DETACHMENT ABILITIES

An Adepta Sororitas Detachment is one that only includes models with the Adepta Sororitas keyword (excluding models with the Cult Imperialis, Agent of the Imperium or Unaligned keywords)

- Adepta Sororitas Detachments gain the Decree Passive ability.
- Adepta Sororitas units (excluding Sanctified and Outcasts units) in Adepta Sororitas Detachments gain the Order Convictions ability
- Troops units in Adepta Sororitas Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

DECREE PASSIVE
The honour of leading the Adepta Sororitas falls to an officer of the Orders Militant, not to the Priests that accompany them.

You can include a maximum of one Canoness model and one Missionary model in this Detachment. You cannot include more Cult Imperialis Priest units in this Detachment than there are Adepta Sororitas Character units.

ORDER CONVICTIONS
Each Order Militant has its own fighting style, suited to the particular creed and combat philosophy of its battle sisters.

All Adepta Sororitas units with this ability, and all the models in them, gain an Order conviction so long as every unit in their Detachment that is from an Order is from the same Order. The conviction gained depends upon which Order they are from, as shown on the following pages.

Example: An Order of Our Martyred Lady unit with the Order Convictions ability gains The Blood of Martyrs conviction.

If your Order does not have an associated Order conviction, you must instead select Order Minoris convictions for them, as described on pages 64-65; this allows you to customise the rules for your Order Minoris. In either case, write down all of your Detachments’ Order convictions/Order Minoris convictions on your army roster.

THE ORDERS MILITANT
If your army is Battle-forged, <Order> units in Adepta Sororitas Detachments gain access to the following Orders Militant rules, provided every model in that Detachment that is from an Order Militant is drawn from the same Order Militant. Such a Detachment is referred to as an Orders Militant Detachment.

ORDER CONVICTIONS
All <Order> units (excluding Sanctified units) in an Orders Militant Detachment will gain an Order conviction, as described on pages 58-65. On these pages you will find the associated Order convictions associated with each Order Militant, as well as the list of Order Minoris convictions that you must use if your Order does not have an associated Order conviction.

WARLORD TRAITS
Each Order Militant has an associated Orders Militant Warlord Trait. If an Adepta Sororitas <Order> Character models gains a Warlord Trait, they can have the relevant Orders Militant Warlord Trait instead of a Warlord Trait from page 72.

STRATEGEMS
Each Order Militant has an associated Orders Militant Stratagem. If your army includes an Orders Militant Detachment (excluding Auxiliary Support, Super-heavy, Auxiliary or Fortification Network Detachments), then you will gain access to the relevant Orders Militant Stratagem.

RELICS OF THE ECCLESIASTRY
Each Order Militant has an associated Orders Militant Relic of the Ecclesiarchy. If your army is led by a Sanctified Warlord or an Adepta Sororitas <Order> Warlord, you can, when mustering your army, give the relevant Orders Militant Relic to an Adepta Sororitas <Order> Character model from your army instead of giving them a Relic of the Ecclesiarchy from pages 74-75. Named characters (such as Junith Eruta) cannot be given a Relic of the Ecclesiarchy.

Note that some Relics replace one of the model’s existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of the Ecclesiarchy your models have on your army roster.

Example: A Battle-forged army includes an Adepta Sororitas Detachment in which every unit has the Order of the Bloody Rose keyword. All Order of the Bloody Rose units in that Detachment gain the Quick to Anger Order conviction, an Order of the Bloody Rose Character model in that Detachment that is given a Warlord Trait can instead be given the Blazing Ire trait. You have access to the Tour Them Down Stratagem and can spend CPs to use it, and if the army’s Warlord is selected from this Detachment and is from the Order of the Bloody Rose, then an Order of the Bloody Rose Character model from your army that could be given a Relic of the Ecclesiarchy can instead be given Beneficence.
ORDER OF OUR MARTYRED LADY

THE BLOOD OF MARTYRS
So dedicated are the Sisters of the Order of Our Martyred Lady that nothing can keep them from fulfilling their Emperor-given duty. When the battle is fiercest and the casualties highest, these holy warriors fight with renewed conviction and purpose, inspired by their desire to avenge the deaths of their fallen.

- At the end of any phase (other than the Morale phase) in which any units with this conviction were destroyed, you gain 1 Miracle dice (pg 91). This is in addition to any Miracle dice gained at the end of a phase in which a Character unit with this conviction was destroyed (see Sacrifice, page 91).
- Each time an attack is made by a model with this conviction, if this unit is below its Starting Strength, add 1 to that attack’s hit roll.

HONOUR THE MARTYRS
1CP
Order of Our Martyred Lady - Epic Deed Stratagem
When a leader of the Order of Our Martyred Lady dies in battle, those who remain only become more determined.

Use this Stratagem at the end of a phase in which an Order of Our Martyred Lady model from your army was destroyed by an enemy unit (excluding models that were destroyed and subsequently returned to the battlefield that phase due to any rules, e.g. the Divine Intervention Stratagem, page 66). Until the end of the battle, each time an Order of Our Martyred Lady model makes an attack against that enemy unit, add 1 to that attack’s wound roll.

WARLORD TRAIT: SHIELD BEARER
This leader believes in facing every threat at the head of her Order, leading from the front.

- Each time an attack is allocated to this Warlord, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Each time you gain a Miracle dice (pg 91) at the end of a phase as a result of Vengeance, if this Warlord destroyed any enemy units during that phase, that Miracle dice is automatically a 6.
- Each time you gain a Miracle dice (pg 91) at the end of a phase as a result of Sacrifice, or if this Warlord was destroyed during that phase, that Miracle dice is automatically a 6.

RELIC: MARTYRS’ VENGEANCE
Martyrs’ Vengeance was the sidearm of selfless Celestian Superior, Saint Vulpurgis. At the Defence of Ghem’s Gate, Vulpurgis strode calmly in front of her squad as an enemy war engine barrelled towards her. In the instant before impact, the Emperor’s own light speared from her pistol, cleaving through the machine and detonating its stored ammunition.

Order of Our Martyred Lady model equipped with an inferno pistol only. This Relic replaces an inferno pistol and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Martyrs’ Vengeance</td>
<td>12'</td>
<td>Pistol 1</td>
<td>9</td>
<td>-4</td>
<td>D6+3</td>
</tr>
</tbody>
</table>
ORDER OF THE VALOROUS HEART

STOIC ENDURANCE
Like their patron saint, Lucia, those of the Order of the Valorous Heart are willing to bear any agony in the name of atonement. Such is their willingness to suffer for their cause that they can shrug off terrible wounds without breaking stride.

- Each time a model with this conviction would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.
- Each time an attack is allocated to a model with this conviction, if that Attack has an Armour Penetration characteristic of -1 or -2, the Armour Penetration characteristic of that attack is reduced by 1.

BLIND FAITH

Order of the Valorous Heart – Battle Tactic Stratagem
When the zeal of battle is upon them, the Sisters of the Valorous Heart will trust the Emperor to guide their aim.

Use this Stratagem in your Shooting phase, when an Order of the Valorous Heart unit from your army is selected to shoot, or in the Fight phase, when an Order of the Valorous Heart unit from your army is selected to fight. Until the end of that phase, each time a model in that unit makes an attack, you can ignore any or all hit roll, Ballistic Skill and Weapon Skill modifiers.

WARLORD TRAIT: IMPERVIOUS TO PAIN
Following the example of Saint Lucia, this leader will endure any suffering, fighting on long past the limits of mortal endurance.

- Each time this Warlord performs an Act of Faith (pg 91), it regains 1 lost wound.
- Each time this Warlord would lose a wound, roll one D6: on a 5+, that wound is not lost.

RELIQU: CASKET OF Penance
Within this unadorned ebonite box lies a relic so suffused with the Emperor’s divine spark that it radiates a ferocious aura. Its holiness is so powerful that it scarifies its guardians’ flesh, yet one worthy enough to carry the casket into battle welcomes the chance to prove the strength of her faith and will. To the unbeliever who approaches too close, it is an incapacitating and sickening draining of the soul.

Order of the Valorous Heart model only. The bearer has the following ability: ‘Casket of Penance (Aura): While an enemy unit is within 3" of the bearer, subtract 1 from the Toughness characteristic of models in that enemy unit (if that unit has the Chaos keyword, subtract 1 from its Strength characteristic as well).’

Sister Gerolinde’s lips cracked and bled. Her head pounded as the blinding light from the Tressis-goraxda System’s three suns beat down upon her. Gerolinde could no longer sweat. She missed the sting of the salty liquid dripping into the ruptured blisters that covered her face from the sunburn. Pain was precious. It reminded her of Matriarch Lucia. It reminded her she was alive, and thus could serve.

Each of Gerolinde’s heavy steps ploughed deep into the fine desert sands. Her Sisters marched with her, each one burned, bleeding and panting.

‘Lucia storns the triviality of this challenge,’ rasped Dogmata Latrin, at the fore of the Sisters’ advance alongside Canoness Augustah.

They had been marching for eleven days, enduring sandstorms that ripped their flesh, filling nooks in their armour with gravel and threw them down dunes that had taken hours to ascend.

Four more remain, thought Gerolinde. Then we will turn back.

It had been a good training exercise thus far. Already the weakness in a dozen Sisters had been uncovered by the formidable and taxing conditions. They had collapsed or given up, for which Gerolinde knew they would face the sweet correction of the lash before long.
**ORDERS**

**ORDER OF THE BLOODY ROSE**

**QUICK TO ANGER**

Once their battle fury is roused, none prosecute the wars of the Adeptus Ministorum with greater fervour than those warriors who belong to the Order of the Bloody Rose.

- Each time a unit with this conviction fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.
- Each time a model with this conviction makes a melee attack, if that model’s unit made a charge move, was charged or performed a Heroic Intervention this turn, improve the Armour Penetration characteristic of that attack by 1.

**TEAR THEM DOWN** 1CP

Order of the Bloody Rose – Battle Tactic Stratagem

In the fury of battle, the Sisters of the Bloody Rose channel their rage into devastating blows with gun stocks, fists and blades.

Use this Stratagem in the Fight phase, when an ORDER OF THE BLOODY ROSE unit from your army is selected to fight. Until the end of that phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

**WARLORD TRAIT: BLAZING IRE**

This warrior was born for battle, and will allow nothing to stay her wrath.

- Add 1 to the Attacks characteristics of this WARLORD.
- This WARLORD is eligible to charge in a turn in which it Advanced.

**RElic: BENEFICENCE**

This fearsomely savage chainsword is lauded amongst the Order of the Bloody Rose for its perfection of weight and the depth of its pious bite. As the deep-red armour of its wielder plunges ferociously into dense knots of faithless idolaters, Beneficence sends arterial sprays across the battlefield with each cut of enemy flesh. Terrified mutants and witches fall before its blessing, as gr Round won for the Emperor is consecrated in viscera.

**ORDER OF THE BLOODY ROSE** model equipped with a chainsword only. This Relic replaces a chainsword and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beneficence</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities:** Each time the bearer fights, it makes 3 additional attacks with this weapon (if there are 6 or more enemy models within 3" of the bearer when it is selected to fight, it makes D3+3 additional attacks with this weapon instead).

---

The heretic’s screams were louder than the roar of the flamer. Sister Herta did not release the trigger until the traitor dropped to the floor. Only his burning corpse lit the bunker.

The stench of cooking flesh blended with that of burning promethium. Herta breathed deeply. The smell never got old. The only sound that remained was the crackling of the fire and the popping of boiling fat.

This was the fourth bunker in the complex they had cleared of the traitorous 33rd Bahlen Rifles. It was much like the others. Symbols of the Artchinery were scratched into the walls and Imperial symbols had been defaced.

Herta raised her flamer again, pointing it at what appeared to be some kind of shrine the heretics had established.

‘Purge the Unclean,’ she said, and pulled the trigger. Flames engulfed it all.
ORDER OF THE EBON CHALICE

DAUGHTERS OF THE EMPEROR
The Order of the Ebon Chalice is one of the Orders Militant, and its warriors strive to be exemplars, both martial and spiritual, to the followers of the God-Emperor. Their purity and nobility of spirit can see them perform miraculous acts on the battlefield.

- If any units in your army have this conviction, when you are determining which sacred rites (pg 93) are active for your army after you have determined your mission, you cannot randomly select two sacred rites. Instead, after you have selected one sacred rite you must then select a second. Both of these sacred rites are active for units from your army with this conviction (only the first is active for other units from your army with the Sacred Rites ability).
- Each time a model or unit with this conviction performs an Act of Faith (pg 91), you can first discard 1 Miracle dice. If you do so, 1 Miracle dice use in that Act of Faith is considered to be a 6 (irrespective of its actual value).

CLEANSING FLAMES 1CP
Order of the Ebon Chalice – Wargear Stratagem
When the Ebon Chalice go to war, they bring with them cleansing flames.

Use this Stratagem in your Shooting phase when an Order of the Ebon Chalice unit from your army is selected to shoot. Until the end of the phase:
- Add 4" to the range of all flame weapons (pg 121) that models in that unit are equipped with.
- Each time a model in that unit makes an attack with a flame weapon, on an unmodified wound roll of 4+, the target suffers 1 mortal wound in addition to any normal damage (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).

WARLORD TRAIT: TERRIBLE KNOWLEDGE
This leader is one of the few that has shared in the terrible knowledge imparted by the Matriarch of the Order after her communion with the Emperor.

- If this Warlord is on the battlefield, the Miracle dice (pg 91) you gain at the start of the first battle round is automatically a 6.
- While this Warlord is on the battlefield, each time you spend a Command point to use a Stratagem you can roll one D6; on a 5+, that Command point is refunded.

RELIC: ANNUNCIAION OF THE CREED
The traditionalists of the Order of the Ebon Chalice eagerly grasp any opportunity to apply the undeniable letter of the Imperial Creed. Upon the craven heretic who shirks his sentence, or the witch hiding behind her puppets, this weapon announces their deviancy in unavoidable utterances of destructive justice.

ORDER OF THE EBON CHALICE model equipped with a condemnor boltgun only. This Relic replaces a condemnor boltgun and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Annunciation of the Creed</td>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>- Boltgun</td>
<td>24&quot;</td>
<td>Ranged</td>
<td>4</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Before selecting targets, select one or both of the profiles above to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack’s hit roll. Each time you select a target for this weapon, ignore the Look Out, Sir rule. Each time an attack with this weapon’s blessed stake profile is allocated to a Psyker model, that model’s unit suffers 3 mortal wounds in addition to the normal damage.

'A grand triumph, they called it. Pah! Do you know how much promethium they wasted in the brazier alone? A frittering of time and materiel would be closer to the truth. Armies parading when they should have been marching to battle, cheering when they should have been screaming war cries, saluting civilians when they should have been gunning down foes. Canoness Invidia would have no part in it – we marched aboard our transports and departed for the front, where our true duty lay.'

- Sister Celestian Siáival Redemptus, Order of the Ebon Chalice
ORDERS

ORDER OF THE ARGENT SHROUD

DEEDS, NOT WORDS
It is the strong belief of those within the Order of the Argent Shroud that one’s conviction is best shown through bold action. Thus is battling the best way to prove their unquenchable faith, for there they may smite the Emperor’s foes and demonstrate the depths of their devotion.

- Each time a unit with this conviction makes a Normal Move or Advances in your Movement phase, until the end of your Shooting phase, it counts as having Remained Stationary.
- Each time a unit with this conviction is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit’s attacks.

FAITH IS OUR SHIELD

Order of the Argent Shroud – Strategic Ploy Stratagem
The unwavering faith of the warriors of the Argent Shroud allows them to fight on through the most terrible wounds and psychic onslaughts.

Use this Stratagem in any phase, when an Order of the Argent Shroud model from your army would lose a wound as a result of a mortal wound. Until the end of that phase, each time that model, or any other model in its unit, would lose a wound as a result of a mortal wound, roll one D6: if it is equal to or greater than 4, that wound is not lost.

WARLORD TRAIT: SELFLESS HEROISM
Rather than allow harm to come to her followers, this leader will bravely take the fight to any foe.

- This Warlord is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this Warlord makes a Heroic Intervention move, it can move up to 6". All other rules for Heroic Interventions still apply.
- At the start of the Fight phase, if this Warlord is within Engagement Range of any enemy units, it can fight first that phase.

RELIC: QUICKSILVER VEIL
Shifting in and out of vision as it catches the fires of battle and the halos of unearthly light surrounding the faithful, this gossamer-thin nanofibre dazzles the eyes of heretics and baffles the targeting matrices of xenos. As the wearer moves as swift as a silver dart to the enemy’s heart, shots fire wide and blade thrusts miss their mark.

Order of the Argent Shroud model only.

- Add 3" to the bearer’s Move characteristic.
- Each time an attack is made against the bearer, subtract 1 from that attack’s hit roll.
ORDER OF THE SACRED ROSE

DEVOUT SERENITY
The Sisters of the Order of the Sacred Rose are renowned for their calm and implacable resolve in battle. Even in the face of overwhelming odds, the heirs of Saint Arabella stand unyielding.

- Each time a Combat Attrition test is taken for a unit with this conviction, it is automatically passed.
- Each time you use a Miracle dice when a model or unit with this conviction performs an Act of Faith (pg 91), roll one D6: on a 4+, you gain 1 Miracle dice.

THE EMPEROR’S JUDGEMENT 1CP

Order of the Sacred Rose - Battle Tactic Stratagem
None may escape the Emperor’s gaze, and where he sees wickedness, there will the Sacred Rose punish.

Use this Stratagem in your Shooting phase when an Order of the Sacred Rose unit from your army is selected to shoot. Until the end of the phase, each time an attack is made with a ranged weapon by a model in that unit, an unmodified hit roll of 6 scores 1 additional hit.

WARLORD TRAIT: LIGHT OF THE DIVINE
The Emperor’s divinity shines from this leader. She strides through the battle with a beauteous expression while smiting the Emperor’s foes and expunging fear from the minds of her followers.

- Once per turn, when this Warlord performs an Act of Faith (pg 91), 1 Miracle dice used in that Act of Faith is considered to be a 6 (irrespective of its actual value).
- This Warlord has the following ability: ‘Light of the Divine (Aura): While a friendly Order of the Sacred Rose Core unit is within 6” of this Warlord, if that Core unit Falls Back then is still eligible to shoot this turn.’

RELIB: LIGHT OF SAINT AGNAETHA
Emanating from within a brazier inscribed with the deeds of Arabella, the Light of Saint Agnaetha is a blinding illumination against the shadows of the Great Rift. Laying bare the truth of evil, those who embody the foulness of the daemon are cowed. The touch of its actinic glare, when lifted high with serene grace, causes impure flesh to char and combust in a conflagration of holy fire.

Order of the Sacred Rose model with a brazier of holy fire only. This Relic replaces a brazier of holy fire and has the following profile:

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light of Saint Agnaetha</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target, and on an unmodified wound roll of 4+ [or 2+ if the target contains any Daemon models], the target suffers 1 mortal wound and the attack sequence ends.

‘Be the Agent of my blade-arm. Be the Power in my armour. Be the Spirit that guides my bolts into the flesh of the foe. Be the Fire in my heart. Be the Force that drives my blood through my veins. God-Emperor of Mankind, You who are all we truly have or need, move me, move through me, all in service of Your Divine, Perfect Will. By this may all Your enemies be undone, and Your name be glorified above all.’

- The ninth battle prayer of the Order of the Sacred Rose
MINORIS CONVICTIONS

If your chosen Order Militant does not have an associated Order conviction on pages 58-63, you must instead create their Order conviction by selecting Order Minoris convictions from the list here. Unless otherwise stated, your Order Militant has two Order Minoris convictions from the following list:

SWORD OF AVERSION
The Sisters of this Order gird themselves with the strength of their faith. It is a sword of repulsion that rejects the hated artifice of their enemies and drives the Sororitas onwards with indomitable fortitude.

Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this conviction, that attack has an Armour Penetration characteristic of 0 instead.

HALLLOWED MARTYRS
The blood of martyrs is the life force of the Imperium. So do the tenets of this Order joyously proclaim, and in its warriors’ darkest hour does the sacrifice of their fallen Sisters shine brightest.

Each time an attack is made by a model with this conviction, if that model’s unit is below its Starting Strength, add 1 to that attack’s hit roll.

CONVOLUTION OF FAITH
The miracles of the God-Emperor are self-evident to those with the iron-hard conviction of true zealots. In the presence of this Order’s warriors, his manifestations of divinity are myriad.

If every unit from your army that has an Order conviction has this conviction, each time you gain a Miracle dice (pg 91), if the value of that dice is a 1, you can re-roll that dice before adding it to your Miracle dice pool.

DEVOUT FANATICISM
He alien, the mutant and the heretic must be destroyed, face to face if necessary where their evil cannot hide and where the Sisters of Battle can ensure their blows evict their faithless foes.

Each time a unit with this conviction fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, each time a model in that unit makes an attack, add 1 to that attack’s hit roll.

You cannot select this conviction if you have already selected the Holy Wrath conviction (see right).

GUIDED BY THE EMPEROR’S WILL
The God-Emperor is said to guide the hand of these Sororitas. The Sisters’ unerring strikes ensure no heretic escapes their wrath, nor the divine punishment that such sinful existence deserves.

Each time a unit with this conviction is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit’s attacks.

HOLY WRATH
The God-Emperor’s faithful deliver his furious judgement in the press of melee. With flurries of fanatical blows, they smite the unbeliever and the heretic with a pure rage.

Each time a model with this conviction makes a melee attack, if that model’s unit made a charge move, was charged or performed a Heroic Intervention this turn, improve that attack’s Armour Penetration characteristic by 1.

You cannot select this conviction if you have already selected the Devout Fanaticism conviction (see left).

IN THE FOOTSTEPS OF SAINTS
Many minor Orders Militant cleave to the traditions and practices of one of the Orders Majoris. For some, this is due to their unbroken chain of recognised descent from them, while others extol the virtue of one particular Matriarch or saint.

You cannot select this Order Minoris conviction if you have selected any other Order Minoris conviction, and if you select this conviction you cannot select a second. Select one of the following Orders Militant: Order of Our Martyred Lady, Order of the Valorous Heart, Order of the Bloody Rose, Order of the Ebon Chalice, Order of the Argent Shroud, Order of the Sacred Rose.

- Use the Order convictions of the Order Militant you selected, as listed on pages 58-63.
- If a Character model with this conviction gains a Warlord Trait, they can have an Orders Militant Warlord Trait associated with the Order Militant you selected, instead of a Warlord Trait from page 72. If a Character has such a Warlord Trait, replace all instances of the Order Militant keyword on that Warlord Trait (e.g. ORDER OF OUR MARTYRED LADY), if any, with the name Order Militant that this Character is from.

- Unless the only units with this conviction are part of an Auxiliary Support, Super-heavy Auxiliary and/or Fortification Network Detachment, you will gain access to the Orders Militant Stratagems associated with the Order Militant you selected. When using such a Stratagem, replace all instances of the Order Militant keyword on that Stratagem (e.g. ORDER OF OUR MARTYRED LADY) with the Order Militant that the units with this conviction have.
PERFEVRID BELIEF
Belief in the God-Emperor is the greatest strength of the Adepta Sororitas. The Sisters of this Order express the force of their belief in every vengeful shot, every excoriating strike and every shouted prayer.

Each time a model or unit with this conviction performs an Act of Faith (pg 91), you can first discard 1 Miracle dice. If you do so, 1 Miracle dice you use in that Act of Faith is considered to be a 6 (irrespective of its actual value).

PURIFYING RECITATIONS
Sorcery and the diabolical powers of witches are abominations before the God-Emperor. By invoking his name, these Sisters appear blessed with a measure of his eternal protection.

Each time a Deny the Witch test is taken for a unit with this conviction, add 3 to the result (this is not cumulative with any other rule that adds to the result of a Deny the Witch test, e.g. Pure of Will, page 72).

RAGING FEVEROUR
These Sisters carry the fiery wrath of the Emperor into the darkest corners of his realm. His immortal anger is made manifest in their extraordinary skill with thermal weaponry.

Each time a model with his conviction makes an attack with a meltagun weapon (pg 121) the target of that attack is considered to be within half range for the purposes of that weapon's abilities if:

• That weapon has the Pistol or Assault type.
• That weapon has the Heavy type and the target unit is within 18" of the firing model.

You cannot select this conviction if you have already selected either the Rites of Fire (see below) or Unshakable Vengeance (see right) convictions.

RITES OF FIRE
With purifying flame did the great saints of legend purge the enemies of faith from the galaxy. This Order's sacred rites encapsulate the flame of illumination as a tool of cleansing.

Add 4" to the range of all flame weapons (pg 121) that models with this conviction are equipped with.

You cannot select this conviction if you have already selected either the Raging Fervour (see above) or Unshakable Vengeance (see right) convictions.

RIGHTEOUS SUFFERING
Suffering is the penance by which the faithful affirm their devotions. To share in the agonies suffered by the God-Emperor and his saints without embracing death is the mark of fidelity to the Imperial Creed.

Each time an attack is made against a unit with this conviction, an unmodified wound roll of 1-2 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

SLAYERS OF HERETICS
Wherever corrupt heretics and vile demagogues oppose the will of the Emperor and the Ecclesiarchy, this Order has vowed to tear out their silvered tongues and sever their poisonous influence.

Each time a model with this conviction makes an attack against a CHARACTER unit, add 1 to that attack's hit roll.

UNBRIDLED VALOUR
This Order's serenity under fire and in the face of overwhelming odds has turned seeming defeat into valorous last stands that bleed the enemy dry.

Each time a Combat Attrition test is taken for a unit with this conviction, add 1 to that Combat Attrition test.

UNSHAKABLE VENGEANCE
These Sisters' aim with the holy bolter is as unshakable as their faith. The sacred tools of war are gifted by the Emperor himself to deliver his vengeance upon those who turn their face from his light.

Each time a model with this conviction makes an attack with a bolt weapon (pg 121), you can ignore any or all hit roll and Ballistic Skill modifiers.

You cannot select this conviction if you have already selected either the Raging Fervour or Rites of Fire convictions (see left).

WITCH HUNTERS
Unsanctioned psykers, diabolists and sorcerers; all crave the caress of the Emperor's judgement that their tainted existence deserves. For so does this Order preach. Burn the witch!

Each time a model with this conviction makes a melee attack against a PSYKER unit, re-roll a hit roll of 1 (if the melee attack is made against a PSYKER CHARACTER unit, re-roll a hit roll of 1 and re-roll a wound roll of 1).
STRATEGMS

If your army includes any Adepta Sororitas Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

CLEANSED BY FIRE 2CP

Adepta Sororitas – Battle Tactic Stratagem

Burn the mutant. Burn the heretic. Burn the witch.

Use this Stratagem in your Shooting phase, when an Adeptus Minitorum unit from your army is chosen to shoot with. Until the end of that phase, when a model in that unit shoots with a flame weapon (pg 121), do not roll to determine the number of attacks made with that weapon; instead, the maximum number of attacks are made with that weapon (e.g. 6 attacks are made with a Heavy D6 weapon).

EMBODIED PROPHECY 2CP

Adepta Sororitas – Battle Tactic Stratagem

The Zephyrion are said to embody the God-Emperor’s promise. Where they lead, victory must surely follow.

Use this Stratagem in your Fight phase. Select one Zephyrion Squad unit from your army. Until the end of that phase, each time a model in that unit makes a melee attack, add 1 to that attack’s wound roll.

EXCEPTIONAL PROFICIENCY 1CP

Adepta Sororitas – Battle Tactic Stratagem

Celestians are exemplary in their battlecraft.

Use this Stratagem in your Shooting phase, when a Celestian unit from your army is selected to shoot, or in the Fight phase, when a Celestian unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack’s hit roll.

EXTREMIS TRIGGER WORD 1CP

Adepta Sororitas – Battle Tactic Stratagem

Arco-flagellants are conditioned with sacred trigger words that release their cerebral inhibitors and unleash their killing rage.

Use this Stratagem in the Fight phase, when an Arco-Flagellant unit from your army is selected to fight. Until the end of that phase, change the ability of all arco-flail models in that unit are equipped with to the following: ‘Each time an attack is made with this weapon, make 3 hit rolls instead of 1.’ At the end of the phase, roll one D6 for each model in that unit: for each 1, one model in that unit is destroyed.

SUFFER NOT THE WITCH 1CP

Adepta Sororitas – Battle Tactic Stratagem

Those who would wield sorcery against the righteous often find themselves facing the full fury of the Ecclesiarchy.

Use this Stratagem in your Shooting phase, when an Adeptus Minitorum unit from your army is chosen to shoot, or in the Fight phase, when an Adeptus Minitorum unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack against a Psyker unit, add 1 to that attack’s hit roll (if the attack is made by an Adeptus Minitorum Character model, add 1 to that attack’s hit roll and add 1 to that attack’s wound roll).

DIVINE INTERVENTION 2CP

Adepta Sororitas – Epic Deed Stratagem

Sometimes, a brush with death is so close that the only explanation seems to be divine intervention.

Use this Stratagem when an Adepta Sororitas Character model (excluding named characters) from your army is destroyed, instead of using any rules that are triggered when a model is destroyed (e.g. Sacrifice, page 91, or the Chaplet of Sacrifice Relic, page 75). Discard 1-3 Miracle dice (pg 91). At the end of the phase, set that model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy models. The model is returned to play with a number of wounds remaining equal to the number of Miracle dice you discarded. You cannot use this Stratagem if you do not have any Miracle dice remaining. This Stratagem can only be used once per battle.

FIERY ORATORY 1CP

Adepta Sororitas – Epic Deed Stratagem

The priests of the Adeptus Minitorum can use the power of their oratory to inspire their flocks.

Use this Stratagem at the start of any of your phases other than your Command phase. Select one Adeptus Minitorum Priest model from your army that has not intoned a hymn this turn. That model can intone one hymn that it knows that has not already been intoned by a friendly model this turn. That hymn is automatically inspiring (do not roll) and takes effect until the start of your next Command phase.

MARTYR’S IMMOLATION 1CP

Adepta Sororitas – Epic Deed Stratagem

The inferno claims the martyr and heretic alike in cleansing flames.

Use this Stratagem in any phase, when an Immolator model from your army that is equipped with immolation flamer is destroyed. Do not roll to see if that model explodes: it does so automatically.
RITES OF RESTORATION 1CP

Adepta Sororitas – Epic Deed Stratagem

The ministrations of the Sisters of the Orders Hospitaller have seen many a warrior brought back from the brink of death to return to the fray.

Use this Stratagem at the end of your Movement phase. Select one Hospitaller unit from your army and then select one friendly Adeptus Ministorium Core Infantry unit that is not at its Starting Strength and is within 3” of that Hospitaller unit. Up to D3 of the selected friendly unit’s destroyed models are returned to its unit with their full wounds remaining.

MARTYRED 1CP

Adepta Sororitas – Epic Deed Stratagem

The Sisters of Battle do not give in to despair when their leaders are slain. Instead, the blood of these martyred heroes only strengthens their resolve.

Use this Stratagem when you gain a Miracle dice (pg 91) due to Sacrifice (pg 90). You gain 1 additional Miracle dice (if the model that was destroyed was an Adepta Sororitas Warlord from your army, you instead gain D3+1 additional Miracle dice).

MOMENT OF GRACE 1CP

Adepta Sororitas – Epic Deed Stratagem

For a split second, it seems as though the world reshapes itself to the will of a single warrior.

Use this Stratagem after making a hit roll or wound roll for an attack made by an Adepta Sororitas model from your army, or after making a saving throw for an Adepta Sororitas model from your army. Discard 1-2 Miracle dice from your Miracle dice pool (pg 91). Add 1 to the result of the roll for each Miracle dice you discarded. You cannot use this Stratagem if you do not have any Miracle dice remaining.

SUFFERING AND SACRIFICE 1CP

Adepta Sororitas – Epic Deed Stratagem

Suffering is a staple prayer for the Adepta Sororitas, and a martyr’s fate only brings greater glory to the God-Emperor.

Use this Stratagem in the Fight phase. Select one Adepta Sororitas Warlord, Saint Potentia or Living Saint unit from your army (excluding Vehicle units): until the end of the phase, that unit is known as your Suffering unit. Until the end of the phase, each time an enemy unit is selected to fight, if a model in that enemy unit is within Engagement Range of your Suffering unit when your opponent is selecting targets for its attacks, those attacks can only target your Suffering unit.

OPEN THE RELIQUARIES 1CP

Adepta Sororitas – Requisition Stratagem

In the direst circumstances, even the most sacred of the Ministorum’s holy artefacts are brought forth to aid the faithful.

Use this Stratagem before the battle, when you are mustering your army, if your Warlord has the Adeptus Ministorum keyword. Select one Adeptus Ministorum Character model from your army and give them one Relic of the Ecclesiarchy (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

A SACRED BURDEN 1CP

Adepta Sororitas – Requisition Stratagem

Those who exemplify the finest qualities of the Order will be entrusted to bear holy relics into battle, a blessing and a burden for the honoured warrior.

Use this Stratagem before the battle. Select one Adepta Sororitas model (excluding Character models) in your army that has the word ‘Superior’ in their profile. That model can have one of the following Relics of the Ecclesiarchy (pg 74-75), even though they are not a Character model: Blessings of Sebastian Thor, The Ecclesiarch’s Fury, Litanies of Faith, Redemption. Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

SAINT IN THE MAKING 1CP

Adepta Sororitas – Requisition Stratagem

This warrior stands pre-eminent in the Adepta Ministorum as a shining example of everything a devout servant of the Emperor aspires to.

Use this Stratagem before the battle, when you are mustering your army, if your Warlord has the Adeptus Ministorum keyword. Select one Adeptus Ministorum Character model from your army (excluding named characters) and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model is only regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).
ANGELIC ASCENT

Adepta Sororitas - Strategic Ploy Stratagem

On wings of fire do the angelic warriors of the Orders Militant take to the skies to move to where the Emperor needs them.

Use this Stratagem at the start of your Movement phase. Select one ADEPTA SORORITAS JUMP PACK unit from your army. Remove this unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set this unit back on the battlefield, anywhere that is more than 9" away from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed.

BATTLE RITES

Adepta Sororitas - Strategic Ploy Stratagem

The observance of battle rites and the chanting of blessed psalms into the hearts of the faithful.

Use this Stratagem at the start of the battle round if your WARLORD has the ADEPTA SORORITAS keyword and is on the battlefield. Roll one D6 to randomly generate a sacred rite (pg 93) (roll again if the result is a sacred rite that is currently active for your army). Then, you can select one sacred rite that is currently active for your army and replace it with the result you just rolled (the replaced sacred rite is no longer active for your army and the sacred rite just rolled becomes active for your army). You can only use this Stratagem once.

DEADLY DESCENT

Adepta Sororitas - Strategic Ploy Stratagem

Seraphim arrive on the battlefield in a blaze of glory, spreading death from on high to scorch the foe as they descend.

Use this Stratagem at the end of your Movement phase. Select one SERAPHIM SQUAD unit from your army that was set up as Reinforcements on the battlefield this turn. That unit can shoot as if it were your Shooting phase.

DEFENDERS OF THE FAITH

Adepta Sororitas - Strategic Ploy Stratagem

Defence of the Emperor's realms falls to the Battle Sisters. When it is under threat, they redouble their efforts, reusing their fellow warriors' spirits with volleys of holy fire and impassioned hymns.

Use this Stratagem at the end of your Movement phase. Select one BATTLE SISTERS SQUAD unit from your army that is within range of an objective marker on the battlefield. Until the start of your next Movement phase:

- Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks. For the purposes of this Stratagem, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 121) with the Rapid Fire type.
- Each time an attack is made against this unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

DESPERATE FOR REDEMPTION

Adepta Sororitas - Strategic Ploy Stratagem

Even the most grievous wound cannot stop a SISTERS REPENTIA unit in her quest to earn redemption in the eyes of the Emperor.

Use this Stratagem in the Fight phase when a SISTERS REPENTIA unit from your army is targeted by a melee attack. Until the end of the phase, each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks. After doing so, any other rules that affect this model 'when it is destroyed' are triggered (if any), and then the model is removed from play.

DEVASTATING REFRAIN

Adepta Sororitas - Strategic Ploy Stratagem

With a resounding flourish, missiles streak into the skies to bring glorious destruction to the enemies of the God-Emperor.

Use this Stratagem in your Shooting phase, when an EXORCIST model from your army is selected to shoot. Until the end of the phase, that model's Exorcist missile launcher or Exorcist confirmation rockets can target units that are not visible to the bearer.

HOLY RAGE

Adepta Sororitas - Strategic Ploy Stratagem

With psalms on their lips, the faithful hurl themselves forward.

Use this Stratagem at the start of your Charge phase. Select one ADEPTA SORORITAS CORE unit from your army. Until the start of your next Command phase, that unit gains either the Zealot ability or the Fanatic ability, as shown below:

- Zealot: Each time a model in this unit makes a melee attack, if this unit made a charge move, was charged or performed a Heroic Intervention this turn, you can re-roll that attack's hit roll.
- Fanatic: This unit is eligible to declare a charge in a turn in which it Fell Back.

If that unit is within 6" of an ADEPTUS MINISTORUM PRIEST model when this Stratagem is used, this Stratagem costs 1CP; otherwise, it costs 2CP.

PURITY OF FAITH

Adepta Sororitas - Strategic Ploy Stratagem

The faith of the Adepta Sororitas steels their hearts and bodies against psychic assaults.

Use this Stratagem in your opponent's Psychic phase, after a Psychic test is passed for an enemy PSYKER unit and after any Deny the Witch attempt is made (if any). If that enemy PSYKER unit is within 24" of any ADEPTA SORORITAS units from your army, roll one D6: on a 4+, that psychic power is denied.
FAITH AND FURY

Adepta Sororitas – Strategic Play Stratagem

With the Emperor watching over them, the righteous zeal of the Sisters of Battle burns ever brighter, fuelling their attacks.

Use this Stratagem after an ADEPTA SORORITAS unit from your army has performed an Act of Faith (pg 91) for an attack's hit roll. You can reuse the same Miracle dice for that attack's wound roll (this does not count as having performed another Act of Faith).

FINAL REDEMIION

Adepta Sororitas – Strategic Play Stratagem

Those bound to Engines of Redemption have only one hope of end to their torment, and they seek it out with unmatched zeal.

Use this Stratagem in the Fight phase, when an ENGINE OF REDEMPTION unit from your army is targeted by a melee attack. Until the end of the phase, each time a model in this unit is destroyed by a melee attack, roll one D6 on a 4+, after the attacking model's unit has finished making its attacks, it suffers D3 mortal wounds.

JUDGEMENT OF THE FAITHFUL

Adepta Sororitas – Strategic Play Stratagem

Even the most hopeless battle can be turned by a spark of divine inspiration.

Use this Stratagem in your Movement phase, when an ADEPTA SORORITAS CORE unit from your army Falls Back. That unit is still eligible to shoot this turn even though it Fell Back.

RIGHTHEOUS IMPACT

Adepta Sororitas – Strategic Play Stratagem

The Ecclesiarchy's artefact engines crash into the foe with force.

Use this Stratagem in your Charge phase, when a PARAGON WARSUITS or ENGINE OF REDEMPTION unit from your army finishes a charge move. Select one enemy unit within Engagement Range of your unit and roll one D6 for each model in your unit that is within Engagement Range of that enemy unit. For each dice result that equals or exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound (for each unmodified roll of a 6, that enemy unit instead suffers D3 mortal wounds).

BLESSED BOLTS

Adepta Sororitas – Wargear Stratagem

Said to be imbued with the Emperor's divine vengeance, it takes an artificer a lifetime to produce just one of these blessed bolts.

Use this Stratagem in your Shooting phase, when an ADEPTA SORORITAS unit from your army is selected to shoot. Until the end of the phase, each time an attack is made with an artificer-crafted storm bolter by a model in that unit, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends (a maximum of 6 mortal wounds can be inflicted per phase via this Stratagem).

HOLY SMOKESCREEN

Adepta Sororitas – Wargear Stratagem

Deploying thrice-blessed canisters of incensed smoke, the war machines of the Sisters of Battle screen themselves from the enemy.

Use this Stratagem in your opponent's Shooting phase, when an ADEPTA SORORITAS SMOKESCREEN unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack’s hit roll.

HOLY TRINITY

Adepta Sororitas – Wargear Stratagem

With bolter, flamer and meltagun the foe is purged.

Use this Stratagem in your Shooting phase, when an ADEPTA SORORITAS unit from your army is selected to shoot. Select one eligible target for that unit that is within range of, and visible to, at least one model in that unit equipped with a bolt weapon, one model in that unit equipped with a flamethrower and one model in that unit equipped with a meltagun. Until the end of the phase, models in that unit can only make attacks that target that enemy unit, but each time such an attack is made with a bolt weapon, a flamethrower or a meltagun, add 1 to that attack's wound roll.

INVIOLATE SHIELDWALL

Adepta Sororitas – Wargear Stratagem

The faithful stand firm against the worst horrors of the galaxy. Hordes of mutants and heretics crash against their shield walls before being laid low with righteous fury.

Use this Stratagem at the start of the Fight phase. Select one CELESTIAL SACRESANTS or CRUSADERS unit from your army. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack’s wound roll.

THRICE-BLESSED HULL

Adepta Sororitas – Wargear Stratagem

The hallowed blessings and artefacts built into the hulls of Adepta Sororitas vessels can cause the unholy to burst into flames.

Use this Stratagem at the start of your opponent's Psychic phase. Select one HALLOWED model from your army. Until the end of the phase, that model gains the following ability: 'Thrice-Blessed Hull (Aura)'. While an enemy PSYKER unit is within 12" of this model, each time a psychic test is taken for that unit and that test is failed, that PSYKER unit suffers Perils of the Warp.'
BLESSINGS OF THE FAITHFUL

If your army is Battle-forged and includes any *Adepta Sororitas* detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network detachments), then when you are mustering your army, you can upgrade any *Canoness* or *Palatine* models in your army by giving them one Blessing of the Faithful, chosen from those presented here.

Each time you give a model a Blessing of the Faithful, its Power Rating is increased by the amount shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown on the same table. Make a note on your army roster each time you give a model a Blessing of the Faithful.

<table>
<thead>
<tr>
<th>BLESSING OF THE FAITHFUL</th>
<th>POWER</th>
<th>POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Word of the Emperor</td>
<td>+2</td>
<td>+40</td>
</tr>
<tr>
<td>Rapturous Blows</td>
<td>+1</td>
<td>+25</td>
</tr>
<tr>
<td>Blinding Radiance</td>
<td>+2</td>
<td>+30</td>
</tr>
<tr>
<td>The Emperor’s Grace</td>
<td>+1</td>
<td>+20</td>
</tr>
<tr>
<td>Righteous Judgement</td>
<td>+1</td>
<td>+25</td>
</tr>
<tr>
<td>Divine Deliverance</td>
<td>+1</td>
<td>+15</td>
</tr>
</tbody>
</table>

Named characters cannot be given Blessings of the Faithful. Each model can only have one Blessing of the Faithful. An army (or a Crusade force) cannot include the same Blessing of the Faithful more than once. A Crusade force cannot start with any models having Blessings of the Faithful – to include one in a Crusade force, you must use the Saintly Benedictions Requisition (pg 85).

Each Blessing of the Faithful has two associated abilities. The first is an ability that the model with this Blessing of the Faithful gains. The second is a Miraculous ability (see below).

To use a Blessing of the Faithful’s Miraculous ability you must, in your Command phase, first discard 1 Miracle dice (pg 91). That ability is then activated and lasts until the start of your next Command phase. Each Miraculous ability can only be activated once per battle and you cannot activate more than one Miraculous ability per battle round. Miraculous abilities affect enemy models or units within Miracle range – this is determined by the value of the Miracle dice that was discarded, as shown in the table below. Note, that while similar in many regards to Aura abilities, Miraculous abilities are not affected by abilities that affect Aura abilities, and vice versa.

<table>
<thead>
<tr>
<th>VALUE OF DISCARDED MIRACLE DICE</th>
<th>MIRACLE RANGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1&quot;</td>
</tr>
<tr>
<td>2-5</td>
<td>3&quot;</td>
</tr>
<tr>
<td>6</td>
<td>6&quot;</td>
</tr>
</tbody>
</table>

The Blessings of the Faithful, associated abilities and Miraculous abilities are as follows:

**WORD OF THE EMPEROR**

The blessed speak with the divine voice of the Emperor, a soul-shattering pronouncement that stuns the faithless in their tracks and renders useless their heretical attempts to avoid retribution.

- At the start of the Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.
- **Miraculous ability:** While an enemy unit is within Miracle range of this model, each time a model in a friendly *<Order Core>* or *<Order Character>* unit makes a melee attack against that enemy unit, invulnerable saving throws cannot be made against that attack.

**RAPTUROUS BLOWS**

As the faithful strike, their foes burst into searing flames as if they have been touched by the Emperor’s own hand.

- Add 1 to the Strength and Damage characteristics of all melee weapons this model is equipped with (excluding Relics).
- **Miraculous ability:** While a friendly *<Order Core>* or *<Order Character>* unit is within Miracle range of this model, each time a model in that unit makes a melee attack, on an unmodified wound roll of 6, that attack inflicts one mortal wound in addition to the normal damage.

**DIVINE DELIVERANCE**

Enemy warlords tremble before the divine majesty of one blessed by the Emperor, and their minions quake before the booming onslaught of such a warrior’s companions.

- At the start of your opponent’s Command phase, select one enemy unit within 6" of this model and select one Aura ability that unit has. Roll 3D6: if the result is equal to or greater than that enemy unit’s Leadership characteristic, then until the start of your opponent’s next Command phase, that enemy unit loses that Aura ability.
- **Miraculous ability:** While a friendly *<Order Core>* or *<Order Character>* model is within Miracle range of this model, each time that model makes a ranged attack, if that attack causes an enemy model to be destroyed, until the end of the turn, subtract 1 from that enemy unit’s Leadership characteristic. A unit’s Leadership characteristic cannot be reduced by more than 3 as a result of this Miraculous ability.
THE EMPEROR'S GRACE
Flesh that was burned and torn heals anew and blows that should have been fatal miraculously miss their mark.

- At the start of each of your Command phases, this model is healed and regains D3 lost wounds. Each model can only be healed once per turn.
- Miraculous ability: While a friendly Core or Character unit is within Miracle range of this model, each time an attack is made against that unit, your opponent cannot re-roll the hit roll, cannot re-roll the wound roll and cannot re-roll the damage roll.

BLINDING RADIANCE
The Emperor's own divinity is made manifest from this warrior's golden halo, blinding the enemy with holy light.

- Each time a ranged attack is made against this model, subtract 1 from that attack's wound roll.
- Miraculous ability: While a friendly Core or Character unit is within Miracle range of this model, each time a ranged attack is made against that unit, subtract 1 from that attack's hit roll.

RIGHTOUS JUDGEMENT
None can escape the Emperor's judgement, and wherever the foe attempts to seek shelter the shots of the Adepta Sororitas miraculously seek them out.

- Each time you select a target for this model's ranged weapons, you can ignore the Look Out, Sir rule. Each time this model makes a ranged attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
- Miraculous ability: While a friendly Core or Character model is within Miracle range of this model, each time that model makes a ranged attack, the target does not receive the benefits of cover against that attack.
WARLORD TRAITS

If an Adepta Sororitas CHARACTER model is your Warlord, you can use the Adepta Sororitas Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a Cult Imperialis Priest model is your Warlord, they can only have the Inspiring Orator, Righteous Rage or Executioner of Heretics Warlord Trait, or you can roll one D3 to randomly generate one of these Warlord Traits. When you have determined a Warlord Trait for an Adepta Sororitas CHARACTER model, replace all instances of the <Order> keyword in their Warlord Trait (if any) with the name of the Order Militant that your model is drawn from. If your Warlord has the Sanctified keyword, replace all instances of the <Order> keyword on any Warlord Traits they have (if any) with Adepta Sororitas.

1. Inspiring Orator
   Those who hear this leader’s stirring words are inspired to great feats of bravery.
   - Each time this Warlord intones a hymn or uses an ability in your Command phase that specifies a range, you can add 3” to the range of that hymn or ability. This does not affect the Miracle range of any abilities (pg 70).
   - This Warlord has the following ability:
     * Inspiring Orator (Aura): While a friendly <Order> Core unit is within 6” of this Warlord, that unit ignores the Combat Attrition penalty for being below Half-strength.

2. Righteous Rage
   This servant of the divine can barely contain their desire to strike down the unfaithful.

   Each time this Warlord makes a melee attack, you can re-roll the hit roll and you can re-roll the wound roll.

3. Executioner of Heretics (Aura)
   This leader hunts down the Ecclesiarchy’s enemies and slays them without mercy.

   While an enemy unit is within 6” of this Warlord:
   - Subtract 1 from the Leadership characteristic of models in that unit.
   - Each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.

4. Beacon of Faith
   This Adepta Sororitas leader is a shining beacon of faith, whose actions on the battlefield are nothing short of miraculous.

   At the start of your Command phase, if this Warlord is on the battlefield, you gain 1 Miracle dice (pg 91). This Miracle dice can only be used when your Warlord performs an Act of Faith (pg 91) or uses a Miraculous ability (pg 70-71), and if not used by the start of your next Command phase, it is discarded. This Miracle dice can be used to perform an Act of Faith even if another unit from your army has already performed an Act of Faith this phase.

5. Indomitable Belief (Aura)
   This chosen champion has such strength of belief that their followers refuse to yield.

   While a friendly <Order> Core Infantry unit is within 6” of this Warlord, the invulnerable save models in that unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).

6. Pure of Will
   With a will of adamant, this devout servant’s faith can turn aside even the most foul witchcraft.
   - This Warlord can attempt to deny one additional psychic power in your opponent’s Psychic phase, as described in the Shield of Faith ability (pg 90).
   - Add 3 to Deny the Witch tests taken for this Warlord.

NAMED CHARACTERS AND WARLORD TRAITS
If one of the following characters gains a Warlord Trait, they must have the one shown below
(note that Agathae Dolan, Geminae Superbia and Kyganil of the Bloody Tears can never have a Warlord Trait).

<table>
<thead>
<tr>
<th>Named Character</th>
<th>Warlord Trait</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aestred Thurga</td>
<td>Beacon of Faith</td>
</tr>
<tr>
<td>Celestine</td>
<td>Indomitable Belief</td>
</tr>
<tr>
<td>Ephraim Stern</td>
<td>Executioner of Heretics</td>
</tr>
<tr>
<td>Junith Eruita</td>
<td>Inspiring Orator</td>
</tr>
<tr>
<td>Morvenn Vahl</td>
<td>Righteous Rage</td>
</tr>
<tr>
<td>Triumph of Saint Katherine</td>
<td>Pure of Will</td>
</tr>
</tbody>
</table>
HYMNS OF BATTLE

All Adeptus Ministorum Priests know War Hymn (see below). In addition, before the battle, generate the additional hymns (if any) for Priest models from your army that know hymns from the Hymns of Battle using the table below. If the Priest model has the Adepta Sororitas keyword, you can either roll one D6 to generate each hymn randomly (re-rolling duplicate results), or you can select which hymns the Priest model knows. If the Priest model has the Cult Imperialis keyword, you can either roll one D3 to generate each hymn randomly (re-rolling duplicate results), or you can select one of the following hymns for that priest to know: Refrain of Blazing Piety, Chorus of Spiritual Fortitude, Psalm of Righteous Smiting.

WAR HYMN
Suffer not the enemies of Mankind to live. Smite them down with all your strength and fury.

If this hymn is inspiring, select one friendly Adeptus Ministorum Core, Adeptus Ministorum Character or Engine of Redemption unit within 6" of this Priest model. Until the start of your next Command phase, add 1 to the attacks characteristic of models in that unit.

1. REFRAIN OF BLAZING PIETY
The fervent intonations that the God-Emperor will smite down his foes are believed so powerfully that these sacred words can cause heretics to combust.

If this hymn is inspiring, select one enemy unit that is within 12" of and visible to this Priest model. That unit suffers D3 mortal wounds (if that unit has the Chaos keyword, it instead suffers 3 mortal wounds).

2. CHORUS OF SPIRITUAL FORTITUDE
The Emperor protects the faithful from the corruption that lurks in the darkness.

If this hymn is inspiring, select one friendly Adeptus Ministorum Core, Adeptus Ministorum Character or Engine of Redemption unit within 6" of this Priest model.

- If that unit or its models are being affected by any psychic powers manifested by enemy models, the effects of those psychic powers on that unit and its models end.
- Until the start of your next Command phase, that unit and the models it contains are not affected by any psychic power manifested by enemy units.

3. PSALM OF RIGHTEOUS SMITING
Invoking the strength of the God-Emperor, divine power flows through the priest as they carve apart their enemies like the warrior-saints of legend.

If this hymn is inspiring:

- Add 1 to this Priest model's Strength and Attacks characteristics.
- Improve the Armour Penetration characteristic of melee weapons this Priest model is equipped with by 1 (excluding Relics).
- At the end of the Fight phase, if this Priest model is in Engagement Range of any enemy units, it can fight one additional time.

4. LITANY OF ENDURING FAITH
Faith is the shield of the righteous, and the passionate chants of the devout can reinforce the benediction of the God-Emperor.

If this hymn is inspiring, select one friendly Adepta Sororitas Core or Adepta Sororitas Character unit within 6" of this Priest model. The invulnerable save models in that unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).

5. VERSE OF HOLY PIETY
Pray is stronger than any sword. As the sanctified words of the Order's holy tenets are roared across the battlefield, the devout are infused with the Emperor's blessings.

If this hymn is inspiring, select one friendly Adepta Sororitas Core or Adepta Sororitas Character unit within 6" of this Priest model. Select one sacred rite (pg 93) that is not active for your army. That sacred rite is active for that unit in addition to any others that are active for your army.

6. CATECHISM OF REPUGNANCE
With the holy bolter we shall cleanse the mutant, the alien and the heretic. With the Emperor's gift do we deliver our hatred of the defiler.

If this hymn is inspiring, select one friendly Adepta Sororitas Core or Adepta Sororitas Character unit within 6" of this Priest model. Each time a model in that unit makes a ranged attack with a bolt weapon (pg 121):

- An unmodified hit roll of 6 automatically wounds the target.
- If that attack targets a unit within half range, the Armour Penetration characteristic of that attack is improved by 1.
RELICS

If your army is led by an Adeptus Sororitas Warlord, you can, when mustering your army, give one of the following Relics of the Ecclesiarchy to an Adeptus Ministorum Character model from your army. Named characters cannot be given any of the following Relics.

Note that some Relics replace one of the model’s existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of the Ecclesiarchy your models have on your army roster.

BLADE OF SAINT ELLYNDOR
This power sword is forged from thrice-blessed silver, quenched in the blood of a hundred martyred heroes. On one side the names and deeds of a thousand saints are inscribed on the molecular level, while the other side is enriched with the entire Fede Imperialis. The blade glows with righteous power and has slain heretics, mutants and xenos beyond counting.

Model equipped with a blessed blade only. This Relic replaces a blessed blade and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blade of Saint Ellyndor</td>
<td>Melee</td>
<td>Melee</td>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

BRAZIER OF ETERNAL FLAME
The Brazier of Eternal Flame burns above the faithful, its blazing light driving back the darkness and protecting the true servants of the Emperor from foul sorceries and unholy abominations.

Model with a brazier of holy fire only.

- Each time an enemy Daemon model makes an attack against the bearer, subtract 1 from that attack’s hit roll.
- The bearer gains the following ability: "Eternal Flame (Aura): While an enemy Psyker unit is within 18" of the bearer, each time a Psychic test is taken for that unit that contains any double, that unit suffers Perils from the Warp.'

WRATH OF THE EMPEROR
The highly ornate bolt pistol known as the Wrath of the Emperor fires shells imbued with incendiary charges. Upon detonation, these immolate their unfortunate victims in a flash of holy flame. Senior Sisters who have been granted dispensation to unleash the Wrath of the Emperor upon the enemies of faith have testified that its shining flurries of vengeance have leapt gladly from the muzzle. The holy weapon yearns to stitch its fiery sermon through the blackest of hearts.

Adeptus Sororitas model equipped with a bolt pistol only. This Relic replaces a bolt pistol and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wrath of the Emperor</td>
<td>18&quot;</td>
<td>Pistol 4</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

LITANIES OF FAITH
When Sebastian Thor was declared Ecclesiarch in the wake of the Age of Apostasy, his first sermon was transcribed onto scrolls by an army of scribes. Today, only a single original copy remains, kept in a stasis vault beneath the Convent Prioris on Terra and released only with the sanction of the Ecclesiarch himself. This unassuming parchment is one of the holiest relics in the Ministorum’s charge, its mere presence enough to fill the hearts of the faithful with righteous fervour.

Adeptus Sororitas model only. Once per battle round, if the bearer is on the battlefield when you gain a Miracle dice (pg 91), you can re-roll that dice before adding it to your pool.

MANTLE OF OPHELIA
The Mantle of Ophelia was once the badge of office for the Prioress of the Convent Sanctorum, and was born by Helena the Virtuous, a living Saint and one of the most revered leaders in the history of the Adepta Sororitas. The mantle is thought to have sacred powers of protection, for Helena was said to have anointed it with the Tears of the Emperor, a phial of blood-like liquid meticulously collected over a century from weeping statues of the Emperor found across the cardinal worlds of the Imperium.

Canoness model only. Each time an attack is allocated to the bearer, the Damage characteristic of that attack is changed to 1.

TRIPTYCH OF THE MACHARIAN CRUSADE
The Macharian Crusade reilluminated vast stretches of the Emperor’s domain that had not seen his light in generations. The Lord Commander Solar was accompanied by thousands of members of the Missionarius Galaxia, each a devout proselytiser who was hardened to life on the fringes of Imperial space.
This ancient triptych, the only one to survive the internecine warfare that followed the crusade, glorifies three Missionaries who together saved the souls of millions. Carried onto the most isolated and fire-swept of battlefields, the images of the Macharian Trinity embodied by the small adamantine-sheathed relic remind the bearer that faith alone can weather the most grievous of adversities.

Sanctified or Cult Imperialis model only.

- Add 1 to the bearer’s Toughness characteristic.
- The bearer has a 4+ invulnerable save.
- Once per turn, the first time a saving throw is failed for the bearer, the Damage characteristic of that attack is changed to 0.

BOOK OF SAINT LUCIUS
This tome contains the complete writings of Saint Lucius of Agatha, the first Arch-confessor. Such was Saint Lucius’ zeal and devotion that his book was penned with his own blood. Even now, centuries after his death, it is believed that a fraction of his essence still pervades the book’s pages, and whoever holds the revered relic speaks with all the deceased Arch-confessor’s holy authority.

Add 3" to the range of the bearer’s aura abilities (to a maximum of 12")
IRON SURPLICE OF SAINT ISTAELA
Worked upon by generations of artificers, consecrated with holy oils and steeped in the smoke of sacred incense, this suit of power armour is amongst the most battle-proven relics held by the Orders Militant. Saint Istaela was the last surviving member of her Order, a minor Sisterhood whose very name has passed beyond recall. Scorched and dented, her armour was recovered still intact from the battlefield and may be granted to a Sister whose faith is held to be strong enough.

Adepta Sororitas model only.

- Add 1 to the bearer's Wounds characteristic.
- Each time an attack is made against the bearer, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- The bearer has a Save characteristic of 2+.

THE ECCLESIASTIC’S FURY
This enormous chainsword was gifted to the Convent Prioris at the commencement of the Argyle Crusade. Placed before the Pulpit of Woe as Ecclesiarch Reppleit II delivered his sermon to formally announce the thirty-year conflict, it is said to have absorbed his fiery wrath and unwavering hatred of the heretics his crusade would utterly extinguish. Every tooth is inscribed with the names of martyred clergy and fallen Sisters, and those who bear this sanctified blade thirst for vengeance against those who strike down the faithful.

Model equipped with a chainsword only. This Relic replaces a chainsword and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Ecclesiarch's Fury</td>
<td>Melee</td>
<td>Melee</td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, subtract one from that attack’s hit roll and add 1 to that attack's wound roll.

REDEMPTION
The sacred light of the Emperor is believed to emanate from this relic plasma pistol. The searing bolts it fires cleanse the unholy in body and spirit, their raging heat and illumination launching through flesh and armour in a blazing instant. This holy sidearm was named Redemption after it slew the apostate Cardinal Pra Tiberis, his rosaries failing to activate in a moment seen as the Emperor levelling his judgement.

Adepta Sororitas model equipped with a plasma pistol only.
This Relic replaces a plasma pistol and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Redemption</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>8</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest part of this model’s base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.

THE SIGIL ECCLESIASTICUS
This small icon is granted only to those adepts of the Ecclesiarch who have undergone the ten Pilgrimages of Saint Dolan, culminating on Holy Terra. Such individuals speak with the authority and inspiring rhetoric of the legendary Great Confrater himself.

Priest model only.

- The bearer knows one additional hymn from the Hymn of Battle (pg 73).
- In your Command phase, the bearer can instone one additional hymn that it knows that has not already been intoned by a friendly model that turn.

BLESSINGS OF SEBASTIAN THOR
Each of the Convents contains a single copy of the first verse of the Creed of the Emperor’s Light, a stirring hymn said to have been penned by Sebastian Thor’s own hand. Affixed to a warrior’s armour by wax mixed with the blood of martyred heroes, these words bestow holy blessings upon the bearer, filling them with righteous might.

Adepta Sororitas model only. Before you determine which sacred rite(s) are active for your army, select two sacred rites (pg 93). Until the end of the battle, these sacred rites are active for the bearer’s unit instead of those that are active for the rest of your army.

SIMULACRUM SANCITORUM
The graven image atop this minutely detailed stave contains the bones of over a dozen martyred saints. The statue represents them all - their heroism bound together in service to the Emperor - and the Imagifier must know the legendary tales of each of them. To hear the deeds of so many glorious saints in the midst of battle fills the hearts of the Sororitas with renewed purpose.

Imagifier model only. At the start of the battle, before the first turn begins, you must select two tales for the bearer to recount instead of just one. You cannot select a tale that another model from your army is already recounting unless all three tales are being recounted by models from your army.

CHAPLET OF SACRIFICE
This chaplet ecclesiasticus has been handed down through the Adepta Sororitas, each bead added having been made from the power armour of the previous owner, every one of whom died a martyred hero of the Orders Militant. Such a relic is a mighty burden, for it carries the righteousness of those who uphold everything the Adepta Sororitas stand for. It stirs the bearer to mighty deeds, and they will not yield easily while the Emperor’s work remains unfinished.

Adepta Sororitas model only.

- Once per battle, if the bearer is selected to use an Epic Deed Stratagem (excluding Divine Intervention, page 66), that Stratagem costs 0CP.
- Each time the bearer makes an attack, you can re-roll the hit roll.
- When the bearer is destroyed, do not remove that model from play. At the end of the phase, it can either shoot as if it were your Shooting phase, or fight as if it were the Fight phase. After resolving the destroyed model’s attacks, it is then removed.
CHAPTER APPROVED RULES

If every model in your army (excluding Agent of the Imperium and Unaligned units) has the Adeptus Ministorum keyword, and your Warlord has the Adepta Sororitas keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g., a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Adepta Sororitas secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category. You can score no more than 15 victory points from each secondary objective you select during the mission, etc.).

NO MERCY, NO RESPITE

A LEAP OF FAITH

Progressive Objective

Faith alone can overturn the universe.

At the end of each turn, if 2 Acts of Faith (pg 91) were performed during this turn by Adepta Sororitas units from your army, score 1 victory point if it is your turn, or 2 victory points if it is your opponent's turn. If 3 or more Acts of Faith were performed by Adepta Sororitas units from your army during that turn, score 1 additional victory point. Note that Acts of Faith performed due to Cherub dice bestowed by Incensor cherubs do not count towards this secondary objective. You can score no more than 12 victory points from this secondary objective during the mission.

PURGE THE ENEMY

SLAY THE HERETIC

Progressive Objective

The enemy oppose the will of the Emperor. Show them the error of their blasphemous ways with bolt, flamers and meltas.

At the end of each of your Shooting phases, score 1 victory point for each of the following that applies:

- One or more enemy units were destroyed by an attack made with a bolt weapon (pg 121) by an Adeptus Ministorum unit from your army.
- One or more enemy units were destroyed by an attack made with a flamers weapon (pg 121) by an Adeptus Ministorum unit from your army.
- One or more enemy units were destroyed by an attack made with a meltas weapon (pg 121) by an Adeptus Ministorum unit from your army.

If all three of these apply at the end of your Shooting phase, then you score 1 additional victory point (for a maximum of 4 victory points).

SHADOW OPERATIONS

SACRED GROUNDS

Progressive Objective

Reclaim the Emperor's dominion and consecrate it once more.

If you select this objective, then Adepta Sororitas Infantry and Cult Imperialis Priest units from your army can attempt the following action:

Sacred Grounds (Action): One Adepta Sororitas Infantry or Cult Imperialis Priest unit from your army can start to perform this action at the end of your Movement phase if it is in range of an objective marker that has not already been consecrated by your army. A unit cannot start this action while there are any enemy units (excluding Aircraft units) in range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever comes first, provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been consecrated by your army, and until the end of the battle, that objective marker gains the Inspiring (Adeptus Ministorum) terrain trait (see Warhammer 40,000 Core Book) as if it were a terrain feature (it is not considered a terrain feature for any other purposes).

Each time a unit from your army completes the Sacred Grounds action, if the objective marker that was consecrated by that action was wholly in your own deployment zone, score 1 victory point; otherwise, score 4 victory points.

BATTLEFIELD SUPREMACY

DEFEND THE SHRINE

Progressive and End Game Objective

The location of a small but sacred shrine has been identified. Defend this holy tribute lest it be desecrated by the enemy.

If you select this secondary objective, after both sides have finished deploying, your opponent must select one objective marker on the battlefield that is not within their own deployment zone to be the Sacred Shrine objective marker (if the only objective marker on the battlefield is in the enemy's deployment zone, then this must be the Sacred Shrine objective marker).

- At the end of your turn you score 3 victory points if you control the Sacred Shrine objective marker.
- At the end of the battle, you score 3 additional victory points if you control the Sacred Shrine objective marker.
- At the end of the battle, reduce the number of victory points you have earned from this secondary objective by 3 (to a minimum of 0) if your opponent controls the Sacred Shrine objective marker.
CRUSADE RULES

In this section you’ll find additional rules for playing Crusade battles with Sisters of Battle, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Adepta Sororitas units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

BATTLE TRAITS
Adepta Sororitas units, and members of the priesthood that accompany them, can be given one of the Battle Traits presented on the opposite page as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed to Adeptus Ministorum units.

TRIALS OF A LIVING SAINT
On pages 80-83 you will find rules to elevate a heroine in your Crusade force to Living Saint. The journey to sainthood is arduous, and there are many trials such a warrior must perform, but with each test passed they unlock more of their true holy potential, and take one step closer to Sainthood.

AGENDAS
Adepta Sororitas units can attempt to achieve unique Agendas in Crusade battles, which can be found on page 84. These Agendas reflect the unique goals of Sisters of Battle armies on the battlefield and help to reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS
Adepta Sororitas armies have access to a number of additional Requisitions, suited to their methods for waging war. You can find these on page 85.

CRUSADE RELICS
In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, Adepta Sororitas and Cult Imperialis Priest characters can quest to search for one of the Crusade Relics described on page 86-87; these Relics are unique to the Adeptus Ministorum, and are sacred artefacts to the holy warriors of the Ecclesiarchy.

SHOWCASE CRUSADE ARMY
On pages 88-89 you will find Dan Hyam’s excellent Order of the Bloody Rose Adepta Sororitas Crusade army, with a description of the force and its upgrades, and details of its exploits on the battlefield.

The Sisters of the Bloody Rose advance through the labyrinthine warren of transit-ways deep inside the Fyrek City. Chemical smog swirls around them as their voices rise in condemnatory catechisms, daring the hidden recidivists lurking in the shadows to show themselves.
BATTLE TRAITS

When an ADEPTUS MINISTERIUM unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit’s Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

ADEPTA SORORITAS INFANTRY AND PARAGON WARSUITS UNITS

D6 TRAIT

1 Pure of Soul
   Resisting the foul sorceries of the enemy is the sacred duty of all who worship the Emperor.
   At the end of your opponent's Psychic phase, if one or more units with this trait passed a Deny the Witch test during that phase, you gain 1 Miracle dice [pg 91].

2 Valour of Saints
   Those who stood unflinching against the hordes of the enemy
   upgrade their command in any of their detachments.
   At the end of the Model phase, if one or more units with this trait passed a Morale test during that phase, you gain 1 Morale dice.

3 Armoured with Contempt
   Indomitable belief in the Emperor and disdain for the enemy are
   surer than any armour.
   The invulnerable save models in this unit receive from the Shield of Faith ability [pg 90] is improved by 1 (to a maximum of 4+).

4 Veteran of the Convent
   Some members of the Sisters Militant have waged war
   at home and abroad in the service of the Emperor.
   Select one model in this unit if the unit has a unit command, such as a Sister Superior, Celestine Superior etc., you must select that model. Add 1 to the Attacks and Leadership characteristics of the selected model. In addition, unless the selected model is a CHARACTER, you may also add 1 to the selected model’s Wound characteristic.

5 Zealous Devotion
   Such is the ardour of their devotion that some Battle Sisters
   work themselves into a righteous rage when the Emperor’s foes
   are sighted.
   This unit gains the Zealot ability [pg 90]. If this unit already has this ability, improve the Weapon Skill characteristic of models in this unit by 1 instead.

6 Exemplars of the Creed
   Few Battle Sisters show as much devotion to the Faith, especially as thence.
   Once per battle, at the start of your Command phase, select one sacred rite [pg 91] that is not active for your army in this unit. Until the end of your next Command phase, the selected rite is active for this unit in addition to any others that are active for your army in this unit.

CULT IMPERIALIS UNITS

D6 TRAIT

1-2 Agis of Belief
   The Emperor protects those with the fanaticism and devotion to
   fight in his name, miraculously shielding them from harm.
   This unit has the Shield of Faith ability [pg 90].

3 Faithful Devotees
   Every member of the unit is awed and inspired by the Emperor’s name to speak in deep devotion until prepped.
   This unit has the Sacred Rites ability [pg 91]. Those units with this
   Agis of the Emperor are inspired to act in an ECSTASY of faith.
   5-6 Unquenchable Fanaticism
   The reserves of holy hatred some zealots have for the foul
   enemies of Mankind are limitless.
   This unit loses its Zealot ability [pg 90] and instead, each time a model in this unit makes a melee attack, you can re-roll the hit roll.

HOSPITALLER UNITS

D6 TRAIT

1-3 Spiritual Healer
   This skilled chirurgeon cleanses the soul of her patients with her
   strength of faith, returning even the most seriously wounded
   warriors to the field.
   If this model is part of your Crusade army, and if it was not
   destroyed during the battle, then at the end of the battle you can
   ignore any failed Out of Action test taken for a unit (excluding
   VEHICLE, SAINT POTENCI and LIVING SAINT units) — that test is treated as having been passed instead.

4-6 Final Rites
   The wound inflicted on a dying comrade inspired those near
   fighting that there is nothing sadder than to die in battle for the
   Emperor’s wars.
   This model has the Holy Rites ability. Last Rites [Auris]. When
   a friendly ADEPTUS MINISTERIUM unit is within 6" of this model, each time that unit makes a Morale test, re-roll the result of 1-3, always in favour.

ADEPTUS MINISTERIUM PRIEST UNITS

D6 TRAIT

1-3 Solemn in Prayer
   This priest never speaks unless it is to exalt the God Emperor.
   This model knows one additional hymn from the Hymns of
   Battle [pg 73].

4-6 Bombastic Projection
   This power casts an energized chant over the entire army.
   Each time this model becomes a target, add 1 to the dice rolls.
   care if that hymn is challenging.
SAINT POINTS

With every minor action that a true believer of the Emperor performs, he scores a true believer of the Emperor's grace.

A SAINT POTENTIA model must undertake a Trial of a Living Saint to gain Saint points. When you first select a model to be a SAINT POTENTIA, select one of the trials listed opposite. That model is now said to be undertaking this trial and will accrue Saint points towards it by accomplishing one or more Saintly deeds during a battle, as stipulated within the trial itself. Once a SAINT POTENTIA has earned 10 or more Saint points, that trial is complete, and the model gains the Saintly reward associated with that trial. Each time a model gains a Saintly reward, make a note on its Crusade card and increase its Crusade points by 1. If this model has 4 or less Saintly rewards, you can then select a new trial and begin again.

At the end of a battle, a SAINT POTENTIA can abandon their current trial and you can select a new one for them. If you do so, any Saint points they have accrued towards that trial are lost and their Saint points total is reset to 0.

A model cannot have more than 6 Saintly rewards, and you cannot have the same reward more than once. If a model has 6 Saintly rewards, it replaces its SAINT POTENTIA keyword with LIVING SAINT.

The Trials of a Living Saint, the Saintly deeds and the associated Saintly rewards are shown opposite.

MARTYR POINTS

The ultimate fate for all Living Saints is martyrdom in the Emperor's cause. However, for those that are graced to bear witness to such an end, a great wellspring of faith can be drawn.

Each time a SAINT POTENTIA or LIVING SAINT model gains an Out of Action test, after the battle it gains 1 Martyr point and you must take a Martyrdom test for that model. To do so, roll one D6, adding its current number of Martyr points to the result. If the total is greater than 12, this model's Leadership characteristic, that test is passed and the SAINT POTENTIA or LIVING SAINT has been Martyred and must be removed from your Order of Battle (we recommend writing down the details of her death and against whom on your Order of Battle). Otherwise, nothing happens.

If a SAINT POTENTIA or LIVING SAINT is Martyred, every other unit that was in your Crusade army for that battle gains a number of experience points equal to the number of Saintly rewards the Martyred SAINT POTENTIA or LIVING SAINT had.
**Trial Of Faith**

A Living Saint performs miraculous deeds on the battlefield, proof that the Emperor works through them.

### Saintly Deeds

**Beacon of Divine Grace:** Earn 2 Saint points at the end of a battle if this model performed 3 or more Acts of Faith during that battle.

**Miraculous Feat:** Earn 1 Saint point at the end of a battle if this model used a Blessing of the Faithful's Miraculous ability (pg 70-71) during that battle.

**Chorus of War:** Earn 1 Saint point at the end of a battle if this model intoned 3 or more inspiring Hymns of Battle (pg 73) during that battle.

**Glory to the Emperor:** Earn 1 Saint point at the end of a battle if this model is on the battlefield and you have 3 or more Miracle dice remaining in your Miracle dice pool.

### Saintly Reward

**Boundless Faith:** At the start of each battle round, if this model is on the battlefield, you gain 1 Miracle dice. That Miracle dice can only be used by this model when it performs an Act of Faith (pg 91) or uses a Miraculous ability (pg 70-71), and if it is not used by the end of the battle round, that Miracle dice is discarded.

**Miraculous Recovery:** Once per battle, at the start of any phase, this model can regain D3 lost wounds. In addition, any Battle Scars this model has are removed from its Crusade card and any further Battle Scars it gains are ignored.

---

**Trial Of Suffering**

Suffering is the greatest proof a Living Saint can offer the God Emperor.

### Saintly Deeds

**Scars of the Penitent:** Earn 3 Saint points each time this model gains a Battle Scar. Lose 3 Saint points each time this model loses a Battle Scar.

**Martyr's Wounds:** Earn 1 Saint point at the end of a battle if this model suffered 1 or more mortal wounds during that battle.

**Purification of the Flesh:** Earn 1 Saint point at the end of a battle if this model was destroyed or if it has less than half its starting number of wounds remaining.

**Tortured Soul:** Earn 1 Saint point at the end of a battle if this model was affected by a Malediction psychic power during that battle.

### Saintly Reward

**Miraculous Recovery:** Once per battle, at the start of any phase, this model can regain D3 lost wounds. In addition, any Battle Scars this model has are removed from its Crusade card and any further Battle Scars it gains are ignored.
**Trial Of Purity**

A Living Saint is so pure that malign sorcery cannot touch their soul, and no wound can stay their body.

**Saintly Deeds**

**Suffer Not the Mutant**: Earn 2 Saint points at the end of a battle if this model destroyed an enemy **PsYker** Character during that battle.

**Deny the Witch**: Earn 1 Saint point at the end of a battle if one or more Deny the Witch tests were passed for this model during that battle.

**Divine Protection**: Earn 1 Saint point at the end of a battle if this model passed one or more invulnerable saves conferred by its Shield of Faith ability (pg 90) during that battle.

**Blessed by the Emperor**: Earn 1 Saint point at the end of a battle if this model was destroyed during the battle but was subsequently returned to the battlefield because of any rule.

**Saintly Reward**

**Blazing Soulfire**: Once per battle, at the end of any phase, this model can unleash a burst of pure soulfire. When it does so, roll one D6 for every enemy unit within 6” of it; on a 2+, that unit suffers 1 mortal wound (if that unit is a **PsYker** or **Chaos** unit, it suffers D3 mortal wounds instead).

---

**Trial Of Righteousness**

A Living Saint will smite the enemies of the Emperor wherever they cover.

**Saintly Deeds**

**Slay the Demagogue**: Earn 2 Saint points at the end of a battle if this model destroyed the enemy **Warlord** during that battle.

**Cast Down the Heretic**: Earn 1 Saint point at the end of a battle if this model destroyed one or more **Chaos** units during that battle.

**Smite the Unbelievers**: Earn 1 Saint point at the end of a battle if this model destroyed 5 or more enemy models during that battle.

**The Emperor's Wrath**: Earn 1 Saint point at the end of a battle if this model inflicted a total of 3 or more mortal wounds on enemy units during that battle.

**Saintly Reward**

**Righteous Wrath**: Once per battle, at the end of the Fight phase, if this model is within Engagement Range of one or more enemy units, it can fight again.
**Trial Of Valour**

A Living Saint will lead their flock to glorious victories; even when all hope seems lost.

<table>
<thead>
<tr>
<th>Saintly Deeds</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Holy Crusader:</strong> Earn 2 Saint points at the end of a battle if this model is within range of an objective marker that is within your opponent's deployment zone.</td>
</tr>
<tr>
<td><strong>Selfless in the Face of Danger:</strong> Earn 1 Saint point at the end of a battle if this model performed one or more Heroic interventions during that battle.</td>
</tr>
<tr>
<td><strong>Mighty Deeds:</strong> Earn 1 Saint point at the end of a battle if this model used 2 or more Epic Deed Stratagems during that battle.</td>
</tr>
<tr>
<td><strong>Pious Reputation:</strong> Earn 1 Saint point at the end of a battle if this model earned more experience points than any other unit from your Crusade army during that battle.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Saintly Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Serene Heroism:</strong> This model gains the Objective Secured ability (see the Warhammer 40,000 Core Book). In addition, once per battle, when this model uses an Epic Deed Stratagem, that Stratagem costs 0CP.</td>
</tr>
</tbody>
</table>

‘Within me burns the holy radiance of the Emperor made manifest, while your soul festers with the meagre filth of Chaos. I am the light to your darkness, heretic. As sudden dawn scatters the shadows of night, so I and my Sisters shall purge all trace of you from this holy place, and make it as though you never were.’

- Sister Superior Cheandra Lassemer, Order of the Sacred Rose
AGENDAS

If your Crusade army includes any Adepta Sororitas units, you can select one Agenda from the Adepta Sororitas Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

TEST OF FAITH

Adepta Sororitas Agenda

Faith is the greatest weapon a Battle Sister can wield and, as with any weapon, it must be practiced and honed.

Keep a Test of Faith tally for each Adepta Sororitas unit in your army. Each time a unit performs an Act of Faith using a Miracle dice (pg 91), add 1 to its tally. If a unit fails a Morale test, reset its tally back to 0. At the end of the battle, each unit gains 1 experience point for every mark on its Test of Faith tally (to a maximum of 3 experience points per unit).

BURN THE WITCH

Adepta Sororitas Agenda

Some psykers – such as Navigators who can see the Emperor's blessed light, or Astropaths who have communed with the Emperor himself – are revered figures. However, rogue psykers who oppose the Ecclesiarchy deserve only one fate.

Keep a Burn the Witch tally for each Adeptus Ministorum unit from your army. Add 1 to a unit's Burn the Witch tally each time it destroys an enemy Psyker unit (add 3 instead if that enemy unit was destroyed by an attack made with a flame weapon, page 121). Each unit gains a number of experience points equal to their Burn the Witch tally (to a maximum of 5 experience points per unit).

ATONEMENT IN BATTLE

Adepta Sororitas Agenda

Those who have failed in the Emperor’s eyes must quest for absolution. Only by striking down the mightiest foes of the Emperor will their shame be absolved.

When you select this Agenda, select one Sisters Repentia unit from your Crusade Force or one Adepta Sororitas unit from your Crusade Force that has one of the following Battle Scars: Loss of Reputations, Dishonored, Mark of Shame or Battle-woes (see the Warhammer 40,000 Core Book). At the end of the battle, if a melee attack made by this unit during the battle destroyed an enemy unit whose Power Rating was greater than this unit’s, then this unit loses one of the aforementioned Battle Scars (if it had one of them); it gains 5 experience points and, if it is a Sisters Repentia unit, it gains 1 Redemption point (make a note on its Crusade card – see Glorious Redemption, opposite).

THE SEED OF THE IMPERIUM

Adepta Sororitas Agenda

It is said that the blood of martyrs is the seed of the Imperium. Where it falls, repugnance and vengeance blossom, and the furious reprisals of the faithful thrive.

At the end of the battle, make a Seed of the Imperium tally for up to three Adepta Sororitas units in your Crusade army that either destroyed one of more enemy units during that battle, or that ended the battle within range of an objective marker. Add 1 to each of these unit’s tallies for each of the following that apply: that unit is not at its Starting Strength; that unit is below Half-strength; that unit is destroyed. Subtract 1 from each of these unit’s tallies if you lost the battle. Each unit gains a number of experience points equal to their Seed of the Imperium tally.

Example: An Adepta Sororitas unit with a Seed of the Imperium tally was destroyed, earning 3 marks on its tally. 1 is subtracted from its tally as the unit’s controlling player lost the battle, therefore the unit earns a total of 2 experience points.

RECLAIM THE RELIC

Adepta Sororitas Agenda

The location of an irreplaceable holy relic has been identified. Reclaim this sacred artefact lest it be lost to the Adeptus Ministorum forever.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within their own deployment zone. This objective marker represents a Holy Relic, but does not count as an objective marker for any rules purposes other than for this Agenda. Adeptus Ministorum Character units in your army can attempt the following action:

Recover Relic (Action): At the end of your Movement phase, one Adeptus Ministorum Character unit from your army that is within 3" of the Holy Relic objective marker can start to perform this action if no enemy units (excluding Aircraft units) are within 3" of that objective marker. The Action is completed at the end of your turn. If completed, remove the Holy Relic objective marker from the battlefield.

A unit gains 3 experience points if it completed this action, and you can additionally use the Relic Requisition (see the Warhammer 40,000 Core Book) to give that Character a Relic as if it had gained a rank, without spending a Requisition point (that unit must be able to take a Relic – if it cannot then make a note on your Order of Battle and the next time you use the Relic Requisition that Requisition costs 0RP).
SAINTLY BENEDICTIONS 1RP

The Emperor's chosen warriors sometimes enact miraculous feats on the battlefield.

Purchase this Requisition when a CANONESS or PALATINE model from your Crusade force gains the Battle-hardened, Heroic or Legendary rank. That model is upgraded to have a Blessing of the Faithful (pg 70-71); increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

DEVOUT WARRIOR 1RP

Even as one saintly figure is martyred at the hands of the enemy, another devout young hopeful will rise to stand in her stead.

Purchase this Requisition if your Crusade force does not contain a SAINT POTENTIA model. Select an ADEPTA SORORITAS CHARACTER model (excluding named characters and LIVING SAINT models) from your army. That model becomes a prospective new Living Saint and gains the SAINT POTENTIA keyword, as described on page 80.

HOLY PILGRIMAGE 1-3RP

At times, the path of a potential saint will see them undergo a holy pilgrimage, so that they might better understand the Emperor's domains and pursue their appointed trial.

Purchase this Requisition when a SAINT POTENTIA unit from your army gains a rank. That model gains 1 Saint point for each Requisition point you spent on this Requisition.

THE PENITENT PATH 1RP

For the devout, any failing is a shame that cannot be borne, and must be redeemed through deeds of great bravery and butchery.

Purchase this Requisition either when a BATTLE SISTERS SQUAD, DOMINION SQUAD or RETRIBUTION SQUAD unit from your Crusade force suffers a Devastating Blow, or when one of these units gains the Disgraced, Mark of Shame or Battle-weary Battle Scars (see the Warhammer 40,000 Core Book). Replace that unit with a SISTERS REPENTIA unit drawn from the same Order Militant (the new unit cannot contain more models than the unit it replaced). You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

The new unit has the same number of experience points as the same Battle Honour and Battle Scars as the unit it replaced. If a Battle Honour cannot be applied (e.g. a Weapon Enhancement for a weapon that a SISTERS REPENTIA model cannot be equipped with), select a new Battle Honour to replace it. Add 1 to that unit's Crusade points and each time that unit uses the Desperate For Redemption Stratagem (pg 68), that Stratagem costs 0CP.

GLORIOUS REDEMPTION 1RP

Those that have trod the path to redemption are reverent figures within the Orders Militant, their dedication and unwavering faith a shining beacon to all.

Purchase this Requisition at any time. Select a SISTERS REPENTIA unit from your Crusade force that has 3 or more Redemption points (see the Atonement in Battle Agenda, page 84). Replace that unit with one of the following units: CELESTIAN SQUAD, CELESTIAN SACRIFICE, SERAPHIM SQUAD, ZEPHYRIM SQUAD. The new unit must be drawn from the same Order Militant as the unit it replaced (the new unit cannot contain more models than the unit it replaced). You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

The new unit has the same number of experience points as the same Battle Honour and Battle Scars as the unit it replaced. If a Battle Honour cannot be applied (e.g. a Weapon Enhancement for a weapon that a model in the new unit cannot be equipped with), select a new Battle Honour to replace it. Add 1 to that unit's Crusade points and each time that unit uses the Exceptional Proficiency, Embodied Prophecy (pg 66) or Deadly Descent (pg 68) Stratagems, that Stratagem costs 0CP.
CRUSADE RELICS

When an **Adeptus Ministorum Character** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

**Artificer Relics**

An **Adeptus Ministorum Character** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

**Phial of Dolan**

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

Add 1 to the bearer’s Strength, Attacks and Leadership characteristics.

**Praesidium Rosarius**

This ancient rosarius was crafted during the Age of Apostasy, and it has been blessed by the Priests of both the Covent Sanctorum and the Covent Priors.

- The bearer has a 4+ invulnerable save.
- Each time the bearer would lose a wound as the result of a mortal wound, roll one D6, on a 4+, that wound is not lost.

**Tears of the Emperor**

There are many stories of statues of the Emperor that weep blood-like tears. These are collected in ornate flasks, for they are potent weapons against the forces of Chaos.

This Relic has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tears of the Emperor</td>
<td>6&quot;</td>
<td>Grenade 1</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
</tbody>
</table>

**Abilities:** Each time an attack is made with this weapon, if the target is hit, it suffers 1 mortal wound and the attack sequence ends (if the target has the Chaos keyword, it instead suffers 0.5 mortal wounds and the attack sequence ends).

**Antiquity Relics**

An **Adeptus Ministorum Character** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit’s total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

**Mace of Valaan**

The Mace of Valaan was wielded in many crusades of faith by Arch-conessor Kyrion. The weapon glows with a shimmering field of force, and can smash apart armour and bone.

**Dogma** model only. This Relic replaces a mace of the righteous and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mace of Valaan</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

**Abilities:** Each time an attack is made with this weapon, subtract 1 from that attack’s hit roll.

**Icon of Sanctity**

Feast who see this icon are filled with awe and dread, while the faithful who gaze upon it fight for the honour of the Emperor.

The bearer has the following abilities:

- ‘Holy Dread (Aura):’ While a friendly **Adeptus Ministorum Character** or **Adeptus Ministorum Core** unit is within 3" of the bearer, subtract 2 from charge rolls made for any unit that declares a charge against that friendly unit.

- ‘Holy Fervour (Aura):’ While a friendly **Adeptus Ministorum Character** or **Adeptus Ministorum Core** unit is within 3" of the bearer, each time a model in that friendly unit makes a pile in or consolidation move, it can move up to an additional 3".

---

"Burn, heretic, and as you burn know that I do not cleanse you out of any desire to save your soul, or shrive you of your mortal sins. I put you to the torch because I hate you, because all that you are and all you have done revolts me, and because those who stray from the light of the Emperor deserve only annihilation."

- Sister Retributor Roxanna Dasgrov, Order of the Bl spearhead
LEGENDARY RELICS

An ADEPTUS MINISTERIUM CHARACTER model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit’s total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Rod of Grace

Once carried by Helena the Virtuous, Prioress of the Convent Sanctorum, the Rod of Grace was almost lost following the desecration of her tomb by Orks, but the Sisters of the Argent Shroud prevented its destruction. Helena’s wisdom permeates the rod, and one who holds it speaks with her voice to stir the faithful to battle.

ADEPTA SORORITAS model only.

- If a Dialogus of Dogmata model has this Relic, they know all hymns from the Hymns of Battle (pg 73).
- If another model has this Relic, that model gains the Priest keyword and knows War Hymn and one other hymn from the Hymns of Battle. In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

Blade of Admonition

This blessed power sword is the very blade carried into battle by Alicia Domina – the founding saint of the Adepta Sororitas – and was famously used by the traitor Gor’s Vandre and brought end to the Reign of Blood. Saint Dominica wielded this blade in the decades following the reformation of the Ecclesiarchy, and a thousand more false prophets and heretics were slain upon its razor edge before Alicia’s eventual martyrdom.

ADEPTA SORORITAS model equipped with a blessed blade or power sword only. This Relic replaces a blessed blade or power sword and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blade of Admonition</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon against a CHARACTER unit, that attack automatically hits the target.

As the Imaginer loudly intones the stirring deeds of Saint Linae, a shield wall of Celestian Sacresants protect their Canoness from the razor-sharp clutches of Genestalers. The Canoness’ reinforcements make their presence known, blazing away with incendiary shells and pinpoint pistol shots.
DATASHEETS

This section contains the datasheets that you will need to fight battles with your Adepta Sororitas miniatures, as well as an explanation of the selectable keywords found on those datasheets and details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <ORDER> KEYWORD

Many datasheets in this section have the <ORDER> keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All Adepta Sororitas units (excluding Sanctified units) are drawn from one of the Orders Militant. When you include a unit with the <ORDER> keyword in your army, you must nominate which Order it is from and then replace the <ORDER> keyword in every instance on its datasheet with the name of your chosen Order. This could be one of the Orders Militant detailed in a Warhammer 40,000 publication, or one of your own design.

Example: If you include a Canoneaux in your army and you decide she is from the Order of the Bloody Rose, her keyword becomes ORDER OF THE BLOODY ROSE and her Lead the Righteous ability reads ‘While a friendly ORDER OF THE BLOODY ROSE Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.’

Some datasheets already specify which Order a unit is from (e.g. Junith Eruita has the ORDER OF OUR MARTYRED LADY keyword, and so is from the Order of Our Martyred Lady).

If your army is Battle-forged, you cannot include units from two different Orders Militant in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit’s datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet, profiles for these, and all other weapons, can be found on pages 121-123. In addition, some datasheets reference one or more weapon lists (e.g. Melee Weapons list); these can be found on page 121.

ABILITIES

A unit’s datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described opposite.

SHIELD OF FAITH

Conviction is the greatest armour.

- Models in this unit have a 6+ invulnerable save.
- In your opponent’s Psychic phase, this unit can attempt to deny one psychic power as if it were a PSYKER. Each time a Deny the Witch test is taken for this unit, roll one D6 instead of 2D6; if the result of that test was an unmodified result of 6, or if it was greater than the result of the Psychic test, that Deny the Witch test is passed.

ZEALOT

With righteous fervour, the Emperor’s faithful deliver his furious judgement.

Each time a model in this unit makes a melee attack, if this unit made a charge move, was charged or performed a Heroic Intervention this turn, you can re-roll that attack’s hit roll.
ACTS OF FAITH
Through the prayers of the faithful is the Emperor's will made manifest.

Once per phase, one unit from your army with this ability can perform one Act of Faith. To do so, you will use Miracle dice.

Gaining Miracle Dice
If every unit from your army has the Adepta Sororitas keyword (excluding models with the Cult Imperialis, Agent of the Imperium or Unaligned keywords), then:

- At the start of each battle round, you gain 1 Miracle dice.
- At the end of a phase in which any of the following conditions were met, you gain 1 Miracle dice:

Vengeance
Any Adepta Sororitas units from your army destroy one or more enemy units.

Sacrifice
Any Adepta Sororitas Character units from your army are destroyed.

Note that Miracle dice can also be gained via other rules. No matter the source, you can only gain Miracle dice from such a rule if every unit from your army has the Adepta Sororitas keyword (excluding models with the Cult Imperialis, Agent of the Imperium or Unaligned keywords).

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

Designer's Note: We recommend using differently coloured or marked dice for your Miracle dice pool, and placing them to one side of the battlefield, or some place else where you will not accidentally pick them up mid-game. It is perfectly fine, if you wish, to write down the values of the Miracle dice in your pool, or to keep track of them in any other way, just so long as both players can see them.

Performing an Act of Faith
Before making a dice roll for a model or a unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. To do so, select one or more of the dice from your Miracle dice pool, instead of making any or all of those dice rolls. For each individual dice that it is being rolled as part of the dice roll, you can select 1 Miracle dice from your Miracle dice pool to be substituted in place of that dice. The dice that it is being substituted for is not rolled, and instead the value of the selected Miracle dice is used as if it had been rolled. Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll any remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

- Advance roll
- Charge roll
- Hit roll
- Wound roll
- Saving throw
- Damage roll
- Morale test

A Miracle dice is not a modifier or an inherently modified dice (so, for example, if you use a Miracle dice with a value of 1 for a Morale test, that is considered to be an unmodified roll of 1). A Miracle dice that has been used for a substitution can never be re-rolled. This means that if any re-rolls occur, the number and values of any Miracle dice that have already been substituted in the dice roll remain the same for the re-roll (for example, if a single Miracle dice was used to substitute one of the values of a charge roll, and the charge roll was re-rolled, only the unsubstituted dice can be re-rolled).

Example 1: Instead of rolling one D6 to see what value is added to a unit’s Move characteristic when that unit Advances, you could use a dice from your Miracle dice pool. If the value of that dice was 5, you would add 5” to the Move characteristic of every model in that unit for that Movement phase.

Example 2: Instead of rolling 2D6 to see what a unit’s charge distance is when making a charge roll, you could use either one or two dice from your Miracle dice pool. If you chose 2 Miracle dice, and the values of those dice were a 6 and a 3, the unit’s charge distance would be 9’
### SACRED RITES

The Adepta Sororitas pray for the Emperor to guide them and fill them with strength.

This unit gains a bonus depending on which sacred rites are active for your army. After players have determined their mission, you must select one sacred rite from the following table to be active for your army. Alternatively, you can randomly determine two sacred rites from the table to be active for your army by rolling two D6 and looking up the results (if a double is rolled, roll both dice again until two different results are rolled). In either case, these sacred rites are active for your army until the end of the battle. Some rules can make additional sacred rites become active for a unit during the battle. Duplicated active sacred rites on that unit have no additional effect.

<table>
<thead>
<tr>
<th>Hand of the Emperor</th>
<th>Divine Guidance</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Sororitas are imbued with a boundless font of vigour. While this sacred rite is active, add 1 to Advance rolls and charge rolls made for this unit.</td>
<td>Seeing the weak points in their enemies’ armour, the Sisters of Battle strike out to shatter it with contemptuous ease. While this sacred rite is active, each time a model in this unit makes a ranged attack, on an unmodified wound roll of 6, the Armour Penetration characteristic of that attack is improved by 1.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spirit of the Martyr</th>
<th>The Passion</th>
</tr>
</thead>
<tbody>
<tr>
<td>Even with their dying act, the Sororitas mete out the Emperor’s judgement. While this sacred rite is active, each time a model in this unit is destroyed by a melee attack and does not explode, roll one D6; on a 6, after the attacking model’s unit has finished making its attacks, it suffers 1 mortal wound (a unit can suffer a maximum of 6 mortal wounds per phase as the result of this ability).</td>
<td>The Sororitas are filled with a burning passion to inflict suffering upon the faithless. While this sacred rite is active, each time a model in this unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Aegis of the Emperor</th>
<th>Light of the Emperor</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Sororitas do not suffer the vile trickery of witches. While this sacred rite is active, each time this unit uses its Shield of Faith ability (pg 90) to take a Deny the Witch test, if the result of that test was an unmodified result of 5+, or if it was greater than the result of the Psychic test, that Deny the Witch test is passed.</td>
<td>The Emperor’s radiance shines upon his warriors, emboldening them amidst the thick of battle. While this sacred rite is active, you can ignore any or all modifiers to this unit’s Leadership characteristic, and each time a Combat Attraction test is taken for this unit, you can ignore any or all modifiers.</td>
</tr>
</tbody>
</table>
**MORVENN VAHL**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Morvenn Vahl</td>
<td>8</td>
<td>2+</td>
<td>2+</td>
<td>5</td>
<td>5</td>
<td>8</td>
<td>5</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

Morvenn Vahl is equipped with: Fidelis, Paragon missile launcher, Lance of Illumination. Your army can only include 1 Morvenn Vahl model.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fidelis</td>
<td>36&quot;</td>
<td>Heavy 3</td>
<td>6</td>
<td>-1</td>
<td>2</td>
<td>Each time an attack is made with this weapon, select one of the profiles below to make that attack with.</td>
</tr>
<tr>
<td>Paragon missile</td>
<td>Before attacking targets, select one of the profiles below to make attacked with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Launcher</td>
<td>36&quot;</td>
<td>Heavy 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Paragon missile</td>
<td>18&quot;</td>
<td>Heavy 2</td>
<td>6</td>
<td>-2</td>
<td>06</td>
<td></td>
</tr>
<tr>
<td>Launcher</td>
<td>18&quot;</td>
<td>Heavy 2</td>
<td>6</td>
<td>-2</td>
<td>06</td>
<td></td>
</tr>
<tr>
<td>Lance of Illumination</td>
<td>Each time an attack is made with this weapon, select one of the profiles below to make that attack with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sweeping blow</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td>Lunging strike</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-3</td>
<td>3</td>
<td>Each time an attack is made with this weapon profile, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to the normal damage.</td>
</tr>
</tbody>
</table>

**ABILITIES**

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Purgator Mirabilis Warsuit: This model has a 4+ invulnerable save. Each time this model would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

Holy Arcis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack (rounding up).

Righteous Repugnance: Once per battle, at the end of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight again.

High Lord of the Imperium: If your army is Battle-forged, this model must be your army's Warlord. If more than one model in your army has a rule to this effect, then one of those models must be your army's Warlord.

Abess Sanctorum (Aura): While a friendly ADEPTA SORORITAS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1 and re-roll a wound roll of 1.

Commander of the Adepta Sororitas: In your Command phase, select one friendly ADEPTA SORORITAS CORE or ADEPTA SORORITAS CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll and you can re-roll the wound roll.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

**FACTION KEYWORDS:** Imperium, Adeptus Ministorum, Adepta Sororitas

**KEYWORDS:** Vehicle, Character, Sanctified, Supreme Commander, Abbess, Paragon Warsuits, Morvenn Vahl

Aggressive, brash and taciturn, Morvenn Vahl leads the Adepta Sororitas from the front. Taking to the field in an ancient Paragon Warsuit, she strikes foe after foe with devastating salvos of missiles and pinpoint thrusts with the Lance of Illumination.
<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Canoness</td>
<td>6&quot;</td>
<td>2+</td>
<td>2+</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Canoness is equipped with: plasma pistol, power sword, rod of office; frag grenades; ksk grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brazier of holy fire</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>*</td>
<td>*</td>
<td></td>
<td>One use only. Each time an attack is made with this weapon, that attack automatically hits the target, and on an unmodified wound roll of 4+ (or 2+ if the target contains any Daemon models), the target suffers 1 mortal wound and the attack sequence ends.</td>
</tr>
<tr>
<td>Condenser boltgun</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td></td>
<td>24&quot;</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>Each time an attack made with this weapon profile is allocated to a Pstker model, that model's unit suffers D3 mortal wounds in addition to the normal damage.</td>
</tr>
<tr>
<td>Stake</td>
<td>24&quot;</td>
<td>Assault 1</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>Each time an attack made with this weapon profile is allocated to a Pstker model, that model's unit suffers D3 mortal wounds in addition to the normal damage.</td>
</tr>
<tr>
<td>Plasma pistol</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one of the profiles below to make attacks with:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- Standard</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>12&quot; Pistol 1 7 3 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- Supercharge</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>12&quot; Pistol 1 8 3 2</td>
</tr>
<tr>
<td>Blessed blade</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>3</td>
<td>2</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.</td>
</tr>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>3</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

- **Null rod**
  - The bearer's unit cannot be targeted or affected by psychic powers. In addition, the bearer has the following ability: 'Null Rod (Aura)'. Whilst an enemy Pstker unit is within 12" of the bearer, subtract 1 from Psychic tests taken for that unit.

- **Rod of office**
  - In your Command phase, select one friendly <Order> Core or <Order> Character unit within 12" of the bearer. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**WARGEAR OPTIONS**

- This model's plasma pistol, power sword and rod of office can be replaced with one of the following:
  - 1 condensor boltgun and one of the following: 1 blessed blade; 1 chainsword; 1 power sword.
  - 1 weapon from the Pistols list and one of the following: 1 blessed blade; 1 chainsword; 1 power sword.
- If this model is equipped with a chainsword, it can be equipped with one of the following: 1 brazier of holy fire; 1 null rod.

**ABILITIES**

- **Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)**
- **Rosarius**: This model has a 4+ invulnerable save.
- **Lead the Righteous (Aura)**: While a friendly <Order> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**FACTION KEYWORDS**: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**KEYWORDS**: Infantry, Character, Canoness
**Palatine**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Palatine</td>
<td>6</td>
<td>2+</td>
<td>2+</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Palatine is equipped with bolt pistol, power sword, frag grenades, krak grenades.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Plasma pistol</td>
<td></td>
<td></td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>Before selecting targets, select one of the profiles below to make attacks with:</td>
</tr>
<tr>
<td>Speedstrike</td>
<td>1&quot;</td>
<td>Pistol</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.</td>
</tr>
<tr>
<td>Superlunge</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>8</td>
<td>3</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear Options**

- This model’s bolt pistol can be replaced with 1 plasma pistol.

**Abilities**

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Rosarius: This model has a 4+ invulnerable save.

**Faction Keywords:** Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**Keywords:** Infantry, Character, Palatine

---

**Junith Eruita**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Junith Eruita</td>
<td>10&quot;</td>
<td>2+</td>
<td>2+</td>
<td>3</td>
<td>4</td>
<td>7</td>
<td>4</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

Junith Eruita is equipped with 2 Ministorum heavy flamers; Mace of Castigation. Your army can only include 1 Junith Eruita model.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ministorum heavy flamers</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Mace of Castigation</td>
<td></td>
<td>Melee</td>
<td>-3</td>
<td>-2</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

**Abilities**

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Rosarius: This model has a 4+ invulnerable save.
- Fiery Conviction: In your Command phase, select one friendly ORDER OF OUR MARTYRED LADY CORE or ORDER OF OUR MARTYRED LADY CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

The Pulpit of Saint Holline’s Basilica (Aura): While a friendly Adepta Sororitas Infantry unit is wholly within 6" of this model, each time a ranged attack is made against that unit, it is treated as having the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).

The Righteous (Aura): While a friendly ORDER OF OUR MARTYRED LADY CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

**Faction Keywords:** Imperium, Adeptus Ministorum, Adepta Sororitas, Order of Our Martyred Lady

**Keywords:** Chariot, Vehicle, Character, Fly, Canoness Superior, Junith Eruita
### Missionary

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Missionary</td>
<td>6+</td>
<td>4+</td>
<td>4+</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>6+</td>
</tr>
</tbody>
</table>

A Missionary is equipped with: auto pistol; servo-stubber; power maul; frag grenades; krak grenades.

### Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Autogun</td>
<td>24&quot;</td>
<td>Rapid Fire 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Ministerum shotgun</td>
<td>12&quot;</td>
<td>Assault 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Servo-stubber</td>
<td>12&quot;</td>
<td>Pistol 3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Power maul</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

### Wargear Options

- This model’s auto pistol, servo-stubber and power maul can be replaced with one of the following:
  - 1 autogun, 1 auto pistol and 1 chainsword.
  - 1 bolt pistol, 1 Ministerum shotgun and 1 chainsword.

### Abilities

- **Zealot** (pg.90)
- **Rosarius:** This model has a 4+ invulnerable save.
- **Emboldened by Prayer (Aura):** While a friendly *Adeptus Ministerum Core unit* is within 6" of this model, models in that unit can use this model’s Leadership characteristic instead of their own.

### Priest

This model knows War Hymn and one other hymn from the Hymns of Battle (pg.73). In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

### Faction Keywords: Imperium, Adeptus Ministerum

### Keywords: Infantry, Character, Cult Imperialis, Priest, Missionary

Missionaries live existences of constant conflict, bringing the light of the God-Emperor to the most dangerous regions of the galaxy. They often fight at the forefront of the Adepta Sororitas’ holy wars, striding into battle without fear as they intone sacred prayers. This stirs the hearts of Imperial warriors, driving them into a killing frenzy.
CELESTINE AND GEMINAE SUPERIA

| No. | Name               | M  | WS | BS | S  | T  | W | A  | Ld | Sv |
|-----|--------------------|----|----|----|----|----|---|----|----|----|---|
| 1   | Celestine          | 12 | 2+ | 2+ | 3  | 3  | 6 | 6  | 9  |    | 2+|
| 2   | Geminiae Superia   | 12 | 3  | 3  | 3  | 3  | 3 | 2  | 3  | 8  | 8+|

Celestine is equipped with the Ardent Blade. Each Geminiae Superia is equipped with bolt pistol, power sword, frag grenades, Krak grenades. Your army can only include 1 Celestine model.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Ardent Blade (shooting)</td>
<td>12''</td>
<td>Assault D6</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Bolt pistol</td>
<td>12''</td>
<td>Pistol</td>
<td>6</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.</td>
</tr>
<tr>
<td>The Ardent Blade (melee)</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-4</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>3</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)**
- **Lifewards:** While this unit contains any Geminiae Superia models, each time an attack successfully wounds this unit, that attack must be allocated to one of those models. The destruction of Geminiae Superia models is ignored for the purposes of Morale tests. If Celestine is ever destroyed, any remaining Geminiae Superia models in this unit are also destroyed.
- **Divine Guardian:** Geminiae Superia models have a 4+ invulnerable save.
- **The Armour of Saint Katharina:** Celestine has a 4+ invulnerable save. Each time an attack is allocated to Celestine, subtract 1 from the Damage characteristic of that attack.
- **Miraculous Intervention:** The first time Celestine is destroyed, roll one D6 at the end of the phase instead of using any rules that are triggered when a model is destroyed (e.g. Sacrifice, page 91). On a 1, this unit counts as having been destroyed for the purposes of Sacrifice; on a 2+, set Celestine back up on the battlefield as close as possible to where she was destroyed and not within Engagement Range of any enemy units, with all her wound remaining.
- **Saintly Blessings [Aura]:** While a friendly Imperium Infantry unit is within 6'' of Celestine, models in that unit have a 6+ invulnerable save.

**Sky Strike:** During deployment, you can set up this unit in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9'' away from any enemy models.

**Angelic Saviour:** This unit is eligible to perform a Heroic Intervention if it is within 6'' horizontally and 5'' vertically of any enemy unit, instead of 3'' horizontally and 5'' vertically. Each time this unit makes a Heroic Intervention move, its models can move up to 6'' instead of 3''. All other rules for Heroic Interventions still apply.

**Healing Tears:** While a model in this unit has any lost wounds, or while this unit is below its Starting Strength, Celestine can attempt the following action:

- **Healing Tears [Action]:** This unit can start this action at the end of your Command phase. The action is completed at the end of your Shooting phase provided Celestine is still on the battlefield. Once completed:
  - If a model in this unit has any lost wounds, all of that model’s lost wounds are restored.
  - If this unit is below its Starting Strength, 1 Geminiae Superia model is returned to the unit with their full wounds remaining.

**Designer’s Note:** A Geminiae Superia counts as a named character for all rules purposes.

**FACTION KEYWORDS:** Imperium, Adeptus Ministorum, Adepta Sororitas
**KEYWORDS [CELESTINE]:** Infantry, Character, Fly, Living Saint, Sanctified, Jump Pack
**CELESTINE**

**KEYWORDS [GEMINAE SUPERIA]:** Infantry, Character, Fly, Sanctified, Jump Pack, Geminiae Superia
TRIUMPH OF SAINT KATHERINE

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Triumph of Saint Katherine (10+ wounds remaining)</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Triumph of Saint Katherine (5-9 wounds remaining)</td>
<td>5+</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Triumph of Saint Katherine (1-4 wounds remaining)</td>
<td>5+</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

The Triumph of Saint Katherine is equipped with 6 bolt pistols; Martyr’s Sword, relic weapons; frag grenades, Krak grenades. Your army can only include 1 Triumph of Saint Katherine model.

WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer makes 3+ attack rolls, he makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.</td>
</tr>
<tr>
<td>Martyr's Sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>3</td>
<td>2</td>
<td>The Fiery Heart: The bearer has the following ability. The Fiery Heart (Aura): While a friendly ADEPTA SORORITAS CORE unit is within 6&quot; of this model, morale tests taken for that unit are automatically passed.</td>
</tr>
<tr>
<td>Relic weapons</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>1</td>
<td>Censer of the Sacred Rose: At the start of each battle round, you gain 1 Miracle dice (pg 91).</td>
</tr>
</tbody>
</table>

Abilities:

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Presidium Protectiva: This model has a 4+ invulnerable save. Each time an attack is made against this unit, subtract 1 from that attack’s hit roll.

Solemn Procession: This model cannot embark aboard a TRANSPORT. For the purposes of the Look Out, Sirit rule and any terrain traits (e.g. Dense Cover, Obscuring etc.), this model is considered to have a Wounds characteristic of 9, instead of 10.

Relics of the Matriarchs: This model has a number of Relics of the Matriarchs as detailed in the following table:

<table>
<thead>
<tr>
<th>Wounds Remaining</th>
<th>Relics of the Matriarch</th>
</tr>
</thead>
<tbody>
<tr>
<td>10+</td>
<td>6</td>
</tr>
<tr>
<td>5-9</td>
<td>4</td>
</tr>
<tr>
<td>1-4</td>
<td>2</td>
</tr>
</tbody>
</table>

This model can only have one of each Relics of the Matriarchs, opposite (The Fiery Heart, Censer of the Sacred Rose, Simulacrum of the Ebon Chalice, Petals of the Bloody Rose, Icon of the Valorous Heart and Simulacrum of the Argent Shroud). When this model suffers damage that reduces its number of relics, select which of the Relics of the Matriarchs this model no longer has. If this model regains lost wounds that increase its number of Relics of the Matriarchs, select which of the Relics of the Matriarchs this model regains.

At the centre of the Triumph is the blessed bier upon which lie the mortal remains of Saint Katherine, beneath the sconce containing her fiery heart. Wherever the Triumph goes, the Emperor’s radiance goes with it. The glory of the martyred Matriarch is spread and Battle Sisters are filled with conviction to purge the foes of Mankind.

FACTION KEYWORDS: IMPERIUM, ADEPTA MINISTERUM, ADEPTA SORORITAS

KEYWORDS: INFANTRY, CHARACTER, SANCTIFIED, TRIUMPH OF SAINT KATHERINE
**Ephrael Stern and Kyganil of the Bloody Tears**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ephrael Stern</td>
<td>8</td>
<td>2+</td>
<td>3+</td>
<td>4</td>
<td>3</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Kyganil</td>
<td>8</td>
<td>2+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>4</td>
<td>9</td>
<td>6+</td>
</tr>
</tbody>
</table>

Ephrael Stern is equipped with: bolt pistol, Sancitity, frag grenades, krak grenades. Kyganil is equipped with: Kyganil’s kiss, the Outcast’s blade, plasma grenades. Your army can only include 1 Ephrael Stern model.

### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12”</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Kyganil’s kiss</td>
<td>Melee</td>
<td>Missile</td>
<td>+1</td>
<td>1</td>
<td>2</td>
<td>Each time an attack is made with this weapon, make 2 hit rolls instead of 1</td>
</tr>
<tr>
<td>The Outcast’s blade</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, if the attack is a hit, subtract 1 from the attack’s wound rolled.</td>
</tr>
<tr>
<td>Sancitity</td>
<td>Melee</td>
<td>Missile</td>
<td>+2</td>
<td>3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, if the attack is a hit, subtract 1 from the attack’s wound rolled.</td>
</tr>
<tr>
<td>Plasma grenades</td>
<td>6”</td>
<td>Grenade D6</td>
<td>4</td>
<td>-1</td>
<td>1</td>
<td>Blast</td>
</tr>
</tbody>
</table>

### ABILITIES

- **Zealot** *(pg 90)*
  - **Wanderers:** During deployment, you can set up this unit in the webway instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9” away from any enemy models.
  - **Divine Protection:** Models in this unit have a 4+ invulnerable save. Each time an attack is made against this unit, subtract 1 from that attack’s hit roll and subtract 1 from that attack’s wound roll.
  - **Mysterious Saviour:** While this unit contains Kyganil, each time an attack successfully wounds this unit, that attack must be allocated to Kyganil. Each time Kyganil would lose a wound, roll one D6; on a 5+ that wound is not lost. The destruction of Kyganil is ignored for the purposes of Morale tests. If Ephrael Stern is ever destroyed, Kyganil is also destroyed.
  - **Knight of Shadows:** While this unit contains Kyganil, at the start of the Fight phase, if this unit is within Engagement Range of any enemy units, it can fight first that phase.
  - **Daemonefuge [Aura]:** While a Chaos unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit, and each time that unit fails a Morale test, one additional model automatically flees from that unit.
  - **Bolts of Holy Judgement:** At the start of your Shooting phase, roll 2D6, adding 2 to the result if there are any Chaos units within 18" of Ephrael Stern. On a 5+, the nearest enemy unit that is within 18" of and visible to Ephrael Stern suffers D3 mortal wounds (if the result is 10 or more, that unit instead suffers D6 mortal wounds).
  - **Unexpected Allies:** This unit can only be included in an Adepta Sororitas Detachment *(pg 57)* or in an Auxiliary Support Detachment. Ephrael Stern cannot be selected as your Warlord if she is included in an Auxiliary Support Detachment.

**Faction Keywords:** Imperium, Adeptus Ministorum, Adepta Sororitas  
**Keywords [Ephrael Stern]:** Infantry, Character, Agent of the Imperium, Outcasts, Ephrael Stern  
**Keywords [Kyganil]:** Infantry, Character, Aeldari, Agent of the Imperium, Outcasts, Kyganil
### Battle Sisters Squad

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-19</td>
<td>Battle Sister</td>
<td>6'</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Sister Superior</td>
<td>6'</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains between 6-10 models, it has **Power Rating 6**. If this unit contains between 11-15 models, it has **Power Rating 9**. If this unit contains 16 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol, bolgans; frag grenades; krak grenades.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12''</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>[ ]</td>
</tr>
<tr>
<td>Bolgans</td>
<td>24''</td>
<td>Rapid</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>[ ]</td>
</tr>
</tbody>
</table>

**Other Wargear**

- **Incensor Cherub**: Once per battle, at the start of any phase, you can roll two D6 and discard one of them. The value of the remaining dice is the value of this unit's Cherub dice. Until the end of the phase, this unit can perform one Act of Faith (pg 91) using that Cherub dice as if it were a Miracle dice. If a unit has a Cherub dice at the end of the phase, it is discarded. We recommend placing an Incensor Cherub model next to the unit as a reminder, removing it once this ability has been used (an Incensor Cherub does not count as a model for any rules purposes).

**Simulacrum Imperialis**: Once per phase, the bearer’s unit can perform one Act of Faith (pg 91) even if another unit from your army has already performed an Act of Faith during this phase.

**Wargear Options**

- If this unit contains 9 or fewer models, 1 Battle Sister's boltgun can be replaced with one of the following: 1 weapon from the **Heavy Weapons** list, 1 weapon from the **Special Weapons** list.
- For every 10 models in this unit, 1 Battle Sister's boltgun can be replaced with 1 weapon from the **Special Weapons** list.
- For every 10 models in this unit, 1 Battle Sister's boltgun can be replaced with one of the following: 1 weapon from the **Heavy Weapons** list, 1 weapon from the **Special Weapons** list.
- The Sister Superior can be equipped with 1 weapon from the **Melee Weapons** list.
- The Sister Superior's bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 one weapon from the **Ranged Weapons** list.
  - 1 weapon from the **Pistols** list.
- 1 Battle Sister equipped with 1 boltgun can be equipped with 1 simulacrum imperialis. That model's boltgun cannot be replaced.
- The unit can have an incensor cherub.

**Abilities**

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

**Faction Keywords:** Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**Keywords:** Infantry, Core, Battle Sisters Squad

Battle Sisters of the Orders Militant are skilled and devout warriors. Wherever they advance, the light of the Emperor spreads like a holy dawn. Miracles manifest in their presence that turn aside the enemy's strikes, or consume foes in fires of retribution as the Sisters cut down heretics with thundering salvos from their bolgans.
Aestred Thurga and Agathae Dolan

**No.** Name M WS BS S T W A Ld Sy
1 Aestred Thurga 6+ 3+ 3+ 3 3 5 3 9 3+
2 Agathae Dolan 3+ 4+ 4+ 3 3 4 3 8 5+

Aestred Thurga is equipped with: bolt pistol; Blade of Vigil, frag grenades; krak grenades. Agathae Dolan is equipped with bolt pistol; scribe's staff. Your army can only include 1 Aestred Thurga model.

**WEAPON** RANGE TYPE S AP D ABILITIES

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack made by this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.</td>
</tr>
<tr>
<td>Blade of Vigil</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>0</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Scribe's staff</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

- Acts of Faith, Sacred Rites, Shield of Faith (pp 90-93)
- Rosarius: Models in this unit have a 4+ invulnerable save.
- Line of Martyrs: While this unit contains Agathae Dolan, each time an attack successfully wounds this unit, that attack must be allocated to Agathae Dolan. The destruction of Agathae Dolan is ignored for the purposes of Morale tests. If Aestred Thurga is ever destroyed, Agathae Dolan is also destroyed.
- Unbridled Ardour: Each time an attack with a Damage characteristic of 1 is allocated to Aestred Thurga, add 1 to any armour saving throw made against that attack.
- Recount the Deeds of the Saints: In your Command phase, select one friendly Adepta Sororitas Character unit within 9" of Agathae Dolan. Until the start of your next Command phase, each time that unit is selected to fight, you can re-roll one hit roll, one wound roll or one damage roll when resolving that unit's attacks.

**Faction Keywords:** Imperium, Adeptus Ministorum, Adepta Sororitas

**Keywords (Aestred Thurga):** Infantry, Character, Sanctified, Aestred Thurga

**Keywords (Agathae Dolan):** Infantry, Character, Cult Imperialis, Agathae Dolan

Aestred Thurga is a powerful warrior in her own right, but recognises with great humility that the ancient relic standard she carries is far more important than she can ever be. She will gladly die to protect the Auto-Tapestry of the Emperor's Judgement, while the Sisters she fights alongside are inspired to carry out great deeds of faith in its presence – feats recorded by the Hagiolater.

Agathae Dolan.
**IMAGIFIER**

<table>
<thead>
<tr>
<th>No</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Imagifier</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

An Imagifier is equipped with: boltgun; frag grenades; Krak grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>Rapid Fire</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**ABILITIES**

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Litany of Deeds: This model gains an ability (see below) depending on which tale it is recounting. At the start of the battle, before the first turn begins, you must select one tale from the following list for this model to recount, and make a note of it on your army roster. You cannot select a tale that another model from your army is already recounting unless all three tales are being recounted by models from your army. Until the end of the battle, this model has the ability associated with that tale.
  - Tale of the Faithful (Aura): While a friendly <Order> Core unit is within 6" of this model, you can re-roll Advance rolls and charge rolls made for that unit.
  - Tale of the Stoic (Aura): While a friendly <Order> Core unit is within 6" of this model, each time an attack with a Strength characteristic of 3 or less is made against that unit, subtract 1 from that attack’s wound roll.
  - Tale of the Warrior (Aura): While a friendly <Order> Core unit is within 6" of this model, add 1 to the Strength characteristic of models in that unit.

**FACTION KEYWORDS:** Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**KEYWORDS:** Infantry, Character, Imagifier

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**DIALOGUS**

<table>
<thead>
<tr>
<th>No</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dialogus</td>
<td>6+</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Dialogus is equipped with: bolt pistol; Dialogus staff.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**ABILITIES**

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Laud Hailer (Aura): While a friendly Adepta Sororitas Core or Adepta Sororitas Character unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit.
- Non-militant Order: If your army is Battle-forged, then for each Detachment that includes either a Canoness or Canoness Superior unit, one Dialogus unit can be included in that Detachment without taking up a Battlefield Role slot.

**KEYWORDS**

**FACTION KEYWORDS:** Imperium, Adeptus Ministorum, Adepta Sororitas

**KEYWORDS:** Infantry, Character, Sanctified, Priest, Dialogus

---

It is the most sacred role of the Imagifier to extoll the virtues of fallen Sisters and preach tales of their saintly deeds. Imagifiers bear aloft great stanchions in the image of a martyr inscribed with holy texts, and go wherever the fighting is thickest to recite litanies and inspire their fellow Sisters.

The Dialogus drowns out the war cries of the enemy with shouts of exulting praise to the God-Emperor. She broadcasts her liturgies to her Sisters through their vox-beads and sensor arrays, while her laud hailer amplifies the inspirational rhetoric of prayers and hymns all across the battlefield.

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**Preacher**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Preacher</td>
<td>6'</td>
<td>4+</td>
<td>4+</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>?</td>
<td>6+</td>
</tr>
</tbody>
</table>

A Preacher is equipped with zealot’s vindictor.

**Weapon**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>[content cut off]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Chainsword</td>
<td></td>
<td>Melee</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>[content cut off]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Zealot’s preacher</td>
<td></td>
<td>Melee</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Wargear Options**

- This model’s zealot’s vindictor can be replaced with 1 auto pistol and 1 chainsword.

**Abilities**

**Zealot (pg 90)**

**Priestly Delegation:** If your army is Battle-forged, then for each Missionary unit included in a Detachment, one Preacher unit can be included in that Detachment without taking up a Battlefield Role slot.

**Rosarius:** This model has a 4+ invulnerable save.

**Icon of the Ecclesary (Aura):** While a Chaos unit is within 6” of this model, subtract 1 from the Leadership characteristic of models in that unit.

**Priest**

This model knows War Hymn from the Hymns of Battle (pg 73). In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

**Faction Keywords:** Imperium, Adeptus Ministerum

**Keywords:** Infantry, Character, Cult Imperialis, Priest, Preacher
CELESTIAN SQUAD

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Celestian</td>
<td>6</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Celestian Superior</td>
<td>6</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has **Power Rating 7**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

### WEAPON

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>24&quot;</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

### OTHER WARGEAR

*Incensor cherub*

Once per battle, at the start of any phase, you can roll two D6 and discard one of them. The value of the remaining dice is the value of this unit’s Cherub dice. Until the end of the phase, this unit can perform one Act of Faith (pg 91) using that Cherub dice as if it were a Miracle dice. If a unit has a Cherub dice at the end of the phase, it is discarded.

We recommend placing an Incensor Cherub model next to the unit as a reminder, removing it once this ability has been used (an Incensor Cherub does not count as a model for any rules purposes).

*Simulacrum imperialis*

Once per phase, the bearer’s unit can perform one Act of Faith (pg 91) even if another unit from your army has already performed an Act of Faith during this phase.

### WARGEAR OPTIONS

- 1 Celestian’s boltgun can be replaced with 1 weapon from the Special Weapons list.
- 1 Celestian’s boltgun can be replaced with one of the following: 1 weapon from the Heavy Weapons list; 1 weapon from the Special Weapons list.
- The Celestian Superior can be equipped with 1 weapon from the Melee Weapons list.
- The Celestian Superior’s bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 weapon from the Ranged Weapons list.
  - 1 weapon from the Pistols list.
- 1 Celestian equipped with 1 boltgun can be equipped with 1 simulacrum imperialis. That model’s boltgun cannot be replaced.
- The unit can have an incensor cherub.

### ABILITIES

**Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)**

Bodyguard: While a friendly *Sanctified Character* or *Order> Character* unit is within 3" of this unit, enemy models cannot target that *Character* unit with ranged attacks.

Sworn Protectors: While this unit is within 6" of a friendly *Order> Canoness Superior, Order> Canoness, or Order> Palatine* model, each time a model in this unit makes an attack, add 1 to that attack’s hit roll.

### Faction Keywords: Imperium, Adeptus Ministorum, Adepta Sororitas, Order>

KEYWORDS: Infantry, Core, Celestian, Celestian Squad

The Celestians are the finest warriors in their Order, highly experienced veterans whose refusal to yield is legendary. Many have served as Sisters Superior, and thus have great tactical acumen. Celestians most frequently serve as bodyguards and champions of Canonesses, willingly sacrificing themselves to protect their charge.
CELESTIAN SACRESANTS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Celestian Sacresant</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>2+</td>
</tr>
<tr>
<td>1</td>
<td>Sacresant’s spear</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>9</td>
<td>2+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has Power Rating 6. Every model is equipped with: bolt pistol; hallowed mace; frag grenades; krak grenades.

WEAPON | RANGE | TYPE  | S | AP | D | ABILITIES
---|-------|-------|---|----|---|-----------------
Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 |  |
Sound of Battle | Melee | Melee | +3 | -2 | 1 |  |
Hallowed mace | Melee | Melee | +2 | -2 | 2 |  |
Spear of the Faithful | Melee | Melee | +3 | -2 | 3 |  |

WARGEAR OPTIONS
- Any number of models can each have their hallowed mace replaced with 1 anointed halberd.
- The Sacresant Superior’s hallowed mace can be replaced with 1 spear of the faithful.
- The Sacresant Superior’s bolt pistol can be replaced with 1 weapon from the Pistols list.

ABILITIES
- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Bodyguard: While a friendly Sanctified Character or <Order> Character unit is within 3" of this unit, enemy models cannot target that Character unit with ranged attacks.
- Sacresant Shield: Models in this unit have a 4+ invulnerable save.

Keepers of the Faith: This unit is eligible to perform Heroic Interventions as if it were a Character. In addition, each time this unit performs a Heroic Intervention or an enemy unit declares a charge against this unit while this unit is not within Engagement Range of any enemy units, this unit can Set to Defend. If it Sets to Defend, then until the end of the phase, it cannot fire Overwatch, but until the end of the next Fight phase, each time a model in this unit makes a melee attack, add 1 to that attack’s hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <Order> KEYWORDS: INFANTRY, CORE, CELESTIAN, CELESTIAN SACRESANTS

Part of the Celestian elite of the Orders Militant, Celestian Sacresants are close combat specialists who – rather than serve as bodyguards – are charged with a holy quest. Whether that be to secure sacred relics or purge holy sites of the unclean, the Sacresants are relentless in their pursuit of victory.

Celestian Sacresants with hallowed maces and bolt pistols
Sacresant Superior with spear of the faithful and inferno pistol
HOSPITALLER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hospitaller</td>
<td>6+</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Hospitaller is equipped with: bolt pistol, chirurgeon’s tools.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Non-militant Order: If your army is Battle-forged, then for each Detachment that includes either a Canoness or Canoness Superior unit, one Hospitaller unit can be included in that Detachment without taking up a Battlefield Role slot.
- Medicus Ministerum (Aura): While a friendly Adeptus Ministerum Infantry unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6; on a 6, that wound is not lost.
- Sacred Healing: At the end of your Movement phase, this model can heal one friendly Adeptus Ministerum Infantry model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

**FACTION KEYWORDS:** Imperium, Adeptus Ministerum, Adepta Sororitas
**KEYWORDS:** Infantry, Character, Sanctified, Hospitaller

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DOGMATA

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dogmata</td>
<td>6+</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Dogmata is equipped with: bolt pistol, mace of the righteous, frag grenades, krak grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mace of the righteous</td>
<td>-2</td>
<td>-2</td>
<td>-2</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Sacred Task (Aura): While a friendly <Order> Core unit that is performing an action is within 6" of this model, that unit can shoot without that action failing.
- Unflinching Determination: In your Command phase, you can select one friendly <Order> Core unit within 6" of this model. Until the start of your next Command phase, that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model is in that unit already has this ability, that model counts as one additional model when determining control of an objective marker.

**PRIEST**

This model knows Wor Hymn and one other hymn from the Hymns of Battle (pg 73). In your Command phase, if this model is on the battlefield, it can intone one hymn it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned hymn is inspiring and takes effect until the start of your next Command phase.

**FACTION KEYWORDS:** Imperium, Adeptus Ministerum, Adepta Sororitas, <Order>
**KEYWORDS:** Character, Infantry, Priest, Dogmata

With watchful eyes, the Sisters Dogmata seek out infractions among their Order. Held in as much fear as respect, with but a word they can condemn a Sister to the Repentia. With shouted prayers and great swings of their maces, they demonstrate the path of righteousness and show what the Sisters should expect if they fail in their duties.
PARAGON WARSUITS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Paragon</td>
<td>8</td>
<td>3+</td>
<td>3+</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>2+</td>
</tr>
<tr>
<td>1</td>
<td>Paragon Stormer</td>
<td>8</td>
<td>3+</td>
<td>3+</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>0</td>
<td>2+</td>
</tr>
</tbody>
</table>

Every model is equipped with: bolt pistol, heavy bolter, 2 storm bolters, Paragon war blade, frag grenades, krak grenades.

**WEAPON**   | **RANGE** | **TYPE** | **S** | **AP** | **D** | **ABILITIES**
---|---|---|---|---|---|---
Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter | 36" | Heavy 1 | 5 | 1 | 2 | Each time an attack made with this weapon hits, that attack has a Damage characteristic of D6+2.
Ministerum heavy flamer | 12" | Heavy D6 | 6 | 1 | 1 | Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Multi-melta | 24" | Heavy 2 | 8 | -4 | D6 | Each time the bearer fights, it can make one additional attack with this weapon.
Paragon grenade launcher | 24" | Assault 2 | 6 | -1 | D3 | Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Paragon war blade | | Melee | | | | Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Paragon war mace | | Melee | | | | Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

**WARGEAR OPTIONS**

- Any number of models can each have their 2 storm bolters replaced with 1 Paragon grenade launcher.
- Any number of models can each have their heavy bolter replaced with one of the following: 1 Ministerum heavy flamer; 1 multi-melta.
- Any number of models can each have their Paragon war blade replaced with 1 Paragon war mace.

**ABILITIES**

Acts of Faith, Sacred Rites, Shield of Faith (pg. 90-93)
Paragon Warsuit: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

**FACTION KEYWORDS:** Imperium, Adeptus Ministerum, Adepta Sororitas, <Order>
**KEYWORDS:** Vehicle, Core, Celestian, Paragon Warsuits
REPENTIA SUPERIOR

No. Name | M | WS | BS | S | T | W | A | Ld | Sv
---|---|---|---|---|---|---|---|---|---
1 | Repentia Superior | 6" | 3+ | 3+ | 3 | 3 | 4 | 5 | 8 | 3+

A Repentia Superior is equipped with: neural whips; frag grenades; krak grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>.4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Each time an attack is made with this weapon against a unit (excluding VEHICLE units), if no models in the target unit have a Leadership characteristic of 8 or more, add 1 to that attack's wound roll.

**WARGEAR OPTIONS**

- This model can be equipped with 1 bolt pistol

**ABILITIES**

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Scourge of the Penitent: If your army is Battle-forged, then for each Detachment that includes a SISTERS REPENTIA unit; one Repentia Superior unit can be included in that Detachment without taking up a Battlefield Role slot.

Driven Onwards: In your Command phase, you can select one friendly <ORDER> SISTERS REPENTIA unit within 3" of this model. If you do so, until the end of the turn, this model and that unit are both eligible to declare a charge in a turn in which they Advanced, and, until the end of the turn, each time a charge roll is made for this model or that unit, roll one additional D6 and discard one of the results.

Overseer of Redemption (Aura): While a friendly <ORDER> SISTERS REPENTIA unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to the wound roll.

**FACTION KEYWORDS:** IMPERIUM, ADEPTUS MINITORUM, ADEPTA SORORITAS, <ORDER>

**KEYWORDS:** INFANTRY, CHARACTER, REPENTIA SUPERIOR

These taskmasters oversee the Sisters Repentia as they drive them to war, ever vigilant for sinfulness. Their bellowed words remind their charges of their guilt, causing the Repentia to throw themselves at the foe with greater ferocity. In battle, Repentia Superior fight with neural whips, causing agonising pain with every skilful lash.
SISTERS REPENTIA

These pious bodyguards are chosen for their martial skill and devotion to the Imperial Creed. They spill the blood of heretics with great sweeps of their heavy broadswords. Bullets and sorcerous witchfire alike deflect from their warded tower shields, with which they form an impenetrable wall around those they protect.

CRUSADERS

These pious bodyguards are chosen for their martial skill and devotion to the Imperial Creed. They spill the blood of heretics with great sweeps of their heavy broadswords. Bullets and sorcerous witchfire alike deflect from their warded tower shields, with which they form an impenetrable wall around those they protect.
ARCO-FLAGELLANTS

2 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-10</td>
<td>Arco-flagellant</td>
<td>7+</td>
<td>4+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>7</td>
<td>7+</td>
<td></td>
</tr>
</tbody>
</table>

If this unit contains between 4-6 models, it has Power Rating 4. If this unit contains 7 or more models, it has Power Rating 6. Every model is equipped with arco-flails.

WEAPON

<table>
<thead>
<tr>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arco-flails</td>
<td>+1</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
</tbody>
</table>

OTHER WARGEAR

Endurant implants

The bearer has an Attacks characteristic of 3 and a Strength characteristic of 5.

WARGEAR OPTIONS

- 1 model can be equipped with 1 endurant implants.

ABILITIES

Zealot (pg 90)

Ecclesiarchy Battle Conclave: If your army is Battle-forged, then for each Detachment that includes a Cult Imperialis Priest unit, one Arco-Flagellants unit can be included in that Detachment without taking up a Battlefield Role slot.

Berserk Killing Machines: Each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

Instrument of Pain and Penance: This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.

FACTION KEYWORDS: Imperium, Adeptus Ministorum

KEYWORDS: Infantry, Cult Imperialis, Core, Ecclesiarchy Battle Conclave, Arco-Flagellants

DEATH CULT ASSASSINS

1 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-6</td>
<td>Death Cult Assassin</td>
<td>7+</td>
<td>2+</td>
<td>4+</td>
<td>4</td>
<td>1</td>
<td>4</td>
<td>7</td>
<td>5+</td>
<td></td>
</tr>
</tbody>
</table>

If this unit contains between 3-4 models, it has Power Rating 2. If this unit contains 5 or more models, it has Power Rating 3. Every model is equipped with: Death Cult power blades.

WEAPON

<table>
<thead>
<tr>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Death Cult power blades</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-3</td>
</tr>
</tbody>
</table>

ABILITIES

Zealot (pg 90)

Ecclesiarchy Battle Conclave: If your army is Battle-forged, then for each Detachment that includes a Cult Imperialis Priest unit, one Death Cult Assassins unit can be included in that Detachment without taking up a Battlefield Role slot.

FACTION KEYWORDS: Imperium, Adeptus Ministorum

KEYWORDS: Infantry, Cult Imperialis, Core, Ecclesiarchy Battle Conclave, Death Cult Assassins

Death Cult Assassins are obsessed with spilling the blood of the unclean. They leap fearlessly into the enemy's ranks, twirling and spinning. Their every slice and stab has a ritualistic element, and to them the manner of each kill has a special significance when they offer the victim's soul to the Emperor.
DOMINION SQUAD

<table>
<thead>
<tr>
<th>No</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Dominion</td>
<td>6''</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

This unit can function as a 4 Power squad if it contains 6 or more models, and has Power Rating B. Every model is equipped with: bolt pistol, bolggun, frag grenades, krak grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12''</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Bolggun</td>
<td>24''</td>
<td>Range</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

| Incensor Cherub | Once per battle, at the start of any phase, you can roll two D6 and discard one of them. The value of the remaining dice is the value of this unit's Cherub dice. Until the end of the phase, this unit can perform one Act of Faith (pg 91) using that Cherub dice as if it were a Miracle dice. If a unit has a Cherub dice at the end of the phase, it is discarded. We recommend placing an Incensor Cherub model next to the unit as a reminder, removing it once this ability has been used (on Incensor Cherub does not count as a model for any rules purposes). |

**WARGEAR OPTIONS**

- Up to 4 Dominions can each have their boltgun replaced with 1 weapon from the Special Weapons list.
- The Dominion Superior can be equipped with 1 weapon from the Melee Weapon list.
- The Dominion Superior's bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 weapon from the Ranged Weapons list.
  - 1 weapon from the Pistols list.
- 1 Dominion equipped with 1 boltgun can be equipped with 1 simulacrum imperialis. That model's boltgun cannot be replaced.
- The unit can have an Incensor Cherub.

**ABILITIES**

**Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)**

Holy Vanguard: At the start of the first battle round, before the first turn begins, this unit, or the Adepta Sororitas

**Transport** it is embarked within, can make a Normal Move of up to 6" as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

**FACTION KEYWORDS:** Imperium, Adepts Ministorum, Adepta Sororitas, <Order>

**KEYWORDS:** Infantry, Core, Dominion Squad

Dominion Squads strike as swift and as furious as lightning, clearing bunkers, capturing strategic locations and blunting counter-attacks with vicious salvos from their flamers and meltaguns. They are aggressive, but not impetuous; matching their desire to kill with an awareness of tactical values and bringing righteousness where they are needed most.
### Seraphim Squad

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Seraphim</td>
<td>12&quot;</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Seraphim Superior</td>
<td>12&quot;</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td>6</td>
<td>3+</td>
</tr>
</tbody>
</table>

This unit contains 6 or more models, it has Power Rating 8. Every model is equipped with: 2 bolt pistols; frag grenades; kroot grenades.

#### Weapon

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

#### Wargear Options

- Up to 2 Seraphim can each have their 2 bolt pistols replaced with one of the following: 2 inferno pistols; 2 Ministerum hand flamers.
- The Seraphim Superior’s 2 bolt pistols can be replaced with one of the following:
  - 1 bolt pistol and 1 chainsword.
  - 1 bolt pistol and 1 power sword.
  - 1 plasma pistol and 1 chainsword.
  - 1 plasma pistol and 1 power sword.
  - 1 bolt pistol and 1 plasma pistol.

#### Abilities

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Angelic Visage: The invulnerable save models in this unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).

**Sky Strike:** During deployment, you can set up this unit in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

**Faction Keywords:** Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**Keywords:** Infantry, Core, Jump Pack, Fly, Seraphim Squad

### Zephyrim Squad

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Zephyrim</td>
<td>12&quot;</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Zephyrim Superior</td>
<td>12&quot;</td>
<td>3+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td>6</td>
<td>3+</td>
</tr>
</tbody>
</table>

This unit contains 6 or more models, it has Power Rating 8. Every model is equipped with: bolt pistol; power sword; frag grenades; kroot grenades.

#### Weapon

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Power sword</td>
<td>++1</td>
<td>-3</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

#### Other Wargear

- Zephyrim pennant
  - The bearer has the following ability: ‘The Righteous Path (Aura):’ While a friendly <Order> unit is within 6" of this model, you can re-roll charge rolls made for that unit.

#### Wargear Options

- The Zephyrim Superior can be equipped with 1 Zephyrim pennant.
- The Zephyrim Superior’s bolt pistol can be replaced with 1 plasma pistol.

#### Abilities

- Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)
- Angelic Visage: The invulnerable save models in this unit receive from the Shield of Faith ability (pg 90) is improved by 1 (to a maximum of 4+).

**Sky Strike:** During deployment, you can set up this unit in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

**Faction Keywords:** Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**Keywords:** Infantry, Core, Jump Pack, Fly, Zephyrim Squad
RETRIBUTOR SQUAD

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-3</td>
<td>Retributor</td>
<td>6+</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>1</td>
<td>Retributor Superior</td>
<td>6+</td>
<td>4+</td>
<td>3+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has **Power Rating 9**. Every model is equipped with: bolt pistol, boltgun, frag grenades, krak grenades.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**WARGEAR**

*Armorium cherub*

Once per battle, in your Shooting phase, after this unit has shot, one model in this unit can immediately shoot with one of its ranged weapons again. If this unit has two armorium cherubs, it can use this ability twice per battle.

We recommend placing one Armorium Cherub model next to the unit for each it is equipped with as a reminder, removing each time this ability is used (an Armorium Cherub does not count as a model for any rules purposes).

*Sentinctor imperialis*

Once per phase, the bearer’s unit can perform one Act of Faith [pg.91] even if another unit from your army has already performed an Act of Faith during this phase.

**WARGEAR OPTIONS**

- Up to 4 Retributors can each have their boltgun replaced with 1 weapon from the Heavy Weapons list.
- The Retributor Superior can be equipped with 1 weapon from the Melee Weapons list.
- The Retributor Superior’s bolt pistol and boltgun can be replaced with one of the following:
  - 1 bolt pistol and 1 weapon from the Ranged Weapons list.
  - 1 weapon from the Pistols list.
- 1 Retributor equipped with 1 boltgun can be equipped with 1 simulacrum imperialis. That model’s boltgun cannot be replaced.
- The unit can have up to 2 armorium cherubs.

**ABILITIES**

*Acts of Faith, Sacred Rites, Shield of Faith [pg 90-93]*

**Storm of Retribution:** Each time a model in this unit makes an attack with a Heavy weapon, the target does not gain the benefits of cover against that attack.

**FACTION KEYWORDS:** Imperium, Adeptus Minitorum, Adepta Sororitas, <Order>

**KEYWORDS:** Infantry, Core, Retributor Squad

---

Retributors are highly experienced warriors, and among the finest sharpshooters in their Order. Only the most level-headed Battle Sisters join their ranks. Providing long-range fire support is a task that requires excellent target prioritisation skills, as well as the ability to optimise firing solutions and identify enemy weak points.
MORTIFIERS

If this unit contains 2 models, it has Power Rating 6. If this unit contains 3 models, it has Power Rating 9. If this unit contains 4 models, it has Power Rating 12. Every model is equipped with 2 heavy bolters, 2 penitent buzz-blades.

WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter</td>
<td>36&quot;</td>
<td>Heavy</td>
<td>3+</td>
<td>1+</td>
<td>2+</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Manipulor heavy flamer</td>
<td>12&quot;</td>
<td>Heavy D6</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td>Penitent buzz-blade</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-4</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Penitent flail</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

OTHER WARGEAR

Anchorite sarcophagus: The bearer has a Save characteristic of 3+.

WARGEAR OPTIONS

- 1 Mortifier can be equipped with 1 Anchorite sarcophagus.
- Any number of models can each have their 2 heavy bolters replaced with one of the following:
  - 1 heavy bolter and 1 Manipulor heavy flamer.
  - 2 Manipulor heavy flamers.
- Any number of models can each have their 2 penitent buzz-blades replaced with one of the following:
  - 1 penitent buzz-blade and 1 penitent flail.
  - 2 penitent flails.

ABILITIES

Zealot (pg 90)

Anguish of the Unredeemed: Each time a model in this unit is destroyed by a melee attack, if this unit has not yet been selected to fight this phase, roll one D6 before removing that model from play. On a 4+, do not remove it from play. The destroyed model can fight after the attacking model’s unit has finished making attacks. After doing so, any other rules that affect this model ‘when it is destroyed’ are triggered (if any) and then the model is removed from play.

Wrath of the Penitent: If a model is equipped with 2 penitent buzz-blades, it has an Attacks characteristic of 5. If a model is equipped with 2 penitent flails, it has an Attacks characteristic of 5.

Beserk Killing Machines: Each time a model in this unit would lose a wound, roll one D6; on a 5+, that wound is not lost.

Instrument of Pain and Penance: This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MINISTERUM, ADEPTA SORORITAS

KEYWORDS: VEHICLE, OUTCASTS, ENGINE OF REDEMPTION; MORTIFIERS
PENITENT ENGINES

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Penitent Engine</td>
<td>8</td>
<td>4+</td>
<td>4+</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>8</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 2 models, it has Power Rating 6. If this unit contains 3 models, it has Power Rating 9. If this unit contains 4 models, it has Power Rating 12. Every model is equipped with: 2 Ministorum heavy flamers; 2 penitent buzz-blades.

**WEAPON**

<table>
<thead>
<tr>
<th>Ministorum heavy flamer</th>
<th>12&quot;</th>
<th>Heavy D6</th>
<th>6</th>
<th>-1</th>
<th>1</th>
</tr>
</thead>
</table>

**Abilities**

- Each time an attack is made with this weapon, that attack automatically hits the target.

<table>
<thead>
<tr>
<th>Penitent flail</th>
<th>Melee</th>
<th>1</th>
<th>User</th>
<th>-2</th>
<th>1</th>
</tr>
</thead>
</table>

Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

**Wargear Options**

- Any number of models can each have their 2 penitent buzz-blades replaced with one of the following:
  - 1 penitent buzz-blade and 1 penitent flail.
  - 2 penitent flails.

**Abilities**

- **Zealot (pg 80)**
  - Endless Suffering: This unit is eligible to declare a charge with even if it Advanced this turn. In addition, each time this unit makes a pile-in move or consolidation move, models in this unit can move an additional 2".
  - Berserk Killing Machines: Each time a model in this unit would lose a wound, roll one D6; on a 5+, that wound is not lost.

- **Wrath of the Penitent:** If a model is equipped with 2 penitent buzz-blades, it has an Attacks characteristic of 5. If a model is equipped with 2 penitent flails, it has an Attacks characteristic of 5.

- **Instrument of Pain and Penance:** This unit cannot perform any actions, as described in the Warhammer 40,000 Core Book.

**Faction Keywords:** Imperium, Adeptus Ministorum

**Keywords:** Vehicle, Cult Imperialis, Engine of Redemption, Penitent Engines

---

The pilots of Penitent Engines are subjected to terrible agony, thanks to the torment amplifiers spliced into their synapses. They blaze a trail of destruction with their flamers before charging headlong into the foe, guilt and pain driving them on, heedless of danger. All they leave in their wake is utter carnage.
EXORCIST 9 POWER

Some of this model’s characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Exorcist (6+ wounds remaining)</td>
<td>12+</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>11</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>2</td>
<td>Exorcist (3-5 wounds remaining)</td>
<td>5+</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>8</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Exorcist (1-2 wounds remaining)</td>
<td>7+</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>N/A</td>
<td>1</td>
<td>8</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>

An Exorcist is equipped with: Exorcist missile launcher; heavy bolter

**WEAPON**

- **Exorcist conflagration rockets** 48" Heavy 306 5 -1 1
  - Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
- **Exorcist missile launcher** 48" Heavy 300 8 -3 2
- **Heavy bolter** 36" Heavy 3 5 -1 2
- **Lance** 48" Heavy 3 10 -2 0

**WARGEAR OPTIONS**

- This model’s Exorcist missile launcher can be replaced with 1 Exorcist conflagration rocket.
- This model can be equipped with 1 hunter-killer missile.

**ABILITIES**

- **Acts of Faith, Sacred Rites, Shield of Faith (pg 90–93)**
  - **Explodes**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS**: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**KEYWORDS**: Vehicle, Hallowed, Smokescreen, Exorcist

CASTIGATOR 9 POWER

Some of this model’s characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Castigator (6+ wounds remaining)</td>
<td>12+</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>11</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>2</td>
<td>Castigator (3-5 wounds remaining)</td>
<td>5+</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td>11</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>3</td>
<td>Castigator (1-2 wounds remaining)</td>
<td>7+</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Castigator is equipped with: Castigator autocannons; 3 heavy bolters

**WEAPON**

- **Castigator autocannons** 48" Heavy 403 7 -1 2
- **Castigator Battle cannon** Before selecting targets, consult one of the profile cards to make choices with
  - **Screaming shell** 72" Heavy 66 9 -1 1
  - **Phase shell** 72" Heavy 303 1 -1 1
- **Storm bolter** 24" Rapid Fire 2 4 -1 1
- **Heavy bolter** 36" Heavy 3 5 -1 2

**WARGEAR OPTIONS**

- This model’s Castigator autocannons can be replaced with 1 Castigator battle cannon.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

**ABILITIES**

- **Acts of Faith, Sacred Rites, Shield of Faith (pg 90–93)**
  - **Explodes**: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**FACTION KEYWORDS**: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**KEYWORDS**: Vehicle, Hallowed, Smokescreen, Castigator

Every flurry of notes performed by the Castigator’s artillerist inloads targeting solutions and impact coordinates, so that volleys of thrice-blessed rockets are fired into the enemy. More than artillery tanks, Castigators are mobile shrines to the magnificence of the Emperor that project inspirational battle canticles.

Castigators are powerful battle tanks of the Adepta Sororitas. They provide excellent fire support for Battle Sisters thanks to their wide array of weapons, smashing through the foe’s lines and slaughtering great swathes of enemy infantry in a matter of seconds.
SORORITAS RHINO

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sororitas Rhino (6+ wounds remaining)</td>
<td>12+</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>7</td>
<td>10</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Sororitas Rhino (4+ wounds remaining)</td>
<td>8+</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>D3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Sororitas Rhino (1-2 wounds remaining)</td>
<td>3+</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>1</td>
<td>6</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Sororitas Rhino is equipped with stunt boltax.

WEAPON       RANGE  TYPE  S  AP  D  ABILITIES
Hunter-killer missile  48'   Heavy 1  10  2  D6  The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (pg 90-93)

Explores: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <Order> Infantry, Cult Imperialis Infantry or Sanctified Infantry models. It cannot transport Jump Pack models.

FACTION KEYWORDS: Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>
KEYWORDS: Vehicle, Transport, Hallowed, Smokescreen, Sororitas Rhino
### IMMOLATOR

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Immolator [6+ wounds remaining]</td>
<td>12*</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>11</td>
<td>3</td>
<td>1</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Immolator [3-5 wounds remaining]</td>
<td>6+</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>7</td>
<td>N/A</td>
<td>3+</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Immolator [1-2 wounds remaining]</td>
<td>3+</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>N/A</td>
<td>1</td>
<td>0</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>

An Immolator is equipped with: immersion flamer, heavy bolter.

### WEAPON

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>Heavy 3</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>The bearer can only claim with each hunter-killer missile it is equipped with once per battle.</td>
</tr>
<tr>
<td>48&quot;</td>
<td>Heavy 1</td>
<td>10</td>
<td>2</td>
<td>D6</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>18&quot;</td>
<td>Heavy 206</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>36&quot;</td>
<td>Heavy 6</td>
<td>5</td>
<td>4</td>
<td>2</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
<tr>
<td>24&quot;</td>
<td>Heavy 4</td>
<td>8</td>
<td>4</td>
<td>D6</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.</td>
</tr>
</tbody>
</table>

### WARGEAR OPTIONS

- This model's immersion flamer can be replaced with one of the following: 1 twin heavy bolter; 1 twin multi-melta.
- This model can be equipped with 1 hunter-killer missile.

### ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith [pg 90-93]

Explotes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

### TRANSPORT

This model has a transport capacity of 6 <Order> Infantry, Cult Imperialis Infantry or Sanctified Infantry models. It cannot transport Jump Pack models.

### FACTION KEYWORDS

Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

Keywords: Vehicle, Transport, Hallowed, Smokescreen, Immolator

This Rhino variant has an aggressive machine spirit, and is equipped with an elaborate turret fitted with a powerful weapon system. This makes it ideal for rapid advances to clear enemy strongpoints, providing fire support for the troops it transports to battle and acting as an outrider escort for armoured columns.
A Battle Sanctum is a single model.

A Battle Sanctum is an indication of the God-Emperor's glory and power, inspiring the religious firebrands of the Ministerum. Consecrated with a blessed statue of a martyred saint, any warrior of the Imperium who fights within and around it knows the eye of the Emperor is upon them.

**ABILITIES**

**Terrain Feature:** After this model is set up, it is treated as an Area terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core rules:
- Breachable
- Defensible
- Light Cover
- Obscuring
- Scalable
- Inspiring (Adeptus Ministorum)

**Consecrated Ground (Aura):** While a Chaos unit is within 6" of this terrain feature, subtract 1 from the Leadership characteristic of models in that unit.

**Prayers to the Saint:** While there are any **Battle Sanctum** terrain features on the battlefield, **Cult Imperialis Priest** and **Adepta Sororitas** units in your army can attempt the following action:

- **Pray to the Saint (Action):** At the end of your Movement phase, one **Cult Imperialis Priest** or **Adepta Sororitas Infantry** unit from your army that is wholly within one friendly **Battle Sanctum** terrain feature can start to perform this action. The action is completed at the end of your turn. Once completed, you gain 1 Miracle dice (pg 91).'

**Faction Keywords:** Imperium, Adeptus Ministorum, Adepta Sororitas

**Keywords:** Terrain, Area Terrain, Ruins, Battle Sanctum
WEAPON PROFILES

On pages 122-123 you will find the profiles for all the weapons that Sisters of Battle models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

WEAPON LISTS

The wargear options section of some datasheets in this Codex refer to one or more weapon lists. These lists can be found below:

HEAVY WEAPONS
- Heavy bolter
- Ministerum heavy flamer
- Multi-melta

MELEE WEAPONS
- Chainsword
- Power maul
- Power sword

PISTOLS
- Bolt pistol
- Inferno pistol
- Ministerum hand flamer
- Plasma pistol

* A Canoness cannot be equipped with this weapon.

SPECIAL WEAPONS
- Artificer-crafted storm bolter
- Meltagun
- Ministerum flamer

RANGED WEAPONS
- Boltgun
- Combi-melta
- Combi-plasma
- Condemnor boltgun
- Ministerum combi-flamer

WEAPON DEFINITIONS

Some rules refer to "bolt weapons", "flame weapons" or "melta weapons". The definitions of these weapons for the purposes of such rules can be found below:

Bolt Weapons
A bolt weapon is any weapon whose profile includes the word "bolt" (boltgun, heavy bolter, storm bolter etc.), and any Relic that replaces a bolt weapon (e.g. Wrath of the Emperor, page 74). Rules that apply to bolt weapons only apply to the boltgun profile of condemnor boltguns, combi-weapons and the boltgun profile of Relics that replace such weapons. If a bolt weapon has a shooting and melee profile, rules that apply to bolt weapons only apply to the shooting profile of that weapon. Note that Fidelis is also a bolt weapon.

Flame Weapons
A flame weapon is any weapon whose profile includes the word "flame" (immolation flamer, Ministerum flamer, Ministerum heavy flamer etc.), any zealot’s vindictor, any brazier of holy fire and any Relic that replaces a flame weapon. Rules that apply to flame weapons only apply to the flamer profile of Ministerum combi-flamers, and the flamer profile of Relics that replace Ministerum combi-flamers. If a flame weapon has a shooting and melee profile, rules that apply to flame weapons only apply to the shooting profile of that weapon. Note that the Ardent Blade is also a flame weapon.

Melta Weapons
A melta weapon is any weapon whose profile includes the word "melta" (meltagun, multi-melta, twin multi-melta etc.), any inferno pistol and any Relic that replaces a melta weapon. Rules that apply to melta weapons only apply to the meltagun profile of combi-meltas, and the meltagun profile of Relics that replace combi-meltas.
<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>The Airfoil Blade</strong></td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td><strong>Vampire Fangs</strong></td>
<td>24&quot;</td>
<td>Rapid Fire 2</td>
<td>4</td>
<td>2</td>
<td>-</td>
<td>One use only. Each time an attack is made with this weapon, that attack automatically hits the target, and on an unmodified roll of 4+ (or 2+ if the target contains any Bat weaving models), the target suffers 1 mortal wound and the attack sequence ends.</td>
</tr>
<tr>
<td><strong>Jet engine</strong></td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td><strong>Blast Machine</strong></td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td><strong>Blaster</strong></td>
<td>24&quot;</td>
<td>Rapid Fire 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td><strong>Blast former</strong></td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**Heavy Ramon:**

Before selecting targets, select one of the profiles below to make attacks with:

- **Shocked cannon:**
  - 7"  Heavy D6  8 -3 3  Blast
  - 7"  Heavy 303 8 -3 3  Blast

**Condor-era:**

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

- **Boltgun:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast
- **Plasma gun [standard]:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast
- **Plasma gun [supercharge]:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast

**Condor-plasma:**

Before selecting targets, select one or two of the profiles below to make attacks with. If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

- **Boltgun:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast
- **Plasma gun [standard]:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast
- **Plasma gun [supercharge]:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast

**Condenser boltgun**

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

- **Boltgun:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast
- **Condenser spike:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast

**Essential configuration rockets**

48" Heavy 306 3 -1 1  Blast

**Exocraft missile launcher**

48" Heavy 306 3 -1 1  Blast

**Fistful**

36" Heavy 3 3 -1 0 1  Blast

**Flag grenades**

2" Grenade D6 8 -1 0 1  Blast

**Heavy bolt**

36" Heavy 3 3 -1 0 1  Blast

**Human-killer missile**

49" Heavy 1 10 -2 0 6  The beamer can only be used with each human-killer missile it is equipped with once per battle.

**Inferno flamers**

18" Heavy 206 6 -1 0 1  Each time an attack is made with this weapon, that attack automatically hits the target.

**Inferno point**

5" Pistol 1 8 -4 0 6  Each time an attack made with this weapon targets a unit within half range, the attack has a Damage characteristic of D6+2.

**Kraa grenades**

6" Grenade 3 2 -1 0 2 D3

**Meltgun**

12" Assault D6 5 -3 1  Each time an attack made with this weapon, the attack automatically hits the target.

**Ministorm combi-flamer**

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

- **Boltgun:**
  - 24" Rapid Fire 1 3 -4 0 1  Blast
- **Ministorm flamers:**
  - 12" Assault D6 5 -3 1  Each time an attack made with this weapon, the attack automatically hits the target.

**Ministorm flamers**

12" Assault D6 5 -3 1  Each time an attack made with this weapon, the attack automatically hits the target.

**Ministorm hand flamers**

12" Pistol 0 4 -1 0 1  Each time an attack made with this weapon, the attack automatically hits the target.

**Ministorm heavy flamers**

12" Heavy 3 3 -1 0 1  Each time an attack made with this weapon, the attack automatically hits the target.

**Ministorm shogun**

12" Assault 2 4 -1 0 1  Each time an attack made with this weapon, the attack automatically hits the target.

**Mndolet**

24" Heavy 2 8 -4 0 6  Each time an attack made with this weapon targets a unit within half range, the attack has a Damage characteristic of D6+2.

**Paxton grenade launcher**

24" Assault 2 5 -1 0 3  Each time an attack made with this weapon, the attack automatically hits the target.

**Paxton missile launcher**

Before selecting targets, select one of the profiles below to make attacks with.

- **Sanctum missile:**
  - 36" Heavy 206 4 -2 0 1  Blast
- **Paxton missiles:**
  - 36" Heavy 2 8 -2 0 6  -

122
**Ranged Weapons**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>Grenade DG</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>Boost</td>
</tr>
<tr>
<td></td>
<td>Plasma ball</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Standard</td>
<td>7</td>
<td>3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Supercharge</td>
<td>8</td>
<td>3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Semi-stubby</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Sludge</td>
<td>4</td>
<td>3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Twin Heavy</td>
<td>4</td>
<td>-4</td>
<td>16</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of 0-15.</td>
</tr>
<tr>
<td></td>
<td>Twin Multi-melta</td>
<td>4</td>
<td>-4</td>
<td>16</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of 0-15.</td>
</tr>
<tr>
<td></td>
<td>Zealot's vindicator (shooting)</td>
<td>5</td>
<td>-4</td>
<td>1</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack automatically hits the target.</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Assisted Halberd</td>
<td>+3</td>
<td>-3</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Assisted flamer</td>
<td>+1</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 1 additional attack with this weapon.</td>
</tr>
<tr>
<td></td>
<td>The Ardent Blade (melee)</td>
<td>+4</td>
<td>-4</td>
<td>2</td>
<td>Each time an attack made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.</td>
</tr>
<tr>
<td></td>
<td>Blade of Vigil</td>
<td>-2</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack made by this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.</td>
</tr>
<tr>
<td></td>
<td>Bessed blade</td>
<td>-2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Chainsword</td>
<td>User 0</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td></td>
<td>Channuger's tools</td>
<td>User 1</td>
<td>1</td>
<td>1</td>
<td>Each time an attack made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Death Cult power blades</td>
<td>User 3</td>
<td>3</td>
<td>1</td>
<td>Each time an attack made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Dialogue staff</td>
<td>+1</td>
<td>0</td>
<td>3</td>
<td>Each time an attack made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Folded blade</td>
<td>+2</td>
<td>1</td>
<td>2</td>
<td>Each time an attack made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Kugan's biss</td>
<td>+1</td>
<td>1</td>
<td>2</td>
<td>Each time an attack made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Lance of Illumination</td>
<td>User -2</td>
<td>1</td>
<td>1</td>
<td>Each time an attack made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Sweeping blow</td>
<td>User -3</td>
<td>3</td>
<td>2</td>
<td>Each time an attack made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Lunging strike</td>
<td>+3</td>
<td>-3</td>
<td>3</td>
<td>Each time an attack made with this weapon profile, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Mace of Contiguity</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td>Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.</td>
</tr>
<tr>
<td></td>
<td>Mace of the righteous</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td>Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.</td>
</tr>
<tr>
<td></td>
<td>Martyr's Sword</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
<td>Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.</td>
</tr>
<tr>
<td></td>
<td>Neuss' whip</td>
<td>User -2</td>
<td>1</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>The Quaestor's blades</td>
<td>User -3</td>
<td>3</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Paragon war blade</td>
<td>+1</td>
<td>-3</td>
<td>2</td>
<td>Each time the bearer fights, it can make one additional attack with this weapon.</td>
</tr>
<tr>
<td></td>
<td>Paragon war mace</td>
<td>+4</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Penitent buzz-blade</td>
<td>+3</td>
<td>-4</td>
<td>2</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Penitent evocator</td>
<td>+2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Penitent flail</td>
<td>User -2</td>
<td>1</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Power maul</td>
<td>+3</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Power sword</td>
<td>+1</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Relics weapons</td>
<td>-2</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Scyther</td>
<td>-2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Scribe's staff</td>
<td>+3</td>
<td>0</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Spear of the faithful</td>
<td>+3</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
<tr>
<td></td>
<td>Zealot's vindicator (male)</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
</tbody>
</table>
POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit’s size (i.e., how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of ‘x pts/model’, then the unit costs x points for every model in that unit. You must then add points for each weapon, or other item of war gear, that is included in that unit if it is listed in that unit’s entry (weapons and other war gear not listed in a unit’s entry cost no additional points to include in that unit).

**HO**

<table>
<thead>
<tr>
<th>Canoness (pg 95)</th>
<th>1 model</th>
<th>Unit cost: 50 pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Breather of holy fire</td>
<td></td>
<td>+5 pts</td>
</tr>
<tr>
<td>Blessed blade</td>
<td></td>
<td>+10 pts</td>
</tr>
<tr>
<td>Condenser boltgun</td>
<td></td>
<td>+10 pts</td>
</tr>
<tr>
<td>Inferno pistol</td>
<td></td>
<td>+5 pts</td>
</tr>
<tr>
<td>Null rod</td>
<td></td>
<td>+10 pts</td>
</tr>
<tr>
<td>Plasma pistol</td>
<td></td>
<td>+5 pts</td>
</tr>
<tr>
<td>Power sword</td>
<td></td>
<td>+5 pts</td>
</tr>
<tr>
<td>Void of office</td>
<td></td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

**Celestine and Gemini (pg 99)**

| Unit size: 3 models | Unit cost: 200 pts |

**Eyhalm Stern and Kigani of the Bloody Throne (pg 100)**

| Unit size: 7 models | Unit cost: 120 pts |

**Jumilh Kruita (pg 98)**

<table>
<thead>
<tr>
<th>Unit size: 1 model</th>
<th>Unit cost: 130 pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power maul</td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

**Missionary (pg 92)**

<table>
<thead>
<tr>
<th>Unit size: 1 model</th>
<th>Unit cost: 40 pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power maul</td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

**Morven Vahl (pg 94)**

<table>
<thead>
<tr>
<th>Unit size: 1 model</th>
<th>Unit cost: 265 pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power maul</td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

**Palatine (pg 96)**

<table>
<thead>
<tr>
<th>Unit size: 1 model</th>
<th>Unit cost: 45 pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasma pistol</td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

**Triumph of Saint Katherine (pg 99)**

| Unit size: 1 model | Unit cost: 220 pts |

**Blessing of the Faithful (pg 70-71)**

<table>
<thead>
<tr>
<th>Word of the Emperor</th>
<th>40 pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rapturous Blows</td>
<td>25 pts</td>
</tr>
<tr>
<td>Blinding Radiance</td>
<td>30 pts</td>
</tr>
<tr>
<td>The Emperor’s Grace</td>
<td>20 pts</td>
</tr>
<tr>
<td>Righteous Judgement</td>
<td>25 pts</td>
</tr>
<tr>
<td>Divine Deliverance</td>
<td>15 pts</td>
</tr>
</tbody>
</table>

**TROOPS**

**Battle Sisters Squad (pg 101)**

<table>
<thead>
<tr>
<th>Unit size: 5-20 models</th>
<th>Unit cost: 11 pts/model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Artificer-crafted storm bolt</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Combi-melta</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Combi-plasma</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Condenser boltgun</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Heavy bolt</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Incensor cherub</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Inferno pistol</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Melitagn</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Ministorum combi-flamer</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Ministorum hand flamer</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Ministorum heavy flamer</td>
<td>+10 pts</td>
</tr>
<tr>
<td>Ministorum flamer</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Multi-melta</td>
<td>+20 pts</td>
</tr>
<tr>
<td>Plasma pistol</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Power maul</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Power sword</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Simulacrum imperialis</td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

**Celestian Sacraments (pg 106)**

<table>
<thead>
<tr>
<th>Unit size: 5-10 models</th>
<th>Unit cost: 14 pts/model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inferno pistol</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Ministorum hand flamer</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Plasma pistol</td>
<td>+5 pts</td>
</tr>
<tr>
<td>Spear of the faithful</td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

**Crusaders (pg 110)**

| Unit size: 2-6 models | Unit cost: 11 pts/model |

**Death Cult Assassins (pg 111)**

| Unit size: 2-6 models | Unit cost: 13 pts/model |

**Dialogus (pg 103)**

| Unit size: 1 model | Unit cost: 50 pts |

**Dogmat (pg 107)**

| Unit size: 1 model | Unit cost: 65 pts |

**Hospitalier (pg 107)**

| Unit size: 1 model | Unit cost: 50 pts |

**Imagist (pg 103)**

| Unit size: 1 model | Unit cost: 50 pts |

**Paragon Warsuits (pg 108)**

<table>
<thead>
<tr>
<th>Unit size: 3 models</th>
<th>Unit cost: 240 pts/model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multi-melta</td>
<td>+10 pts</td>
</tr>
</tbody>
</table>

**Preacher (pg 104)**

<table>
<thead>
<tr>
<th>Unit size: 1 model</th>
<th>Unit cost: 25 pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zealot’s vindictor</td>
<td>+5 pts</td>
</tr>
</tbody>
</table>

**Reptantia Superior (pg 109)**

| Unit size: 1 model | Unit cost: 40 pts |

**Silent Repentia (pg 110)**

| Unit size: 4-10 models | Unit cost: 14 pts/model |

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### Fast Attack

**Dominion Squad (pg 112)**
- Unit size: 5-10 models
- Unit cost: 12 pts/model
- Artificer-crafted storm bolter: +5 pts
- Combi-melta: +10 pts
- Combi-plasma: +10 pts
- Condenser boltgun: +10 pts
- Incarnum cherub: +5 pts
- Inferno pistol: +5 pts
- Melta gun: +15 pts
- Ministorum combi-flamer: +10 pts
- Ministorum hand flamers: +5 pts
- Ministorum flamers: +5 pts
- Plasma pistol: +5 pts
- Power maul: +5 pts
- Power sword: +5 pts
- Simulacrum imperialis: +5 pts

**Seraphim Squad (pg 113)**
- Unit size: 5-10 models
- Unit cost: 14 pts/model
- Inferno pistol: +5 pts
- Ministorum hand flamers: +5 pts
- Plasma pistol: +5 pts
- Power sword: +5 pts

**Zephyrins Squad (pg 113)**
- Unit size: 5-10 models
- Unit cost: 17 pts/model
- Plasma pistol: +5 pts
- Zephyrins pennant: +5 pts

### Heavy Support

**Castigator (pg 117)**
- Unit size: 1 model
- Unit cost: 160 pts
- Artificer-crafted battle cannon: +5 pts
- Hunter-killer missile: +5 pts
- Storm bolter: +5 pts
- Ministorum combi-flamer: +10 pts
- Ministorum hand flamers: +5 pts
- Ministorum flamers: +5 pts
- Plasma pistol: +5 pts
- Power maul: +5 pts
- Power sword: +5 pts
- Simulacrum imperialis: +5 pts

**Exorcist (pg 117)**
- Unit size: 1 model
- Unit cost: 150 pts
- Artificer-crafted battle cannon: +5 pts
- Hunter-killer missile: +5 pts
- Storm bolter: +5 pts
- Ministorum combi-flamer: +10 pts
- Ministorum hand flamers: +5 pts
- Ministorum flamers: +5 pts
- Plasma pistol: +5 pts
- Power maul: +5 pts
- Power sword: +5 pts
- Simulacrum imperialis: +5 pts

**Martillia (pg 115)**
- Unit size: 1-4 models
- Unit cost: 60 pts/model
- Artificer-crafted battle cannon: +5 pts
- Anchorite sarcophagus: +5 pts

**Penitent Engines (pg 116)**
- Unit size: 1-4 models
- Unit cost: 55 pts/model

**Retributor Squad (pg 114)**
- Unit size: 5-10 models
- Unit cost: 12 pts/model
- Artificer-crafted battle cannon: +5 pts
- Combi-melta: +10 pts
- Combi-plasma: +10 pts
- Condenser boltgun: +10 pts
- Heavy bolter: +10 pts
- Inferno pistol: +5 pts
- Ministorum combi-flamer: +10 pts
- Ministorum hand flamers: +5 pts
- Ministorum heavy flamers: +5 pts
- Multi-melta: +20 pts
- Plasma pistol: +5 pts
- Power maul: +5 pts
- Power sword: +5 pts

### Dedicated Transport

**Immolator (pg 119)**
- Unit size: 1 model
- Unit cost: 120 pts
- Hunter-killer missile: +5 pts
- Insonation flamers: +5 pts
- Twin multi-melta: +30 pts

**Sororitas Rhino (pg 118)**
- Unit size: 1 model
- Unit cost: 90 pts
- Hunter-killer missile: +5 pts

### Fortification

**Battle Sanctum (pg 120)**
- Unit size: 1 model
- Unit cost: 90 pts