

CODEx

Ecclesiarchy



An unofficial expansion to
Games-Workshop's Warhammer 40,000

By Necrosis

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Warhammer 40,000

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With layout assistance by Gothammer

**We serve the
Emperor with
our faith and
devotion,**



**and with faith
there must also
sometimes come
sacrifice.**

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Special Rules

All **Adepta Sororitas** units have the following rules:

Shield of Faith

Force weapons are treated as power weapons when used against units with the Adepta Sororitas rule.

Any psychic powers (friend or foe) targeted against any unit of character with the Adepta Sororitas special rules, or including them in its area of effect, are nullified and will not work on a D6 roll of 5+ (roll once for each power, even if it affects several Adepta Sororitas Units).

Acts of Faith

Faith Points

Units and characters that have the Faithful special rule add faith points equal to the amount noted in their Faithfully rule. Make sure to keep track of your faith points, use a dice or some kind of counter.

Who can use Acts of Faith?

All Adepta Sororitas units can use acts of faith as long as they are not joined by a character that does not have Adepta Sororitas rule or Fanatical rule. If a Faithful character is removed as a casualty the unit remains faithful until the end of the phase in which the model was removed.

Using an Act of Faith

Each time you use an Act of Faith, you use one faith point regardless if you pass or failed the test. When you use an act of faith make a leadership check, if you pass then you may use the Act of Faith. Make sure you declare which Act of Faith you are using before rolling your dice.

For every second Act of Faith you attempt on the same player turn, you add a +1 to your dice roll unless your army point total exceeds 2000 points.

A unit may not attempt to use the same Act of Faith more than once per phase.

Martyrdom

Each time a Faithful unit is removed as a casualty the number of Faith points originally contributed by the character or unit is added back to the Faith Point total. Units leaving the table as a result of falling back do not contribute Faith Points.



List of Acts of Faith

Hand of the Emperor

Use the Act of Faith before rolling to hit during either player's Assault Phase. Each model in the unit adds +2 to its Strength, but will strike at Initiative 1.

Hand of the Emperor cannot be combined with Furious Charge. If you use this act of faith then you will lose the furious charge bonus S and I.

Divine Guidance

Use the Act of Faith before rolling to wound. Against non-vehicle models, unit gains the *Rending* rule during this phase.

Divine Guidance cannot be combined with Furious Charge. If you use this act of faith then you will lose the furious charge bonus S and I.

The Passion

Roll at the start of combat. All models have +2 Initiative.

May not be used with *Hand of the Emperor* and does not override weapons that strike at Initiative 1, such as Eviscerators.

The Passion cannot be combined with Furious Charge. If you use this act of faith then you will lose the furious charge bonus S and I.



Light of the Emperor

Roll at the start of the moving phase. The unit becomes *Fearless* until the beginning of its next movement phase.

A unit that is falling back and is using this Act of Faith will regroup without the need to make a morale check, regardless of the normal restrictions, in addition to becoming *Fearless* for that turn.

Any unit gone to ground returns to normal and as a result may, move, shoot and assault as normal.

Spirit of the Martyr

Roll at the start of the enemy shooting phase and/or either player's Assault phase.

The unit gains an Invulnerable Save equal to its normal armour save for the remainder of the phase.



Units

* Represents invulnerable saves



Living Saint

Pts: 160

WS	BS	S	T	W	I	A	LD	Sv
5	5	3	3	3	5	3	10	2/4*

Unit Composition: 1 (unique)

Unit Type: Jump Infantry

Special Rules: Adepta Sororitas, Independent Character, Eternal Warrior, Hit and Run, Holy Hatred

Fearless: She confers this ability to any unit she joins.

Furious Charge: She confers this ability to any unit she joins.

Faithful: Adds 3 faith points.

Wings of Faith: If the Living Saint does not assault she may move an additional 6" in the assault phase if she is not engaged in close combat or joined to a squad. She may make this move regardless how far she moved during the movement phase and may make his move even if she deep strikes but may not use it to initiate an assault.

The Flock: If a living saint is taken then zealots do not count towards you maximum troop choice.

Blessed: The Living Saint is immune to all psychic powers unless they have a strength value. Note that this does not make the rest of the squad or retinue she is joined to immune.

Wargear

Power Sword, bolt pistol, Power Armour, Cloak of St. Aspira, frag and krak grenades, Book of St. Lucius and Rosarius

Options

Can be upgraded with one of the following:

Emperor's Blessing – 20 points. +1 S and +1T.

Emperor's Wrath – 40 points. +1S, +2T and +1A.

May also take one of the following:

Hammer of the Emperor – 40 points any invulnerable saves taken against wounds inflicted by the Saint in close combat must be re-rolled. The Saint also rolls 2D6 for armour penetration in assault.

Sword of the Emperor – 40 points. The Living Saint's close combat attacks are made at WS6, *Rending*, and inflict *Instant Death* regardless of toughness.

May take The Emperor's Protection (+1 W) for 10 points

May replace her bolt pistol with:

Inferno Pistol for	15 points
Plasma Pistol for	15 points
Praesidium Protectiva for	10 points

May replace her power weapon with:

Neural Whips for	5 points
Eviscerator for	5 points
Blessed Weapon for	20 points
Divine Weapon for	25 points
Take Simulacrum Imperialis for	5 points
Take melta bombs for	5 points

May master craft any weapon that the saint for	+15 points
Litanies of Faith for	25 points

War of Faith

Venerable Seraphim are no longer 0-1.

Canoness

Pts: 80

WS	BS	S	T	W	I	A	LD	Sv
5	5	3	3	3	4	3	10	3/4*

Unit Composition: 1

Unit Type: Infantry

Special Rules: Adepta Sororitas, Independent Character, Furious charge.

Faithful: Adds 2 faith points.

Holy Hatred: Always hits on 3+ unless fighting an independent character or monstrous creature.

Wargear

Close Combat Weapon, bolt pistol, power armour, Frag and Krak grenades, Book of St. Lucius and Rosarius

Options

May replace her bolt pistol and or close combat weapon with:

Bolter for	Free
Inferno Pistol for	15 points
Plasma Pistol for	15 points
Power weapon for	10 points
Neural Whips for	15 points
Praesidium Protectiva for	10 points
Brazier of Holy Fire for	10 points
Combi-flamer, -melta,-stake crossbow plasma for	10 points
Blessed Weapon for	30 points
Eviscerator for	15 points
Storm bolter for	10 points
Take Bionics for	5 points
Take Cloak of St. Aspira for	15 points
Take Jump pack for	25 points
Take Litanies of Faith for ...	25 points
Take Mantle of Ophelia for ..	15 points
Take Melta bombs for	5 points
Take Purity Seals for	5 points
Take Sarissa for	5 points
Take Inquisition ammunition	5 points
Take Bike for	30 pts

Dedicated Transports

May select a Rhino, Repressor, Immolator or an Aquila Lander.

Command Squad

The Canoness may take a unit of Celestians. This does not count towards your HQ or elite choices.

One member may be upgraded to a Sister Hospitaller for 20 points

One member may be upgraded to a Sister Dialogous for 5 points

One member may be upgraded to a banner bearer for 15 points (banner bear is a Celestian with an Ordo Banner in addition to all her other equipment)

Two members may be upgraded to a mistress for 7 points each

Sister Hospitaller

WS	BS	S	T	W	I	A	LD	Sv
3	4	3	3	1	3	1	8	4

Unit Type: Infantry

Special Rules: Feel no pain (also conferred to the entire squad).

Wargear: Carapace armour, bolt pistol, surgical blade, Frag grenades.

Sister Dialogous

WS	BS	S	T	W	I	A	LD	Sv
3	4	3	3	1	3	1	8	4

Unit Type: Infantry

Wargear: Carapace armour, bolt pistol, close combat weapon.

Word of the Emperor: One model within 12 of the Sister Dialogous may re-roll a acts of Faith. If the Sister Dialogous is involved in a combat which results in a draw, its side counts as having won by one wound.

Cardinal

Pts: 100

WS	BS	S	T	W	I	A	LD	Sv
4	4	3	3	3	3	3	9	4*

Unit Composition: 1 (unique)

Unit Type: Infantry

Special Rules: Independent Character

Preferred Enemy: Confers this ability to any unit he joins.

Fanatical: If he joins a unit with the Adepta Sororitas rule, they remain faithfully and still able to use acts of faith despite him not being a faithfully unit.

Emperor's Dominion: The Cardinal can make a leadership test at the very start of his turn. If this test passes, then all friendly models within 12" of the Cardinal count as being fearless.

Friendly units that are pinned will no longer be pinned and be able to move, shoot and assault (with normal restrictions and as long as they were within 12" of the Cardinal).

Friendly unit's falling back will automatically regroup (as long as they were within 12 of the Cardinal).

Lead by Example: The cardinal prefers to be in the midst of the battle and thus if another HQ is taken he will not count towards your HQ limit.

Ecclesiarchy Security Detachment: If he is the only HQ taken in your army, then all sisters' count as an elite choice but one Crusade Squad may be taken as a troop choice. Venerable Seraphim may not be taken in your army list.

Wargear

Close Combat Weapon, laspistol, flak armour, Frag and krak grenades, Pledge of Deliverance, Book of St. Lucius and Rosarius

Dedicated Transport

The Cardinal may take an Aquila Lander.

May replace his laspistol or/and close combat weapon with:

Shotgun v1	Free
Shotgun v2	1 point
Bolt pistol for	1 point
Inferno pistol for	15 points
Power weapon for	10 points
Brazier of Holy Fire for	10 points
Eviscerator for	15 points
Power stake for	15 points
Take Witchfire bolts for	5 points



The absence of faith is the mark of the weak.

The absence of faith is the mark of the heretic.

The absence of faith is the mark of damnation.



She was an angel,



pure as righteous
destruction.

Elites

Priest

An Ecclesiarchy army may include 0-5 Priests. Priests do not use up any Force Organization chart selections, but are otherwise treated as separate Elite units.

Pts: 45

WS	BS	S	T	W	I	A	LD	Sv
3	3	3	3	1	3	2	7	5/4*

Unit Composition: Priest

Unit Type: Infantry

Special Rules: Independent Character

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

Fanatical: If a priest joins a unit with the Adepta Sororitas rule, they remain Faithful and still able to use Acts of Faith despite the priest not being a Faithful unit.

Wargear

Close combat weapon, laspistol, Frag grenades, flak armour and Rosarius

May exchange his laspistol for a Shotgun V1 for free.

May exchange his close combat weapon for an Eviscerator for 15 points.

Prayer may cleanse the soul, but pain cleanses the body.

Both are necessary for the survival of humanity.

Arco-flagellants

Pts: 90

WS	BS	S	T	W	I	A	LD	Sv
4	0	4	5	1	4	1/	8	5*

D6

Unit Composition: 3 Arco-flagellants

Unit Type: Infantry

May have up to three additional Arco-flagellants at 30 pts per model

Special Rules: Fearless

Implant Injectors: When the Implant Injectors are turned off Arco-Flagellants may ride in vehicles and may have independent characters join them. They also count as having one attack.

When the Implant Injectors are activated they gain the *Fleet*, *Feel No Pain* and *Rage* Universal Special Rules. They must immediately exit any mounted transport and cannot be joined by another character. Any character already joined will be considered to have left the squad as soon as he or the Arco-Flagellants move.

In assault, they roll D6 for the number of attacks. If any Arco-flagellant rolls a 6 for number of attacks, roll again to see if the Arco-Flagellant has overdosed. On a score of 4+, remove the Arco-Flagellant at the end of close combat.

Arco-Flagellants killed in this manner do count towards determining which side won in assault.

Ecclesiarchy Deployment: Arco-flagellants may only be chosen if a Priest or Cardinal is also part of the force.

Wargear:

Power weapons

Dedicated Transports

May select a Rhino

Sister Repentia

Pts: 95

WS BS S T W I A LD Sv

Repentia

4 4 3 3 1 3 2 6 -

Mistress

4 4 3 3 1 4(5) 2 10 3

Unit Composition: 1 Mistress and 4 Repentia

Unit Type: Infantry

May have up to fifteen additional Repentia at 18 pts per model

Special Rules: Feel no Pain, Fleet of Foot, Rage, Fearless

Redemption: When a Sister Repentia suffers a wound and fails her feel no pain save remove her after all attacks are resolved but before determining who won combat. Thus a Sister Repentia will always make her attacks in close combat. Please note that if the Sister Repentia is killed by an attack that ignores "feel no pain" this rule still applies.

Note that the Mistress does not benefit from the Feel No Pain and Redemption rules.



Wargear

Repentia: Eviscerator

Mistress: Two Neural Whips, Power Armour, Frag and Krak grenades.

Dedicated Transports

May select a Rhino, Repressor or an Immolator

Love the Emperor,
for He is the salvation of
mankind

Obey His words,
for He will lead you into
the light of the future

Heed his wisdom,
for He will protect you
from evil

Whisper his prayers with
devotion,
for they will save your
soul

Honour His servants,
for they speak in His voice

Tremble before His
majesty,
for we all walk in His
immortal shadow

Celestians

Pts: 95

WS	BS	S	T	W	I	A	LD	Sv	
Celestian	4	4	3	3	1	4	2	9	3
Superior	4	4	3	3	1	4	2	10	3

Unit Type: Infantry

Unit Composition: 1 Veteran Superior Celestian and 4 Celestians

May have up to five additional Celestians at 17 pts per model

Special Rules: Adepta Sororitas, Furious Charge

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

Faithful: Add one Faith point

Wargear: Bolter with Sarissa, bolt pistol, Frag and Krak grenades, power armour, Book of St. Lucius(Veteran).

Two sisters may exchange their bolters with Sarissa for:

A flamer for	free
A melta gun for	5 points
One sister may exchange her flamer for a heavy flamer for ...	5 points
<i>or</i> one sister may exchange her melta gun for a multi-melta for	5 points

One Celestian with a bolter may be upgraded to an Imagifier for 10 points. Imagifiers count as having the Angelic Visage special rule (see Seraphim)

The Veteran Superior may exchange her bolt pistol for Plasma pistol for 15 points and/or may exchange her bolter for:

Power weapon for	5 points
Brazier of holy fire for	5 points
Combi-flamer, -plasma, -melta for	5 points
Eviscerator for	10 points

The Veteran Superior may also take:

Melta Bombs for	5 points
Purity Seals.....	5 points

Dedicated Transports: May select a Rhino, Repressor or an Immolator



Inquisitorial Sisters

Pts: 100

WS	BS	S	T	W	I	A	LD	Sv	
Inquisitorial Sister	4	4	3	3	1	4	1	9	3
Veteran Superior	4	4	3	3	1	4	2	10	3

Unit Composition: 1 Veteran Inquisitorial Sister and 4 Inquisitorial sisters.

May have up to five additional Inquisitorial sisters at 18 pts per model

Unit Type: Infantry

Special Rules: Adepta Sororitas, Scouts, Night Vision

Victory before Honor: Inquisitorial sisters may choose to fail any leadership test that they take.

Faithful: Add one Faith point.

Wargear: Bolter, bolt pistol, close combat weapon, Frag and Krak grenades, power armour, Inquisitorial ammunition, Book of St. Lucius (Veteran).

Up to two members may exchange either their bolters for:

Flamer for	5 points
Melta gun for	10 points

If the squad size is 10 models then one model may replace her bolter with:

Multi-melta for	15 points
Heavy Flamer for	10 points

The Veteran Superior may exchange her bolt pistol, close combat weapon or bolter for:

Plasma pistol for	15 points
Power weapon for	5 points
Brazier of holy fire for	5 points
Combi-flamer, -plasma, -melta for	5 points
Eviscerator for	10 points

The Veteran Superior may also take:
Melta Bombs for 5 points
Purity Seals..... 5 points

Dedicated Transports:

May select a Rhino, Repressor, Immolator or an Aquila Lander.



Crusader Squad

Pts: 95

WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	1	4	2	9	4/4*

Unit Composition: 5 Crusaders

May have up to fifteen additional Crusaders at 19 pts per model

Unit Type: Infantry

Special Rules:

Defensive Formation: At the beginning of your turn declare if you will be using Defensive Formation or not.

If you forget to say then it is assumed that you are not in Defensive Formation. Such is the price of a sloppy commander.

If you use the Defensive Formation you gain the *Slow and Purposeful* and *Feel No Pain* USRs during the next enemy shooting phase and count as having defensive grenades.

All Crusaders using the Defensive Formation must be in base to base contact. You may move them to get to base in base contact when you declare you are using Defensive Formation.

Shield and Sword: Crusaders may use their Repressor Shields as an extra close combat weapon.

Wargear: Power sword, Repressor Shield, carapace armour, Frag and Krak grenades.

Dedicated Transports:

May select a Rhino

Sister Oblatia

An Ecclesiarchy army may include 0-5 Sister Oblatia per Elites slot on the Force Organization Chart, but are otherwise treated as separate Elite units.

Pts: 40

WS	BS	S	T	W	I	A	LD	Sv
4	4	3	3	1	4	2	9	5+

Unit Composition: 1 Sister Oblatia

Unit Type: Infantry

Special Rules: Independent Character, Counter Attack, Feel no Pain, Fearless, Furious Charge, Relentless

Atonement: Your opponent never gains a Kill Point for killing a Sister Oblatia unit.

Fanatical: If a Sister Oblatia joins a unit with the Adepta Sororitas rule, they remain Faithful and still able to use Acts of Faith despite the priest not being a Faithful unit.

Redemption: If a non-vehicle enemy unit within 12 of a Sister Oblatia declares a shooting attack on the Sister's unit, you may use Redemption.

Move the Sister Oblatia 6 inches towards the enemy unit. If this move places her in base contact the Sister Oblatia counts as charging for the next Assault phase. Then resolve the shooting attack on the Sister Oblatia even if she is in base contact of the enemy. If the Sister Oblatia was in a squad then it is considered that she left the squad.

Sacrifice: If an enemy unit declares a charge on the Sister Oblatia's unit (that is not already in close combat), you may use Sacrifice.

Move the Sister Oblatia into close combat with the enemy before they make their charge move. The opponent now counts as having charged just the Sister Oblatia (and not the original squad). The Sister Oblatia counts as having left the squad.

A Sister Oblatia may only use Redemption *or* Sacrifice once per turn.

Wargear: Close combat Weapon, Laspistol, Frag Grenades & Flak Armour

Any Sister Oblatia may replace her Laspistol for:

Bolt Pistol for	1 point
Plasma Pistol for	15 points
Shotgun V2 for	1 point
Power Sword for	10 points
Eviscerator for	15 points

Any Sister Oblatia may replace her Flak Armour for:

Carapace Armour for	2 points
Power Armour for	5 points



Troops

Battle Sisters

Pts: 125

WS BS S T W I A LD Sv

Battle Sister

3 4 3 3 1 3 1 8 3

Sister Superior

3 4 3 3 1 3 2 9 3

Unit Composition: 1 Veteran Superior and 9 battle sisters

May have up to ten additional battle sisters at 11 pts per model

Unit Type: Infantry

Special Rules: Adepta Sororitas

Faithful: Adds one Faith points to the army

Wargear:

Sisters: Bolter, bolt pistol, Frag and krak grenades, power armour

Sister Superior: Bolter, bolt pistol, Frag and krak grenades, power armour and close combat weapon, Book of St. Lucius

Up to two members may exchange either their bolters for:

Flamer for 5 points

Or

Heavy Flamer for 10 points

One model may replace her bolter for:

Meltagun for 10 points

Or

Multi-melta for 15 points



One Battle Sister armed with a bolter may be upgraded to an Imagifier for 10 points.

Imagifiers count as having the Angelic Visage special rule (see Seraphim)

The Sister Superior may exchange her bolt pistol, close combat weapon or bolter for:

- Plasma pistol for 15 points
- Power weapon for 10 points
- Brazier of holy fire for 10 points
- Combi-flamer, -plasma, -melta for 5 points
- Eviscerator for 15 points

The Sister Superior may also take:

- Melta Bombs for 5 points
- Purity Seals 5 points

Dedicated Transports:

May select a Rhino or a Repressor

Faith

is the strongest shield

Faith

is your shield

Sister Novitiates

Pts: 100

WS	BS	S	T	W	I	A	LD	Sv
Novitiate								
3	3	3	3	1	3	1	7	4
Sister Superior								
3	4	3	3	1	3	2	9	3

Unit Composition: 1 Sister Superior and 9 Novitiates

May have up to ten additional Novitiate at 8 pts per model

Unit Type: Infantry

Special Rules: Adepta Sororitas, Scout

Minor Faith:

Novitiates have not finished their training and therefore do not fully comprehend the will of the emperor and their duty of praise. Therefore two units of sister acolytes must be taken for them to contribute a Faith Point and no martyrdom may be used to reclaim Faith Points from these units.

Additionally the *Shield of Faith* saves gained against psychic powers is reduced to 6+ instead of 5+.

Test of Faith: At the beginning of the game nominate one unit (cannot be a vehicle). If the Novitiates kills this target then their BS, and LD is increase by 1.

Also, the Minor Faith rule no longer applies and the novice sisters now add one faith point to the faith pool.

Wargear:

Novitiate: Carapace armour, twin bolt pistols, Frag grenades

Sister Superior: Bolter, bolt pistol, Frag and krak grenades, power armour and close combat weapon, Book of St. Lucius

One Novitiate may replace her twin bolt pistols for one of the following:

Flamer 5 points

For every additional 5 models, one Novitiate may replace her twin bolt pistols for a Flamer for 5 points.

The Sister Superior may exchange her bolt pistol, close combat weapon or bolter for:

Plasma pistol for	15 points
Power weapon for	10 points
Brazier of holy fire for.....	10 points
Combi-flamer, -plasma, -melta for	5 points
Eviscerator for	15 points

The Sister Superior may also take:

Melta Bombs for	5 points
Purity Seals	5 points

Dedicated transport:

May select a Rhino

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

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

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

That thou wouldst bring them only
death,

That thou shouldst spare none,
That thou shouldst pardon none
We beseech the, destroy them.

Imperial Cultist/Zealots

Pts: 60 pts

	WS	BS	S	T	W	I	A	LD	Sv
Zealot	3	3	3	3	1	3	1	7	6
Fanatic	3	3	3	3	1	3	2	7	6
Demagogue	4	3	3	3	1	3	2	8	6

Unit Composition: 1 Demagogue and 9 Zealots

May have up to ten additional Zealots at 5 pts per model

Unit Type: Infantry

Special Rules:

Here Comes the Pain!: Treat all negative leadership modifiers as positive modifiers. Thus if you lost combat by 2, when making a check you would need to roll a 10 or less to stay in combat.

Leadership can never go above 10.

War gear and special rules are also affected by this and would also be turned into a positive modifier.

Wargear: Lasgun and close combat weapon

One model in every 5 models (round up) may be upgraded to a Fanatic. Fanatics may be armed with an Eviscerator for 15 points.

One model in the unit may be upgraded to a Demagogue. The Demagogue may replace his laspistol or close combat weapon with:

Bolt pistol for	1 point
Plasma pistol for	15 points
Power weapon for	10 points
Eviscerator for	15 points

The Demagogue may take:

Flak armour for	1 point
Carapace armour for	5 points



**I tread the path of
Righteousness.**

**Though it be paved with broken
glass, I will walk it barefoot;
though it cross rivers of fire, I
will pass over them;**

**though it wanders wide, the light
of the Emperor guides my step.**

Pontifex Guards

Pts: 50 pts

WS BS S T W I A LD Sv

Pontifex Guard

3 4 3 3 1 3 1 7 4

Pontifex Heavy Weapons Team

3 4 3 3 2 3 1 7 4

Arch Pontifex

3 4 3 3 1 3 2 8 4

Unit Composition: 1 Arch Pontifex and 4 Pontifex Guard

May have up to five additional Pontifex Guards at 9 pts per model

Unit Type: Infantry

Special Rules:

Wargear: Lasguns (Arch Pontifex has a Close combat weapon instead), Laspistols, Frag Grenades, Carapace Armour

Oath of the Purifiers: All models in the unit with lasguns may be given an Exterminator for 2 points per model.

The Arch Pontifex may replace his laspistol or close combat weapon with:

Shotgun V1 for.....	Free
Bolt pistol for	1 point
Plasma pistol for	10 points
Power weapon for	10 points
Eviscerator for	15 points

Up to two Pontifex Guard may replace their lasguns with:

Flamer for	5 points
Melta Gun for	10 points
Plasma Gun for	10 points

Two Pontifex Guards may be replaced by a single Pontifex Heavy Weapons team, armed with the following:

Autocannon or Heavy Bolter for	10 points
Missile Launcher or Plasma Cannon for	15 points

Love the Emperor

for He is the salvation of mankind

Obey His words

for He will lead you into the light of the future

Heed his wisdom

for He will protect you from evil

Whisper his prayers with devotion,

for they will save your soul

Honour His servants,

for they speak in His voice

Tremble before His majesty,

for we all walk in His immortal shadow



Proclaimers

Pts: 50 pts

WS	BS	S	T	W	I	A	LD	Sv
Prisoner								
1	3	3	3	1	1	1	6	-
Pontifex Jailer								
3	4	3	3	1	3	1	7	4
Battle Sister								
3	4	3	3	1	3	1	8	3
Mistress								
4	4	3	3	1	4	2	8	3

Unit Composition: 3 Prisoners and 6 Pontifex Jailers

May have up to two additional Prisoners at 25 pts per model. Each Prisoner is accompanied by two Pontifex Jailers.

All the Pontifex Jailers may be exchanged for Battle Sisters at 2 points per model. If Battle Sisters are taken a Mistress may be added for 23 points

Unit Type: Infantry

Special Rules: Slow and Purposeful, Adepta Sororitas (Battle Sisters and Mistress only)

Proclaim: Any enemy model that can draw Line Of Sight to a Prisoner, and is within 24" suffers a -1 to its Leadership (this is not cumulative for multiple Prisoners or Proclaimer unit).

Castigate: So long as there is at least one Prisoner left in the unit it may make a special Castigate shooting attack. The attack has a range of 24" and hits automatically (measure range from the closest model). Line of Sight is required, but no saves of any sort may be taken. The effected unit must immediately take a morale check as if it had just suffered 25% casualties.

The Fate of Sinners: After declaring a Castigate attack, remove a Prisoner. The targeted unit suffers an additional -D3 to its Leadership for the morale check.

Impure: Procliamers are not a scoring unit.

Faithful: If a Mistress is taken the unit adds one Faith Point to the army. The unit may use Acts of Faith, but Prisoners never benefit from them.

Wargear:

Prisoner: Cross (grants the model Feel No Pain)

Pontifex Jailers: Lasguns, Laspistols, Frag Grenades, Carapace Armour

Battle Sisters: Bolter, Bolt Pistol, Frag and Krak grenades, Power Armour

Mistress: Two Neural Whips, Frag and Krak Grenades, Power Armour



*Blessed are they that
reap the sinners from the
sight of the Emperor.*

Fast Attack

Seraphim

Pts: 100

WS	BS	S	T	W	I	A	LD	Sv
Seraphim								
4	4	3	3	1	4	1	9	3
Seraphim Superior								
4	4	3	3	1	4	2	9	3

Unit Composition: 1 Seraphim Superior and 4 Seraphim

May have up to five additional Seraphim at 18 pts per model

Unit Type: Jump Infantry

Special Rules: Hit and Run, Adepta Sororitas

Faithful: Adds one Faith point

Angelic Visage: When rolling for an Act of Faith for the unit you may roll one additional dice once per player turn and use the lower two scores.

Wargear: Twin bolt pistols (counts as twin linked), power armour, jump packs, Frag and Krak grenades, Book of St. Lucius (Veteran).

The entire squad may have melta bombs for 5 pts per model

Up to two members may exchange their twin bolt pistols for:

Twin hand flammers for 7 points
 Twin inferno pistols (counts as twin linked) for 15 points

The Veteran Superior may exchange one or both of her bolt pistol for:

Plasma pistol for 15 points
 Power weapon for 10 points
 Brazier of holy fire for 10 points
 Eviscerator for 15 points

The Seraphim Superior may also take:

Melta Bombs for 5 points
 Purity Seals 5 points



Dominion Squad

Pts: 70

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

Unit Composition: 1 Sister Superior and 4 Dominions

May have up to five additional Dominions at 11 pts per model

Unit Type: Infantry

Special Rules: Adepta Sororitas, Scout

Faithful: Adds one faith point

Wargear: Bolter, bolt pistol, frag and krak grenades, power armour, Book of St. Lucius(Veteran).

The entire squad may have melta bombs for 5 pts per model

Up to four Dominions may exchange their bolters for:

- Flamer for 5 points
- Melta gun for 10 points

The Sister Superior may exchange her bolt pistol, close combat weapon or bolter for:

- Plasma pistol for 15 points
- Power weapon for 10 points
- Brazier of holy fire..... 10 points
- Combi-flamer, -plasma, -melta for 5 points
- Eviscerator for 15 points

The Sister Superior may also take:

- Melta Bombs for 5 points
- Purity Seals 5 points

Dedicated Transports:

Must select either Rhino, Repressor, Immolator or an Aquila Lander.



Ophanim Squad

Pts: 125

WS BS S T W I A LD Sv

Ophanim
3 4 3 3 1 3 1 8 3
(4)

Sister Superior Ophanim
3 4 3 3 1 3 2 9 3
(4)

Unit Composition: 1 Sister Superior Ophanim and 4 Ophanim

May have up to seven additional Ophanim at 22 pts per model

Unit Type: Bike

Special Rules: Adepta Sororitas, Bikes, Scout

Recon: Select a piece of terrain before either side deploys and write it down on a piece of paper.

Enemy units in this piece of terrain now have a -1 to their cover save (eg. if it was 4+ cover save it is now a 5+).

If you have more than one squad you may not select the same piece of terrain twice.

Intercept: If an Ophanim unit is within 2" of a short board edge (ie one that is neither player's standard deployment edge) it may make a special Intercept move instead of its normal movement.

Remove the unit from play, and mark down that the board edge is being intercepted. While the board edge is being intercepted, no enemy units may outflank from it. Any unit that attempts to do so comes on from its own normal deployment edge.

The Ophanim return to the board at the start of their next movement phase from the marked table edge, as if they themselves had outflanked, and the enemy may outflank as normal.

Only one table edge may be Intercepted at any time.

Wargear: Sister of Battle bike, power armour, bolt pistol, frag and krak grenades, Book of St. Lucius(Veteran).

Up to 2 Interceptors may exchange their bolt pistols for:

Flamer for 5 points
Melta gun for 10 points

The Veteran Superior may exchange her bolt pistol or close combat weapon for:

Plasma pistol for 15 points
Power weapon for 10 points
Brazier of holy fire for..... 10 points
Eviscerator for 15 points

The Sister Superior may also take:

Melta Bombs for 5 points
Purity Seals 5 points

When they moved, the others moved;

when they stopped, the others stopped;

and when they rose from the earth, the wheels rose along with them;

for the spirit of the Emperor was in them.

0-1 Venerable Seraphim

Pts: 125

WS	BS	S	T	W	I	A	LD	Sv	
Venerable Seraphim	4	4	3	3	1	4	2	9	3
Venerable Seraphim Superior	4	4	3	3	1	4	2	10	3

Unit Composition: 1 Venerable Seraphim Superior and 4 Venerable Seraphim

May have up to five additional Venerable Seraphim at 23 pts per model

Unit Type: Jump Infantry

Special Rules: Hit and Run, Adepta Sororitas, Jump Infantry, Furious Charge

Gunslingers: Venerable Seraphim and the Venerable Seraphim Superior may fire their bolt pistols twice during the shooting phase. This rule only affects models equipped with bolt pistols - Inferno Pistols and Hand Flamers do not benefit.

Venerable Jump Packs: At the end of close combat, if the Venerable Seraphim did not use the Gunslinger rule during the previous shooting phase, they may add a +1 to their *Hit and Run* roll. This may be used in any time a *Hit and Run* is attempted.

Strike Force: Venerable Seraphim may re-roll their scatter when deep striking.

Wargear: Two bolt pistols (counts as twin linked), Power Armour, jump packs, frag grenades, melta bombs, Book of St. Lucius (Veteran).



Up to four members may exchange their twin bolt pistols for:

Twin hand flamers for	7 points
Twin inferno pistols (counts as twin linked) for	15 points

The Veteran Superior may exchange one or both of her bolt pistol for:

Plasma pistol* for	15 points
Twin plasma pistols* for	20 points
Power weapon for	10 points
Brazier of holy fire for.....	10 points
Eviscerator for	15 points

** If a single or twin Plasma Pistol(s) are taken, the Veteran Superior may still use the Gunslingers rule.*

The Sister Superior may also take:

Purity Seals	5 points
--------------------	----------

Conflagrant Tank

Pts: 100

BS	F	S	R
4	12	12	10

Unit Type: Vehicle (Tank)

Special Rules

All Power to the Main Cannon!: If the Conflagrant Tank moves at Cruising Speed it may still fire its Flamestorm Cannon. However, if does so next turn it may only move at Combat Speed.

Wargear: Flamestorm Cannon, smoke launchers and searchlight

Options:

May take any of the following:

Storm bolter or multi-melta for ...	10 pts
Hunter-Killer missile for	10 pts
Dozer blade for	5 pts
Extra armour for	15 pts
Holy icon for	10 pts
Laud hailers for	10 pts

Redemption Cult

Pts: 40 pts

WS BS S T W I A LD Sv

Devotee

3 3 3 3 1 3 1 7 5

Deacon

3 3 3 3 1 3 2 7 5

Redemption Priest

4 3 3 3 1 3 2 8 5

Unit Composition: 1 Deacon and 4 Devotees

May have up to fifteen additional Devotees at 6 pts per model.

Additionally, the squad may take a single Redemption Priest for 50 points.

Unit Type: Infantry

Special Rules: Infiltrate, Move through Cover, Stubborn

Purge the Unbelievers!: So long as a redemption Priest is part of the squad, the unit gains the Preferred Enemy USR.

Wargear:

Devotee: Lasgun, close combat weapon, Frag Grenades and Flak Armour.

Deacon: Lasgun, Laspistol, close combat weapon, Frag Grenades and Flak Armour.

Redemption Priest: Laspistol, close combat weapon, Frag Grenades and Flak Armour.



You gaze at the mountain, Children of Terra, you see its snow-capped peak and the clouds upon its slopes. You dream of reaching that pinnacle and drinking the cold waters. But who dreams of the road that ascends the mountain side?

The road to the peak is hard and murderous. It has broken countless Children of Terra upon its rocks.

Their splintered bones lie scattered upon it, paving the way to the mountain top. At every step you will hear the bones crumbling under foot, and maybe you shall hear the wind-blown voices of the dead, guiding you forward or leading you to your doom.

Yes, my children, the way to the mountain is cruel and unforgiving. And of those who struggle their long lives, spending their energy and vigour in the climb, who then can taste the melt-water of the summit and say,

'Yes... yes it was worthwhile?'

Heavy Support

Retributor Squad

Pts: 70

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

Unit Composition: 1 Veteran Superior Retributor and 4 Retributors

May have up to five additional Retributors at 11 pts per model

Unit Type: Infantry

Special Rules: Adepta Sororitas

Wargear: Bolters, bolt pistols, Frag and Krak grenades, power armour, close combat weapon (Veteran), Book of St. Lucius (Veteran).

Up to four members may exchange their bolters for:

Multi-melta for	15 points
Heavy Flamer for	10 points
Heavy bolter for	10 points
which may take Blessed	
Ammunition for.....	5 points

The Sister Superior may exchange her bolt pistol, close combat weapon or bolter for:

Plasma pistol for	15 points
Power weapon for	10 points
Brazier of holy fire for.....	10 points
Combi-flamer, -plasma, -melta for	5 points
Eviscerator for	15 points

The Sister Superior may also take:

Melta Bombs for	5 points
Purity Seals	5 points

Dedicated Transports:

May select a Rhino, Repressor or an Immolator



Immolator

Pts: 50

BS	F	S	R
4	11	11	10

Unit Type: Vehicle, Fast (Tank)

Transport Capacity: 6 Models

Wargear: Twin-linked Heavy Flamers, smoke launcher and searchlight

Options:

May upgrade twin-linked heavy flamer to:

Twin-linked multi-melta for	10 pts
Twin-linked heavy bolter for ...	Free

May take any of the following:

Storm bolter for	10 pts
Hunter-Killer missile for	10 pts
Dozer blade for	5 pts
Extra armour for	15 pts
Blessed ammunition for	10 pts
Holy promethium for	10 pts
Holy icon for	10 pts
Laud hailers for	10 pts

Exorcist

Pts: 125

BS	F	S	R
4	13	11	10

Unit Type: Vehicle (Tank)

Wargear: Exorcist Launcher, smoke launcher and searchlight

May take any of the following:

Storm bolter <i>or</i> Multi-melta for	10 pts
Hunter-Killer missile for	10 pts
Dozer blade for	5 pts
Extra armour for	15 pts
Blessed ammunition for	10 pts
Holy promethium for	10 pts
Holy icon for	10 pts
Laud hailers for	10 pts

Special Rules:

Exorcist Launcher During each turn (your turn, not your opponent's turn) after nominating a target for the Exorcist, roll a D6 to see how many missiles are launched. Roll to hit as normal for each missile.



Incarcerator

Pts: 80

BS	F	S	R	LD
3	12	11	10	10

Unit Type: Vehicle (Tank)

Wargear: Penitent Psyker, Psychic Field

Special Rules: Abomination, Frenzied, Slow

Abomination: When the Incarcerator suffers a weapon destroyed result it loses the benefit of the Frenzied rule and reduces the Penitent Psyker's LD to 9.

A second weapon destroyed result kills the Penitent Psyker.

Frenzied: The Incarcerator may fire even when shaken or stunned.

Penitent Psyker: The Incarcerator may fire a psychic shooting attack using the powers of the Penitent Psyker using one of the profiles below:

Purify

Rng: 36 Str: 9 Ap: 2 Type: Heavy 1, Lance

Rage Shock

Rng: 36 Str: 7 Ap: 3 Type: Assault 3

Purge

Range: 24 Str: 4 Ap: 5 Type: Heavy 2D6

Cleanse

Rng: Template Str: 5 Ap: 2 Type: Assault 1

The Psyker automatically passes their psychic power test, but is otherwise treated as having a Leadership of 10.

Before resolving the shooting the weapon can be made twin linked. However at the end of the shooting phase roll 3D6. If a double 1 or 6 is rolled the Incarcerator takes an automatic glancing hit.

Psychic Field: The Incarcerator has a 5+ invulnerable save. Additionally all enemy psykers within 24" must roll 3D6 when making a psychic powers test.

Penitent Engine

Pts: 75

WS	BS	S	F	S	R	I	A
4	2	5	11	11	10	3	D6

(10)

Unit Type: Vehicle (Walker, open-topped)

May have up to two additional Penitent Engines at 70 pts per model

For additional 5 points they may act independently of each other (thus they are no longer treated as a squad). (Note: The reason for the lower point cost is when buying more the Rampage rule makes going into squads have no benefits besides the fact you can field more).

Special Rules: Fleet, Rage

Rampage: Penitent Engines ignore any Crew Shaken and Crew Stunned results on the Vehicle Damage table. They also treat all immobilize results as weapons destroyed unless it has no weapons left.

Wargear: Two Dreadnought close combat weapons with built in flamers, smoke launchers and searchlight



Intolerance is a blessing

Transports

Rhino

Pts: 35
 BS F S R
 4 11 11 10

Unit Type: Vehicle (Tank)

Special Rules:

Repair: If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the shooting phase, and on a 6 the vehicle is no longer immobilized.

Transport Capacity: Ten models

Firepoints: 2

Wargear: Storm Bolter, smoke launcher and searchlight

May take any of the following:

Storm bolter for	10 pts
Hunter-Killer missile for	10 pts
Dozer blade for	5 pts
Extra armour for	15 pts
Blessed ammunition for	10 pts
Holy icon for	10 pts
Laud hailers for	10 pts

Repressor

Pts: 50
 BS F S R
 4 11 11 10

Unit Type: Vehicle (Tank)

Special Rules:

Fire Points: Up to six passengers may fire their basic weapons from the repressor's fire points. Additionally one model may fire any weapon from the top hatch. All models using the fire points must engage the same target, although they may engage a different target to the Repressor itself.

Transport Capacity: Ten models

Wargear: Pintle-mounted Heavy Flamers, Storm Bolter, smoke launcher, Dozer blades and searchlight

May take any of the following:

Storm bolter for	10 pts
Hunter-Killer missile for	10 pts
Dozer blade for	5 pts
Extra armour for	15 pts
Blessed ammunition for	10 pts
Holy promethium for	10 pts
Holy icon for	10 pts
Laud hailers for	10 pts

No army is big enough to conquer the galaxy.

But faith alone can overturn the universe.



Immolator

See Heavy Support.



Aquila Lander

Pts: 60

BS	F	S	R
3	11	11	10

Unit Type: Vehicle (Skimmer, Fast)

Special Rules: Deep Strike, Scout

Transport Capacity: Seven models

Firepoints: None

Wargear: Heavy Bolter

May exchange its heavy bolter for:

Multilaser for	5 pts
Autocannon for	10 pts



The Emperor is our guiding light, a beacon of hope for humanity in a galaxy of darkness.

As we serve him, he is our greatest servant.

As we pray to him, his thoughts are only for us.

And in the dark when the shadows threaten, the Emperor is with us, in spirit and in fact.

Wargear

Close Combat Weapons

Power Sword: See assault phase chapter on Warhammer 40,000 rulebook for details of using power weapon.

Blessed Weapon: Blessed weapon counts as a two-handed power weapon that has been master crafted and adds +2 to the user's strength.

Divine Weapon: Divine weapon is a blessed weapon that can be used as a heavy flamer during the shooting phase.

Eviscerator: Is treated like a powerfist but rolls 2D6 for armour penetration. It is a two-handed weapon.

Brazier of Holy Fire: Is a close combat weapon that may be fired as a flamer once per game.

Sarissa: Sarissa may only be equip on bolters. They allow a unit to re-roll failed to wound in close combat.

Surgical Blade: Is a poisoned weapon that always wounds on a +4.

Power Stake: Power stakes counts as a power weapon and will always wound a psyker on +2.

Neural Whip: Neural whip is a power weapon that adds +1 to the user Initiative. This bonus is not cumulative.

No sacrifice is too great.

No treachery too small.

Ranged Weapons

Laspistol

Range: 12 Strength: 3 Ap: - Type: Pistol

Lasgun

Range: 24 Str: 3 Ap: - Type: Rapid Fire

Bolt pistol

Range: 12 Str: 4 Ap: 5 Type: Pistol

Boltgun

Range: 24 Str: 4 Ap: 5 Type: Rapid Fire

Storm Bolter

Range: 24 Str: 4 Ap: 5 Type: Assault 2

Twin bolt pistols

Range: 24 Str: 4 Ap: 5 Type: Pistol, Twin Linked (counts as two close combat weapons)

Twin-linked Bolter

Range: 24 Str: 4 Ap: 5 Type: Rapid Fire, Twin Linked

Heavy bolter

Range: 36 Str: 5 Ap: 4 Type: Heavy 3

Inferno Pistol

Range: 6 Str: 8 Ap: 1 Type: Pistol, Melta

Plasma Pistol

Range: 12 Str: 7 Ap: 2, Type: Pistol, Gets Hot!

Combi Weapons

A model armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) can choose to fire either the bolter, or the secondary weapon, each with the profile listed elsewhere in this section.

The bolter can be fired every turn, but the secondary weapon can only be fired once per game (a combi-plasma gun can, of course, Rapid Fire). You cannot fire both weapons in the same turn).

Combi-stake Crossbow

Rng: 24 Str: 3 Ap: 5, Type: Assault 2
When targeting a psyker the Comb-stake wounds on a 2+ and ignores armour saves.

Witchfire Bolts

Can be used by any bolter weapon (combi weapons, bolters, bolt pistols, heavy bolters, twin bolt pistols and storm bolters).
The rounds wound any psyker on a 2+. If the psyker is in a non-psyker unit, instead re-roll any to wound rolls of 1.
The rounds are AP4, and any invulnerable saves made against their wounds must be re-rolled.

Inquisition Ammunition

Each time a unit fires Inquisition Ammunition they may choose what type of ammunition is being used.
Each special ammunition type replaces the Boltgun profile with the one shown here. All models in a unit must use the same ammunition type during that shooting phase:

❖ **Witchfire Bolts:** See above

❖ **Inferno Bolts**

Rng: 18 Str: 4, Ap: 5, Type: Assault 1,
Each unsaved wound causes two wounds instead of one on the target if they fail their armour save. *Feel No Pain* saves cannot be taken against Inferno Bolts.
Additionally failed rolls to wound against targets with a Toughness of 4 or more may be re-rolled.

❖ **Blessed Ammunition**

Rng: 24, Str: 4, Ap: 5, Type: Rapid Fire,
Cover saves cannot be taken against Blessed Ammunition

❖ **Stalker Rounds**

Rng: 36 Str: X, Ap: 6, Type: Heavy 1, Sniper

❖ **Fragmentation Rounds**

Rng: 12 Str: 4 Ap: 5 Type: Assault 2

Flamer

Rng: Template Str: 4 Ap: 5 Type: Asslt 1

Twin Hand Flamers

Rng: Template Str: 4 Ap: 5 Type: Pistol
(counts as two close combat weapons)

Heavy Flamer

Rng: Template Str: 5 Ap: 4 Type: Asslt 1

Melta gun

Rng: 12 Str: 8 Ap: 1 Type: Assault 1

Multi-Melta

Rng: 24 Strength: 8 Ap: 1 Type: Heavy 1

Shotgun V1

Rng: 12 Str: 3 Ap: - Type: Assault 2

Shotgun V2

Rng: 12 Str: 4 Ap: - Type: Assault 2

Sniper rifle

Rng: 36 Str: X Ap: 6 Type: Heavy 1, Sniper

Armour

Flak armour: Models equipped with flak armour receive an armour save of 5+

Carapace Armour: Models equipped with Carapace Armour receive an armour save of 4+

Power Armour: Models equipped with power Armour receive a 3+ armour save

Cloak of St. Aspira: Models equipped with Cloak of St. Aspira increase their armour save by 1. Thus a model with Power Armour and Cloak of St. Aspira would get a +2 armour save

Rosarius: Models equipped with Rosarius receive an invulnerable save of 4+

Crusader Shield: Models equipped with Crusader Shield receive an invulnerable save of 4+ and count as having the Shield of Faith power.

Praesidium Protectiva: Models equipped with Praesidium Protectiva receive an invulnerable save of 3+.

A model equipped with a Praesidium Protectiva can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault.

Other Equipment

Frag grenades: Frag grenades are assault grenades, as described in Warhammer 40,000 rulebook.

Krak grenades: See the Vehicles chapter of the Warhammer 40,000 rulebook for details on using krak grenades.

Book of St. Lucius: Any Adepta Sororitas unit with a Book of St. Lucius may always use that model's unmodified leadership for any leadership tests.

Simulacrum Imperialis: When a faithfully unit attempts an act of faith you may roll one additional dice and then pick any two dice. This may be used once per player turn.

Melta Bombs: See the Vehicles chapter of the Warhammer 40,000 rulebook for details.

Master crafting: A master-crafted weapon allows the bearer to re-roll one failed roll to hit per player turn when using the weapon.

Litanies of Faith: You may automatically use an Act of Faith without spending a faith. This act of faith automatically passes. Can only be used once per game.

Bionics: Increases the bearer toughness by +1. Treat this new toughness as unmodified (so if a Canoness takes a Bionic upgrade her toughness would be 4 and strength 6 and 7 weapons would not inflict Instant Death).

Jump pack: Models equipped with jump packs are jump infantry, as described in the Warhammer 40,000 rule book.

In addition, Adepta Sororitas wearing jump packs can be kept in reserves and arrive using the deep strike rules (see the mission special rules section of the Warhammer 40,000 rulebook).

Mantle of Ophelia: The first time the wear takes a wound that would cause an 'instant death' effect, only one wound is actually taken. The mantle may only be used once per battle.

Bike: Models equipped with bikes follow all the rules for bikes as described in the Warhammer 40,000 rulebook.

All bikes are armed with a twin-linked bolter.

Pledge of Deliverance: This may be used one per battle. You may reveal this at any point during the game. During the next assault phase all units within 12" of the bearer gain +1 Attack.

Purity Seals: If a model wearing Purity Seals falls back, roll one extra D6 for its fall back distance and then discard one of the D6 of your choice to total the distance fallen back. If a model with purity seals is part of a unit then this ability applies to the entire unit as well.

Ordo Banner: Any Adepta Sororitas unit within 12" of the Ordo Banner may re-roll failed Morale and Pinning Tests.

In addition, while the Ordo Banner bearer is still alive, the squad counts as scoring one extra wound in close combat for the purpose of calculating the assault result.

The weak will always be led by the strong. Where the strong see purpose and act, the weak follow; where the strong cry out against fate, the weak bow their heads and succumb.

There are many who are weak, and many are their temptations. Despise the weak for they shall flock to the call of the Daemon and the Renegade.

*Pity them not and scorn their cries of innocence,
it is better that one hundred fall innocently before the wrath of the Emperor than one kneels before the Daemon.*

Vehicle Equipment

Twin-linked Heavy Flamers

Rng: template Str: 5 Ap: 4 Type: Asslt 1, Twin Linked

Smoke Launchers: See the Vehicles section of the Warhammer 40,000 rulebook for details.

Searchlight: Searchlights are used where the night fighting rules is in effect. If a vehicle has a searchlight it must still use the night fighting rules to pick a target but, having acquired a target, was illuminate it with the searchlight.

For the rest of the shooting phase, any other unit that fires at the illuminated unit does not use the night fighting special rules.

However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the night fighting rules were not in effect, as the enemy can see the searchlight.

Hunter-Killer Missile

Rng: Unlimited Str: 8 Ap: 3 Type: Heavy 1 (Can only be used once per battle).

Dozer Blade: Vehicles equipped with dozer blades can re-roll a failed difficult terrain test.

Extra Armour: Vehicles equipped with extra armour count crew stunned results on the Vehicles damage table as a Crew Shaken result instead.

Blessed Ammunition: Any bolt weapons (bolter, heavy bolter, storm bolter) fired by the vehicle ignores cover saves.

Holy Promethium: An Immolator armed with Twin-linked Heavy Flamers and equipped with Holy promethium will force a unit it causes *any* casualties upon to take a Morale check as if it had just suffered 25% or more casualties.

Holy Icon: Any friendly unit within 6 of the vehicle adds +1 to its leadership to a maximum of 10. The effects of multiple Holy Icon are not cumulative.

Laud Hailers: Any unit tank shocked by a vehicle with Laud Hailers deducts 1 from its Leadership when taking the subsequent Morale Check. The effects of multiple Laud Hailers are not cumulative.

Exorcist Launcher

Range: 48 Str: 8 Ap: 1 Type: Heavy D6, Ordnance

Flamestorm Cannon

Rng Template, Str: 6 AP: 3 Type: Heavy 1

Multilaser

Rng: 36, Str: 6 AP: 6 Type: Heavy 3

Autocannon

Rng: 48, Str: 7 AP: 4 Type: Heavy 2



The will of the
Emperor is the
might of the
Imperium

Special Characters

Canoness Vernesa

"Vane of Psykers"

Pts: 175

WS	BS	S	T	W	I	A	LD	Sv
5	5	3	3	3	4	3	10	2/4*

Unit Composition: 1(unique)

Unit Type: Infantry

Special Rules: Adepta Sororitas, Independent Character, Victory before Honor, Furious charge, stubborn, Night Vision.

Faithful: Adds 2 faith points.

Holy Hatred: Always hits on 3+ unless fighting an independent character or monstrous creature.

Witch Hunter: Canoness Vernesa has spent most of her life fighting psykers. She has learned how to fight them and how to counter their attacks. Canoness Vernesa has the *Preferred Enemy* rule against any psykers.

Black Ship: Canoness Vernesa serves upon a Black Ship, and has spent most of her life there. Thus where ever the Black Ships go, she goes too.
Whenever a psyker attempts to use a psychic power they suffer a -1 to their leadership for that test. Shield of Faith now negates psychic powers on a 4+ instead of a 5+.

Orbital Bombardment: Canoness Vernesa can call down an Orbital Bombardment from the Black Ship that she accompanies. This ability can only be used once per game during her shooting phase, provided that Canoness Vernesa did not move during the preceding Movement phase (although she may later assault if the controlling player wishes).

She must first pass a leadership test in order to call it down. If she fails this represent her Inquisitor begin busy with something far more important and thus may not attempt to call it down again. Calling down an Orbital Bombardment otherwise counts as firing a range weapon and uses the following profile:

Orbital Bombardment

Rng: Unlimited Str: 10, AP: 1, Type: Ordnance 1, Barrage

Note that if an arrow is rolled on the scatter dice an Orbital Bombardment will always scatter the full 2D6" – Canoness Vernesa's Ballistic Skill makes no difference.

Wargear: The Black Rose, Combi-melta, Inquisition Ammunition, Power armour, Frag grenades, Melta Bombs, Bionics (already included in her profile), Purity Seals, Book of St. Lucius, Mantle of Ophelia, Cloak of St. Aspira and Rosarius

The Black Rose: A mighty blade that once belonged to a rouge Inquisitor until he was slain by the Canoness.
The weapon was sanctified and given to Canoness Vernesa as a gift, representing the fate of all witches who oppose the Immortal God Emperor and his loyal Followers.

The Black Rose is a Master Crafted power weapon who's hits are resolved at strength 6.

Dedicated Transports:

May select a Rhino, Repressor, Immolator or a Land Raider Redeemer as a Dedicated transport.

Retinue: The Canoness may take a retinue of Celestians.

These Celestians may be armed with Inquisitorial Ammunition for 3 points each. This does not count towards your HQ or elite choices.

One member may be upgraded to a Sister Hospitaller for 20 points

One member may be upgraded to a Sister Dialogous for 5 points

One member may be upgraded to a banner bearer for 15 points (banner bear is a Celestian with an Ordo Banner in addition to all her other equipment)



Some place their trust in warships, and some in weapons of destruction. But we remember the divine Emperor. They are brought down and fallen; but we are risen and victorious.

Land Raider Redeemer

Pts: 240

BS	F	S	R
4	14	14	14

Unit Type: Vehicle (Tank)

Power of the Machine Spirit:

The interface between a Land Raider's Machine spirit and its fire control mechanisms allow the crew to target with incredible accuracy.

A Land Raider Redeemer can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting. Therefore, a Land Raider Redeemer that has moved at combat speed can fire two weapons, and a Land Raider Redeemer that moved at cruising speed, or has suffered a 'Crew Stunned' or 'Crew Shaken' result can fire a single weapon.

Assault Vehicle: Models disembarking from the Land Raider can launch an assault on the turn they do so.

Transport Capacity: Twelve models

Wargear: Two Flamethrower Cannons, Twin Linked Assault Cannon, smoke launcher and searchlight

Frag Assault Launcher: Any unit charging into close combat on the same turn as it disembarks from a Redeemer counts as having frag grenades.

May take any of the following:

Multi melta for.....	10 pts
Storm bolter for	10 pts
Hunter Killer missile for	10 pts
Dozer Blade for	5 pts
Extra armour for	15 pts
Blessed Ammunition for	10 pts
Holy Icon for.....	10 pts

Canoness Exernia

"The Executioner"

Pts: 170

WS	BS	S	T	W	I	A	LD	Sv
5	5	3	3	3	4	3	10	2/ 3*

Unit Composition: 1(unique)

Unit Type: Infantry

Special Rules: Adepta Sororitas, Independent Character, Furious charge, Fearless, Defensive Formation, Eternal Warrior.

Faithful: Adds 2 faith points.

Holy Hatred: Always hits on 3+ unless fighting an independent character or monstrous creature.

The Executioner: Against non-vehicle models, Exernia's close combat attacks are rending on a roll of a 6 and any of her Rending wounds also inflict Instant Death.

Divine Judgment: Exernia can nominate one enemy HQ unit. Exernia may re-roll all failed to hit and failed to wounds rolls against the nominated unit.

Wargear: Blessed Weapon (already included in her profile), Praesidium Protectiva, Power armour, Frag grenades, Melta Bombs, Bionics (already included in her profile), Purity Seals, Book of St. Lucius, Cloak of St. Aspira

Dedicated Transports:

May select a Rhino, Repressor or a Immolator as a Dedicated transport.

Retinue: The Exernia may take a retinue of Celestians. This does not count towards your HQ or elite choices.

One member may be upgraded to a Sister Hospitaller for 20

One member may be upgraded to a Sister Dialogous for 5

All other members must exchange their bolters, bolt pistols, stubborn for a power axe (power weapon), Praesidium Protectiva and gain the Defensive Formation, Fearless rule for 15 points per model

One member may be upgraded to a banner bearer for 15 points (banner bear is a Celestian with an Ordo Banner in addition to all her other equipment)



Canoness Nivas

"The Hunter"

Pts: 160

WS	BS	S	T	W	I	A	LD	Sv
5	5	3	3	3	4	3	10	2/ 4*

Unit Composition: 1(unique)

Unit Type: Infantry

Special Rules: Adepta Sororitas, Independent Character, Furious charge, Stubborn, Relentless, Tank Hunter.

Faithful: Adds 2 faith points.

Divine Ammunition: The AP value of Canoness Nivas heavy bolter is 2 instead of normal 4.

Blessed Weapon: Canoness Nivea can reroll all failed attempts to wound or to penetrate with a shooting attack.



Targeter: Canoness Nivea is allowed to pre-measure the range to a target before she decided who to shoot at in the shooting phase.

The Hunt: Canoness Niva confers the *Tank Hunter* and *Relentless* special rules on her squad.

Wargear: Power Weapon, Heavy Bolter, Praesidium Protectiva, Power armour, Frag grenades, Melta Bombs, Bionics (already included in her profile), Purity Seals, Book of St. Lucius, Cloak of St. Aspira and Mantle of Ophelia.

Nivas may exchange her Heavy Bolter for a Master Crafter Multi-Melta for free.

Dedicated Transports:

May select a Rhino, Repressor or a Immolator as a Dedicated transport.

Retinue: Nivas may take a retinue of Celestians. This does not count towards your HQ or elite choices.

One member may be upgraded to a Sister Hospitaller for 20

One member may be upgraded to a Sister Dialogous for 5

Up to four other members may exchange their bolters for a heavy bolter for 5 points or a Multi-Melta for 10 points

The Sister Hospitaller and Dialogous are also armed with a bolter for free

The Emperor is
our Father and our
Guardian,

but we must also
guard the Emperor.

Sister Superior Callidia

"The Cleanser"

Pts: 50

WS	BS	S	T	W	I	A	LD	Sv
4	5	3	3	1	4	2	9	3

One Dominion squad in the army may replace its Veteran Superior with Sister Superior Callidia.

Unit Type: Infantry

Special Rules: Adepta Sororitas, Stubborn, Scout

Wargear: Combi-Flamer, Bolt pistol, Power weapon, Frag grenades, melta bombs and power armour.

Burn and Purify: Callidia and her squads flammers and combi flammers all count as twin link.

Faithful: Adds one faith point

Suffer Not: During the shooting Phase Sister Superior Callidia and her squad may make a special attack against an objective marker.

The range of this attack is 6" and it hits automatically. On a roll of 4+ the objective is removed from play.

On any other result the objective remains standing but damaged: place a marker on the objective to show this. Any rolls made against an objective for "Suffer Not" with a marker gain a 1+ bonus to the roll. This effect is cumulative.



Sister Miriya And Sister Verity

"The Divine"

Pts: 100

Sister Miriya

WS	BS	S	T	W	I	A	LD	Sv
5	4	3	3	2	4	3	10	3/5*

Sister Verity

WS	BS	S	T	W	I	A	LD	Sv
4	4	3	3	1	4	2	9	4/5*

One Celestian Squad in the army may replace its Veteran Superior with Sisters Miriya and Verity.

This squad becomes a Troops choice and is a scoring unit.

Unit Type: Infantry

Special Rules (both): Adepta Sororitas, Furious Charge, Holy Hatred.

Divine Purpose: Sisters Miriya and Verity are watched over and protected by the God Emperor, as he has a special purpose for them.

As a result of this divine protection both Sisters have a 5+ invulnerable save.

Also, once per turn, Sister Miriya may call an Act of Faith as if she had the Litanies of Faith wargear.

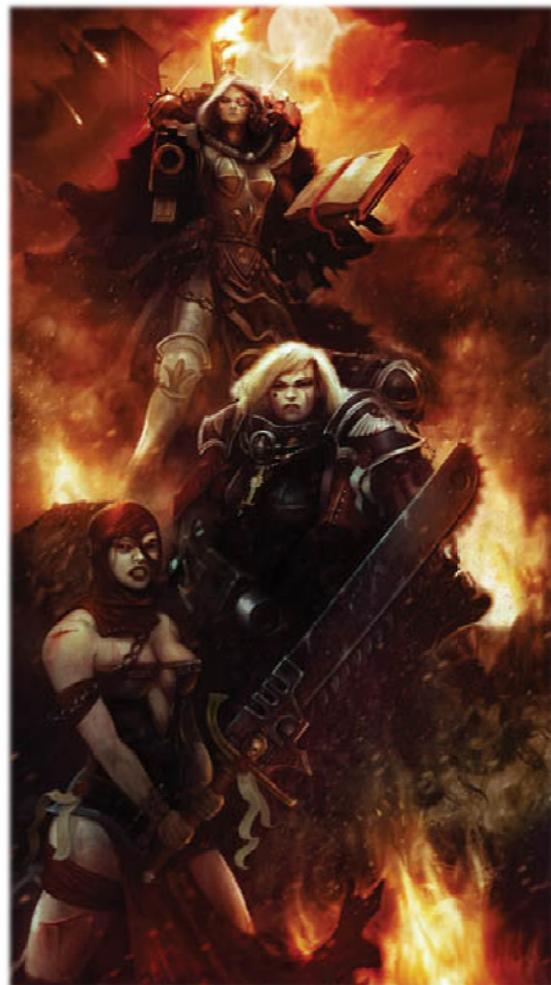
Healing Hands: While Sister Verity is alive she and her squad benefit from the Feel No Pain USR.

Faithful: Miriya and Verity add one faith point

Wargear:

Sister Miriya: Master Crafter Plasma Pistol, Power Weapon, Frag grenades and Krak, Power Armour, Book of St. Lucius.

Sister Verity: Carapace Armour, Bolt Pistol, Surgical blades (counts as a close combat weapon), Frag Grenades



There is only
the Emperor!



Cardinal Kabern

"The Uncompromising"

Pts: 155

WS	BS	S	T	W	I	A	LD	Sv
4	5	3	3	3	3	3	10	4/4*

Unit Composition: 1 (unique)

Unit Type: Infantry

Special Rules: Independent Character, Fearless

Preferred Enemy: Cardinal Kabern confers this to any unit he joins.

Fanatical: If Cardinal Kabern joins a unit with the Adepta Sororitas rule, they remain faithfully and still able to use acts of faith despite him not being a faithfully unit.

Lead by example: The Cardinal Kabern prefers to be in the midst of the battle and thus if another HQ is taken he will not count towards your HQ limit. However, no other Cardinals may be field.

The Emperor's True Dominion: All friendly units within 12" of the Cardinal Kabern are fearless.

Ecclesiarchy Security Detachment: If he is the only HQ taken in your army, then all sisters' count as an elite choice.

Grand Crusade: Crusaders may be taken as troop choices and are scoring.

Sacrifice: Any enemy unit in close combat with Cardinal Kabern or a unit that Cardinal Kabern is joined to must make *No Retreat* saves equal to the amount that Cardinal Kabern and his unit lost combat by. (Thus when Cardinal Kabern squad loses combat, both sides will have to make no retreat saves).

Wargear: Inferno Pistol, Carapace armour, Frag and Krak grenades, Pledge of Deliverance, and Rosarius

Hammer of Deliverance: Hammer of Deliverance is a power weapon that always wounds on a 4+.



Dariel Callidon

"The Believer"

Pts: 200

WS	BS	S	T	W	I	A	LD	Sv
4	4	3	3	2	3	3	9	5

Unit Composition: 1 (unique)

Unit Type: Infantry

Special Rules: Independent Character, Stubborn

Inspiring Revolution: Dariel Callidon may attempt to call reinforcements in the movement phase before he has moved - even if he is locked in close combat. If you attempt to use this power roll a d6. On a roll of 4+ place a new unit of Imperial Cultist/Zealots - the squad size of the unit is 10 (7 zealots, 2 fanatics and 1 Demagogue). Units created this way are identical in every way to an Imperial Zealot/Cultists unit chosen from the Troops section of the force organization chart, and are treated as such for all scenario special rules. All fanatics and Demagogue are upgraded with Eviscerator but have no other upgrades.

Fight in his Name: All friendly units within 12" of Dariel Callidon receive +1 A while he lives. This bonus does not apply to Dariel Callidon.

Wargear: Lasgun, Las pistol, power sword, flak armour, Frag and Krak grenades,

Retinue: The Dariel Callidon may take a retinue of Imperial Cultist/Zealots. This does not count towards your HQ or troop choices.



A single man with
faith can triumph
over a legion of
the faithless.

Untold billions of
the faithful can
never be opposed.





We shall carry our word,
We will correct and unify,

Hail the Emperor!