

The background of the cover is a dramatic, dark illustration. It depicts a battle scene with a central figure, a Sister of Battle, in the foreground. She is wearing ornate, dark armor with red and gold accents, and a red cloak. She has short, blonde hair and a determined expression. She is holding a large, futuristic pistol in her right hand, pointing it upwards. In the background, there are other figures, including a Sister of Battle in similar armor and a figure in a red cloak. The scene is set against a backdrop of fire and smoke, suggesting a battlefield. The overall tone is gritty and intense.

# WARHAMMER

## 40,000

### WARHAMMER LEGENDS

# ADEPTA SORORITAS



# WARHAMMER LEGENDS

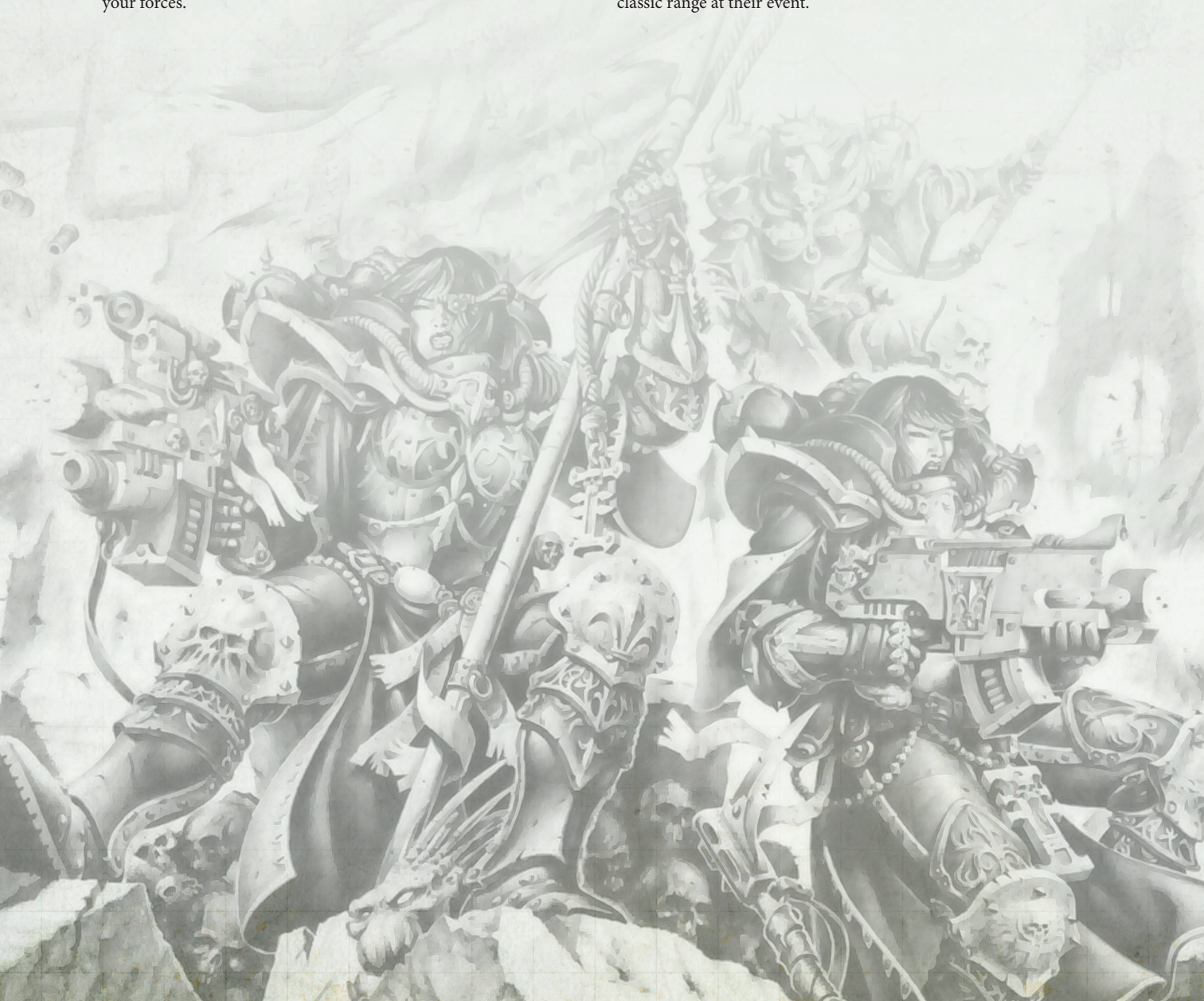
Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following pages you will find a mixture of datasheets and additional wargear options. Used alongside those found in *Codex: Adepta Sororitas*, these allow you to field certain legendary models in your games. Some datasheets found within this document contain keywords within angular brackets – rules for determining which keyword these can be replaced with can be found in *Codex: Adepta Sororitas*.

The rules here can be used in any type of play – open, narrative or matched, and full points are provided to help you balance your forces.

Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game – and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process.

Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full classic range at their event.





# DATASHEETS



# URIAH JACOBUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Uriah Jacobus	6"	3+	3+	3	3	5	4	8	6+	
Uriah Jacobus is a single model equipped with: bolt pistol; Redeemer; chainsword; frag grenades; krak grenades. Only one <b>URIAH JACOBUS</b> model can be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
The Redeemer	24"	Assault 2		4	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+, this weapon has a Damage characteristic of 2 for that attack.			
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.			
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Zealot (see <i>Codex: Adepta Sororitas</i> )						War Hymns: Add 1 to the Attacks characteristic of models in <b>ADEPTUS MINISTORUM INFANTRY</b> and <b>ASTRA MILITARUM INFANTRY</b> units whilst their unit is within 6" of any friendly models with this ability.			
	Banner of Sanctity: Add 1 to the Leadership characteristic of friendly <b>ADEPTUS MINISTORUM</b> and <b>ASTRA MILITARUM</b> units whilst they are within 6" of this model.						Word of the Emperor: Roll one D6 when an <b>ADEPTUS MINISTORUM</b> model flees whilst its unit is within 6" of any friendly models with this ability. On a 4+ that model does not flee.			
	Rosarius: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM									
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, URIAH JACOBUS									

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Uriah Jacobus	6"	3+	3+	3	3	5	4	8	6+	
Uriah Jacobus is a single model equipped with: bolt pistol; Redeemer; chainsword; frag grenades; krak grenades. Only one <b>URIAH JACOBUS</b> model can be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
The Redeemer	24"	Assault 2		4	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+, this weapon has a Damage characteristic of 2 for that attack.			
Chainsword	Melee	Melee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.			
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Zealot (see <i>Codex: Adepta Sororitas</i> )						War Hymns: Add 1 to the Attacks characteristic of models in <b>ADEPTUS MINISTORUM INFANTRY</b> and <b>ASTRA MILITARUM INFANTRY</b> units whilst their unit is within 6" of any friendly models with this ability.			
	Banner of Sanctity: Add 1 to the Leadership characteristic of friendly <b>ADEPTUS MINISTORUM</b> and <b>ASTRA MILITARUM</b> units whilst they are within 6" of this model.						Word of the Emperor: Roll one D6 when an <b>ADEPTUS MINISTORUM</b> model flees whilst its unit is within 6" of any friendly models with this ability. On a 4+ that model does not flee.			
	Rosarius: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM									
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, URIA H JACOBUS									



## ARCH-CONFESSOR KYRINOV

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arch-Confessor Kyrinov	6"	3+	3+	3	3	5	4	8	5+
Arch-Confessor Kyrinov is a single model equipped with: bolt pistol; Mace of Valaan; frag grenades; krak grenades. Only one <b>ARCH-CONFESSOR KYRINOV</b> model can be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Mace of Valaan	Melee	Melee		+2	-3	2	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Zealot (see <i>Codex: Adepta Sororitas</i> )						War Hymns: Add 1 to the Attacks characteristic of models in <b>ADEPTUS MINISTORUM INFANTRY</b> and <b>ASTRA MILITARUM INFANTRY</b> units whilst their unit is within 6" of any friendly models with this ability.		
	Icon of Chiros: When a Morale test is taken for a friendly <b>ADEPTUS MINISTORUM</b> or <b>ASTRA MILITARUM</b> unit whilst they are within 6" of this model, roll one additional D6 and discard one of the dice.						Word of the Emperor: Roll one D6 when an <b>ADEPTUS MINISTORUM</b> model flees whilst its unit is within 6" of any friendly models with this ability. On a 4+ that model does not flee.		
	Rosarius: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM								
KEYWORDS	CHARACTER, INFANTRY, MINISTORUM PRIEST, ARCH-CONFESSOR KYRINOV								



# WARGEAR OPTIONS

The datasheets from *Codex: Adepta Sororitas* that are listed below are updated as follows:

## BATTLE SISTERS SQUAD

This datasheet gains the following wargear options:

- The Sister Superior can additionally be equipped with 1 power axe.
- The Sister Superior can be equipped with one of the following instead of 1 boltgun: 1 storm bolter; 1 power axe.

## CANONESS

This datasheet gains the following wargear options:

- This model can be equipped with 1 boltgun instead of 1 bolt pistol.
- This model can be equipped with one of the following instead of 1 chainsword: 1 eviscerator; 1 power axe; 1 power maul.
- This model can be equipped with one of the following instead of either 1 bolt pistol or 1 chainsword: 1 boltgun; 1 combi-flamer; 1 combi-melta; 1 combi-plasma; 1 condemnor boltgun; 1 inferno pistol; 1 plasma pistol; 1 storm bolter.

## CELESTIAN SQUAD

This datasheet gains the following wargear options:

- The Celestian Superior can additionally be equipped with 1 power axe.
- The Celestian Superior can be equipped with one of the following instead of 1 boltgun: 1 storm bolter; 1 power axe.

## DOMINION SQUAD

This datasheet gains the following wargear options:

- The Dominion Superior can additionally be equipped with 1 power axe.
- The Dominion Superior can be equipped with one of the following instead of 1 boltgun: 1 storm bolter; 1 power axe.

## PREACHER

This datasheet gains the following wargear options:

- This model can additionally be equipped with frag grenades and krak grenades.
- This model can be equipped with one of the following instead of 1 chainsword: 1 autogun; 1 boltgun; 1 combi-flamer; 1 combi-melta; 1 combi-plasma; 1 condemnor boltgun; 1 plasma gun; 1 shotgun; 1 storm bolter; 1 eviscerator; 1 power axe; 1 power maul; 1 power sword.
- This model can be equipped with one of the following instead of 1 laspistol: 1 bolt pistol; 1 inferno pistol; 1 plasma pistol.

## RETRIBUTOR SQUAD

This datasheet gains the following wargear options:

- The Retributor Superior can additionally be equipped with 1 power axe.
- The Retributor Superior can be equipped with one of the following instead of 1 boltgun: 1 storm bolter; 1 power axe.



# WEAPONS OF THE FAITH

## RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Redeemer	24"	Assault 2	4	-1	1	When resolving an attack made with this weapon, on a wound roll of 6+, this weapon has a Damage characteristic of 2 for that attack.

## MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eviscerator	Melee	Melee	x2	-4	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Mace of Valaan	Melee	Melee	+2	-3	2	-
Power axe	Melee	Melee	+1	-2	1	-

## NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Uriah Jacobus	1	50
Arch-Confessor Kyrinov	1	60

## MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Eviscerator	11
Power axe	5

