, instead of assaulting, Celestine may always make an additional move of up to 6" in the Assault phase if she is not engaged in close combat or joined to a squad. This additional move is always made according to the rules for a model using a jump pack. Celestine may make this move on the turn she Deep Strikes, but may not use it to initiate an assault.

"She was as an angel, pure as righteous destruction. She laid low the twisted and lifted the hearts of the righteous. At her passing, a million voices cried out her name. Shall we ever again see her like? No, not now, nor ever again..."

Sister Patricia of the Orders Famulous,
on the disappearance of Saint Celestine

REFERENCE

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

* Indicates an Invulnerable save.

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

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

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

SPECIAL RULES

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

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

ACTS OF FAITH

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

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

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

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

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

PSYCHIC POWERS

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

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

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

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

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

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

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

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

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

PRODUCED BY GAMES WORKSHOP

Copyright © Games Workshop Ltd 2000-2003

Games Workshop, the Games Workshop logo, Warhammer, the Warhammer 40,000 Device, Witch Hunters, Adepta Sororitas, Sisters of Battle, Inquisitor and Inquisitor Ordos, Codex, White Dwarf, Space Marine, Chaos, Golden Demon, and all associated marks, race and race insignia, units, characters, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2000-2003, variably registered in the UK and other countries around the world. All Rights Reserved.

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

First Printing.

UK

Games Workshop Ltd.,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

US

Games Workshop Inc.,
6721 Baymeadow Drive,
Glen Burnie,
Maryland 21060-6401

Canada

2679 Bristol Circle,
Unit 3,
Oakville,
Ontario, L6H 6Z8

Australia

Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Japan

Games Workshop Ltd.,
Willow Rd, Lenton,
Nottingham,
NG7 2WS

COLLECTING WITCH HUNTERS

Collecting a Witch Hunters force can be very satisfying because of the variety of options available. If you want to collect a force comprised purely from entries in this book, you can either choose an army consisting solely of Sisters of Battle, or a mix of the Inquisitorial units and the Adepta Sororitas. If you already own a Space Marines, Imperial Guard or Daemonhunters army, you can add a few units of Witch Hunters to your existing army as allies, or even use your existing force as allies to a Witch Hunters army.

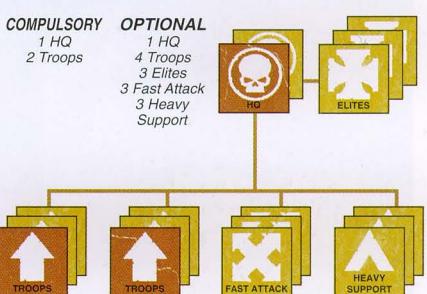
The easiest way to start collecting a Witch Hunters army is to use the Standard Mission Force Organisation chart. This way you can either expand on the force with additional choices, or use them as allies to the above mentioned forces. More information on how the Allied rules work can be found on page 25.

Below you can see two examples of Witch Hunters forces. The first is an army made up of Sisters of Battle, led by an Inquisitor and her retinue, while the second photograph shows an Imperial Guard army with Sisters of Battle allies.

STANDARD MISSIONS

COMPULSORY
1 HQ
2 Troops

OPTIONAL
1 HQ
4 Troops
3 Elites
3 Fast Attack
3 Heavy Support



INQUISITORS AND HENCHMEN

The Inquisitors of the Ordo Hereticus utilise the skills of many different individuals to help them in finding and destroying the heretic, mutant and the witch. On this page you can see several of the different types of Henchmen you can add to your Inquisitor's force.



Inquisitor



An Inquisitor Lord and his retinue arrive on a world to investigate reports of heresy.



An Inquisitor with her personal retinue.



Eversor Assassin



Culexus Assassin



Vindicare Assassin



Callidus Assassin



A team of Death-Cult Assassins prepare to strike at two Eldar psykers.



A unit of Penitent Engines charge into a rabble of mutants.



Penitent Engine

SISTERS OF BATTLE

The Adepta Sororitas are the Chambers Militant of the Ordo Hereticus and have a variety of different units within their ranks. These pages show the different types of Sisters of Battle units available to a Witch Hunters force.





Massed Battle Sisters storm a heretic hive.



Saint Celestine



A Priest spurs on the faithful Sisters to prove their devotion in battle.

ADEPTA SORORITAS VEHICLES

To the Adepta Sororitas their vehicles serve multiple purposes, being used as transports and heavy weaponry carriers, but more importantly they are mobile shrines, adorned in devotional symbols and ornate detail.

Rhino

The Rhinos used by the Adepta Sororitas are heavily decorated with all manner of holy icons and symbols, as well as equipped with all manner of upgrades, such as loud hailers and blessed ammunition.

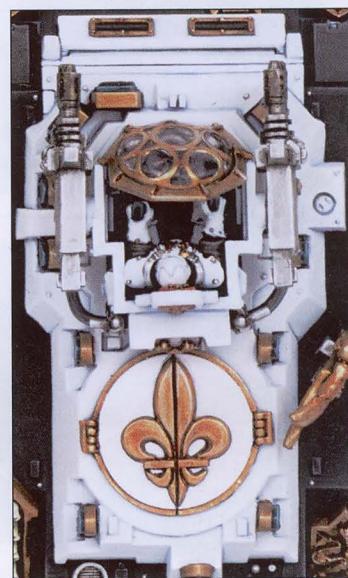
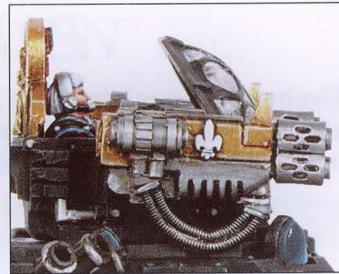


Supported by squads of Battle Sisters, a column of Sororitas vehicles attacks the enemy's position.

THE CLOUTERS

Immolator

The Immolator can be equipped with three weapons choices: twin heavy flamers, twin-linked heavy bolters or twin-linked multi-meltas.



PAINTING INQUISITORS

The Inquisitors of the Ordo Hereticus mainly wear white, black or red clothing and armour, although some prefer to wear whatever colours suit them. On this page are just some of the other possibilities open to you when choosing a colour scheme for your Inquisitors.

HEADS



- Give the hair a basecoat of Scorched Brown, then add a layer of Scorched Brown mixed with Vomit Brown.



- Apply a basecoat of Scab Red to the hair, then highlight this with Scab Red mixed with Skull White.



- Paint the hair Chaos Black and then layer Shadow Grey over this.



- Apply a basecoat of Dwarf Flesh to the face, then add a layer of Elf Flesh. Finally highlight the face with Skull White.

ARMOUR



- Paint the armour Blood Red and highlight it with Blood Red mixed with Vomit Brown.



- Use Boltgun Metal as a basecoat, then add a layer of Chainmail. Finally highlight the armour with Mithril Silver.



- Give the armour a basecoat of Bronzed Flesh, then highlight this with Bleached Bone.



DETAIL



- Paint the core of the flames Skull White, then apply a layer of Blazing Orange closer to the top.
- Finally drybrush some Chaos Black onto the tip of the flame.



- Give the wood a basecoat of Graveyard Earth, then paint thin lines onto it with Bleached Bone.



- Paint the ribbon Chaos Black, then carefully paint the pattern on the edge with Skull White.



- Paint the cloth Skull White, then carefully paint on the lined pattern and fleur-de-lis with Red Gore.

CONVERTING HENCHMEN

Each Henchman in the employ of an Inquisitor is an individual with his own past and background. A perfect way to show this is to convert your own unique models. On this page you can see conversions of the different Henchmen types available to Witch Hunter Inquisitors.

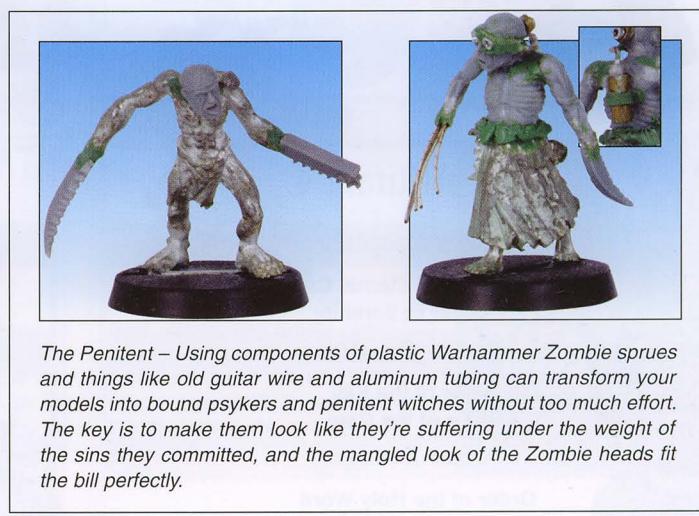
The Warrior – Warrior Servitors come in all kinds of shapes and sizes, from Gun Servitor constructs to Crusaders. For the more inorganic look of the servitors try using parts of Sentinel kits, or even mechanical arms and legs from Necron models. The Crusader and Veteran Guardsman are more natural, and a variety of kits contain useful bits, like the Warhammer Bretonnian Men-at-arms sprue, and Empire sprues.



The Acolyte – Using the Mordheim and Necromunda models from the Fanatic ranges can create a lot of unique looking acolytes. Mixing this with all kinds of bits from plastic Warhammer 40,000 sprues gives you an unlimited amount of variation you can put into your models.



The Sage – These can be represented by models bearing books and scrolls. The Inquisitor models from the Fanatic range have a few large books, and scrolls from the Empire Steam Tank kit can also come in handy.



The Penitent – Using components of plastic Warhammer Zombie sprues and things like old guitar wire and aluminum tubing can transform your models into bound pskers and penitent witches without too much effort. The key is to make them look like they're suffering under the weight of the sins they committed, and the mangled look of the Zombie heads fit the bill perfectly.

ORGANISATION OF THE ADEPTA SORORITAS

High Lords of Terra

Ecclesiarch

Abbess of the Adepta Sororitas (position currently unoccupied)

Convent Sanctorum (Ophelia VII)

Convent Prioris (Terra)

Orders Militant



Order of Our Martyred Lady



- Armour: Chaos Black
- Robes: Blood Red
- Weapons: Boltgun Metal

Order of the Valorous Heart



- Armour: Chaos Black
- Robes: Chaos Black with Skull White edging and gloves
- Weapons: Chaos Black and Boltgun Metal

Order of the Bloody Rose



- Armour: Blood Red
- Robes: Chaos Black
- Weapons: Chaos Black and Boltgun Metal

Orders Militant

Order of the Sacred Rose



- Armour: Skull White
- Robes: Chaos Black
- Weapons: Chaos Black and Boltgun Metal

Order of the Ebon Chalice



- Armour: Chaos Black
- Robes: Skull White
- Weapons: Boltgun Metal

Order of the Argent Shroud



- Armour: Boltgun Metal
- Robes: Skull White
- Weapons: Blood Red and Boltgun Metal

Non-Militant Orders

Orders Hospitaller



- Order of the Eternal Candle
- Order of Serenity

Orders Famulous

- Order of the Key
- Order of the Gate

Orders Dialogous

- Order of the Holy Word
- Order of the Quill

Non-Militant Orders

Orders Hospitaller

- Order of the Cleansing Water
- Order of the Torch

Orders Famulous

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

Orders Dialogous



- Order of the Sacred Oath
- Order of the Lexicon

PAINTING SISTERS OF BATTLE

Our Sisters of Battle army has been painted in the colours of the Order of Our Martyred Lady. Here you can see exactly what colours were used on the models, and how they were applied.

HAIR



- The hair was given a basecoat of Fortress Grey, and then highlighted with Skull White.

FACE



- For the face, we used Tanned Flesh as a basecoat, followed by a layer of Dwarf Flesh. Finally, a highlight of Elf Flesh was applied.

METAL



- The weapons were painted Boltgun Metal, and then highlighted with Chainmail. A final highlight of Mithril Silver was then applied.



ICONS



- The icons were painted Shining Gold first, then highlighted with Burnished Gold.

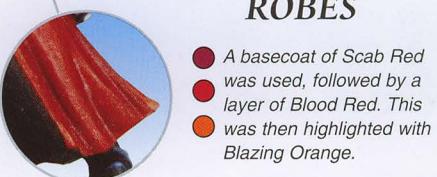
ARMOUR



- The armour was given a basecoat of Chaos Black, followed by a fine highlight of Midnight Blue mixed with Fortress Grey.

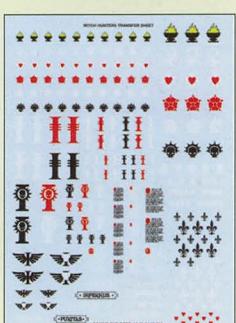
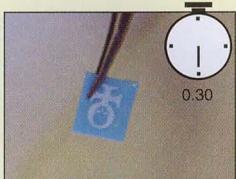


ROBES



- A basecoat of Scab Red was used, followed by a layer of Blood Red. This was then highlighted with Blazing Orange.

APPLYING TRANSFERS



We painted this Repentia using a Dwarf Flesh basecoat, followed by layering on Elf Flesh. A highlight of Elf Flesh mixed with Skull White was applied and, finally, small scratches and scars were painted using Red Gore.

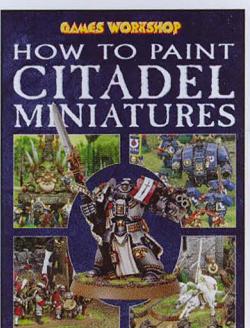


The heavy weapons carried by Retributors benefit from painting on some burn marks and dust around the nozzles. To do this drybrush Vermin Brown onto the barrel, followed by Chaos Black on the very tip of the gun.



Gold edges on armour and patterns on cloth make the Celestians stand out from the normal Sisters units. You can add this by painting the rims of the armour with Shining Gold and the white trims with Skull White.

For a wealth of useful techniques and ideas about painting your models, read *How to Paint Citadel Miniatures*.



WITCH HUNTERS FORCES

There are many different options for collecting a Witch Hunters force. On the next few pages you can see the options available for using Witch Hunters as a stand-alone force, as allies or using other forces from the Imperium as allies to a Witch Hunters army.

1. Here you can see an army of Sisters of Battle consisting of two squads of Battle Sisters, a squad of Seraphim and an Immolator led by a Heroine. They are assisted by a platoon of Imperial Guard allies.

2. Witch Hunters can also be allies to a Daemonhunters army, as you can see here. An Ordo Malleus Inquisitor is leading two squads of Grey Knights, and one squad of Grey Knight Terminators. They are joined by two squads of Battle Sisters and a squad of Seraphim as allies.

3. Here's another example of how to use Imperial Guard allies with your Witch Hunters force. This army, led by a Heroine and her Celestians bodyguard, has a unit of Armoured Fist Valhallans added as allies. The rest of the army consists of two squads of Battle Sisters and a squad of Sisters Repentia.

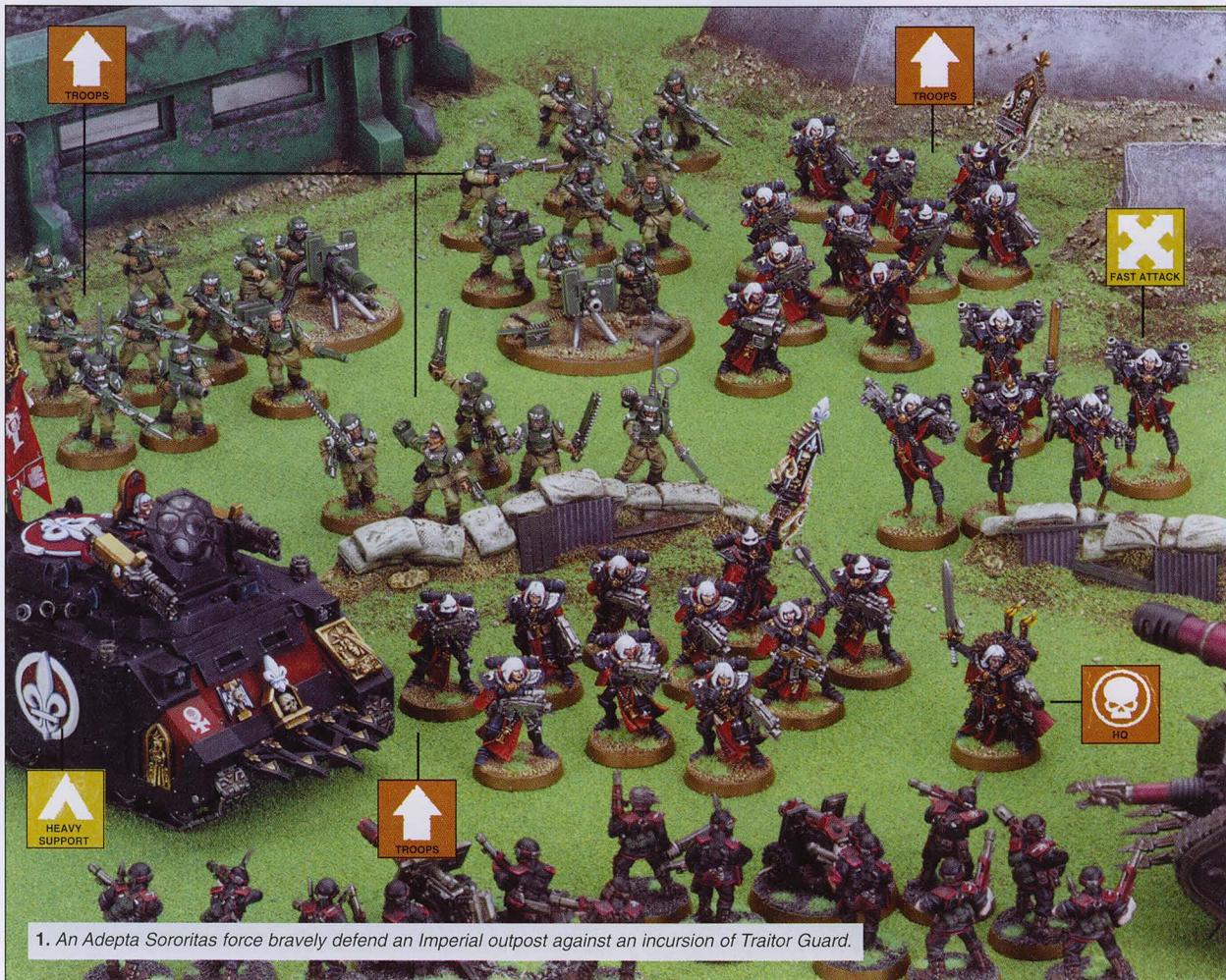
4. There is plenty of opportunity to collect a Witch Hunters force that does not actually contain any Sisters of Battle. For instance, an Inquisitor and his retinue can lead a force comprised of two squads of Inquisitorial Storm Troopers, a

squad of Arco-flagellants and a Penitent Engine. This force is supported by a unit of Ultramarines allies.

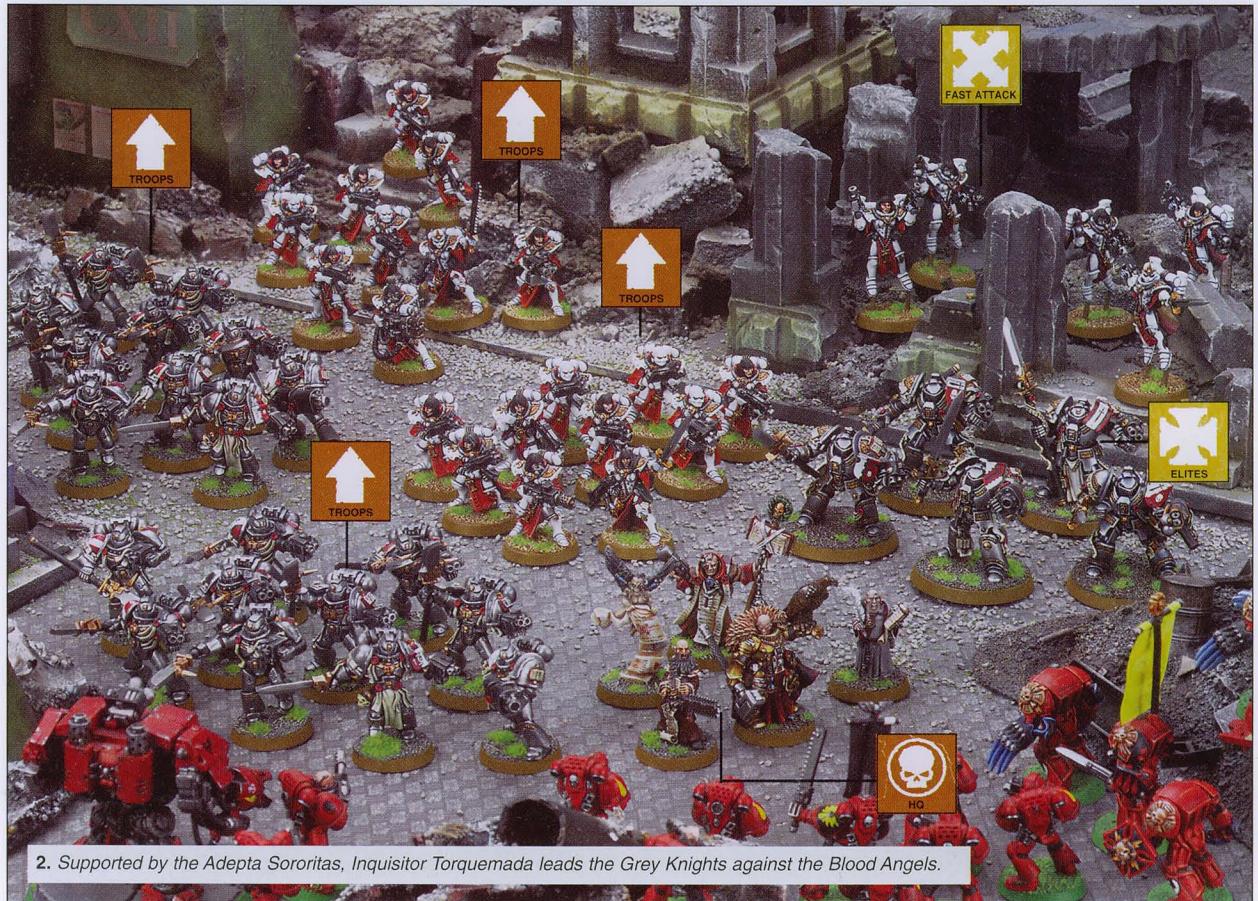
5. Using Witch Hunters as allies to another Imperial army is also an option, for example this army of Black Templars is joined by an allied Witch Hunters force led by an Inquisitor. You can see two squads of Tactical Space Marines led by a Captain, and an Inquisitor with his retinue, joined by two squads of Battle Sisters.

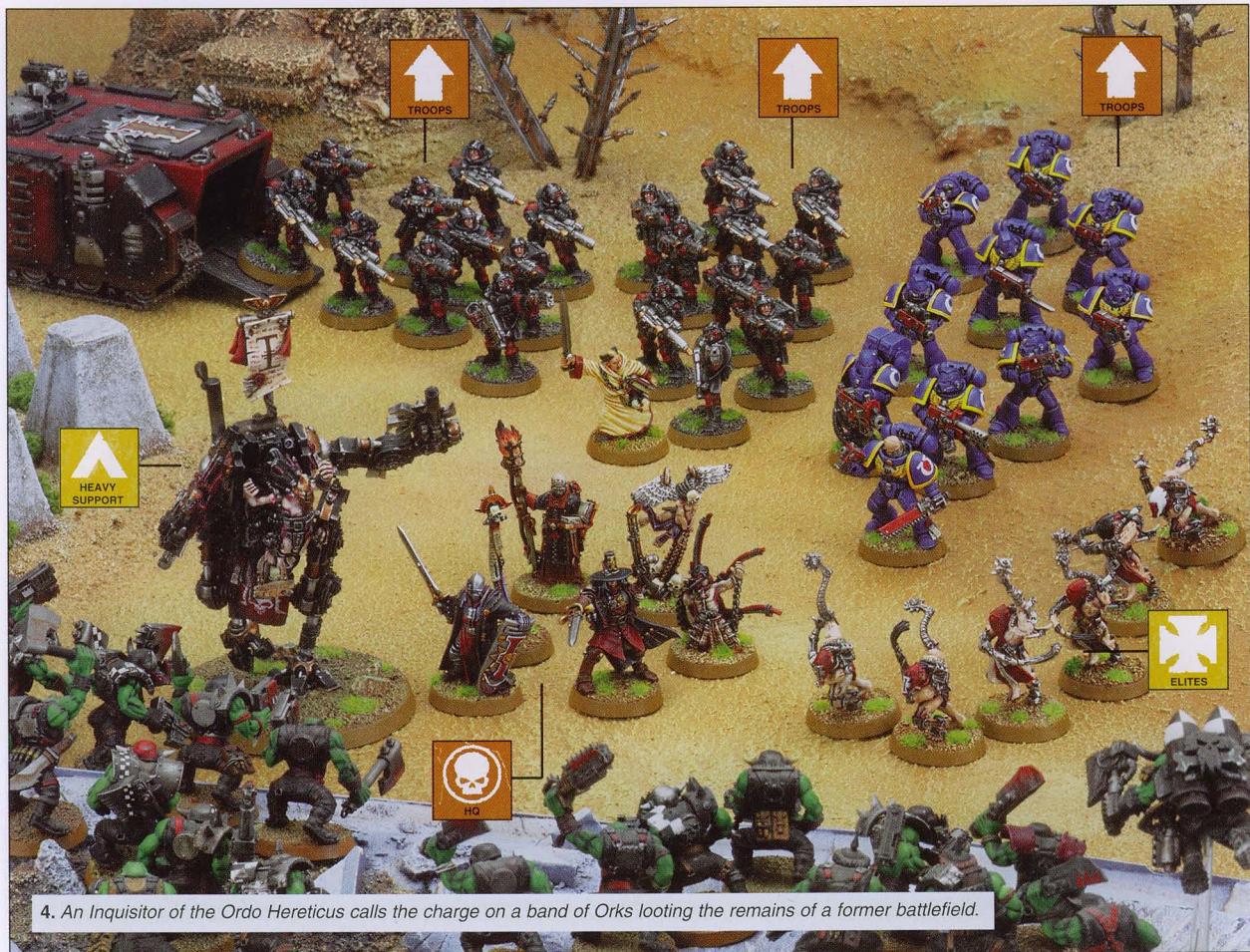
6. This photograph shows an army consisting purely of Adepta Sororitas. Two squads of Battle Sisters are led by a Heroine and her Celestians bodyguard. A unit of Retributors add some heavy firepower, while a unit of Sisters Repentia give the force a higher close combat value as well.

7. In this photograph you can see an Imperial Guard Colonel with his bodyguard leading a platoon consisting of two squads of Imperial Guardsmen and a squad of Sentinels. An Inquisitor and his retinue are allied to this force, together with two squads of Battle Sisters.



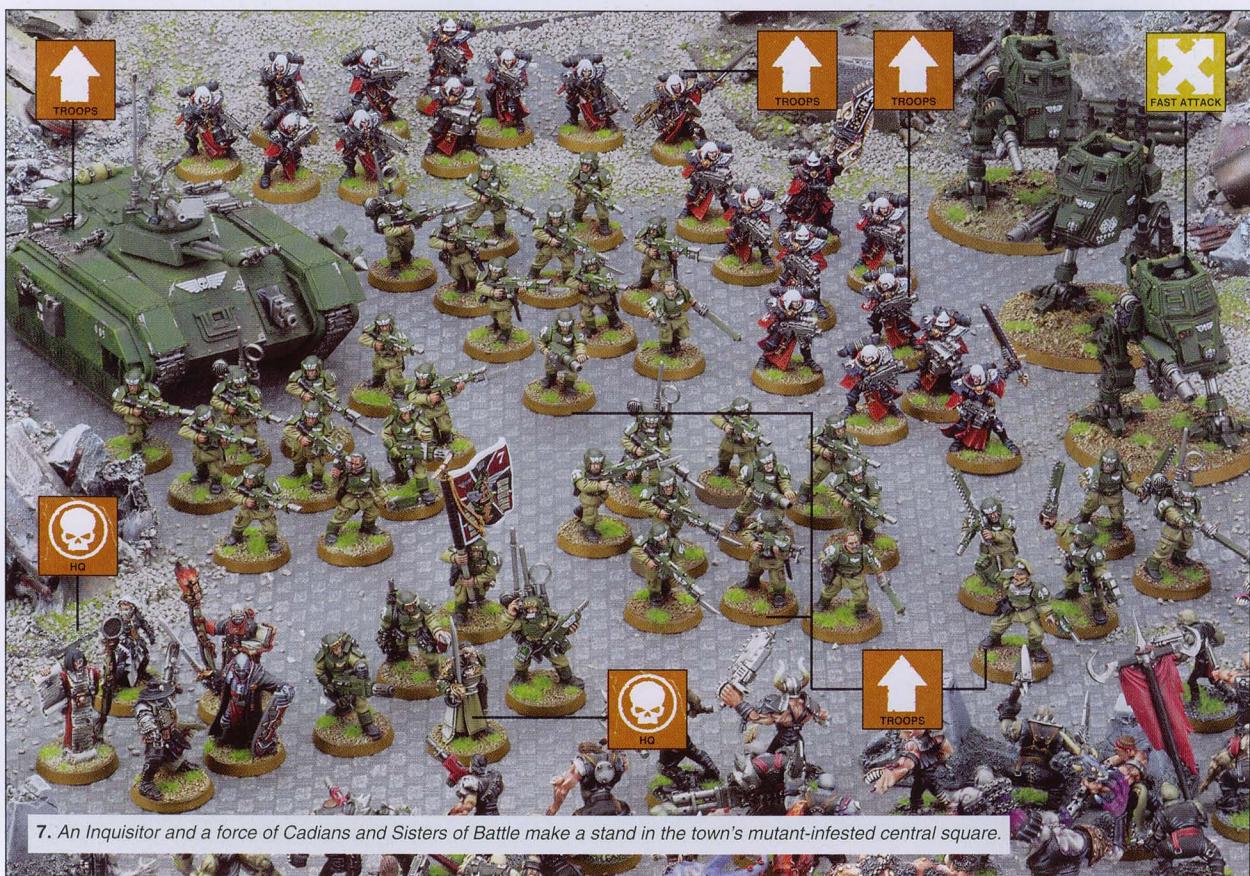
1. An Adepta Sororitas force bravely defend an Imperial outpost against an incursion of Traitor Guard.







6. The Sisters of Battle gather at an ancient memorial monument sealing the tomb of a martyr.



7. An Inquisitor and a force of Cadians and Sisters of Battle make a stand in the town's mutant-infested central square.

SHOWCASE



Seraphim attacking a Killer Kan
Victoria Lamb



Living Saint
Neil Hodgson



Inquisitor and Celestians
Sascha Buczek



Preacher
Jakob Nielsen



Death-Cult Assassins
Mike Anderson



Sisters of Battle

by John Blanche

WITCH HUNTERS

The Witch Hunters of the Ordo Hereticus are perhaps the most sinister of all Inquisitors as the threats they must face lurk not in the depths of space or the Warp, but amongst the everyday citizenry of the Imperium; the witch, the mutant, the heretic and the fallen cleric. Such abominations are an affront to the Emperor and together with their Chamber Militant, the Sisters of Battle, they purge evil from the worlds of Man with the cleansing fire of purity.

"Heresy is like a tree, its roots lie in the darkness whilst its leaves wave in the sun and to those who suspect nought, it has an attractive and pleasing appearance. Truly, you can prune away its branches, or even cut the tree to the ground, but it will grow up again ever the stronger and ever more comely. Yet all awhile the root grows thick and black, gnawing at the bitter soil, drawing its nourishment from the darkness, and growing even greater and more deeply entrenched. Such is the nature of heresy, and this is why it is so hard to destroy, for it must be eradicated leaf, branch, trunk and root. It must be exorcised utterly or it will return all the stronger, time and time again, until it is too great to destroy. Then we are doomed."

Galan Noirgrim. Prelude to the Abominatus.

Inside you will find:

- **ARMY LIST.** The complete Witch Hunters army list which allows you to choose your forces for a tabletop battle. Also included are special rules for fielding Sisters of Battle as part of your existing Imperial army, a new mission plus Inquisitorial Henchmen, Ordo Hereticus wargear and the psychic powers wielded by the Witch Hunters.

- **BACKGROUND.** Details of the Ordo Hereticus and the Sisters of Battle, complete with histories of their founding and the terrible threats they must face.

- **HOBBY SECTION.** Sixteen full-colour pages packed with advice and tips on collecting, modelling and playing with a Witch Hunters army.

- **SPECIAL CHARACTERS.** Complete rules and background information for two new special characters: Inquisitor Lord Fyodor Karamazov, the Pyrophant Judge of Salem Proctor and Saint Celestine, the Hieromartyr of the Palatine Crusade.



ENGLISH
www.games-workshop.com
 ISBN 1-84154-485-X
 PRODUCT CODE 60 03 01 08 005

Citadel and the Citadel Castle, Games Workshop, the Games Workshop logo and Warhammer are UK registered trademarks of Games Workshop Ltd. and are trademarks of Games Workshop Ltd. in other countries around the world. The exclusive copyright in the contents of this package is the property of Games Workshop Ltd. © 2003. All rights reserved.



You must possess a copy of Warhammer 40,000 in order to use the contents of this book.

GAMES WORKSHOP®

PRINTED IN THE UK