

Orders Militant of the Adepta Sororitas

For millenia, the armies of the Imperium have safeguarded the lives of citizens on a thousand, thousand Imperial worlds, protecting the bodies and flesh of civilization from destruction by the malign forces beyond the Warp. Just as the Imperium relies on its soldiery and warriors for defense in war, so too does it depend on a special kind of fighter, capable of waging spiritual war with the dark depravity that permeates the universe. This crucial task falls to the Adeptus Ministorum, the Imperial Ecclesiarchy that maintains the orthodox church of the Emperor. These holy warriors seek out every sin and heresy, rooting out damnation and purifying the ranks of the true believers. Yet, although the Ecclesiarchy was long ago proscribed from taking up physical weaponry in its spiritual battle, even the righteous have need of an armed force to implement the Emperor's eternal ministry. Thus came into the existence the Orders Militant of the Adepta Sororitas. Consisting of pious battle-nuns, the Sisters of Battle are fearsome renunciates who spend all hours of day castigating the flesh and purifying their souls in fortress monasteries, preparing their bodies and souls for spiritual and corporeal warfare with the wicked and depraved. Wherever the Emperor's will be done, you will find the Sisters of Battle, ready to enforce His will.



IMPERIAL FORCES

The Adepta Sororitas are organized under the Adeptus Ministorum, which is a separate branch of the Imperial bureaucracy. Since they follow a different hierarchy, the Adepta Sororitas are not considered to be part of the Army of the Imperium list. Instead, they may ally with the Army of the Imperium and thus may be fielded alongside Imperial Guard, Imperial Navy, Adeptus Astartes and Titan Legion detachments as normal. As part of the Ecclesiarchy, the Adepta Sororitas will never ally with any army other than the Army of the Imperium.

STRATEGY RATING

The Orders Militant of the Adepta Sororitas normally has a strategy rating of 3. Although they are part of a different branch of Imperial bureaucracy, the Adepta Sororitas frequently fight alongside the Army of the Imperium. If the force includes Space Marine detachments, its strategy rating is 4.

SACRED RITES

Before each battle, the clerics and demagogues of the Ecclesiarchy don their sacred vestments and perform the rites of battle, sanctifying the faithful and inciting them to frenzied violence. By the Emperor's blessing, the ranks of the believers are supernaturally bolstered and capable of achieving miraculous feats. Before the first turn of the game, but after deployment, roll one die on the Sacred Rites table below for each Adepta Sororitas detachment in your army. If your force or any allied force contains any unit with the Psyker ability, apply a -1 modifier to each roll on the table. Note, only Adepta Sororitas detachments gain any benefit from this rule. Allied forces are far less fanatical than the Ecclesiarchy and are not subject to Sacred Rites.



D6	Result
0-2	<i>We will wait for a sign!</i> Detachment gains no additional effect this battle.
3	<i>Burn the Heretic!</i> Detachment gets Rampage for the rest of the battle.
4	<i>Rally the faithful!</i> Detachment removes one extra Blast Marker during the rally phase each turn for the rest of the battle.
5	<i>Purge the Unclean!</i> Detachment gains Stubborn for the rest of the battle.
6	<i>Miracle of Grace!</i> Detachment gains Save for the rest of the battle.



SISTERS OF BATTLE

SUMMARY



INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Battle Sisters	10cm	30cm	1	2	5+	
Prioress*			As Battle Sisters			+ Hero, Commander
Canoness*			As Battle Sisters			+ Hero
Seraphim			As Battle Sisters			+ Assault, Jump Packs
Frateris Militia	10cm	30cm	1	1	3+	Rampage
Confessor			As Frateris Militia			+ Hero

**These units have several options in the army list.*

VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Immolator	30cm	15cm	4	1	5+	Close Support, Transport (1)
Rhino	30cm	n/a	0	0	5+	Transport (2)



SISTERS OF BATTLE DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) +25 points

Up to one Canoness 20 points

Consists of 1 Battle Sisters unit (*Hero*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in an Immolator* +15 points

Upgrade to jump packs

(*Hero, Jump Packs*)* Free

(*Choose one upgrade only)

Up to one Confessor 15 points

Consists of 1 Frateris Militia unit (*Hero*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in an Immolator* +15 points

(*Choose one upgrade only)

Main Force

Choose up to **10** squads or bands from the following list.

Battle Sisters Squad 12 points

Consists of 1 Battle Sisters unit

Extra cost to:

Mount in a Rhino* +7 points

Seraphim Squad 14 points

Consists of 1 Battle Sisters unit (*Assault, Jump Packs*)

Extra cost to:

Mount in a Rhino* +7 points

Frateris Militia Band 8 points

Consists of 1 Frateris Militia unit

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main forces list.

Adepta Sororitas Immolator 15 points

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated, the next unit below on the chain of command becomes the new HQ.

Chain of command: Canoness > Confessor > Battle Sisters > Any other unit.



SUPREME COMMANDER

Commanders

You may include up to 1 Supreme Commander.

Up to one Prioress 50 points

Consists of 1 Battle Sisters unit (*Hero, Commander*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in an Immolator* +15 points

Upgrade to jump packs

(*Hero, Jump Packs*)* Free

(*Choose one upgrade only)

Bodyguard

You may choose up to two Sisters of Battle bodyguard squads for the Prioress.

Seraphim Squad 14 points

Consists of 1 Sisters of Battle unit (*Assault, Jump Packs*)

Extra cost to:

Mount in a Rhino +7 points

Notes: A Commander and her bodyguard form a single detachment. Detachments which have their HQ within 30cm of the Commander become Stubborn and may re-roll their Leadership tests. If the Commander (not just her bodyguard) participates in an assault or firefight, you may re-roll the dice for that combat.

Chain of command: Commander > bodyguard.

