

MACROMUNDA

ADEPTA SORORITAS

HOUSE BOOK

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FACTION

ADEPTA SORORITAS

The elite-human faith-zealot

The Adepta Sororitas are the Emperor's zealots made flesh — a line of power-armoured women who answer their own dead with miracles. No Sister is superhuman. She stands a mortal three points of Toughness with a single wound to her name, and yet she holds ground others would abandon, because her survival was never meant to rest on her body. It rests on the innate Shield of Faith, a ward that turns the blade for the truly devout, and on the Faith the Sisterhood gathers each time one of its own is broken or falls. Endure the wound; answer with a miracle.

Every Battle Sister masters bolter, melta and flame, shoots with drilled precision, and runs toward death where others run from it. The three Orders Militant share this same faithful spine — one roster, one pool of Faith, one armoury — and lean it a different way: the disciplined gunline, the penitent charge, the silent hit-and-run. What unites them is the conviction that a Sister's death is not a loss but a coin, spent to buy the Emperor's grace on the field.

☠ FACTION SPECIAL RULES

✂ ACTS OF FAITH

GANG RULE

Acts of Faith are the beating heart of the Sisterhood — a single gang-wide pool of Faith that any faithful fighter may spend to call a miracle. The pool opens each battle with a single point of Faith, the reliquary carried into the field. Thereafter it grows through sacrifice: whenever a friendly fighter goes Seriously Injured or Out of Action, the martyr's fall adds a point; whenever a friendly fighter takes an enemy Out of Action in melee, the righteous kill adds another. No more than two points may be gathered this way in a single round, the pool never holds more than six, and each fighter may benefit from at most one Act in a round. A gang that neither bleeds nor kills calls no miracles.

Faith is spent on discrete miracles. For one point, a faithful fighter makes a free relentless advance toward the nearest enemy (Spirit of the Martyr), gains +1 Strength and re-rolls failed Hits in melee until the end of the round (The Passion), re-rolls one failed Hit or Wound (Divine Guidance), or lets herself and friendlies within 3" auto-pass their next Nerve or Cool test (Light of the Emperor). For two points, the Emperor's Aegis hardens the Shield of Faith to a 4+ invulnerable against one attack or ignores a wound outright, and the Hand of the Emperor stands a fighter up from Pinned or Prone to act freely, or grants a free 6" redeploy. Endure the wound, then answer with the Emperor's own grace.

✂ THE EMPEROR'S GRACE

GANG RULE

The Emperor's Grace is the litany a Canoness or Sister Superior raises once per battle, when faith becomes manifest around her. Until the next round, friendly fighters within 6" may re-roll a failed Act of Faith and re-roll a failed Nerve test, the Champion's presence steadying the line and drawing the miracle out where it faltered. This is the saint's grace projected through her officers — not the Faith pool itself, but a surety that the faithful gathered near her will not be forsaken at the decisive moment. Where the Emperor's Grace shines, no Sister breaks and no miracle is wasted.

✧ THE HOLY TRINITY — MASTERY OF BOLTER, MELTA AND FLAME

SPECIAL RULE

The Holy Trinity is the doctrinal heart of the Sororitas armoury — mastery of the three sacred patterns of war. Every Battle Sister is drilled without restriction on the bolter, the melta and the flame: bolt shells for the disciplined firing line, melta for armour and the walking engines of the enemy, promethium for the press of bodies at close quarters. Where a lesser soldier specialises in one, a Sister is expected to master all three and choose the right sacred pattern for the target before her. The faith of the Emperor's Daughters is proven as much in the correct killing tool as in the killing itself.

✧ THE SHIELD OF FAITH

SPECIAL RULE

The Shield of Faith is the innate ward every Sister of Battle carries into the field: a 6+ invulnerable save against any attack, the Emperor's grace turning the blade aside at the last instant. It is a property of her faith, not her wargear — it clings to the Repentia who has cast off her plate as surely as to the Canoness in her artificer armour. This ward, and not a heavy body, is what lets a mortal woman stand unflinching in fire that would fell a stronger soldier. Against a single incoming attack, the Emperor's Aegis miracle may harden the Shield of Faith to a 4+ invulnerable save.

✧ ZEALOTRY

SPECIAL RULE

Zealotry is the steadied nerve of the faithful — faith holding the line where courage alone would fail. A Sister of Battle meets terror with improved Nerve and Cool, unshaken by horrors that would rout a lesser soldier, certain that death in the Emperor's service is no defeat but a homecoming. The penitents stand further still beyond fear: a Sister Repentia, having given herself wholly to atonement, never tests against terror at all. There is nothing left in her to frighten — only the eviscerator, the enemy, and the debt she means to pay in blood.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Boltgun	12	24	+1	—	4	-1	1	6+	Rapid Fire (1)
☞ Storm Bolter	12	24	+1	—	4	-1	1	6+	Rapid Fire (2)
☞ Veridyans Bolter	12	24	+1	—	4	-1	2	6+	Rapid Fire (1) Relic
☞ Bolt Pistol	6	12	+1	—	4	-1	1	6+	Pistol
☞ Hand Flamer	T	—	—	—	3	—	1	5+	Blaze Pistol Template
☞ Inferno Pistol	3	6	+1	—	8	-4	2	6+	Melta Pistol
☞ Silvanas Inferno Pistols	3	6	+1	—	8	-4	2	6+	Melta Paired (+1 shot on the strike) Pistol Relic
☞ Combi Flamer Relic	12	24	+1	—	4	-1	1	6+	Blaze Combi Rapid Fire (1)
☞ Combi Weapon	12	24	+1	—	4	-1	1	6+	Combi Rapid Fire (1)

✚ Condemnor Boltgun	12	24	+1	—	4	-1	1	6+	Anti-psyker
✚ Flamer	T	—	—	—	4	—	1	5+	Blaze Template
✚ Meltagun	6	12	+1	—	8	-4	2	4+	Melta
✚ Castigator Battle Cannon	24	48	—	—	8	-2	3	4+	Blast(3") Rapid Fire (1) Unwieldy
✚ Exorcist Missile Launcher	24	48	—	—	6	-2	3	4+	Blast(3") Indirect Fire Unwieldy
✚ Heavy Bolter	18	36	+1	—	5	-1	2	6+	Rapid Fire (3) Unwieldy
✚ Heavy Flamer	T	—	—	—	5	—	1	5+	Blaze Template Unwieldy
✚ Multi Melta	12	24	+1	—	8	-4	3	4+	Blast Melta Unwieldy
✚ Wrath Of Holy Terra	18	36	+1	—	5	-1	3	6+	Rapid Fire (3) Relic Unwieldy
✂ Arco Flail	E	—	—	—	+0	-1	1	—	Frenzy Melee Shock
✂ Blessed Blade	E	—	—	—	+1	-2	1	—	Blessed Melee Parry Power
✂ Chainsword	E	—	—	—	+0	—	1	—	Melee Parry Rending
✂ Eviscerator	E	—	—	—	+3	-2	2	—	Melee Power Rending Two-handed Unwieldy
✂ Neural Whip	E	—	—	—	+1	—	1	—	Melee Shock
✂ Penitent Buzz Blades	E	—	—	—	+4	-3	2	—	Melee Rending Two-handed
✂ Penitent Flail	E	—	—	—	+1	-1	1	—	Melee Reach Rending Shock
✂ Power Maul	E	—	—	—	+2	-1	1	—	Melee Power Shock
✂ Power Sword	E	—	—	—	+0	-2	1	—	Melee Parry Power
✂ The Bleeding Petal	E	—	—	—	+3	-3	3	—	Melee Power Relic Rending Two-handed Unwieldy
✂ Twin Blades Of Mortifray	E	—	—	—	+0	-2	1	—	Melee Paired (+1A) Power Relic Rending
Frag Grenade	—	6	—	-1	3	—	1	4+	Blast Knockback
Krak Grenade	—	6	—	-1	6	-1	2	4+	Scarce anti-Brute/vehicle

✚ ARTIFICER PLATE

ARMOUR

COST inherent

2+ SAVE

Artificer plate is the masterwork armour of the Paragon Warsuit — a 2+ save wrought by the Sisterhood's finest artisans, each plate a relic in its own right. It is not a suit a Sister dons but the war-frame itself, sealed around its pilot and integral to the machine she becomes. Blessed a thousand times over and proof against all but the heaviest blows, it turns the Paragon into a walking bastion of faith. It is the finest ceramite the Order can raise, reserved for the Sister trusted to pilot its holiest engine.

✂ AUGMETIC LEG

WARGEAR

COST 25

CANCELS HOBbled

An augmetic leg is a bionic replacement for a limb crippled in the Emperor's service, cancelling the Hobbled injury that would leave a Sister limping through the fight. Fitted and blessed by the Order's artificers, it restores her stride and her place in the advancing line as though the wound had never been. To lose a leg and keep walking is, to the Sisterhood, merely another proof of faith over frailty. The Sister who wears one does not slow, and does not complain.

✂ AUGMETICS

WARGEAR

COST 45

OFFSETS A LASTING INJURY

Augmetics are the bionic limb and eye of the much-rebuilt veteran — steel and servo grafted where flesh has failed, offsetting a lasting injury and returning a broken Sister to the line. Each replacement is a testament to service survived, sanctified and blessed before it is fitted, so that the machine becomes as faithful as the body it mends. A Sister who bears augmetics has bled for the Emperor and been made whole again to bleed once more. Her scars are iron now, and no less devout for it.

✂ AUSPEX

PERSONAL

COST 25

NEGATE HIDDEN SETUP; MARK A TARGET

The auspex is a hand-held scanner that pierces the concealment of the enemy — a sensor-array that negates a foe's hidden setup and marks a target for the Sisterhood's guns. In the hands of a watchful Sister it strips away ambush and shadow, revealing the enemy lurking where the eye alone would miss them. A single sweep turns a blind advance into a guided one, letting the firing line answer a threat before it springs. Faith may guide the bolt, but the auspex tells her where to aim it.

✂ BOOK OF ST LUCIUS

STATUS

COST 40

RE-ROLL A FAILED COOL OR NERVE WITHIN 6"

The Book of St. Lucius is a Dialogus's litany-tome — a bound volume of sacred rhetoric she recites to bolster the courage of those around her. A friendly fighter within 6" may re-roll a failed Cool or Nerve test, steadied by the cadence of holy words spoken with perfect conviction. The Dialogus is trained from novicehood in the art of the litany, and the Book is both her scripture and her weapon, turning faith into a shield of resolve over the whole line. In her voice, the Emperor's word becomes iron in the spine.

✂ BRAZIER OF HOLY FIRE

STATUS

COST inherent

DOGMATA ZEALOT-AURA

The Brazier of Holy Fire is the Dogmata's burning censer — a wrought vessel of sacred flame she bears aloft to drive the faithful into zealous fury. Its light and heat are a sermon without words, kindling the wrath of every Sister who marches in its glow and steeling them against fear. To the Dogmata, fire is the Emperor's judgement given form, and she carries it as both aura and admonition: burn brightly for Him, or be found wanting. Around the brazier the line hardens into fanatics, and the enemy learns what true zeal costs.

✂ CARAPACE FLAK

ARMOUR

COST 25

4+ SAVE

Carapace and flak is the Novitiate's harness — rigid plates and layered weave granting a 4+ save, the armour of a Sister not yet raised to full power plate. It is lighter and less forgiving than the Battle Sister's ceramite, enough to turn a glancing blow but no proof against the heaviest fire. The initiate wears it as a mark of her unfinished trial, trusting the innate Shield of Faith to close the gap her armour cannot. When she earns her plate, she sheds it gladly; until then it is all the steel her devotion has bought her.

✂ CHERUB

STATUS

COST 30

COMPANION FAMILIAR – RELAY / SENSOR DRONE

The Cherub is a servo-skull familiar wrought in the likeness of a winged child — a small hovering companion that trails a Sister as relay and sensor-drone. It carries her prayers and her orders, marks the enemy for her guns, and drifts through the smoke where a fighter cannot go. Part machine, part sanctified relic, it is a comfort and a tool in equal measure, the Order's craft given a devoted little shadow. Where the Cherub floats, a Sister's eyes and voice reach further than her own flesh allows.

✂ CHIRURGEONS TOOLS

PERSONAL

COST 30

IMPROVED POST-BATTLE RECOVERY

The chirurgeon's tools are the Hospitaller's sacred instruments — a narthecium of blessed blades, counterseptics and bone-menders carried by the Sister sworn to keep the faithful in the fight. In the aftermath of battle they mend wounds that would otherwise cripple, improving a fighter's Recovery and drawing a Sister back from the edge of a lasting injury. To the Hospitaller, healing is a devotion in itself: every Sister she saves is one more blade returned to the Emperor's service. The tools are her scripture, and the wounded her congregation.

✂ CONDEMNOR STAKES

ACCESSORY

COST 20

ANTI-PSYKER SPECIAL AMMUNITION

Condemnor stakes are blessed anti-psyker rounds — consecrated stakes fired into the warp-touched to unmake what sorcery protects. Loaded into a Sister's weapon, they turn an ordinary shot into a witch-hunter's judgement, driving the fear of the Emperor into any psyker they strike. A Sister of the Ordo Hereticus carries a handful where unclean power walks the field, saving them for the sorcerer, the seer and the daemon-host. Faith and consecrated iron together are proof against the lies of the warp; the stakes are how the Sisterhood delivers them.

✧ FRENZON

WARGEAR

COST 20

ONE-SHOT FRENZY SURGE

Frenzon is a combat chem of fury and abandon — a one-shot surge that floods a fighter with reckless aggression, most often pumped into the veins of an Arco-flagellant driven to holy frenzy. Under its influence the bearer feels no hesitation and no restraint, throwing herself at the enemy with berserk violence until the fit passes or she falls. It is the fuel of the penitent charge, sanctioned cruelty that turns a body into a weapon that only knows forward. Once spent, there is no second dose — only the wreckage it leaves behind.

✧ JUMP PACK

WARGEAR

COST 40

FLY JUMP MOVE

The jump pack is the Seraphim's wings — a roaring cluster of thrusters that grants the Fly keyword and a soaring jump move, carrying a Sister over terrain, walls and enemies to fall upon them from above. It turns a grounded fighter into a hunter of tempo, striking where least expected and lifting away before the enemy can answer. A Sister who bears one trades the anchor of the firing line for the freedom of the sky, descending on a litany of exhaust-flame to open a throat and be gone. Speed, height and holy fury, bolted to her back.

✧ POWER ARMOUR

ARMOUR

COST 80

3+ SAVE

Power armour is the Sister standard — a suit of blessed ceramite and servo-muscle granting a 3+ save, the plate every full Battle Sister earns on completing her Novitiate. It turns aside bolt and blade where the initiate's carapace would fail, and its powered frame carries the weight of faith and heavy weapon alike without tiring the woman inside. To wear it is to be a true daughter of the Order. Beneath the litanies etched into every plate, it is the worn armour that, with the innate ward and spent Faith, keeps a mortal Sister standing in the fire.

✂ PREYSIGHT

ACCESSORY

COST 25

AFTER AN AIM, RE-ROLL A RANGED HIT

The preysight is a photo-visor and targeting lens that sharpens a Sister's aim to a killing certainty. After she takes an Aim, the preysight lets her re-roll a failed ranged Hit, the sacred optics finding the seam in cover or armour her naked eye would miss. It rewards the patient marksman who steadies before she fires, turning a careful shot into a near-certain one. To a Retributor or a disciplined Battle Sister, it is the difference between a wasted round and a righteous kill. Faith aims true, and the preysight makes certain of it.

✂ RESPIRATOR MASK

PERSONAL

COST 15

IGNORE THE GAS TRAIT

The respirator mask is a filtered incense-hood that lets a Sister ignore the Gas trait, breathing clean where the air itself has been turned into a weapon. Its filters are anointed with sacred incense, so that even the breath she draws in battle is a small act of devotion. Toxin, choking smoke and corrosive clouds hold no fear for the Sister who wears one, letting her advance through the enemy's poisons untroubled. A simple piece of gear, but one that keeps a faithful lung drawing air where a lesser soldier would fall coughing.

✂ ROSARIUS

ARMOUR

COST 60

4+ INVULNERABLE SAVE

The rosarius is a Canoness's holy field-generator, a blessed pendant that throws up a 4+ invulnerable save against any attack — a shield of pure faith stronger than the innate ward every Sister carries. It cares nothing for the armour-piercing edge of a blow; the field turns aside las-bolt and power blade alike. Worn by the commander who leads from the front, it is what lets a warrior-saint stand where the fire is thickest and walk out again. Rare and precious, the rosarius marks its bearer as one the Emperor Himself is thought to guard.

✂ SACRED BANNER

STATUS

COST 40

RE-ROLL A NERVE TEST WITHIN 6" MAX 1

The Sacred Banner is the Order's icon carried into war — a hallowed standard whose sight steels the faithful and shames the fearful into holding their ground. A friendly fighter within 6" of the banner may re-roll a failed Nerve test, the assembled devotion of the Sisterhood made visible above the battle-line. Only one may be raised in a gang, for it is the heart of the force's honour and the point around which the line will not break. Where the banner stands, the Sisters stand with it.

✂ SACRED UNGUENTS

WARGEAR

COST 25

ONE-SHOT RESOLVE STIMM

Sacred unguents are ritual oils and stimms anointed with prayer — a one-shot draught that steadies a wavering Sister and restores her resolve at the moment it is most needed. The anointing is as much rite as remedy, the words spoken over the balm counting for as much as the chemicals within it. A Sister carries a phial for the instant faith alone must be given an edge of steel, drawing on it once to shrug off a shock that would break a lesser fighter. Blessed, potent, and gone once used.

✂ SIMULACRUM IMPERIALIS

STATUS

COST inherent

ONCE/BATTLE GENERATES +1 FAITH

The Simulacrum Imperialis is a holy icon borne aloft by the Imagifier — a reliquary standard whose very presence draws the Emperor's grace closer to the faithful. Once per battle it generates a point of Faith for the pool, the assembled devotion of the Sisters focused through the sacred image into raw miracle-fuel. Where lesser banners merely hearten a line, the Simulacrum feeds the engine of the whole gang's Acts of Faith. To bear it is a sacred charge, for the icon is the beating heart of the Sisterhood's devotion made manifest.

☠ WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter "X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's **Damage** is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force** the attacker to re-roll one successful hit dice (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores** the target's armour save entirely (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 **Damage** (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it **cannot be reloaded** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

⌘ SHOCK

WEAPON TRAIT

On the wound roll, certain results auto-incapacitate or the weapon delivers a stun (e.g. a natural 6 to hit ****auto-wounds****, or causes the target to be taken Out of Action / Seriously Injured more easily). Shock staves/whips.

⌘ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

⌘ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✕ BEACON OF FAITH SORORITAS (AURA) SET

Beacon of Faith makes a Sister a wellspring the whole line may draw upon. Friendly fighters within 6" of this fighter may pay for their Acts of Faith through her presence, extending the pool's reach across the battlefield, and once per round a friendly within 6" may re-roll a failed Act. She stands as a living reliquary, her devotion carrying the miracle to those who would otherwise be beyond its grace. Around such a fighter the faithful surge and hold, certain the Emperor's hand is never far.

✕ HEROINE OF FAITH SORORITAS SET

Heroine of Faith marks the Sister whose devotion is so complete the Emperor answers unbidden. Once per battle, this fighter may perform one Act of Faith without spending any Faith from the pool — a single free miracle called in her moment of need. It is the saint's instant, the flash of grace granted to one who has earned it through a lifetime of service. The pool is untouched; the miracle comes as though the Emperor Himself reached down to steady her hand.

✕ HOLY TRINITY SORORITAS (SHOOTING) SET

Holy Trinity sharpens a Sister's mastery of the three sacred patterns into lethal certainty. When this fighter shoots with a bolt, melta or flame weapon, she may re-roll a failed Hit — the drilled reflex of one who has fired the sacred trinity ten thousand times in the Emperor's name. Bolt, fire and fusion answer her hand alike, and the target she has chosen is rarely spared a second chance. It is the shooting discipline that makes the Sororitas firing line the terror it is at every range the trinity commands.

✕ MARTYRDOM SORORITAS SET

Martyrdom turns a Sister's fall into fuel for the miracles of those who outlive her. When this fighter goes Seriously Injured or Out of Action, immediately add +1 Faith to the pool, over and above the gang's usual generation. This is the named death that the reliquary remembers — a Sister who dies well pays for the surge that answers her killers. Fighters carrying this skill are worth more broken than whole, and the enemy who cuts one down finds the wound turned into wrath before her body has settled.

✕ SUFFER NOT THE WITCH SORORITAS SET

Suffer Not the Witch is the witch-hunter's discipline, the cold hatred the Ordo Hereticus breeds into its handmaidens. This fighter gains +1 to Hit and +1 to Wound against enemy PSYKERS, and her attacks ignore a psyker's invulnerable or Wyrd ward entirely — no warp-shield turns the faithful blade. Against the sorcerer, the seer and the daemon-touched, she strikes with a certainty that admits no protection. The unclean mind holds no terror for a Sister who has sworn to see every witch burn.

Zealot is the fury of the faithful who run toward death where others flee it. This fighter automatically passes any test taken to charge, no matter the odds against her, and re-rolls a failed charge distance. Fear of the enemy has no hold on one who counts death in the Emperor's service a reward — she closes the gap with a litany on her lips, certain the charge is righteous and the outcome already blessed. It is the skill of the true believer who does not weigh a fight before joining it.



ADEPTA SORORITAS • HOUSE DOSSIER

ORDER OF OUR MARTYRED LADY

The line that mourns and fires

The Order of Our Martyred Lady is the Sisterhood at its most unmoving — a firing line that plants its feet on holy ground, endures the first blow, and answers with disciplined fire. Its Sisters carry no thicker plate than any other Order: power armour, a bolter, and the innate ward of the Shield of Faith. Yet they are the hardest force in the Convent to shift, because their strength is not the body but the shared pool of Faith and a refusal to break. Every Sister who falls is inscribed on the Roll of Martyrs and feeds that pool, and every miracle bought with such grief is spent on the guided bolt that finds the heart or the litany that holds the line when it should have fled. This is the Order of the Sundered Heart, which mourns and avenges in the same breath. It does not charge and it does not run; it holds the ground, banks its dead, and out-trades any foe that must come to it. It is undone only by an enemy that out-ranges it, turns its flank, or forces it to move — for a Sister of this Order is T3 and single-wounded beneath her faith, and answers pressure with precision, never with toughness.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Canoness)
- ♦ 0-2 Sister Superiors / Celestians · 0-1 each specialist Champion (Hospitaller / Dialogus / Imagifier / Dogmata)
- ♦ Battle Sisters + Retributors the bulk (the leaned firing line) · Novitiates cheap and plentiful
- ♦ 0-1 Penitent-Engine Brute · 0-1 super-Brute (Paragon Warsuit) · 0-1 §5c Vehicle (Exorcist — resolved through the Ash-Wastes vehicle rules, §Vehicles, not the Brute grid; the Immolator stays un-seeded support)
- ♦ Backbone: Battle Sisters + Retributors + Novitiates $\geq$ Leaders + Champions
- ♦ Hold the line: Battle Sisters and Retributors that did not move form the Martyred Line; the Order leans its Faith spend into the shooting + hold Acts
- ♦ Champion / specialist / Brute slots unlock with Reputation (the Roll of Martyrs — the gang grows by grief)
- ♦ No credit is spent to call a miracle — the Faith pool is earned in blood, never bought

A starting gang of the Order forms on 1,500 credits around a single Canoness — exactly one Leader, the warrior-saint who plants the standard and holds the line. Beneath her stand up to two Sister Superiors or Celestians and, at most, one each of the specialist Champions: Hospitaller, Dialogus, Imagifier and Dogmata. The body of the gang is its firing line — Battle Sisters and Retributors in bulk, with cheap and plentiful Novitiates padding the ranks — and this backbone of Gangers and Juves must always number at least as many as the Leaders and Champions above them. A gang may take one Penitent-Engine Brute and one super-Brute — the Paragon Warsuit — and a single §5c vehicle, the Exorcist, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the Brute grid; the Immolator remains un-seeded support. Battle Sisters and Retributors that make no move in a round form the Martyred Line, and the controlling player leans the shared Faith toward the shooting and holding miracles. No credit is spent to call a miracle; the pool is earned in blood. As the Roll of Martyrs lengthens across a campaign, Reputation unlocks the Champion, specialist and Brute slots — the gang grows harder by grief, not by swelling numbers.

☠ GANG RULES

✂ THE MARTYRED LINE

GANG RULE

The Martyred Line is how the Order spends what its faith earns. It draws on Acts of Faith — the shared pool that rises whenever a Sister is martyred — but where other Orders pour that faith into the charge or the redeploy, the Martyred Lady leans every miracle into standing still and shooting. When Battle Sisters and Retributors make no move in a round, they fight as a single holding line, and the controlling player spends the pool on Divine Guidance to guide the bolt, Light of the Emperor to hold the nerve, and the Emperor's Aegis to turn the incoming blow. A fighter of the line that did not move also gains the extra shot of Storm of Wrath. The Order calls on no faith but the one every Sister shares; it invents nothing new, and simply refuses to leave the ground it has consecrated. It is a wall of fire that wants to be shot at — every wound it takes makes another martyr, and every martyr is fuel for the next miracle.

FIGHTERS

CANONESS

LEADER

✖ 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	3	3	3	3+	3	4+	4+	3+	5+

SAVE 3+

SPECIAL RULES **Acts of Faith** (*may call any Act of Faith from the pool*)

The Emperor's Grace (*projects the Grace once per battle*)

The Shield of Faith (*innate 6+ ward, 4+ with the rosarius*)

Zealotry (*steadied nerve of the faithful*) SEE SPECIAL RULES

Typed Effects

- re-roll Act-of-Faith
- re-roll Nerve
- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Cunning

Ferocity

Leadership

Shooting

Signature

SECONDARY

Agility

Brawn

Combat

Savagery

STARTING GEAR Power Armour

FREE SKILL Heroine Of Faith

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Inferno Pistol 90 credits

SPECIAL

Combi Weapon 90 credits

✧ *Combi Flamer Relic* 95 credits

Kitbashed from a Ministorum combi-bolter with a Sister's hand-flamer nozzle grafted under-barrel (Codex: Adepta Sororitas — combi-weapon family).

CLOSE-COMBAT

Chainsword 25 credits

Power Maul 35 credits

Power Sword 45 credits

✧ *Blessed Blade* 55 credits

Built from a power-sword blade re-forged with reliquary bone and a litany-etched fuller — a lesser sanctified relic blade (Codex: Adepta Sororitas — sacred weapons).

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Rosarius 75 credits

Power Armour

included

The Canoness is the warrior-saint who commands the Order — the one Leader each gang forms around, and the standard its firing line will not abandon. She fights with power sword and bolt pistol, striking with a mastery few can match, yet her worth to the line is not her blade. Once each battle she projects The Emperor's Grace, and the Sisters around her re-roll their failing prayers and failing nerve alike. She may call any Act of Faith the pool can pay for, and her innate Shield of Faith — raised to a 4+ field where she bears the rosarius — keeps her standing long after a lesser commander would fall. As Heroine of Faith she works one miracle for free, the saint's moment when the Emperor answers without price. Where she plants the standard, the Order holds; while she stands, it does not break. She is three wounds of disciplined command in a body no tougher than any Sister's, and the foe who would break the Martyred Line learns quickly it must first bring her down.

SISTER SUPERIOR

CHAMPION**✖ 115** CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	5+	4+	4+	6+

SAVE **3+**SPECIAL RULES **Acts of Faith** (*may call any Act of Faith from the pool*)**The Emperor's Grace** (*projects the Grace once per battle*)**The Shield of Faith** (*innate 6+ ward*)**Zealotry** (*steadied nerve of the faithful*)**The Holy Trinity — mastery of bolter, melta and flame** (*trained on bolter, melta and flame*) SEE SPECIAL RULES

Typed Effects

- re-roll Act-of-Faith
- re-roll Nerve
- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Cunning**Ferocity****Leadership****Shooting****Signature**

SECONDARY

Agility**Brawn****Combat****Savagery**

STARTING GEAR Power Armour

FREE SKILL Storm Of Wrath

EQUIPMENT LIST

BASIC

Boltgun **55** creditsStorm Bolter **65** credits

PISTOL

Bolt Pistol **45** credits

SPECIAL

Combi Weapon **90** credits**♣ Combi Flamer Relic** **95** credits*Kitbashed from a Ministorum combi-bolter with a Sister's hand-flamer nozzle grafted under-barrel (Codex: Adepta Sororitas — combi-weapon family).*Meltagun **135** credits

CLOSE-COMBAT

Chainsword **25** creditsPower Maul **35** creditsPower Sword **45** credits**♣ Blessed Blade** **55** credits*Built from a power-sword blade re-forged with reliquary bone and a litany-etched fuller — a lesser sanctified relic blade (Codex: Adepta Sororitas — sacred weapons).*

GRENADE

Frag Grenade **30** creditsKrak Grenade **45** credits

ARMOUR

Power Armour

included

The Sister Superior is the veteran who steadies the firing line — a Celestian of long service who holds a knot of the Order together where the fire is heaviest. She fights with combi-weapon and power sword, and like the Canoness she projects The Emperor's Grace once a battle, letting the Sisters around her re-roll a failed Act or a failed Nerve.

She has mastered the Holy Trinity of bolter, melta and flame, and carries Storm of Wrath from her first day in command: planted and unmoving, she looses a heavier volley than any Sister caught on the advance. Two wounds and the innate Shield of Faith keep her in the line a beat longer than the Battle Sisters she leads, and she may call any Act of Faith from the shared pool. She is the sergeant of the Martyred Line — the one who decides where the gang stands, and makes certain it stays there.

SPECIALIST CHAMPION

CHAMPION

✖ 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	1	5+	4+	4+	5+

SAVE 3+

SPECIAL RULES *Acts of Faith (may call any Act of Faith from the pool)* *The Shield of Faith (innate 6+ ward)*

Zealotry (steadied nerve of the faithful) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Cunning

Ferocity

Savagery

SECONDARY

Leadership

Shooting

Signature

STARTING GEAR Power Armour

FREE SKILL Beacon Of Faith

EQUIPMENT LIST	
BASIC	ARMOUR
Boltgun 55 credits	Power Armour
PISTOL	<i>included</i>
Bolt Pistol 45 credits	PERSONAL
CLOSE-COMBAT	Chirurgeons Tools 30 credits
Chainsword 25 credits	STATUS
Power Maul 35 credits	Cherub 30 credits
GRENADE	Book Of St Lucius 40 credits
Frag Grenade 30 credits	Sacred Banner 40 credits
	Unbroken Line Litany 40 credits

The specialist Champion is one of the Order's utility saints — Hospitaller, Dialogus, Imagifier or Dogmata — each a Celestian turned to a single sacred office. The Hospitaller mends the wounded between battles; the Dialogus intones the litanies that hold the nerve; the Imagifier raises the Simulacrum that gathers a martyr's death into Faith; the Dogmata bears the brazier that drives out fear. All carry Beacon of Faith, extending the pool so friendlies nearby may spend from the Champion's presence and re-roll a failing Act. Armed lightly with boltgun and chainsword, and no tougher than two wounds behind the Shield of Faith, the specialist is not a fighter the Order asks to trade blows. She is the machinery of the holding line — the one who keeps the Faith flowing and the nerve unbroken while the guns do their work.

BATTLE SISTER

GANGER

× 80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	4+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES

Acts of Faith (*may call an Act of Faith from the pool*)

The Shield of Faith (*innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

The Holy Trinity — mastery of bolter, melta and flame (*trained on bolter, melta and flame*)

The Martyred Line (*forms the holding Martyred Line if it did not move*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savagery

STARTING GEAR Power Armour

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Condemnor Boltgun 70 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

ACCESSORY

Condemnor Stakes 20 credits

Preysight 25 credits

The Battle Sister is the body of the gang — the disciplined bolter-line the whole Order is built to field. She stands at BS3+ in power armour with a boltgun and the innate Shield of Faith, and though she is only a single wound of T3 flesh, she is trained on the Holy Trinity of bolter, melta and flame and trusts none of the three to fail her. When she makes no move in a round she joins the Martyred Line, planting her feet on consecrated ground and pouring fire down the range the Order loves. She may call an Act of Faith from the shared pool, and when she falls she does not merely die — her name is written on the Roll of Martyrs, and her death feeds the pool that answers for her. She is cheap, faithful and everywhere in the line, and the Order asks only that she hold her ground and shoot.

REPENTIA

GANGER

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	—	3	3	1	3+	2	6+	4+	4+	7+

SAVE —

SPECIAL RULES **Acts of Faith** (*may call an Act of Faith from the pool*)

The Shield of Faith (*the innate 6+ ward is her ONLY save*)

Zealotry (*the penitent is beyond fear*)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Signature

STARTING GEAR Eviscerator

EQUIPMENT LIST

CLOSE-COMBAT

Neural Whip 20 credits

Eviscerator 50 credits

GRENADE

Frag Grenade 30 credits

The Sister Repentia is the penitent martyr — an eviscerator in both hands, no armour on her back, and the innate Shield of Faith her only save. She seeks death in the enemy's ranks to expunge a failing, beyond fear and beyond restraint. She is present in the Order's muster, but she is the signature of the Bloody Rose, not the Martyred Lady: this Order mourns its dead, it does not raise bodies to die. Where a gang fields her, she is a glass blade — two attacks of chain-greatblade that will cut down almost anything she reaches, and almost nothing to keep her alive on the way in. She may call an Act of Faith from the pool, and when she falls, as she means to, her death feeds it. The Martyred Line holds and fires; the Repentia is the one Sister in it who runs toward the guns.

RETRIBUTOR

GANGER

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	4+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES

Acts of Faith (*may call an Act of Faith from the pool*)

The Shield of Faith (*innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

The Holy Trinity — mastery of bolter, melta and flame (*trained on bolter, melta and flame*)

The Martyred Line (*the leaned heavy backbone of the holding line*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Cunning

Shooting

Signature

SECONDARY

Ferocity

Savagery

STARTING GEAR Power Armour

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

HEAVY

Wrath Of Holy Terra 90 credits

Heavy Bolter 160 credits

Multi Melta 165 credits

Heavy Flamer 195 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

ACCESSORY

Preysight 25 credits

The Retributor is the heavy-weapon backbone of the gunline — the Sister who carries the heavy bolter, multi-melta or heavy flamer that anchors the firing line. She shares the Battle Sister's profile and her single fragile wound, but where the line pours out massed bolt-fire, the Retributor is its firebase: the gun that breaks a charge before it lands and punishes anything crossing open ground. Planted and unmoving, she forms the heart of the Martyred Line, and the Order leans its Faith toward guiding her shots and holding her nerve. A veteran may bear the Wrath of Holy Terra, the Order's most sacred gun. She masters the Holy Trinity like any Sister and may call an Act of Faith from the pool, but her worth is simple: she stands still, brings the heaviest fire the Order can field, and does not move off the ground she has consecrated.

SERAPHIM

GANGER

× 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	3+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES

Acts of Faith (*may call an Act of Faith from the pool*)

The Shield of Faith (*innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility

Combat

Cunning

Shooting

SECONDARY

Brawn

Ferocity

Savagery

Signature

STARTING GEAR Power Armour

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Hand Flamer 75 credits

Inferno Pistol 90 credits

SPECIAL

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

WARGEAR

Jump Pack 40 credits

The Seraphim is the Order's jump-pack Sister — hand flamers or twin pistols and a chainsword, borne aloft on burning wings for the hit-and-run strike. She is present in the Order's muster, but the Martyred Lady is the static wall, and the Fly line is not where its faith is spent: the Seraphim is the signature of the Argent Shroud, and here she serves only where a commander wants a fast flank the holding line cannot provide. Single-wounded and swift, she carries the Shield of Faith and may call an Act from the pool like any Sister. A gang built around the Martyred Line fields her sparingly — she is the mobility the Order chose to leave to its siblings, kept for the moment a static line needs someone to move.

NOVITIATE

JUVE

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	5+	5+	6+

SAVE 4+

SPECIAL RULES *Acts of Faith (may call an Act of Faith from the pool)* *The Shield of Faith (innate 6+ ward)*

Zealotry (steadied nerve of the faithful) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Cunning

Shooting

SECONDARY

Brawn

Combat

Ferocity

Savagery

Signature

STARTING GEAR Carapace Flak

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Carapace Flak

included

The Novitiate is the un-blooded initiate — carapace flak rather than power armour, WS and BS at 4+, not yet worthy of the plate. She is the cheap and plentiful body that pads the firing line, a boltgun in her hands and the same innate Shield of Faith and steadied nerve every Sister carries. She may call an Act of Faith from the pool, and though she is the least of the Order's warriors she is not the least of its faithful: when she falls, her name goes onto the Roll of Martyrs beside the veterans', and her death feeds the pool no less. The Order spends her freely, and the more of her it buries, the harder the line that remains — for grief, not numbers, is how the Martyred Lady grows.

PARAGON WARSUIT

BRUTE

✖ 540 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	6	6	5	3+	4	5+	4+	3+	7+

SAVE 2+

SPECIAL RULES **Acts of Faith** (*the Sister within may call an Act of Faith*)

The Shield of Faith (*the piloting Sister keeps her innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Cunning

Savagery

Leadership

Shooting

EQUIPMENT LIST

HEAVY

Multi Melta 165 credits

Heavy Flamer 195 credits

CLOSE-COMBAT

Power Sword 45 credits

The Paragon Warsuit is the command centrepiece of the Order — a Sister of the command echelon sealed into an artificer-plated war-suit, a fighter and not a vehicle. Two-plus armour and five wounds of blessed ceramite make it the hardest thing the Martyred Lady fields, and it strikes with multi-melta or heavy flamer and a war-blade that shears through infantry. The Sister within keeps her innate Shield of Faith and may call an Act of Faith from the pool, so the suit is not merely armour but a warden of the line, striding at the centre of the gunline where the fire is heaviest. In a command-heavy Order this is the Celestian's throne — the anchor the firing line forms around, as slow to fall as it is to move.

PENITENT ENGINE

BRUTE

✖ 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	6	6	4	3+	4	7+	5+	5+	8+

SAVE 4+

SPECIAL RULES *Zealotry (the chained penitent is beyond fear)* SEE SPECIAL RULES

Typed Effects

- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Shooting

EQUIPMENT LIST

HEAVY

Multi Melta 165 credits

Heavy Flamer 195 credits

CLOSE-COMBAT

Eviscerator 50 credits

GRENADE

Krak Grenade 45 credits

The Penitent Engine is the Order's lone infantry Brute — a walker of shrieking buzz-blades and a bolted-on heavy weapon, a condemned soul chained into a war-machine to burn out its sins in slaughter. T6 and four wounds of grinding armour, it is beyond fear and beyond recall: once loosed it grinds toward the nearest enemy and does not stop. Four attacks of chain-blade make it the wrathful anchor of the holding line, the one body in the Martyred Lady's gunline that closes the distance rather than holding it. It answers to no Act of Faith and no litany — the penitent within is past all counsel — but it plants itself at the heart of the line and dares the enemy to come within reach of its blades.

VEHICLES

CASTIGATOR

VEHICLE

✖ 215 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Castigator Battle Cannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Castigator is the Sisterhood's main battle tank — a Predator-class direct-fire killer built on the sanctified Rhino hull but up-armoured and up-gunned into a different beast. Its heavy turret cannon throws a rapid cadence of shells that crack light armour and burst among massed infantry, and heavy bolters in each sponson let it rake across three arcs at once, the crew's drilled gunnery guiding every burst. A pintle storm bolter adds close-in volume. Its thick front facing shrugs fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hammers — slow, front-heavy and dear, it anchors a battle-line rather than flanking it. The tank may lean instead to twin-linked autocannons for a longer-reaching, higher-cadence gun. Sitting just below the superheavy gatekeeper, one to a gang and generic to every Order, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

EXORCIST

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Exorcist Missile Launcher — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Exorcist is the Order's great armoured pipe-organ — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A heavily-armoured Rhino-hulled artillery tank (Toughness 8 to the front, 7 to the flank, 6 to the rear) carries seven Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7" as the Martyred Line's siege arm — the reach a faithful gunline lacks. Its turret organ looses blessed missiles on targets it cannot see, indirect fire that falls on the enemy behind cover and rampart alike, while a pintle storm bolter answers whatever closes. Tougher and dearer than a Whirlwind, it is the founding Order's premium indirect gatekeeper, 0-1 per gang; its provisional price is re-derived from the profile rather than ported from the old super-Brute placeholder, and its damage, handling and every Loss of Control are resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

EXORCIST

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Exorcist Missile Launcher — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Exorcist is the great armoured pipe-organ of the Orders Militant — a heavily-armoured Rhino-hulled artillery tank that rains blessed missiles on targets it cannot even see. Its raised launcher arcs a sermon of guided warheads over walls and ridgelines to fall on foes sheltering in cover, the crew's faith guiding each shell where drilled gunnery alone could not. It is tougher and dearer than a Chapter's Whirlwind — thicker front armour, a heavier gun — the faction's premium indirect gatekeeper, the piece a gang fields to make the whole board reachable and no cover safe. A pintle storm bolter answers infantry that stray too close. Slow, front-heavy and best kept to the rear with a spotter, one to a gang and generic to every Order, it resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules, and drops its salvos under the Indirect Fire rules the way the whole Sisterhood learns to trust the unseen shot.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

IMMOLATOR

TRANSPORT

✖ 155 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Flamer — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Immolator is the Sisterhood's iconic flame-tank — a Rhino-hulled gunboat that both carries a fireteam and washes the objective in blessed promethium. Its 360-degree turret twin-links a heavy flamer into a single roaring torrent, auto-hitting whatever it engulfs and turning a defended corner into a pyre; the crew's Holy-Trinity gunnery makes that cleansing sure. The mount readily swaps to a twin multi-melta to gut armour, or twin heavy bolters to rake a firing line, so a gang chooses its sacrament before the battle. It keeps the Rhino's durable body — the same facing armour and six Hull Points — giving up a full squad's cargo for the gun, yet still delivering a half-fireteam to the fight. Slower to survive than to strike, one to a gang and generic to every Order, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PARAGON WARSUIT

VEHICLE

✖ 540 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	7	6+	2+	3+	5+	4+	3+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Multi Melta — Front arc (Crew)
- ♦ Power Sword — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ The Sister within — a piloted warsuit, not a crewed hull: the command-echelon Sister sealed inside keeps her innate Shield of Faith (a 6+ invulnerable ward), may call an Act of Faith from the gang's shared Faith pool, and her zealot nerve steadies the war-engine (Sororitas zealotry). The one \$5c vehicle in the Sisters' armoury that carries a fighter's faith.
- ♦ Default heavy mount is a multi-melta; a gang may field it instead with a heavy flamer (the command warsuit's chosen gun).

The Paragon Warsuit is the command centrepiece of the Orders Militant — a Sister of the command echelon sealed into a suit of artificer-plated war-plate, and under the corrected vehicle model that is exactly what it is: a piloted war-machine, a \$5c hull and not a fighter. A 2+ hull save over seven Hull Points makes it the hardest thing the Sisterhood field, the durability apex of the motor pool — tougher-saved than the Exorcist or the Castigator — front-weighted to Toughness 8 and thinning to the flanks and rear. It strides at Movement 6", a slow anchor the firing line forms around rather than a manoeuvre piece. What sets it apart from every other hull is the Sister within: this is a warsuit worn from a command throne, not a tank a crew rides, so she keeps her innate Shield of Faith — the Emperor's grace turning the blade at a 6+ — and may still call an Act of Faith from the gang's shared pool, her zealot nerve steadying the machine where a crewed hull would have none. A multi-melta or heavy flamer answers armour and infantry, and a power-sword war-blade shears through whatever closes. It is the throne of a Celestian or the seat of the Abbess herself, the chassis Morvenn Vahl skins onto — as slow to fall as it is to move. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PENITENT ENGINE

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	7	6	5	6	6+	4+	4+	7+	5+	5+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Eviscerator — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Zealotry — the chained penitent is beyond fear and never tests for terror. But it answers to no litany and draws nothing from the Faith pool: the condemned soul within is past all counsel (the deliberate foil to the piloted Paragon, which keeps its Sister's faith).
- ♦ Relentless — once loosed it grinds toward the nearest enemy and does not stop.
- ♦ Default melee mount is an eviscerator; the Bloody Rose fields it instead with paired penitent buzz-blades. Default heavy mount is a multi-melta or a heavy flamer.

The Penitent Engine is a walker of wrath and atonement — a condemned soul chained into a Dreadnought-class war-frame and driven to seek death in the only way left to her, and under the corrected vehicle model it fights as the §5c walker war-engine it is, no longer a Brute on the fighter grid. Toughness 7 to the front over six Hull Points behind a 4+ hull, it wades into the enemy line and grinds it apart — an eviscerator or a set of shrieking buzz-blades tearing through armour and flesh while a bolted-on multi-melta or heavy flamer spits fire as it comes. It moves fast for its bulk at Movement 6", hurling itself forward with no thought of survival, for survival was never the point. It answers to no litany and no Act of Faith — the penitent within is past all counsel — so unlike the piloted Paragon it draws nothing from the Faith pool; only its zealotry carries over, the chained soul beyond fear entirely. Where the Sisters hold and shoot, the Penitent Engine charges, a sinner's screaming penance made into a war-machine. It resolves its facing Toughness, its Hull Points, its handling and every Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SORORITAS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Sororitas Rhino is the blessed workhorse of the Orders Militant — the same armoured, boxy transport the wider Imperium fields, crewed by Battle Sisters and sanctified for the Emperor's war. It exists to carry a fireteam across open ground under fire and put them where the litany demands, trading heavy armour for speed and reliability: proof against small-arms, thin by war-engine standards, fast enough to close the distance before the enemy's guns find their mark. Its crew shoot with the same drilled Holy-Trinity discipline as every Sister on foot, and a pin-tle storm bolter lets them hose down infantry as the ramp drops. It lives on Movement and its six Hull Points rather than on trading blows, one to a gang and generic to every Order. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the rolling chapel the whole Sisterhood learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Light Of The Emperor. Play this at the start of the round. Choose a friendly fighter; it and all friendlies within 3" automatically pass the next Nerve or Cool test they are called to make this round. The litany is spoken, and the line will not break.	START OF ROUND
12	The Guided Bolt. Play this when a friendly fighter that made no Move this round makes a Shoot action. Until the end of the round, that fighter re-rolls all its failed ranged hit rolls — the guided bolt does not miss the mark the Emperor has set for it.	ANY SHOOT ACTION
13	Hold The Line. Play this when a friendly fighter ends its activation without having made a Move. Until its next activation, it counts as being in partial cover against ranged attacks — the planted Sister makes a fortress of open ground.	END OF ACTIVATION

14	Avenge The Fallen. Play this when a friendly fighter goes Out of Action. Until the end of the round, every friendly fighter adds 1 to hit rolls against the enemy that felled her. A martyr is not mourned in the moment; she is avenged.	WHEN A FRIENDLY GOES OOA
15	Bank The Martyr. Play this the first time a friendly fighter is taken Out of Action this battle. Add 1 additional Faith to the pool beyond the usual gain — the first name on the Roll of Martyrs is worth the most.	WHEN THE FIRST FRIENDLY FALLS
16	Unbroken Line. While a friendly fighter is within 2" of another friendly, both re-roll failed Nerve tests. Shoulder to shoulder, the Sisters make an unbroken line that fear cannot pry apart.	WHILE TWO SISTERS STAND TOGETHER
21	Sundered Heart. Play this when a friendly fighter is taken Out of Action within 6" of another friendly Sister. That Sister adds 1 to her hit rolls and 1 to her wound rolls until the end of the round — the Sundered Heart mourns and avenges in the same breath.	AFTER A FRIENDLY FALLS NEARBY
22	Roll Of Martyrs. Play this at the end of the battle. For each friendly fighter taken Out of Action during the game, this gang gains 1 additional point of Reputation as the name is inscribed on the Roll of Martyrs — the Order grows harder for every Sister it has buried.	END OF BATTLE
23	Weight Of Faith. Play this before a friendly fighter makes a Shoot action. You may spend 1 Faith from the pool; if you do, that ranged attack gains +1 to its wound rolls this round — the weight of the Order's faith rides every round it fires.	ANY SHOOT ACTION
24	Litany Of Fire. Play this at the start of the round. Choose a friendly Champion; until the end of the round, friendly fighters within 6" of it re-roll hit rolls of 1 with ranged weapons. The chant sets the cadence of the volley, and no round is wasted.	START OF ROUND
25	The Wall Answers. Play this when a friendly fighter is charged. Before blows are struck, it may make a free reaction Shoot (Basic) action with a Pistol or Basic weapon against the charging enemy — the wall answers the charge with fire before it lands.	WHEN CHARGED
26	Divine Guidance. Choose a friendly fighter that made no Move this activation. The next time it shoots this round, it re-rolls a single failed hit or wound roll — the Emperor's hand nudges the bolt toward the heart.	ANY SHOOT ACTION
31	Consecrated Ground. While a friendly fighter is within 2" of a reliquary or consecrated objective, it re-rolls failed Nerve tests and cannot be moved off that ground by an enemy Pile In this round. What the Order has blessed, it does not surrender.	WHILE ON THE RELIQUARY
32	No Step Back. Play this at the start of the round. Until the end of the round, no friendly fighter may be forced to make a Retreat move, and friendlies re-roll failed tests to avoid Breaking. The Order gives no ground it has not been ordered to give.	START OF ROUND
33	Steady Aim. Play this when a friendly fighter takes an Aim action. Its next Shoot action this round gains an additional +1 to hit on top of the Aim bonus — a patient eye and a steadied hand answer for the whole of the Order's discipline.	WHEN A FIGHTER AIMS
34	Faith Over Fear. Play this at the start of the round. Until the end of the round, friendly fighters may re-roll failed Cool tests caused by being charged or by nearby casualties. Where others feel fear, the faithful feel only the Emperor's regard.	START OF ROUND
35	Martyrs Vigil. While a friendly fighter is within 1" of a fallen friendly Sister or her marker, it adds 1 to its hit rolls in close combat and re-rolls failed Nerve tests. None who stand over the dead will give up the ground where a Sister fell.	WHILE STANDING OVER THE FALLEN

36	Answering Volley. Play this when a friendly fighter is taken Out of Action by a ranged attack. One friendly fighter within 6" that has not yet activated this round may immediately make a free Shoot (Basic) action targeting the enemy that felled her — the line answers a fallen Sister before her body has come to rest.	WHEN A FRIENDLY IS SHOT DOWN
41	Cleansing Fire. Play this before a friendly fighter makes a Shoot action with a flame or melta weapon this round. That fighter adds 1 to its wound rolls for the action — the sacred fire of the Trinity does not merely kill, it purifies.	ANY SHOOT ACTION
42	Hold And Pray. Play this when a friendly fighter ends its activation without having made a Move. It is no longer Pinned, and it may re-roll its next Nerve test this round — the Sister who stands and prays is harder to move than the ground beneath her.	END OF ACTIVATION
43	The Choir Holds. While three or more friendly fighters are within 3" of one another, each of them re-rolls failed Nerve and Cool tests. Where the Sisters stand close enough to hear one another's litany, none will falter.	WHILE THREE SISTERS STAND TOGETHER
44	Sanctified Bolt. Play this before a friendly fighter makes a Shoot action with a bolt weapon this round. That weapon gains +1 Damage against its target for the action — a round blessed by the choir strikes with the weight of the Emperor's judgement.	ANY SHOOT ACTION
45	Line Of Sisters. Play this when a friendly fighter within 3" of another friendly is targeted by a ranged attack. It may re-roll a failed save against that attack — no Sister of the line stands alone, and the strength of those beside her is her shield.	WHEN REACTING TO FIRE
46	Grief Made Discipline. Play this at the start of a round if a friendly fighter was taken Out of Action last round. Until the end of this round, friendly fighters that make no Move add 1 to their hit rolls with ranged weapons — grief hardens the hand and steadies the aim.	THE ROUND AFTER A FRIENDLY FALLS
51	Immovable. While a friendly fighter is standing on an objective, it cannot be moved by any enemy effect and automatically passes Initiative tests to avoid being knocked from its footing this round. The line does not yield the ground it was set to hold.	WHILE ON AN OBJECTIVE
52	Light That Will Not Break. Play this at the start of the round. Until the end of the round, friendly fighters that are Broken may attempt to Rally at the start of their activation with a +2 bonus to the Cool test. However far a Sister is driven, the light calls her back to the line.	START OF ROUND
53	Guided Salvo. Play this when a friendly fighter that Aimed this activation makes a Shoot action. It may fire twice at the same target, resolving each shot separately — a patient marksman lets the litany count her rounds for her.	ANY SHOOT ACTION
54	Faithful Reload. Play this when a friendly fighter fails an Ammo check this round. You may immediately re-roll it once — a Sister's rites keep her weapon speaking when a lesser soldier's would fall silent.	WHEN OUT OF AMMO
55	Vengeful Precision. Play this when a friendly fighter shoots at an enemy that took a friendly Out of Action earlier this battle. That fighter re-rolls all its failed hit and wound rolls against that enemy — the Order remembers who made its martyrs, and repays the debt in full.	ANY SHOOT ACTION
56	The Emperor Sees. Play this at the start of the round. Choose a friendly fighter; until the end of the round it may re-roll a single failed hit roll of your choice. The Emperor watches His faithful, and where His gaze falls, no aim goes truly astray.	START OF ROUND

61	Wrath Of Holy Terra. Play this when a friendly heavy-weapon fighter that made no Move this round makes a Shoot action. Until the end of the round, add 1 to the Damage of each hit that weapon inflicts — the firebase speaks with the wrath of Holy Terra, and what it strikes does not rise again.	ANY SHOOT ACTION
62	Bank And Burn. Play this at the start of the round. You may spend 1 Faith from the pool; if you do, the first Shoot action a friendly fighter makes this round re-rolls all its failed hit rolls. The grief banked in blood is spent as fire.	START OF ROUND
63	Stand And Deliver. Play this when a friendly fighter makes no Move during its activation. Before it shoots, it may make an additional Aim action for free — the Sister who does not stir has all the time she needs to place her shot.	WHILE A FIGHTER STAYS STILL
64	Preysight. Play this when a friendly fighter that Aimed this round makes its Shoot action. That shot ignores the target's cover — the reliquary scope finds the heart no wall can hide.	ANY SHOOT ACTION
65	The Line Endures. Play this at the end of the round. Every friendly fighter that made no Move this round removes the Pinned condition and stands ready, and will automatically pass the first Nerve test it is called to make next round. The line that held will hold again.	END OF ROUND
66	Martyred Ladys Grace. Once per battle, when your Leader would be taken Out of Action, roll a D6. On a 4 or higher she is instead Seriously Injured, dragged back into the line by her Sisters — the Order will not let its saint fall while a single Sister still stands to carry her.	ONCE PER BATTLE, WHEN THE LEADER WOULD FALL



ALLIANCES

✂ ONE CONVENT THREE ORDERS

ALLIANCE

WHO	the sibling Orders of the Adepta Sororitas (any two mustering as one Convent)
TERMS	map-level muster: when two or more Sororitas Houses hold adjacent worlds, they may declare a combined Convent — shared non-aggression and a shared objective in any scenario against a third faction; the Martyred Lady brings the gunline, the siblings bring Seraphim and penitents

The Martyred Lady stands with its sibling Orders of the Sisterhood. When two or more Sororitas Houses hold adjacent worlds, their commanders may declare a combined Convent: a map-level pact of non-aggression and a shared objective in any scenario fought against a third faction. The Martyred Lady brings the gunline that holds the ground; the Argent Shroud brings its Seraphim to strike the flank the static line cannot reach; the Bloody Rose brings its penitents to break what the fire has pinned. It is not a fixed alliance but a muster of like faith — any two Orders answering the same call, one Convent under one Emperor.

WHO	the chamber militant of the Ordo Hereticus (the Martyred Lady is the anchor-Order of the requisition)
TERMS	single-source-of-truth requisition: the Ordo Hereticus may requisition Battle Sisters and Retributors from this House by reference for a phase-gated Inquisitorial operation; in exchange the Ordo marks a heretic warband Excommunicate, binding this House against it as a standing campaign feud — no fixed rival-House feud otherwise exists (the Order's enmity is doctrinal, not territorial)

The Order of Our Martyred Lady is the chamber militant of the Ordo Hereticus, and the anchor from which the Inquisition draws its Sisters. The Ordo Hereticus may requisition Battle Sisters and Retributors from this House for a phase-gated Inquisitorial operation, calling on the gunline where it needs disciplined faith and heavy fire. In exchange, the Ordo marks a heretic warband Excommunicate and binds this House against it as a standing campaign feud. The Order keeps no fixed territorial rival otherwise — its enmity is doctrinal, sworn against the witch and the traitor wherever the Inquisition names them, not against any neighbour on the map.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Penitents Debt. The Convent grants no boon this time, only a reckoning. You may add one Novitiate with a boltgun to your crew for the coming battle at no cost; but when the fighting ends that Sister is claimed by the penitent orders and removed from your roster. A body lent, a soul reclaimed — the lowest favour is a debt called in.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
3	A Reliquary Blessing. The chamber militant presses a minor relic into your keeping. Before the battle, choose one friendly fighter; once during the game that fighter may re-roll a single failed save, the reliquary turning a killing blow at the last instant.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
4	The Sundered Heart Simulacrum. The Convent lends the Order's grief-relic for the coming fight. One friendly Champion carries the Sundered-Heart Simulacrum this battle: the first time a friendly fighter is taken Out of Action within 6" of it, add 1 Faith to the pool beyond the usual gain.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
5	A Retributor On Loan. The chamber militant lends a heavy gun to your line. Add one Retributor armed with a heavy bolter to your crew for this battle at no cost; she departs for the Convent when the fighting is done.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS

6	Consecrated Rounds. Your ammunition is blessed before the battle. Choose one friendly fighter; for this game its bolt weapon adds 1 to its wound rolls against enemies bearing the Chaos, Daemon or Psyker mark — consecrated rounds for the Order's oldest foes.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
7	The Canoness's Ear. The Order's commander lends you her counsel. Once during the coming battle, you may re-roll a single failed Leadership or Cool test made by any friendly fighter — the Canoness's word carries even where she does not stand.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
8	Light Of The Emperor. The Convent sends a preacher to steady your line. For the first round of the coming battle, every friendly fighter automatically passes any Nerve test it is called to make — the light of the Emperor holds the gang firm through the opening blow.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
9	A Battle Sister Squads Aid. A squad of the faithful marches to your side. Add two Battle Sisters with boltguns to your crew for the coming battle at no cost; they return to the Convent when the fighting is done.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
10	Veridyans Grace. The relic bolter is entrusted to your commander for the battle. Your Leader carries Veridyans's relic bolter this game, and while she makes no Move she re-rolls all failed hit rolls with it — the guided bolt, placed in a warrior-saint's hands.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
11	The Ordos Warrant. The Ordo Hereticus grants a warrant of execution. Before the battle, name one enemy fighter; for the whole game, friendly fighters re-roll failed wound rolls against that fighter — the Inquisition has marked it, and the Order carries out the sentence.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
12	A Living Saints Regard. The greatest favour the Convent can grant: a Living Saint turns her regard upon your line. For the coming battle, your Faith pool begins with 2 additional points, and the first friendly fighter that would be taken Out of Action is instead only Seriously Injured — spared, this once, by a saint's own intervention.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS

🦴 SUB-PLOTS

✂ THE RELIC RECLAIMED

SUB-PLOT

Reward: the Order reconsecrates what it recovered: the gang unlocks a Martyred Lady signature relic (the relic bolter, the Simulacrum, or a reliquary piece) and banks Reputation for closing the debt

This sub-plot resolves when your gang recovers a relic another gang took from it — through the Reclaim the Roll scenario or its like — or holds a consecrated site for a full battle. When it does, the Order reconsecrates what it has won back: unlock one Martyred Lady signature relic for your roster, whether the relic bolter, the Simulacrum, or a reliquary piece, and bank Reputation for closing the debt. What was lost to the enemy is made holy again in Sororitas hands.

✂ THE ROLL OF MARTYRS

SUB-PLOT

Reward: the accumulated grief becomes a hold: the gang banks a large one-off Reputation gain and unlocks access to a specialist Champion slot — the Order grows harder and more disciplined the more it has buried

This sub-plot resolves once your gang has had a set number of its own fighters — five, unless your campaign sets another figure — taken Out of Action and inscribed on the Roll of Martyrs across the campaign. When the tally is met, the accumulated grief becomes a hold: bank a large one-off gain of Reputation and unlock access to a specialist Champion slot. The Order grows harder and more disciplined the more of its own it has buried.

🦴 LEGENDARY NAMES

✂ JUNITH ERUITA

LEADER

XP cost (random): 12

XP cost (chosen): 18

Junith Eruita is the Order's own Canoness — the Reverend Superior who leads from a pulpit-throne, her voice the litany the whole line marches to. While she stands upon the battlefield and is not Broken, every friendly fighter within 6" of her automatically passes the first Nerve test it makes each round; the Order does not break in her sight. Yet her faith is a chain as much as a banner. While she stands, she will never voluntarily leave a held objective or make a retreat move, and the gang may not choose to bottle out. The line holds as long as Junith does — whether or not the holding is wise.

✧ THE INSCRIBED

ANY BATTLE SISTER OR RETRIBUTOR

XP cost (random): 6

XP cost (chosen): 10

The Incribed is any Battle Sister or Retributor whose name is already written on the Roll of Martyrs — a Sister who fights as one long promised to the fallen. She automatically passes Nerve tests caused by friendly casualties, unshaken by deaths she has already counted as her own, and when she is at last taken Out of Action the gang gains two Faith rather than one: her death is worth more than her life, and she knows it. But a Sister this certain of her end does not hang back. She must always end her movement no further from the nearest enemy than she began, and never voluntarily retreats. She is spending herself, on purpose, and the pool fills faster for it.

✧ VERIDYAN THE GRACE

LEADER/CHAMPION

XP cost (random): 10

XP cost (chosen): 16

Veridyan the Grace is the warrior-saint who bears the Order's relic bolter — a Canoness or Sister Superior into whose hands the blessed weapon has been given. While she makes no Move, the relic re-rolls all its failed hit rolls, and once each battle a single hit from it strikes at +2 Damage: the guided bolt made flesh in one Sister's grip. But the Grace demands stillness and sacrifice. She may never make a Charge action, and if she is taken Out of Action the gang suffers a loss of Reputation for letting the relic fall. She is worth more standing than any advance she might make.

☠ TERRAIN

✧ THE RELIQUARY WALL

TERRAIN

The Reliquary Wall is a consecrated firing line — a low barricade of rockcrete, sandbags and relic-cases the Order has blessed and made the anchor of its ground, studded with icons and the plaques of its fallen. A friendly Sororitas fighter wholly behind the Wall counts as being in partial cover against ranged attacks and re-rolls failed Nerve tests. Any fighter, friend or foe, taken Out of Action within 2" of the Wall is inscribed among the dead and generates one Faith for the Martyred Lady gang — the barricade takes every death into its ledger.

✧ THE SUNDERED SHRINE

TERRAIN

The Sundered Shrine is a ruined Ecclesiarchy chapel, its roof gone and its altar cracked in two — the Sundered Heart made a battlefield feature, holy still for all its ruin. A friendly fighter wholly within the Shrine re-rolls ranged hit rolls of a natural 1 and cannot be moved off the objective by an enemy Pile In. The first time each battle a friendly fighter is taken Out of Action within the Shrine, the gang generates one additional Faith — even broken, the holy ground answers the Order's grief.

✂ HOLD THE SUNDERED GROUND

SCENARIO

ATTACKER	a faster, close-range aggressor gang forcing the fight
DEFENDER	the Martyred Lady gunline, dug in around its reliquary
DEPLOY	defender sets up first, static, within 6" of the central reliquary/objective; attacker deploys along one or two board edges and takes the first turn
OBJECTIVE	the defender must still hold the consecrated ground when the game ends; the attacker must break the line and seize it
VICTORY	defender wins by controlling the reliquary at the end of the game with at least one Sister standing on it; attacker wins by controlling it or by breaking the gang
REWARDS	each friendly Sister taken Out of Action while within 2" of the reliquary is inscribed on the Roll of Martyrs and banks additional Reputation; a decisive hold advances the Order's control of the world
CONTROL TRACK	a defender hold pushes this House's control-track marker on the world up by one and denies the attacker's advance; an attacker win pushes the marker back toward the aggressor; a marginal result leaves the marker unchanged but banks the martyrs either way

The Martyred Lady plants its feet around a consecrated reliquary and dares a swifter foe to come and take it. This is the mission the Order wants: the attritional stand where the static line out-endures the opening rush.

ATTACKER AND DEFENDER The defender is the Martyred Lady gunline, dug in around its reliquary. The attacker is a faster, close-range aggressor forcing the fight, seeking to break the line before it can bleed the assault white.

BATTLEFIELD A single reliquary or holy objective stands at the centre of the board, the ground the Order has consecrated and will not yield.

DEPLOYMENT The defender sets up first and static, every fighter within 6" of the central reliquary. The attacker then deploys along one or two board edges and takes the first turn.

OBJECTIVE The defender must still hold the consecrated ground when the game ends. The attacker must break the line and seize it.

ENDING THE BATTLE AND VICTORY The battle ends by the campaign's standard length or when one gang bottles out. The defender wins by controlling the reliquary at game's end with at least one Sister standing upon it. The attacker wins by controlling the reliquary itself, or by breaking the defending gang.

REWARDS Each friendly Sister taken Out of Action while within 2" of the reliquary is inscribed on the Roll of Martyrs and banks additional Reputation. A decisive hold advances the Order's control of the world.

CONTROL TRACK A defender hold pushes this House's control-track marker on the world up by one step and denies the attacker's advance. An attacker win pushes the marker back toward the aggressor. A marginal result leaves the marker unchanged — but the martyrs are banked either way.

ATTACKER	the Martyred Lady gunline, advancing to recover its dead
DEFENDER	the gang that took the Order's fighters or relic Out of Action last battle
DEPLOY	defender holds the centre where the fallen Sister's body/relic lies as an objective; attacker deploys along one edge and advances by fire
OBJECTIVE	the attacker must recover the marked body or relic and carry it off its own board edge; the defender must deny it
VICTORY	the Martyred Lady wins by removing the recovered objective from the board via its own edge; the defender wins by holding the objective until the game ends
REWARDS	recovering the fallen closes the debt: the gang banks Reputation and may unlock a Martyred Lady signature relic; failure leaves the name unavenged and the Roll open
CONTROL TRACK	a successful reclaim pushes this House's control-track marker up by one on the world where the body lies and lets the Order press the offending gang; a defender hold leaves the marker unchanged and the grudge unsettled

The Order advances to recover what was taken from it — a fallen Sister's body or a lost relic held by the gang that felled her. The Martyred Lady mourns its dead, and it does not leave them in enemy hands.

ATTACKER AND DEFENDER The attacker is the Martyred Lady gunline, advancing to recover its dead. The defender is the gang that took the Order's fighters or relic Out of Action in a previous battle, and now holds the prize.

BATTLEFIELD The fallen Sister's body or the lost relic lies at the centre of the board as a single objective.

DEPLOYMENT The defender holds the centre, deploying around the objective. The attacker deploys along one board edge and advances by fire.

OBJECTIVE The attacker must recover the marked body or relic and carry it off its own board edge. The defender must deny the recovery and hold the objective.

ENDING THE BATTLE AND VICTORY The Martyred Lady wins by removing the recovered objective from the board across its own edge. The defender wins by holding the objective until the game ends.

REWARDS Recovering the fallen closes the debt: the gang banks Reputation and may unlock a Martyred Lady signature relic. Failure leaves the name unavenged and the Roll open.

CONTROL TRACK A successful reclaim pushes this House's control-track marker up by one step on the world where the body lies, and lets the Order press the offending gang. A defender hold leaves the marker unchanged and the grudge unsettled.



ADEPTA SORORITAS • HOUSE DOSSIER

ORDER OF THE BLOODY ROSE

The charge that feeds itself

The Order of the Bloody Rose is the Sisterhood's wrath made a sacrament — the Order of the penitent charge, built on bodies made to be lost. Where a codex Order holds the line and fires, or strikes from the sky and is gone, the Bloody Rose runs headlong into the enemy and feeds on its own dead. Its Sister Repentia and Arco-flagellants fight without armour, the innate Shield of Faith their only ward; every penitent that falls in the Emperor's name feeds the Faith pool at its fullest, and that Faith is spent forward — on The Passion and the relentless advance, never on holding ground. This House draws more Faith than any other Order and dumps all of it into the charge, winning the close-quarters slaughter by striking first and growing stronger with every loss. Its counter is plain and real: the penitents are frail, no-save bodies, and a foe that out-shoots them before the charge lands, kites them, or refuses the melee bleeds them for nothing. Wrath and faith, paid in throwaway flesh and no armour — let them cut the penitents down; the blood is the miracle, and the miracle is the charge.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Canoness — Repentia overseer)
- ♦ 0-2 Sister Superiors / Celestians (overseers) · 0-1 each specialist Champion (Dogmata / Hospitaller / Dialogus / Imagifier)
- ♦ Repentia + Arco-flagellant bulk (the penitent line) · Battle Sisters thin firing support · Novitiates cheap and plentiful
- ♦ 0-2 Brutes (Penitent Engine / Mortifier — the Order's slot bonus: it may field a second penitent walker where other Orders cap at one) · 0-1 super-Brute (Paragon Warsuit / Exorcist / Immolator)
- ♦ Backbone: Repentia + Arco + Battle Sisters + Novitiates $\geq$ Leaders + Champions
- ♦ Built to die: the Repentia and Arco lines have no armour save and are cheap — they are meant to fall, and each fall feeds the Faith pool hardest; the Order leans its Faith spend into The Passion and the advance
- ♦ Swap: the Order trades its shooting Holy Trinity skill for the melee Frenzied Assault, keeping Zealot
- ♦ Champion / Dogmata / second-penitent-walker slots unlock with Reputation (The Redeemed — the gang grows by martyrdom)
- ♦ The Faith pool is earned in blood, never bought — no credit is spent to call a miracle

A starting gang forms on 1500 credits around a single Canoness, the Repentia overseer who leads from the charge. Beneath her the controlling player may field up to two Sister Superiors or Celestians and one each of the specialist Champions — Dogmata, Hospitaller, Dialogus and Imagifier. The body of the gang is the penitent line: Sister Repentia and Arco-flagellants in bulk, a thin firing support of Battle Sisters, and cheap, plentiful Novitiates. These Gangers and Juves must together always number at least the Leader and Champions combined. The Order may field up to two Brutes — its slot bonus lets a second penitent walker take the field where other Orders cap at one — and up to one super-Brute. Champion and second-walker slots open only as the gang earns Reputation through the Roll of the Redeemed; the host grows by martyrdom, the fallen becoming the fuel of the next charge.

🦴 GANG RULES

✂ THE PASSION

GANG RULE

The Bloody Rose's penitent bodies are made to be lost, and so the Order draws more Faith from the pool than any other — every Repentia and Arco taken Seriously Injured or Out of Action feeds it at the rail's fullest, and the overseers keep them charging into the fire so they fall where it counts. That Faith is spent forward. The Order leans its miracles into The Passion, where a charging fighter gains +1 Strength and re-rolls failed melee Hits, and into Spirit of the Martyr, the free relentless advance toward the enemy, with Divine Guidance called on the eviscerator swing. It spends nothing on holding ground; to stand still is anathema to the charge. The Passion keeps no faith of its own — it draws on the same well every Sister prays from and bends all of it toward the melee and the advance. The wound is the victory: the more of the host that falls, the harder the survivors strike.

FIGHTERS

CANONESS

LEADER

✖ 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	3	3	3	3+	3	4+	4+	3+	5+

SAVE 3+

SPECIAL RULES **Acts of Faith** (may call any Act of Faith from the pool)

The Emperor's Grace (projects the Grace once per battle)

The Shield of Faith (innate 6+ ward, 4+ with the rosarius)

Zealotry (steadied nerve of the faithful) SEE SPECIAL RULES

Typed Effects

- re-roll Act-of-Faith
- re-roll Nerve
- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

Leadership

Signature

SECONDARY

Agility

Cunning

Shooting

STARTING GEAR Power Armour

FREE SKILL Zealot

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Inferno Pistol 90 credits

SPECIAL

Combi Weapon 90 credits

CLOSE-COMBAT

Neural Whip 20 credits

Chainsword 25 credits

Power Sword 45 credits

Eviscerator 50 credits

✠ *Blessed Blade* 55 credits

Built from a power-sword blade re-forged with reliquary bone and a litany-etched fuller — a lesser sanctified relic blade (Codex: Adepta Sororitas — sacred weapons).

The Bleeding Petal 80 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Rosarius

75 credits

Power Armour

included

The Canoness is the warrior-saint at the head of the penitent host, leading from the tip of the charge rather than behind the line. Her statline is the Order's finest — WS and BS 2+, three Wounds, three Attacks — and the rosarius lifts her innate Shield of Faith to a 4+ field, making her the one durable body in a gang of the doomed. Once per battle she projects The Emperor's Grace, and friendly fighters near her re-roll a failed Act of Faith and a failed Nerve test, keeping the redeemed moving into the fire. She may call any Act from the Faith pool and carries a power sword and bolt pistol, though the relic Bleeding Petal is hers to bear. Zealotry steadies her against fear, and her free Zealot skill means she never fails a test to charge. Field her as the anchor of the advance — the saint whose presence drives the penitents forward and whose blade avenges every one that falls.

SISTER SUPERIOR

CHAMPION

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Acts of Faith** (may call any Act of Faith from the pool)

The Emperor's Grace (projects the Grace once per battle)

The Shield of Faith (innate 6+ ward)

Zealotry (steadied nerve of the faithful) SEE SPECIAL RULES

Typed Effects

- re-roll Act-of-Faith
- re-roll Nerve
- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Cunning

Shooting

Leadership

Signature

STARTING GEAR Power Armour

FREE SKILL Frenzied Assault

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Combi Weapon 90 credits

Meltagun 135 credits

CLOSE-COMBAT

Neural Whip 20 credits

Eviscerator 50 credits

✦ *Blessed Blade* 55 credits

Built from a power-sword blade re-forged with reliquary bone and a litany-etched fuller — a lesser sanctified relic blade (Codex: Adepta Sororitas — sacred weapons).

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

STATUS

Neural Whip Lash 40 credits

The Sister Superior is the overseer of the redeemed — the veteran who keeps the penitents charging and stops them ever breaking. Two Wounds and two Attacks make her a capable fighter, but her true weight is the neural whip in her hand: penitents that would flee are driven back into the advance under her lash. She may call any Act of Faith, and once per battle projects The Emperor's Grace, letting nearby fighters re-roll failed Acts and Nerve

tests. Her free skill is Frenzied Assault, so on the charge she strikes with an extra Attack and re-rolls failed Wounds. Armed with neural whip and bolt pistol, she is the discipline behind the frenzy — the chassis the Repentia Mistress skins onto. Field her within reach of the penitent line: with no overseer near, the doomed run wild; with her, they run exactly where they are aimed.

SPECIALIST CHAMPION

CHAMPION

✖ 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	1	5+	4+	4+	5+

SAVE 3+

SPECIAL RULES *Acts of Faith (may call any Act of Faith from the pool)* *The Shield of Faith (innate 6+ ward)*
Zealotry (steadied nerve of the faithful) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY **Combat** **Ferocity** **Leadership** SECONDARY Brawn Cunning Savagery
Signature

STARTING GEAR Power Armour
FREE SKILL Beacon Of Faith

EQUIPMENT LIST	
BASIC	ARMOUR
Boltgun 55 credits	Power Armour
PISTOL	<i>included</i>
Bolt Pistol 45 credits	PERSONAL
CLOSE-COMBAT	Chirurgeons Tools 30 credits
Chainsword 25 credits	STATUS
Power Maul 35 credits	Cherub 30 credits
GRENADE	Book Of St Lucius 40 credits
Frag Grenade 30 credits	

The specialist Champions are the Order's utility and aura core — the Dogmata whose zealot-brazier stokes the wrath of every penitent near it, the Hospitaller who mends the host between battles, the Dialogus whose litanies steady frayed nerve, and the Imagifier whose sacred icon feeds the Faith pool. Each is a single-Attack, two-Wound Champion in power armour, no monster in the press but a force-multiplier for the bodies that do the killing. All may call any Act of Faith and carry the innate ward, steadied against fear. The free Beacon of Faith skill extends the pool's reach, letting nearby fighters draw on this Champion's presence to work their miracles. Armed with bolt-gun and chainsword, the specialist stands behind the charge, not in it. Field the one the build needs — the Dogmata for raw wrath, the Imagifier to crank the Faith the penitents are about to spend.

ARCO FLAGELLANT

GANGER

✖ 86 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	—	4	3	1	4+	3	7+	4+	5+	8+

SAVE —

SPECIAL RULES **Acts of Faith** (may call an Act of Faith from the pool)

The Shield of Faith (the innate 6+ ward is its ONLY save)

Zealotry (the frenzon-maddened cyborg is beyond fear)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility

Brawn

Combat

SECONDARY

Signature

Ferocity

EQUIPMENT LIST

CLOSE-COMBAT

Arco Flail 20 credits

✧ *Penitent Flail* 30 credits

Kitbashed from Repentia mortification-chains and a censer-bead onto a hafted flail — the flagellant's self-scourge turned weapon (Codex: Adepta Sororitas — Repentia/Arco range).

PERSONAL

Frenzon Injectors 30 credits

The Arco-flagellant is the much-rebuilt penitent — a condemned sinner wired into a frenzon harness and loosed with an arc-shock flail. It fights at S4 with three base Attacks and no armour, the innate ward its only protection, and Zealotry leaves the frenzon-maddened cyborg beyond fear. Like the Repentia it is built to be lost, and every one that falls feeds the Faith pool. On the frenzy surge its flail lands harder still, and the frenzon injectors can drive it to a murderous peak for a single round before it burns out. It may call an Act of Faith, though its wits are long gone and its purpose is singular: reach the enemy and rend. Field it as the disposable spearhead of the charge, run in ahead of the plate-clad Sisters — a body that trades its life for a fistful of kills and a full Faith pool.

BATTLE SISTER

GANGER

× 80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	4+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES

Acts of Faith (*may call an Act of Faith from the pool*)

The Shield of Faith (*innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

The Holy Trinity — mastery of bolter, melta and flame (*trained on bolter, melta and flame*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savagery

STARTING GEAR Power Armour

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Condemnor Boltgun 70 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

ACCESSORY

Condemnor Stakes 20 credits

The Battle Sister is the thin firing support behind the penitent charge — the plate-clad, bolter-armed heart of the wider Sisterhood, present here in a slimmer role. In power armour with a 3+ save and the innate Shield of Faith, she is the most durable of the Order's line troops, trained under the Holy Trinity on bolter, melta and flame. Her BS3+ makes her a reliable gun, but the Order does not fight by the gun — she screens and softens while the Repentia and Arco do the killing. She may call an Act of Faith and stands steadied against fear. Armed by default with a boltgun, she can be reskinned as a Dominion special-weapon carrier with meltagun or flamer. Field her as the fire-base that buys the charge its time: enough shooting to punish an enemy that tries to hold ground, never enough to win a battle on its own.

REPENTIA

GANGER

✖ 109 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	—	3	3	1	3+	2	6+	4+	4+	7+

SAVE —

SPECIAL RULES **Acts of Faith** (*may call an Act of Faith from the pool*)

The Shield of Faith (*the innate 6+ ward is her ONLY save*)

Zealotry (*the penitent is beyond fear*)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility

Brawn

Combat

Ferocity

Signature

STARTING GEAR Eviscerator

EQUIPMENT LIST

CLOSE-COMBAT

Eviscerator 50 credits

The Bleeding Petal 80 credits

Sister Repentia is the Order's leaned signature body — the penitent who has cast off her armour and taken up the two-handed eviscerator to seek redemption in death. She fights at T3 and a single Wound with no save at all; the innate Shield of Faith is her only ward, and she goes into battle expecting to die. Her two Attacks and WS3+ make her lethal on the charge, and Zealotry places her beyond fear entirely — she never tests for terror and runs toward death without hesitation. She may call an Act of Faith, and her death is worth more than her life: every Repentia taken Seriously Injured or Out of Action feeds the Faith pool at its fullest. Field her in numbers, kept advancing by an overseer's whip. She is the engine's fuel and its blade at once — a body flung forward to be lost, her fall the very thing that feeds the host's faith.

RETRIBUTOR

GANGER

✖ 119 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	4+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES

Acts of Faith (*may call an Act of Faith from the pool*)

The Shield of Faith (*innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

The Holy Trinity — mastery of bolter, melta and flame (*trained on bolter, melta and flame*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Cunning

Shooting

SECONDARY

Ferocity

Savagery

Signature

STARTING GEAR Power Armour

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

HEAVY

Heavy Bolter 160 credits

Multi Melta 165 credits

Heavy Flamer 195 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

The Retributor is the heavy-weapon Sister — the backbone of the wider gunline, present in the roster but leaned away here. She carries a heavy bolter, multi-melta or heavy flamer and lays down the firepower a firebase is built on, but the Bloody Rose charges rather than digs in, and the Retributor's discipline belongs to the Order that holds and fires. In power armour with the innate ward, trained under the Holy Trinity, she may call an Act of Faith and stands steadied against fear. Field her sparingly, for the one long-range answer the penitent line cannot give — a heavy gun to crack armour or hold an approach while the charge goes in. She is a borrowed strength, not the Order's soul; a host that builds around her has mistaken which Order it fights as.

SERAPHIM

GANGER

✖ 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	3+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES *Acts of Faith (may call an Act of Faith from the pool)* *The Shield of Faith (innate 6+ ward)*

Zealotry (steadied nerve of the faithful) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility Combat Cunning
Shooting

SECONDARY

Brawn Ferocity Savagery
Signature

STARTING GEAR Power Armour

EQUIPMENT LIST

PISTOL

Bolt Pistol	45 credits
Hand Flamer	75 credits
Inferno Pistol	90 credits

SPECIAL

Flamer	140 credits
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CLOSE-COMBAT

Chainsword	25 credits
Power Sword	45 credits

GRENADE

Frag Grenade	30 credits
Krak Grenade	45 credits

ARMOUR

Power Armour

included

WARGEAR

Jump Pack	40 credits
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The Seraphim is the jump body — twin pistols and power blades over a jump pack, present in the shared roster but leaned away here. She can Fly across the battlefield and strike where she chooses, the signature of the Order that fights by tempo and redeployment. The Bloody Rose does not disengage: it commits to the melee and stays there, and so the Seraphim is a stranger to its way of war. In power armour with the innate Shield of Faith, she may call an Act of Faith and is steadied against fear. Field her, if at all, as a mobile threat to peel off a flank or reach a target the penitent line is too slow to catch. She is a borrowed strength — the hit-and-run belongs to a sibling Order, and a host built on her jumps has left the charge behind.

NOVITIATE

JUVE

✖ 56 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	5+	5+	6+

SAVE 4+

SPECIAL RULES

Acts of Faith (*may call an Act of Faith from the pool*)

The Shield of Faith (*innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility

Combat

Ferocity

SECONDARY

Brawn

Cunning

Shooting

Signature

STARTING GEAR Carapace Flak

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Carapace Flak

included

The Novitiate is the cheap, plentiful floor of the gang — the initiate not yet raised to power armour, clad in carapace and flak at a 4+ save. She fights at WS and BS 4+ with a single Attack, no match for a Repentia in the press, but she pads the charge and swells the Roll of the Redeemed. She may call an Act of Faith, carries the innate ward, and stands steadied against fear. Armed with a boltgun or chainsword, she is a body to spend — a Juve that advances numbers rather than skill. Field her in quantity behind the penitents: every one that falls feeds the Faith pool the same as a Sister, and the plainest bodies in the host are the surest way to keep the martyrdom engine turning.

MORTIFIER

BRUTE

✖ 343 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	4+	5	5	3	3+	4	6+	5+	5+	8+

SAVE 4+

SPECIAL RULES Zealotry (the chained penitent is beyond fear) SEE SPECIAL RULES

Typed Effects

- grant-immunity Terror

PRIMARY Agility Brawn Combat Ferocity

EQUIPMENT LIST

CLOSE-COMBAT

Penitent Buzz Blades45 credits

The Mortifier is the outrider of the penitent line — a Repentia chained into a lighter frame than the Engine's, and it runs. Movement 7" carries it ahead of the whole Order, T5 over three Wounds where the Engine stands at T6 and four: it is not built to hold, it is built to arrive. Its paired buzz-blades strike with the same rending fury at four Attacks, and it reaches the enemy a full stride before the heavier walker grinds up behind it. Zealotry leaves the chained penitent past all fear and past all counsel; it draws nothing from the Faith pool and answers to no litany. The Bloody Rose alone may field it, a second penitent walker beside the Penitent Engine — where the Engine is the furnace, the Mortifier is the hammer thrown ahead of it. Loose it first, let it close the ground the frail Repentia and Arco cannot cross fast enough, and force the melee the whole Order is built to win.

PARAGON WARSUIT

BRUTE

✖ 540 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	6	6	5	3+	4	5+	4+	3+	7+

SAVE 2+

SPECIAL RULES **Acts of Faith** (*the Sister within may call an Act of Faith*)

The Shield of Faith (*the piloting Sister keeps her innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

Leadership

SECONDARY

Agility

Cunning

Savagery

Shooting

Signature

EQUIPMENT LIST

HEAVY

Multi Melta 165 credits

Heavy Flamer 195 credits

CLOSE-COMBAT

Power Sword 45 credits

The Paragon Warsuit is a piloted super-Brute — an elite Sister sealed into an artificer-plated walking mech at a 2+ save, S6/T6 with five Wounds and four Attacks. It is a secondary heavy in the walker-engine family, a man-piloted warsuit rather than a vehicle, and it fights behind the penitent walkers rather than as the Order's soul. The piloting Sister keeps her innate Shield of Faith and may call an Act of Faith; Zealotry steadies her against fear. Armed with a multi-melta and war-blade, it brings both heavy fire and crushing melee. Field it as a command-grade centrepiece where the build wants a durable, self-sufficient anchor — the chassis Morvenn Vahl skins onto. It is a rare indulgence for an Order whose heart is throwaway penitents, but it holds a flank or breaks a hard target the frail line cannot.

PENITENT ENGINE

BRUTE

✖ 387 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	6	6	4	3+	4	7+	5+	5+	8+

SAVE 4+

SPECIAL RULES

Zealotry (the chained penitent is beyond fear)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

EQUIPMENT LIST	
HEAVY	CLOSE-COMBAT
Multi Melta165 credits	Penitent Buzz Blades45 credits
Heavy Flamer195 credits	GRENADE
	Krak Grenade45 credits

The Penitent Engine is the centrepiece of the Order — a screaming walker of chained sinner and iron, T6 with four Wounds and four Attacks, its paired buzz-blades tearing through anything the charge reaches. It is no sideline but the anchor of the advance, and the Order’s slot bonus lets a second Engine take the field once the gang has earned the Reputation. Zealotry leaves the chained penitent beyond fear; it does not falter and cannot be talked out of the charge. It defaults to the walker-mounted buzz-blades and can mount a heavy weapon alongside. Field it as the heavy hammer at the heart of the penitent line — a durable, high-Attack engine that draws fire and crushes what stands while the frail Repentia and Arco stream in around it. Where the penitents are the fuel, the Engine is the furnace.

VEHICLES

CASTIGATOR

VEHICLE

✖ 215 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Castigator Battle Cannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Castigator is the Sisterhood's main battle tank — a Predator-class direct-fire killer built on the sanctified Rhino hull but up-armoured and up-gunned into a different beast. Its heavy turret cannon throws a rapid cadence of shells that crack light armour and burst among massed infantry, and heavy bolters in each sponson let it rake across three arcs at once, the crew's drilled gunnery guiding every burst. A pintle storm bolter adds close-in volume. Its thick front facing shrugs fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hammers — slow, front-heavy and dear, it anchors a battle-line rather than flanking it. The tank may lean instead to twin-linked autocannons for a longer-reaching, higher-cadence gun. Sitting just below the superheavy gatekeeper, one to a gang and generic to every Order, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

EXORCIST

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Exorcist Missile Launcher — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Exorcist is the Order's great armoured pipe-organ — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A heavily-armoured Rhino-hulled artillery tank (Toughness 8 to the front, 7 flank, 6 rear) hauls seven Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7" as the Bloody Rose's premium indirect gatekeeper. Its turret organ rains blessed missiles on targets it cannot see — indirect fire that falls on the enemy behind cover and stronghold alike — while a pintle storm bolter answers what comes close. Tougher and dearer than a Whirlwind, it is the faction's siege artillery, 0-1 per gang, its provisional price re-derived from the profile rather than ported from the old super-Brute placeholder; its damage and handling and every Loss of Control resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

EXORCIST

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Exorcist Missile Launcher — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Exorcist is the great armoured pipe-organ of the Orders Militant — a heavily-armoured Rhino-hulled artillery tank that rains blessed missiles on targets it cannot even see. Its raised launcher arcs a sermon of guided warheads over walls and ridgelines to fall on foes sheltering in cover, the crew's faith guiding each shell where drilled gunnery alone could not. It is tougher and dearer than a Chapter's Whirlwind — thicker front armour, a heavier gun — the faction's premium indirect gatekeeper, the piece a gang fields to make the whole board reachable and no cover safe. A pintle storm bolter answers infantry that stray too close. Slow, front-heavy and best kept to the rear with a spotter, one to a gang and generic to every Order, it resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules, and drops its salvos under the Indirect Fire rules the way the whole Sisterhood learns to trust the unseen shot.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

IMMOLATOR

TRANSPORT

✖ 155 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Flamer — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Immolator is the Sisterhood's iconic flame-tank — a Rhino-hulled gunboat that both carries a fireteam and washes the objective in blessed promethium. Its 360-degree turret twin-links a heavy flamer into a single roaring torrent, auto-hitting whatever it engulfs and turning a defended corner into a pyre; the crew's Holy-Trinity gunnery makes that cleansing sure. The mount readily swaps to a twin multi-melta to gut armour, or twin heavy bolters to rake a firing line, so a gang chooses its sacrament before the battle. It keeps the Rhino's durable body — the same facing armour and six Hull Points — giving up a full squad's cargo for the gun, yet still delivering a half-fireteam to the fight. Slower to survive than to strike, one to a gang and generic to every Order, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PARAGON WARSUIT

VEHICLE

✖ 540 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	7	6+	2+	3+	5+	4+	3+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Multi Melta — Front arc (Crew)
- ♦ Power Sword — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ The Sister within — a piloted warsuit, not a crewed hull: the command-echelon Sister sealed inside keeps her innate Shield of Faith (a 6+ invulnerable ward), may call an Act of Faith from the gang's shared Faith pool, and her zealot nerve steadies the war-engine (Sororitas zealotry). The one \$5c vehicle in the Sisters' armoury that carries a fighter's faith.
- ♦ Default heavy mount is a multi-melta; a gang may field it instead with a heavy flamer (the command warsuit's chosen gun).

The Paragon Warsuit is the command centrepiece of the Orders Militant — a Sister of the command echelon sealed into a suit of artificer-plated war-plate, and under the corrected vehicle model that is exactly what it is: a piloted war-machine, a \$5c hull and not a fighter. A 2+ hull save over seven Hull Points makes it the hardest thing the Sisterhood field, the durability apex of the motor pool — tougher-saved than the Exorcist or the Castigator — front-weighted to Toughness 8 and thinning to the flanks and rear. It strides at Movement 6", a slow anchor the firing line forms around rather than a manoeuvre piece. What sets it apart from every other hull is the Sister within: this is a warsuit worn from a command throne, not a tank a crew rides, so she keeps her innate Shield of Faith — the Emperor's grace turning the blade at a 6+ — and may still call an Act of Faith from the gang's shared pool, her zealot nerve steadying the machine where a crewed hull would have none. A multi-melta or heavy flamer answers armour and infantry, and a power-sword war-blade shears through whatever closes. It is the throne of a Celestian or the seat of the Abbess herself, the chassis Morvenn Vahl skins onto — as slow to fall as it is to move. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PENITENT ENGINE

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	7	6	5	6	6+	4+	4+	7+	5+	5+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Eviscerator — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Zealotry — the chained penitent is beyond fear and never tests for terror. But it answers to no litany and draws nothing from the Faith pool: the condemned soul within is past all counsel (the deliberate foil to the piloted Paragon, which keeps its Sister's faith).
- ♦ Relentless — once loosed it grinds toward the nearest enemy and does not stop.
- ♦ Default melee mount is an eviscerator; the Bloody Rose fields it instead with paired penitent buzz-blades. Default heavy mount is a multi-melta or a heavy flamer.

The Penitent Engine is a walker of wrath and atonement — a condemned soul chained into a Dreadnought-class war-frame and driven to seek death in the only way left to her, and under the corrected vehicle model it fights as the §5c walker war-engine it is, no longer a Brute on the fighter grid. Toughness 7 to the front over six Hull Points behind a 4+ hull, it wades into the enemy line and grinds it apart — an eviscerator or a set of shrieking buzz-blades tearing through armour and flesh while a bolted-on multi-melta or heavy flamer spits fire as it comes. It moves fast for its bulk at Movement 6", hurling itself forward with no thought of survival, for survival was never the point. It answers to no litany and no Act of Faith — the penitent within is past all counsel — so unlike the piloted Paragon it draws nothing from the Faith pool; only its zealotry carries over, the chained soul beyond fear entirely. Where the Sisters hold and shoot, the Penitent Engine charges, a sinner's screaming penance made into a war-machine. It resolves its facing Toughness, its Hull Points, its handling and every Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SORORITAS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Sororitas Rhino is the blessed workhorse of the Orders Militant — the same armoured, boxy transport the wider Imperium fields, crewed by Battle Sisters and sanctified for the Emperor's war. It exists to carry a fireteam across open ground under fire and put them where the litany demands, trading heavy armour for speed and reliability: proof against small-arms, thin by war-engine standards, fast enough to close the distance before the enemy's guns find their mark. Its crew shoot with the same drilled Holy-Trinity discipline as every Sister on foot, and a pintle storm bolter lets them hose down infantry as the ramp drops. It lives on Movement and its six Hull Points rather than on trading blows, one to a gang and generic to every Order. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the rolling chapel the whole Sisterhood learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Passion. The Passion. Play this at the start of a round: until its end, every friendly fighter that Charges gains +1 Strength and re-rolls failed melee Hit rolls. This is the Order's whole creed pressed into a single card — the wrath made a weapon. Hit first, hit hardest, and let faith answer for the rest.	START OF ROUND
12	Spirit Of The Martyr. Spirit of the Martyr. Play this at the start of a round: each friendly penitent may immediately make a free Move toward the nearest enemy. The dead of the Order press at the backs of the living, and the host surges forward as one before the round has even properly begun — the relentless advance made manifest.	START OF ROUND
13	Redeemed In Death. Redeemed in Death. Play this when a friendly penitent is taken Out of Action: the gang immediately generates one Faith point beyond the usual rail. Its death is not a loss but the whole point of it — the sinner is redeemed in the falling, and the miracle it buys is spent by those who charge on.	WHEN A PENITENT FALLS

14	Drive Them On. Drive Them On. Play this at the end of a friendly overseer's activation: one friendly penitent within 6" of it may immediately make a free Move toward the nearest enemy. The lash cracks, and the redeemed lurch forward another few yards toward the death they were promised — the overseer never lets the advance rest.	END OF ACTIVATION
15	Wrath Of The Faithful. Wrath of the Faithful. Play this when a friendly makes a Fight action: it re-rolls failed Wound rolls in melee for that action. The faithful strike with a fury no drilled soldier can match — every blow carries the weight of a soul that has nothing left to lose and everything to prove to its Emperor.	ANY FIGHT ACTION
16	Run At Death. Run at Death. Play this when a friendly penitent declares a Charge: it automatically passes the charge and re-rolls its Charge distance. The redeemed do not weigh the odds or measure the gap — they see the enemy and they run, straight at the death that waits for them, and faith carries them the rest of the way.	ANY CHARGE
21	Feed The Pool. Feed the Pool. Play this when a friendly fighter is taken Seriously Injured or Out of Action: the gang immediately generates one Faith point. Nothing in the Order is wasted, least of all a death — every fighter that goes down pours its last measure of faith into the pool for the survivors to spend.	WHEN A FRIENDLY FALLS
22	The Bleeding Petal. The Bleeding Petal. Play this while the bearer of the Bleeding Petal is standing: until the end of the round, any enemy she takes Out of Action generates the gang one Faith point beyond the rail, and friendly penitents within 6" of her re-roll failed Charge distances. The relic reaps, and the host follows the reaping in.	WHILE THE MISTRESS STANDS
23	No Ground To Hold. No Ground to Hold. Play this at the start of a round: until its end, friendly penitents add +1" to all Charge moves and can never be forced to make a fall-back move. The Order does not defend and does not retreat — there is no ground worth holding, only ground worth taking, and the penitents only ever go forward.	START OF ROUND
24	Frenzon Surge. Frenzon Surge. Play this at the start of a round: one friendly Arco-flagellant gains +2 Attacks and ignores Flesh Wounds until the end of the round, then is spent. The harness floods the cyborg with everything at once — a single, ecstatic spasm of violence with no thought for what it costs the body burning it.	START OF ROUND
25	The Charge That Feeds. The Charge That Feeds. Play this when a friendly fighter takes an enemy Out of Action during a Charge: the gang immediately generates one Faith point. The engine is at its purest here — a landed charge and a killing blow feed the pool that pays for the next charge, and the host grows stronger the more it kills.	WHEN A FRIENDLY TAKES AN ENEMY OOA ON A CHARGE
26	Relentless Advance. Relentless Advance. Play this when a friendly penitent makes a Move action: it may add +2" to that move, provided it ends nearer the closest enemy. The host comes on at a pace no line can set itself against, closing the distance yard by yard until the guns no longer matter and only the blades do.	ANY MOVE ACTION
31	The Penititorium Opens. The Penititorium Opens. Play this before the battle: friendly penitents may be deployed up to 3" further forward than the scenario would normally allow. The blast-doors are thrown wide and the damned spill out ahead of the line, the charge begun before the enemy has finished setting its guard.	PRE-BATTLE
32	Pain Is Penance. Pain is Penance. Play this when a friendly penitent loses a Wound but is not taken Out of Action: it gains +1 Attack until the end of the round. Every wound is a prayer answered, every hurt a sin repaid — the penitent does not flinch from pain but feeds on it, striking harder the more it bleeds.	WHEN A FRIENDLY IS WOUNDED

33	Wrathful Precision. Wrathful Precision. Play this when a friendly makes a Fight action: it gains +1 to hit for that action. Fury need not be blind — the penitents of the Bloody Rose fold their rage into every stroke, and the blow lands exactly where faith aimed it.	ANY FIGHT ACTION
34	The Host Grows Harder. The Host Grows Harder. Play this at the start of the round after a friendly penitent was taken Out of Action: until the end of the round, friendly penitents gain +1 Strength in melee. The fall of one hardens the rest — the survivors take up the wrath of the dead and strike with the weight of everyone they have already lost.	THE ROUND AFTER A PENITENT FALLS
35	Arco Frenzy. Arco Frenzy. Play this at the start of a round: until its end, every friendly Arco-flagellant gains +1 Attack as the frenzon takes the whole line at once. The cyborgs need no order but the sight of the enemy, and when the surge runs through all of them together there is little that survives the reaching.	START OF ROUND
36	Martyrs Charge. Martyr's Charge. Play this when a friendly penitent declares a Charge: even if it is taken Out of Action before it fights, it still makes its close-combat attacks this round before it falls. Death does not come quickly enough to cheat a penitent of its charge — it dies swinging, and takes what it can with it.	ANY CHARGE
41	Loosed From The Rail. Loosed from the Rail. Play this at the start of the battle: the gang begins with one Faith point already in the pool, beyond the usual opening measure. The host comes to the field already burning, the first miracle bought before a shot is fired — the wrath-engine turning over before the enemy is even in sight.	START OF BATTLE
42	Never Stand Still. Never Stand Still. Play this at the end of a round: each friendly penitent may immediately make a free move, provided it ends nearer the closest enemy. The penitents cannot bear to be still while an enemy yet stands; even between activations they creep forward, and the advance never truly stops.	END OF ROUND
43	The Second Engine. The Second Engine. Play this before the battle: for this game the gang may field a second Penitent Engine or Mortifier, beyond its usual walker limit. The most-martyred host has earned a second screaming engine, and it wheels onto the field alongside the first — two furnaces at the heart of one charge.	ONCE PER CAMPAIGN PER BATTLE
44	Blood For The Charge. Blood for the Charge. Play this at the start of a round: one friendly penitent may take a single Flesh Wound to gain +1 Strength and +1 Attack until the end of the round. The penitent pays in its own blood for the fury of the coming charge, and counts the wound a bargain.	START OF ROUND
45	They Do Not Tire. They Do Not Tire. Play this when a friendly penitent makes a Move action: it may immediately make a second Move action, provided the second ends nearer the closest enemy. The redeemed feel neither exhaustion nor doubt — they cross the open ground at a pace that leaves a defending line no time to ready itself.	ANY MOVE ACTION
46	Wrath Made A Miracle. Wrath Made a Miracle. Play this once per battle: the gang immediately generates two Faith points beyond the rail. The sheer fury of the host becomes a miracle in its own right — wrath, in the Bloody Rose, is a sacrament, and now and then it answers itself before a single prayer is spoken.	ONCE PER BATTLE
51	The Redeemed Rise. The Redeemed Rise. Play this at the end of a round in which a friendly penitent was taken Out of Action: one surviving friendly penitent within 6" of where it fell gains +1 Attack next round. The dead do not simply lie — their example lifts the living, and the survivor charges on the next round carrying the fury of the fallen.	END OF ROUND

52	Cut Down The Champion. Cut Down the Champion. Play this when a friendly makes a Fight action against an enemy Leader or Champion: it gains +1 to hit and re-rolls failed Wound rolls for that action. The penitents fix on the proudest enemy on the field, for there is no redemption so complete as breaking the one the others follow.	ANY FIGHT ACTION
53	Flails And Fire. Flails and Fire. Play this when a friendly penitent makes a Fight action while a friendly Battle Sister with a flame weapon stands within 6": the penitent re-rolls failed Hit rolls for that action. Flail and flamer work as one — the fire drives the enemy into the reach of the blades, and the blades finish what the fire began.	ANY FIGHT ACTION
54	The Passion Spreads. The Passion Spreads. Play this when a friendly penitent Charges: all other friendly penitents within 3" of it also gain +1 Strength in melee until the end of the round. Fervour is contagious among the redeemed — one charging body sets the rest alight, and the wrath runs through the whole knot of them at once.	WHEN A FRIENDLY CHARGES
55	Penance In Motion. Penance in Motion. Play this at the start of a round: until its end, friendly penitents that Charge re-roll their Charge distance. Penance for the Bloody Rose is never stillness or silence but the ceaseless forward motion of the blade — and a charge that falls short is a prayer left unfinished, to be spoken again at once.	START OF ROUND
56	The Mistress Marks The Kill. The Mistress Marks the Kill. Play this at the start of a round while the Repentia Mistress is standing: nominate one enemy fighter. Until the end of the round, friendly penitents gain +1 to hit against that fighter. The Mistress points, and the host understands — the marked enemy is already as good as dead, it simply does not know it yet.	START OF ROUND
61	A Tide Of Penitents. A Tide of Penitents. Play this while at least three friendly penitents are still standing: until the end of the round, all friendly penitents add +1" to their Charge moves. There is strength in the sheer number of the damned — a tide has a momentum no single body can match, and it arrives all at once.	WHILE THREE PENITENTS STAND
62	Burn Away The Sin. Burn Away the Sin. Play this when a friendly penitent makes a Fight action: it re-rolls failed Wound rolls for that action. Every blow is an act of purification, the sinner scouring the enemy as it scours itself — and a penitent set on burning away sin does not stop until nothing of the target is left standing.	ANY FIGHT ACTION
63	No Fear In The Charge. No Fear in the Charge. Play this at the start of a round: until its end, friendly penitents automatically pass all Nerve and Cool tests. The redeemed have already made peace with dying, and a fighter that wants death cannot be frightened by it — nothing the enemy shows them will slow the charge.	START OF ROUND
64	The Wrath Engine Turns. The Wrath Engine Turns. Play this at the end of a round in which a friendly penitent fell: the gang generates one Faith point, and one friendly penitent gains +1 Attack next round. The engine of martyrdom never idles — each death turns the mechanism once more, banking faith and sharpening the survivors for the round to come.	END OF ROUND
65	Spirit Drives The Flesh. Spirit Drives the Flesh. Play this when a friendly penitent would be taken Out of Action: roll a D6, and on a 4, 5 or 6 it is instead Seriously Injured, driven on by faith one moment longer. The body is ruined but the spirit will not release it — the penitent stays in the fight past the point flesh alone could bear.	WHEN A FRIENDLY WOULD FALL
66	The Saints Charge. The Saint's Charge. Play this once per battle at the start of a round: until its end, every friendly fighter that Charges gains +1 Strength and +1 Attack and re-rolls failed melee Hit and Wound rolls. For one round the whole host charges as though a Saint led it — the single most terrible moment the Bloody Rose can bring to a battlefield.	ONCE PER BATTLE

ALLIANCES

✧ ONE CONVENT THREE ORDERS

ALLIANCE

WHO	the sibling Orders of the Adepta Sororitas (any two mustering as one Convent)
TERMS	map-level muster: when two or more Sororitas Houses hold adjacent worlds, they may declare a combined Convent — shared non-aggression and a shared objective against a third faction; the Bloody Rose brings the penitent charge, the breaker of lines, into the ground the siblings' fire and strike have prepared

Not every bond is a rivalry. When two or more Orders of the Adepta Sororitas hold adjacent worlds, they may muster as one Convent — a shared oath of non-aggression and a common objective turned against a third faction. The Bloody Rose brings what its siblings cannot: the penitent charge, the breaker of lines, loosed into ground the Martyred Lady's fire and the Argent Shroud's strike have already prepared. Where the gunline pins and the Seraphim harry, the penitents run in and end it. It is no fixed pairing but a muster of the moment — three Orders, one faith, one enemy — and for as long as it holds, the Convent fights as a single body with the charge at its heart.

✧ THE ORDO HERETICUS REQUISITION

ALLIANCE

WHO	the chamber militant of the Ordo Hereticus (requisitions the penitent bodies from this House by reference)
TERMS	single-source-of-truth requisition: the Ordo Hereticus may requisition Sisters Repentia, Arco-flagellants, and Penitent Engines/Mortifiers from this House for a phase-gated Inquisitorial purge; the requisition flag and master accord live on the anchor Order (the Martyred Lady) — this House is the home the penitent muscle is drawn from, cross-referenced not duplicated; in exchange the Ordo marks an Excommunicate for the host to run down, a standing campaign feud with heresy rather than a fixed rival House

The Bloody Rose is the home of the penitent bodies the Ordo Hereticus draws upon — its Sisters Repentia, its Arco-flagellants, its Penitent Engines and Mortifiers. When the chamber militant calls a purge, it may requisition that penitent muscle from this Order for a phase-gated Inquisitorial hunt; the standing accord and its master terms are kept by the anchor Order, and here the bodies are lent by reference, never re-mustered. In return the Ordo marks an Excommunicate for the host to run down — a standing feud with heresy itself rather than a fixed rival gang. The Order that redeems sinners through death is a natural instrument of the Inquisition's wrath, and the two make ready use of one another.

FAVOURS

2D6

ROLL FAVOUR

PATRON

2	A Single Repentia. The Convent spares you a single Sister Repentia — one condemned soul, eviscerator in hand, marched to your muster to seek her redemption in your battles. Add her to your gang for the next fight as an extra fighter, no armour and faith her only shield, then she is recalled to the penitent cells. The lowest of the Convent's gifts and the most freely given: there is never a shortage of the damned.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
3	The Frenzon Store. The chamber militant opens its frenzon store to you — a crate of combat-stimms and injector-shunts delivered to your muster before the next battle. Field an Arco-flagellant fitted with frenzon injectors for that fight, the chems supplied and the surge yours to spend when the charge lands. A small favour, but the drugs that keep the redeemed running are rarely handed out so freely.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
4	An Arco Flagellant. The Convent delivers a rebuilt penitent to your muster — a single Arco-flagellant, wired into its frenzon harness and loosed with an arc-shock flail. Add it to your gang for the next battle as an extra fighter, run at the enemy and spent as such, then reclaimed by the chamber militant. A disposable body given freely; there is no shortage of sinners to remake.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
5	The Bleeding Petal. For a single battle the Convent entrusts you with the Bleeding Petal, the Order's relic eviscerator, carried to your muster under guard. One of your penitents or your Canoness may bear it for that fight — a martyr's blade that reaps and feeds the Faith pool as it kills — before it is returned to the reliquary. To hold it even once is a mark of real favour.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
6	Consecrated Eviscerator. The Convent's artificers consecrate one of your eviscerators between battles, anointing the blade in the blood of the martyrs. The chosen weapon returns to its bearer sanctified, striking with a keener edge in the Emperor's name for the battles to come. A modest blessing, but a consecrated blade in a penitent's hands is a promise kept to the fallen.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
7	The Canoness's Ear. You have the Canoness's ear — a moment of the Order's commander's attention, granted before the next battle. Her counsel and her authority are yours to call upon: a Champion of your choosing fights that battle with the steadiness of one blessed by the Order's own saint, and her word smooths whatever your gang needs from the Convent's stores. Favour, in the Adepta Sororitas, flows from those who are heard.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
8	Spirit Of The Martyr. The Convent grants your host the blessing of Spirit of the Martyr — a litany sung over your penitents before the next battle, binding their deaths to the advance. For that fight the fallen drive the living forward: when a friendly penitent goes down, the host presses on toward the enemy rather than falter. A fitting gift for the Order that spends itself to move.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
9	A Repentia Squad. The Convent marches a full squad of Sister Repentia to your muster — a handful of condemned souls, eviscerators in hand, lent to your Order for the next battle. Add them to your gang as extra fighters, no armour and faith their only shield, to be run into the enemy and spent, then recalled. A generous gift of the damned, and exactly the muscle your charge is built to throw away.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
10	A Mortifier On Loan. The Convent rolls out one of its Mortifiers for your next battle — a Repentia-hosted penitent walker, buzz-blades screaming, crewed and consecrated, yours for the fight. Field it as an extra Brute for that game only, returned to the Convent's forge afterward. A rare loan and a sign of real favour; the chamber militant does not hand its penitent engines to just any Order.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS

11	The Ordos Warrant. The Ordo Hereticus issues you a warrant — an Inquisitorial writ marking an enemy of the faith for your host to run down. Before the next battle name an Excommunicate among your rivals; your Order fights that battle with the Inquisition's sanction at its back, and cutting the mark down closes a debt owed to the Emperor. A warrant is not lightly given, and it is never lightly discharged.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
12	A Living Saints Wrath. The greatest gift the Convent can grant: for a single battle a Living Saint walks at the head of your host — Acts of Faith made flesh, blade in hand, the charge incarnate. Field the Saint for that fight as the tip of your advance, and your penitents charge in her wake with a fervour no enemy line can hold. She is recalled to the Convent when the battle ends, if she has not already returned to the Emperor's side. To be answered by a Saint is the highest favour the Adepta Sororitas can bestow.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS

SUB-PLOTS

THE CHARGE THAT BROKE THEM

SUB-PLOT

Reward: the breaking-charge is remembered: the gang unlocks a Bloody Rose signature relic (the Bleeding Petal or a consecrated eviscerator) and banks Reputation; the penitent who landed the blow, if it survived, may claim a chosen Legendary Name

The Charge That Broke Them. Some victories are remembered by a single blow. If this House wins a scenario by taking the enemy Leader or a named Champion Out of Action in melee with one of its own penitents, the breaking-charge passes into the Order's legend. The gang banks Reputation and unlocks a Bloody Rose signature relic — the Bleeding Petal, or a consecrated eviscerator for a chosen fighter. The penitent who landed the blow, if it survived the battle, may take a chosen Legendary Name. The host that breaks an enemy's head on the charge earns the blade that broke it.

THE REDEEMED LEDGER

SUB-PLOT

Reward: the accumulated martyrdom becomes muscle: the gang banks a large one-off Reputation gain and unlocks a second Penitent Engine slot (or an expanded Repentia allowance) — the most-martyred host grows fastest, deepening into a heavier penance the more of itself it has burned

The Redeemed Ledger. The Order grows by what it burns. Across the campaign, as this House has its own penitents — Sister Repentia, Arco-flagellants, Penitent Engines — taken Out of Action and inscribed on The Redeemed, the accumulated martyrdom becomes muscle. Once the ledger reaches its mark, the gang banks a large one-off Reputation gain and unlocks a second Penitent Engine slot, or an expanded Repentia allowance. The most-martyred host grows the fastest, deepening into a heavier penance the more of itself it has spent — the fallen are the fuel of everything that comes after.

LEGENDARY NAMES

✂ CELESTINES CHARGE

LEADER

XP cost (random): 12

XP cost (chosen): 18

Celestine's Charge is the Living Saint herself taken as the charge made flesh — Acts of Faith given a blade and set at the head of the host. Once per battle, when she takes an enemy Out of Action in melee, she immediately makes a free Charge move against the next nearest enemy, and if she had fallen that round she rises again on a single Wound. While she stands, every friendly penitent that Charges strikes with +1 Strength — the Saint's wrath is the whole host's wrath, doubled.

But the Saint is a charge and nothing else. Celestine's Charge may never make a Shoot action and may never end a round in control of an objective; another fighter must hold what her charge breaks open. And she rises only from a running engine: if the gang has generated no Faith this battle, she loses her once-per-battle return. The wrath must be burning for the Saint to rise from it.

✂ THE REDEEMED

ANY SISTER REPENTIA OR ARCO-FLAGELLANT

XP cost (random): 6

XP cost (chosen): 10

The Redeemed is a penitent — a Sister Repentia or Arco-flagellant — who has embraced its own death as a sacrament and become famed for it. It gains +1 Strength on every Charge, automatically passes all Nerve tests, and when it is taken Out of Action the gang draws two Faith points at the rail's maximum. Its fall is the most valuable thing it can do, and it knows it.

A penitent this hungry for redemption cannot be held back. The Redeemed must always Charge the nearest enemy if it is able, may never retreat or take a backward step, and gains nothing in any round it fails to move toward an enemy. It is spending itself on purpose, and the Order lets it — a name written into legend by the manner of its dying.

✂ THE REPENTIA MISTRESS

LEADER/CHAMPION

XP cost (random): 10

XP cost (chosen): 16

The Repentia Mistress is the driver of the penitent host, bearer of the Bleeding Petal — the overseer whose whole art is aiming the charge. While she is standing, all friendly penitents within 6" re-roll failed Charge distances and gain +1 to hit on the turn they Charge. She does not fight so much as point the host, and where she points, it lands.

But the Mistress drives from the front and can do nothing else. She must always Charge if there is a legal target and may never make a retreat move. Should she be taken Out of Action, the host loses the Bleeding Petal's benefit and the gang suffers a Reputation loss. The drive is only ever as safe as she is — and she is never safe.

☠ TERRAIN

✂ THE BLOOD SHRINE

TERRAIN

The Blood Shrine is a martyr's altar of dark stone, its floor stained with old offerings — the kind of ground the Order fights toward and the penitents long to die upon. It is a fixed point of faith in the middle of the killing.

A friendly fighter making a Charge that ends wholly within the Blood Shrine strikes with +1 Strength and +1 to hit for that combat, the sanctity of the ground driving the blow. The first time each battle a friendly penitent is taken Out of Action within the Shrine, the gang draws two Faith points at the rail's maximum — a death upon the altar is worth twice its weight in miracles. The Order wants this ground; the enemy should never let it have it.

✂ THE PENITORIUM GATE

TERRAIN

The Penitorium Gate is the heavy blast-door of a mobile prison-shrine — the cage the penitents are loosed from, ringed with chains, censers and the trigger-mechanisms of a dozen Arco-flagellants. When it opens, the damned pour out.

A friendly penitent that begins the battle wholly within 3" of the Gate gains +2" to its first Charge move of the game, flung forward the moment its cell is opened. At the end of any round in which a friendly penitent was taken Out of Action, a single friendly penitent within 3" of the Gate draws one Faith point as the fallen's name is added to The Redeemed. The Gate is where the charge begins and where the martyrs are counted.

✂ LOOSE THE PENITENTS

SCENARIO

ATTACKER	the Bloody Rose penitent host, loosed from the Penitorium
DEFENDER	a gang trying to hold a line or an objective against the charge
DEPLOY	attacker deploys along one board edge, its penitents to the front; defender sets up in the centre or across the far half, dug in to receive the charge
OBJECTIVE	the attacker must break the defender or drive it off the central ground by close assault before the game ends; the defender must hold its line intact
VICTORY	the Bloody Rose wins by controlling the central ground with a Charge-capable fighter and reducing the defender below half strength; the defender wins by holding its line and its numbers to the end
REWARDS	every friendly penitent taken Out of Action in the charge is inscribed on The Redeemed and banks Faith and Reputation at the rail's maximum; the harder the host bleeds taking the ground, the more it grows
CONTROL TRACK	a successful charge pushes this House's control-track marker up by one on the world and drives the enemy off the ground; a broken charge pushes the marker back — but even a failed charge that martyred its penitents banks their names on The Redeemed for the campaign to come

THE CHARGE. The Bloody Rose looses its penitent host from the Penitorium and runs it into the teeth of an enemy dug in to hold. The attacker is the penitent host; the defender is the gang trying to keep a line or an objective against the charge.

BATTLEFIELD & DEPLOYMENT. The attacker deploys along one board edge, its penitents to the front. The defender sets up in the centre or across the far half, dug in to receive the charge.

OBJECTIVE. The attacker must break the defender or drive it off the central ground by close assault before the game ends. The defender must hold its line intact.

ENDING THE BATTLE. The Bloody Rose wins by controlling the central ground with a Charge-capable fighter while the defender is reduced below half strength. The defender wins by holding its line and its numbers to the end.

REWARDS. Every friendly penitent taken Out of Action in the charge is inscribed on The Redeemed and banks Faith and Reputation at the rail's maximum. The harder the host bleeds to take the ground, the more it grows.

CONTROL TRACK. A successful charge pushes this Order's marker one step up the world's control track and drives the enemy off the ground. A broken charge pushes the marker back — but even a failed charge that martyred its penitents banks their names on The Redeemed for the campaign to come.

ATTACKER	the Bloody Rose, running down a marked enemy
DEFENDER	the gang harbouring an Excommunicate target marked by the Ordo Hereticus
DEPLOY	defender deploys with the marked fighter anywhere in its half; attacker deploys along one edge with its penitents forward and takes the first turn
OBJECTIVE	the attacker must take the marked Excommunicate Out of Action in melee, with a penitent if possible; the defender must keep the mark alive to the end
VICTORY	the Bloody Rose wins the moment a friendly penitent takes the marked fighter Out of Action in melee; the defender wins by keeping the mark standing until the game ends
REWARDS	cutting down the mark closes the penance: the gang banks a large Reputation gain and the penitent who struck the blow, if it survives, may claim a Legendary Name; if that penitent then falls, its name is written first on The Redeemed
CONTROL TRACK	running down the mark pushes this House's control-track marker up by one and breaks the enemy's claim on the world it sheltered a heretic on; failing to reach the mark leaves the marker unchanged and the penance unpaid, a debt the Order carries into the next battle

THE HUNT. The Ordo Hereticus marks an Excommunicate, and the Bloody Rose runs the heretic down. The attacker is the penitent host; the defender is the gang harbouring the marked target.

BATTLEFIELD & DEPLOYMENT. The defender deploys with the marked fighter anywhere in its half. The attacker deploys along one board edge with its penitents forward and takes the first turn.

OBJECTIVE. The attacker must take the marked Excommunicate Out of Action in melee, with a penitent if it can. The defender must keep the mark alive to the end.

ENDING THE BATTLE. The Bloody Rose wins the moment a friendly penitent takes the marked fighter Out of Action in melee. The defender wins by keeping the mark standing until the game ends.

REWARDS. Cutting down the mark closes the penance: the gang banks a large Reputation gain, and the penitent who struck the blow, if it survives, may claim a Legendary Name. Should that penitent then fall, its name is written first on The Redeemed.

CONTROL TRACK. Running down the mark pushes this Order's marker one step up the control track and breaks the enemy's claim on the world it sheltered a heretic upon. Failing to reach the mark leaves the marker unchanged and the penance unpaid — a debt the Order carries into the next battle.



ADEPTA SORORITAS • HOUSE DOSSIER

ORDER OF THE ARGENT SHROUD

The strike you cannot answer

The Order of the Argent Shroud is the strike no enemy can answer — the Silent Order of the Sisterhood, who keep no banner that boasts and sing no litany the foe can hear coming. They took a vow of silence on the day their saint walked into a burning shrine and did not come out, and they have fought that way ever since: appear, strike, and be gone before the enemy can lift his head.

They are a jump-mobile control gang whose strength is not the body but the tempo. Seraphim and Zephyrim drop from the dark on jump packs, empty paired pistols or fall on paired blades, and are gone to the high ground while veteran Celestians hold the taken ground behind them. Where the Martyred Lady plants its feet and fires and the Bloody Rose throws penitents at the throat, the Argent Shroud simply is not there to be answered — it spends its Faith not on damage but on the redeploy and the warded blow, and because its fighters avoid dying it earns the least Faith of any Order and spends every scarce miracle with a miser's discipline. The counter is real and named: pin the jump line before it fades, flood the objective it must contest, or force it to stand and trade — for its soldiers are humble, single-wound, no plate and no damage engine, and a host built to be elsewhere folds when made to stay.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Canoness / Canoness Seraphim)
- ♦ 0-2 Sister Superiors / Celestians (the veteran screen) · 0-1 each specialist Champion (Hospitaller / Dialogus / Imagifier / Dogmata)
- ♦ Seraphim + Zephyrim the bulk (the leaned jump line) · Battle Sisters the holding base · Novitiates cheap and plentiful
- ♦ 0-1 Penitent-Engine Brute (sparse — the Silent Order does not lean the slow walker)
- ♦ Backbone: Seraphim + Zephyrim + Battle Sisters + Novitiates $\geq$ Leaders + Champions
- ♦ Appear, strike, gone: the jump bodies avoid casualties, so the Order generates the LEAST Faith of any Order and spends it frugally on the tempo/denial Acts
- ♦ Celestial / Seraphim-Superior / jump-pack slots unlock with Reputation (the Unspoken Renown — objectives taken and held, not kills or losses)
- ♦ The Faith pool is earned in blood, never bought — and this Order earns the least of any

A starting gang of the Argent Shroud musters from 1500 credits and is built around the descent. It fields exactly one Leader — a Canoness, or the jump-command Canoness Seraphim — and up to two veteran Celestians as its screen, with no more than one of each specialist Champion: Hospitaller, Dialogus, Imagifier or Dogmata.

The body of the gang is the jump line and the ground it strikes from. Seraphim and Zephyrim form the bulk, Battle Sisters give the holding base, and Novitiates fill it out cheaply and in number; a single Penitent Engine Brute may be taken, but the slow walker is a rare sight in a host built on tempo. Together the Seraphim, Zephyrim, Battle Sisters and Novitiates must at least equal the count of Leaders and Champions — the strike and the screen are the gang, not its command. Celestial, Seraphim Superior and further jump-pack slots open as the Order earns renown: the Unspoken Renown of objectives taken and held, never of kills or losses. This gang grows by being where it needed to be, and it earns its Faith slowly, so it spends what little it has with care.



GANG RULES

✕ THE SILENT ORDER

GANG RULE

The Silent Order is the discipline of the swift seraphim host — not a second wellspring of faith, but the way the gang governs how it spends the one faith it earns. Because its jump bodies strike and withdraw, taking few casualties, this gang generates the least Faith of any Order, and so it hoards what it earns and spends it only where it decides a battle: the redeploy, the ward, the held line.

The Order leans its Faith into three Acts and no others of flourish — Hand of the Emperor (the fighter stands from Pinned or makes a free 6" redeploy), The Emperor's Aegis (ward the one incoming attack that would have landed, or ignore a wound), and Light of the Emperor (the holding screen auto-passes its Nerve). A fighter that has already acted may add the free disengage of Strike and Fade. Nothing is spent simply to kill; every scarce miracle buys distance, denial, or the empty firing position. Trap the host where it must stand, and its slow-filling reliquary runs dry — but give it room, and it takes a position at a time and is never once caught to answer for it.

FIGHTERS

CANONESS

LEADER

✖ 260 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	3	3	3	3+	3	4+	4+	3+	5+

SAVE 3+

SPECIAL RULES *Acts of Faith (may call any Act of Faith from the pool)*

The Emperor's Grace (projects the Grace once per battle)

The Shield of Faith (innate 6+ ward, 4+ with the rosarius)

Zealotry (steadied nerve of the faithful) SEE SPECIAL RULES

Typed Effects

- re-roll Act-of-Faith
- re-roll Nerve
- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility

Cunning

Leadership

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savagery

STARTING GEAR Power Armour

FREE SKILL Heroine Of Faith

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Silvanas Inferno Pistols 60 credits

Inferno Pistol 90 credits

SPECIAL

Combi Weapon 90 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Maul 35 credits

Power Sword 45 credits

✦ *Blessed Blade* 55 credits

Built from a power-sword blade re-forged with reliquary bone and a litany-etched fuller — a lesser sanctified relic blade (Codex: Adepta Sororitas — sacred weapons).

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Rosarius 75 credits

Power Armour

included

WARGEAR

Jump Pack 40 credits

The Canoness leads the Silent Order from its sharpest edge — a warrior-saint who strikes and is gone before the answer forms. In the Argent Shroud she takes the Canoness Seraphim aspect: the Argent Veil relic jump pack at her back, an inferno pistol and power sword in hand, the Emperor's Grace on her lips. She commands not from a rampart but from the descent, and her rosarius turns aside the blow that a mortal frame could not.

Special Rules

- **Acts of Faith:** this fighter may call any Act of Faith from the gang's shared pool.
- **The Emperor's Grace:** once per battle this fighter projects the litany, and friendly fighters within 6" re-roll a failed Act of Faith and a failed Nerve test until the next round.
- **Shield of Faith:** an innate 6+ invulnerable save, raised to 4+ while the rosarius is borne.
- **Zealotry:** the steadied nerve of the faithful improves this fighter's resolve against fear.

SISTER SUPERIOR

CHAMPION

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Acts of Faith** (may call any Act of Faith from the pool)

The Emperor's Grace (projects the Grace once per battle)

The Shield of Faith (innate 6+ ward)

Zealotry (steadied nerve of the faithful)

The Silent Order (the veteran screen that holds while the jump line repositions)

SEE SPECIAL RULES

Typed Effects

- re-roll Act-of-Faith
- re-roll Nerve
- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility

Combat

Cunning

Shooting

Signature

SECONDARY

Brawn

Ferocity

Leadership

Savagery

STARTING GEAR Power Armour

FREE SKILL Beacon Of Faith

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Combi Weapon 90 credits

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Maul 35 credits

Power Sword 45 credits

✦ *Blessed Blade* 55 credits

Built from a power-sword blade re-forged with reliquary bone and a litany-etched fuller — a lesser sanctified relic blade (Codex: Adepta Sororitas — sacred weapons).

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

The Sister Superior takes the Celestian aspect in the Argent Shroud — the veteran screen that holds while the jump line repositions. Two wounds of disciplined power armour, bolt pistol and power sword, she is the anvil to the silent ham-

mer: she plants the objective, steadies the base, and projects the Emperor's Grace over the sisters who must stand and hold when the Seraphim have gone. Where the strike leaves, she remains, and the ground the Order took stays taken.

Special Rules

- **Acts of Faith:** this fighter may call any Act of Faith from the gang's shared pool.
- **The Emperor's Grace:** once per battle this fighter projects the litany, and friendly fighters within 6" re-roll a failed Act of Faith and a failed Nerve test until the next round.
- **Shield of Faith:** an innate 6+ invulnerable save wards this fighter against any wound.
- **Zealotry:** the steadied nerve of the faithful improves this fighter's resolve against fear.
- **The Silent Order:** this fighter is the veteran screen that holds the ground while the jump line repositions.

SPECIALIST CHAMPION

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	1	5+	4+	4+	5+

SAVE 3+

SPECIAL RULES **Acts of Faith** (may call any Act of Faith from the pool) **The Shield of Faith** (innate 6+ ward)

Zealotry (steadied nerve of the faithful) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Cunning

Savagery

Signature

SECONDARY

Agility

Ferocity

Leadership

Shooting

STARTING GEAR Power Armour

FREE SKILL Beacon Of Faith

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Maul 35 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Power Armour

included

PERSONAL

Chirurgeons Tools 30 credits

STATUS

Cherub 30 credits

Book Of St Lucius 40 credits

Sacred Banner 40 credits

Litany Of The Unanswered

in kit

The specialist Champion carries the Order's smaller graces — Hospitaller, Dialogus, Imagifier or Dogmata, each a two-wound veteran with a single sacred office. The Hospitaller mends the strike-troops between raids; the Dialogus bears the Litany of the Unanswered; the Imagifier tends the Simulacrum that wrings a scarce miracle from a Faith-starved host; the Dogmata's brazier steels the screen. Boltgun and chainsword to hand, she is the utility spine that lets the silent line strike and endure.

Special Rules

- **Acts of Faith:** this fighter may call any Act of Faith from the gang's shared pool.
- **Shield of Faith:** an innate 6+ invulnerable save wards this fighter against any wound.
- **Zealotry:** the steadied nerve of the faithful improves this fighter's resolve against fear.

BATTLE SISTER

GANGER

× 80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	4+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES

Acts of Faith (*may call an Act of Faith from the pool*)

The Shield of Faith (*innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

The Holy Trinity — mastery of bolter, melta and flame (*trained on bolter, melta and flame*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Agility

Brawn

Combat

Ferocity

Savagery

STARTING GEAR Power Armour

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Condemnor Boltgun 70 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

ACCESSORY

Condemnor Stakes 20 credits

Preysight 25 credits

The Battle Sister is the trained heart of the Order's line — a soldier of the Emperor in power armour, boltgun shouldered, who plants the ground from which the jump troops strike. Where the Seraphim vanish, she remains: the holding screen that fixes an objective and lets the silent host come and go around it. Above the common soldiery, well short of the transhuman, she is faith and discipline in equal measure.

Special Rules

- **Acts of Faith:** this fighter may call an Act of Faith drawn from the gang's shared pool.
- **Shield of Faith:** an innate 6+ invulnerable save wards this fighter against any wound.
- **Zealotry:** the steadied nerve of the faithful improves this fighter's resolve against fear.
- **Holy Trinity:** trained in the three sacred patterns — bolter, melta and flame.

REPENTIA

GANGER

✖ 109 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	—	3	3	1	3+	2	6+	4+	4+	7+

SAVE —

SPECIAL RULES **Acts of Faith** (may call an Act of Faith from the pool)

The Shield of Faith (the innate 6+ ward is her ONLY save)

Zealotry (the penitent is beyond fear)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Signature

STARTING GEAR Eviscerator

EQUIPMENT LIST

CLOSE-COMBAT

Neural Whip 20 credits

Eviscerator 50 credits

GRENADE

Frag Grenade 30 credits

The Sister Repentia has cast off her armour to seek absolution in death — a two-handed eviscerator, no plate, and the Shield of Faith her only cover. She is glass and fury, present in the roster but leaned away here: the Silent Order does not feed a martyrdom engine it built its whole doctrine to avoid. The Repentia's road is the grinding charge, and this gang wins by never being caught in one. Fielded, she is a blade thrown at a throat the strike-troops would rather simply pass.

Special Rules

- **Acts of Faith:** this fighter may call an Act of Faith from the gang's shared pool.
- **Shield of Faith:** the innate 6+ invulnerable save is this fighter's only save.
- **Zealotry:** the penitent is beyond fear.

RETRIBUTOR

GANGER

✖ 119 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	4+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES

Acts of Faith (*may call an Act of Faith from the pool*)

The Shield of Faith (*innate 6+ ward*)

Zealotry (*steadied nerve of the faithful*)

The Holy Trinity — mastery of bolter, melta and flame (*trained on bolter, melta and flame*) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Cunning

Shooting

SECONDARY

Ferocity

Savagery

Signature

STARTING GEAR Power Armour

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

HEAVY

Heavy Bolter 160 credits

Multi Melta 165 credits

Heavy Flamer 195 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

ACCESSORY

Preysight 25 credits

The Retributor is the heavy hand of the Sisterhood — a Battle Sister trained to the heavy bolter, multi-melta and heavy flamer, the weight of fire the line brings to bear. In the Silent Order she is present but seldom leaned upon: the static fire-base is the Martyred Lady's calling, and a gang built on the descent and the vanish rarely wants a fighter rooted behind a heavy weapon. Where she is fielded, she anchors the screen and covers the ground the jump troops leave open.

Special Rules

- **Acts of Faith:** this fighter may call an Act of Faith from the gang's shared pool.
- **Shield of Faith:** an innate 6+ invulnerable save wards this fighter against any wound.
- **Zealotry:** the steadied nerve of the faithful improves this fighter's resolve against fear.
- **Holy Trinity:** trained in the three sacred patterns — bolter, melta and flame.

SERAPHIM

GANGER

× 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	3+	1	6+	5+	4+	6+

SAVE 3+

SPECIAL RULES **Acts of Faith** (may call an Act of Faith from the pool) **The Shield of Faith** (innate 6+ ward)

Zealotry (steadied nerve of the faithful)

The Holy Trinity — mastery of bolter, melta and flame (the twin-pistol / inferno / hand-flamer strike)

The Silent Order (the leaned signature jump strike — appear, strike, gone) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Ferocity

Savagery

Shooting

Signature

STARTING GEAR Power Armour

FREE SKILL Strike And Fade

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Hand Flamer 75 credits

Inferno Pistol 90 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Twin Blades Of Mortifray 55 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Power Armour

included

WARGEAR

Jump Pack 40 credits

Silent Order Grav Chutes 40 credits

The Seraphim is the Silent Order made flesh — the leaned signature body that appears, strikes, and is gone. Jump pack roaring, she drops from the dark on Fly, empties paired pistols into a target's back, and is gone to the high ground before the bodies fall. Bolt, inferno or hand-flamer sidearms fire two-at-once on the strike: the Holy Trinity read as the twin-pistol descent. A T3, single-wound soldier, she buys her life not with plate but with the strike no one is left to answer.

Special Rules

- Acts of Faith:** this fighter may call an Act of Faith from the gang's shared pool.
- Shield of Faith:** an innate 6+ invulnerable save wards this fighter against any wound.
- Zealotry:** the steadied nerve of the faithful improves this fighter's resolve against fear.
- Holy Trinity:** the twin-pistol, inferno and hand-flamer strike of the descending host.

- **The Silent Order:** this fighter is the leaned jump strike — appear, strike, gone; she carries Strike and Fade, the free fall-back move after she shoots or fights.

NOVITIATE

JUVE

× 56 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	5+	5+	6+

SAVE 4+

SPECIAL RULES

Acts of Faith (may call an Act of Faith from the pool)

The Shield of Faith (innate 6+ ward)

Zealotry (steadied nerve of the faithful)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Agility
 Cunning

SECONDARY

Brawn
 Combat
 Ferocity
 Shooting
 Signature

STARTING GEAR Carapace Flak

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Boltgun 55 credits	Chainsword 25 credits
PISTOL	GRENADE
Bolt Pistol 45 credits	Frag Grenade 30 credits
SPECIAL	ARMOUR
Flamer 140 credits	Carapace Flak
	included

The Novitiate is the un-blooded initiate — carapace and flak, not yet the plate of a full Sister, a boltgun and a death-wish she has not yet earned the right to spend. Cheap and plentiful, she pads the holding screen and swells the base the jump troops strike from, learning the Order's silence by keeping it. Her faith is real if untempered, and even the initiate carries the ward every daughter of the Emperor is born to.

Special Rules

- **Acts of Faith:** this fighter may call an Act of Faith from the gang's shared pool.
- **Shield of Faith:** an innate 6+ invulnerable save wards this fighter against any wound.
- **Zealotry:** the steadied nerve of the faithful improves this fighter's resolve against fear.

PARAGON WARSUIT

BRUTE

✖ 540 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	6	6	5	3+	4	5+	4+	3+	7+

SAVE 2+

SPECIAL RULES **Acts of Faith** (the Sister within may call an Act of Faith)

The Shield of Faith (the piloting Sister keeps her innate 6+ ward)

Zealotry (steadied nerve of the faithful)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable
- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Cunning

Savagery

Leadership

Shooting

EQUIPMENT LIST

HEAVY

Multi Melta 165 credits

Heavy Flamer 195 credits

CLOSE-COMBAT

Power Sword 45 credits

The Paragon Warsuit is a command-grade Sister mech-suit — a fighter, not a vehicle, its pilot armoured to a 2+ save behind multi-melta and war-blade. It is the heaviest frame the Sisterhood field on foot, and the Silent Order leaves it in the reliquary: a slow, ponderous command walker is the antithesis of a gang that never stands where the answer lands. Present in the roster, rarely fielded — its weight belongs to the Orders that hold and command, not to the strike that vanishes.

Special Rules

- **Acts of Faith:** the Sister within may call an Act of Faith from the gang's shared pool.
- **Shield of Faith:** the piloting Sister keeps her innate 6+ invulnerable save.
- **Zealotry:** the steadied nerve of the faithful improves this fighter's resolve against fear.

PENITENT ENGINE

BRUTE

✖ 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	6	6	4	3+	4	7+	5+	5+	8+

SAVE 4+

SPECIAL RULES **Zealotry** (*the chained penitent is beyond fear*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Terror

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Shooting

EQUIPMENT LIST

HEAVY

Multi Melta 165 credits

Heavy Flamer 195 credits

CLOSE-COMBAT

Eviscerator 50 credits

GRENADE

Krak Grenade 45 credits

The Penitent Engine is a condemned soul chained into a walking hull — buzz-blades and a heavy weapon, T6 and four wounds of iron penance driven forward by a mind past all fear. It is the Order's lone Brute, and a sparse one: a slow walker sits ill with a host that wins by speed and the empty firing position. Where it lumbers into a battle, it is a battering ram to fix a foe the swift line will strike around, never the engine of the gang.

Special Rules

- Zealotry:** the chained penitent is beyond fear.

VEHICLES

CASTIGATOR

VEHICLE

✖ 215 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Castigator Battle Cannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Castigator is the Sisterhood's main battle tank — a Predator-class direct-fire killer built on the sanctified Rhino hull but up-armoured and up-gunned into a different beast. Its heavy turret cannon throws a rapid cadence of shells that crack light armour and burst among massed infantry, and heavy bolters in each sponson let it rake across three arcs at once, the crew's drilled gunnery guiding every burst. A pintle storm bolter adds close-in volume. Its thick front facing shrugs fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hammers — slow, front-heavy and dear, it anchors a battle-line rather than flanking it. The tank may lean instead to twin-linked autocannons for a longer-reaching, higher-cadence gun. Sitting just below the superheavy gatekeeper, one to a gang and generic to every Order, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

EXORCIST

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Exorcist Missile Launcher — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Exorcist and its swifter sister the Immolator are the Order's armour — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A heavily-armoured Rhino-hulled tank (Toughness 8 to the front, 7 flank, 6 rear) hauls seven Hull Points behind a Sv 3+ hull, grinding forward at Movement 7". Its turret organ rains blessed missiles on targets it cannot see — indirect fire that falls on the enemy behind cover — while a pintle storm bolter answers what comes close. The Silent Order leans the Immolator skin of this chassis: a fast flamer-melta support-tank whose speed suits the tempo of the strike, running the line up and clearing a hold before the enemy can set; the Exorcist's stationary missile artillery is the off-theme skin for a gang that never plants its feet. Either way it is the fast support this jump Order actually wants, 0-1 per gang, its provisional price re-derived from the profile rather than ported from the old super-Brute placeholder; its damage, its handling and every Loss of Control resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

EXORCIST

VEHICLE

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	3+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Exorcist Missile Launcher — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Exorcist is the great armoured pipe-organ of the Orders Militant — a heavily-armoured Rhino-hulled artillery tank that rains blessed missiles on targets it cannot even see. Its raised launcher arcs a sermon of guided warheads over walls and ridgelines to fall on foes sheltering in cover, the crew's faith guiding each shell where drilled gunnery alone could not. It is tougher and dearer than a Chapter's Whirlwind — thicker front armour, a heavier gun — the faction's premium indirect gatekeeper, the piece a gang fields to make the whole board reachable and no cover safe. A pintle storm bolter answers infantry that stray too close. Slow, front-heavy and best kept to the rear with a spotter, one to a gang and generic to every Order, it resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules, and drops its salvos under the Indirect Fire rules the way the whole Sisterhood learns to trust the unseen shot.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

IMMOLATOR

TRANSPORT

✖ 155 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Flamer — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Immolator is the Sisterhood's iconic flame-tank — a Rhino-hulled gunboat that both carries a fireteam and washes the objective in blessed promethium. Its 360-degree turret twin-links a heavy flamer into a single roaring torrent, auto-hitting whatever it engulfs and turning a defended corner into a pyre; the crew's Holy-Trinity gunnery makes that cleansing sure. The mount readily swaps to a twin multi-melta to gut armour, or twin heavy bolters to rake a firing line, so a gang chooses its sacrament before the battle. It keeps the Rhino's durable body — the same facing armour and six Hull Points — giving up a full squad's cargo for the gun, yet still delivering a half-fireteam to the fight. Slower to survive than to strike, one to a gang and generic to every Order, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PARAGON WARSUIT

VEHICLE

✖ 540 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	7	6+	2+	3+	5+	4+	3+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Multi Melta — Front arc (Crew)
- ♦ Power Sword — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ The Sister within — a piloted warsuit, not a crewed hull: the command-echelon Sister sealed inside keeps her innate Shield of Faith (a 6+ invulnerable ward), may call an Act of Faith from the gang's shared Faith pool, and her zealot nerve steadies the war-engine (Sororitas zealotry). The one \$5c vehicle in the Sisters' armoury that carries a fighter's faith.
- ♦ Default heavy mount is a multi-melta; a gang may field it instead with a heavy flamer (the command warsuit's chosen gun).

The Paragon Warsuit is the command centrepiece of the Orders Militant — a Sister of the command echelon sealed into a suit of artificer-plated war-plate, and under the corrected vehicle model that is exactly what it is: a piloted war-machine, a \$5c hull and not a fighter. A 2+ hull save over seven Hull Points makes it the hardest thing the Sisterhood field, the durability apex of the motor pool — tougher-saved than the Exorcist or the Castigator — front-weighted to Toughness 8 and thinning to the flanks and rear. It strides at Movement 6", a slow anchor the firing line forms around rather than a manoeuvre piece. What sets it apart from every other hull is the Sister within: this is a warsuit worn from a command throne, not a tank a crew rides, so she keeps her innate Shield of Faith — the Emperor's grace turning the blade at a 6+ — and may still call an Act of Faith from the gang's shared pool, her zealot nerve steadying the machine where a crewed hull would have none. A multi-melta or heavy flamer answers armour and infantry, and a power-sword war-blade shears through whatever closes. It is the throne of a Celestian or the seat of the Abbess herself, the chassis Morvenn Vahl skins onto — as slow to fall as it is to move. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PENITENT ENGINE

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	7	6	5	6	6+	4+	4+	7+	5+	5+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Eviscerator — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Zealotry — the chained penitent is beyond fear and never tests for terror. But it answers to no litany and draws nothing from the Faith pool: the condemned soul within is past all counsel (the deliberate foil to the piloted Paragon, which keeps its Sister's faith).
- ♦ Relentless — once loosed it grinds toward the nearest enemy and does not stop.
- ♦ Default melee mount is an eviscerator; the Bloody Rose fields it instead with paired penitent buzz-blades. Default heavy mount is a multi-melta or a heavy flamer.

The Penitent Engine is a walker of wrath and atonement — a condemned soul chained into a Dreadnought-class war-frame and driven to seek death in the only way left to her, and under the corrected vehicle model it fights as the §5c walker war-engine it is, no longer a Brute on the fighter grid. Toughness 7 to the front over six Hull Points behind a 4+ hull, it wades into the enemy line and grinds it apart — an eviscerator or a set of shrieking buzz-blades tearing through armour and flesh while a bolted-on multi-melta or heavy flamer spits fire as it comes. It moves fast for its bulk at Movement 6", hurling itself forward with no thought of survival, for survival was never the point. It answers to no litany and no Act of Faith — the penitent within is past all counsel — so unlike the piloted Paragon it draws nothing from the Faith pool; only its zealotry carries over, the chained soul beyond fear entirely. Where the Sisters hold and shoot, the Penitent Engine charges, a sinner's screaming penance made into a war-machine. It resolves its facing Toughness, its Hull Points, its handling and every Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SORORITAS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	3+	6+	5+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Sororitas Rhino is the blessed workhorse of the Orders Militant — the same armoured, boxy transport the wider Imperium fields, crewed by Battle Sisters and sanctified for the Emperor's war. It exists to carry a fireteam across open ground under fire and put them where the litany demands, trading heavy armour for speed and reliability: proof against small-arms, thin by war-engine standards, fast enough to close the distance before the enemy's guns find their mark. Its crew shoot with the same drilled Holy-Trinity discipline as every Sister on foot, and a pin-tle storm bolter lets them hose down infantry as the ramp drops. It lives on Movement and its six Hull Points rather than on trading blows, one to a gang and generic to every Order. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the rolling chapel the whole Sisterhood learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Appear From Silence. Play before deployment. Choose one friendly jump-capable fighter and set it aside; instead of deploying it with the rest of your gang, place it anywhere on the battlefield out of the enemy's line of sight after all other fighters have been set up. It is already past the line the enemy prepared, waiting in the empty position.	PRE-BATTLE , BEFORE DEPLOYMENT
12	The Vanishing Strike. Play at the end of a friendly jump-capable fighter's activation, after it has shot or fought this round. That fighter immediately makes a free 6" fall-back Move, costing no Faith. It may not be charged out of this move. The blow is struck and the striker is already elsewhere.	END OF ACTIVATION
13	Hand Of The Emperor. Play at the start of a round. Choose one friendly fighter; at any point during this round, that fighter may stand from Pinned or make a free 6" redeploy Move, granted without spending from the Faith pool. Spend it as your Order always does — to be gone from the place the blow will land before it lands.	START OF ROUND

14	The Silent Deed. Play when a friendly fighter claims an objective. That fighter gains +1 to its next Act of Faith attempt this battle — the deed done in silence is worth more to the Emperor than any boast. Renown by the ground taken, never by the noise made taking it.	WHEN AN OBJECTIVE IS CLAIMED
15	No Body To Bury. Play when a friendly jump-capable fighter would be taken Out of Action or Seriously Injured. Instead, that fighter is removed from the battlefield at once. It takes no further part in this battle, but it is not lost — it makes any post-battle recovery as though it had merely gone Out of Action. The strike leaves no body to find.	WHEN A FRIENDLY WOULD FALL
16	Strike And Fade. Play immediately after a friendly fighter completes a Shoot action. That fighter makes a free 6" fall-back Move and may not be charged out of this move — though a faster threat may still run it down. Strike, and be elsewhere; never stand to be answered.	AFTER A SHOOT ACTION
21	Twin Pistols. Play when a friendly fighter armed with paired pistols makes a Shoot action. That fighter fires both sidearms as a single strike: resolve one additional shot from her paired pistols against the target. The twin-pistol descent empties into a back that never turned in time.	ANY SHOOT ACTION
22	The Empty Position. Play at the start of a round. Choose one friendly jump-capable fighter; until the start of the next round, enemy fighters suffer -1 to Hit it with ranged attacks. It fights from the firing position the enemy cannot quite fix, always a pace from where the shot expects it.	START OF ROUND
23	Grav Chute Descent. Play before deployment. Choose one friendly fighter; that fighter deploys by grav-chute, and may be set up on any elevated terrain feature on the battlefield rather than in your deployment zone. It comes down from the silence above, already where the strike wants it.	PRE-BATTLE, BEFORE DEPLOYMENT
24	Tempo Denial. Play at the start of a round. Choose one enemy fighter; that fighter may not be set up on Overwatch or held in reserve this round, and must be activated normally. Deny the enemy the patient watch — force it to move, and it moves into the ground your line has already left.	START OF ROUND
25	The Emperors Aegis. Play when a friendly fighter is hit by an attack, before the wound is rolled. That fighter wards the incoming blow: it gains a 4+ invulnerable save against that one hit, or may ignore one wound it would suffer from it. The one strike that would have caught your Sister finds the Emperor's shield instead.	WHEN A FRIENDLY IS HIT
26	In And Gone. Play at the end of a friendly jump-capable fighter's activation, if it is standing within 1" of an enemy. That fighter immediately makes a free 3" move away from all enemies. It does not stay to be surrounded — it is in, and it is gone.	END OF ACTIVATION
31	High Ground. Play while a friendly fighter is wholly on elevated terrain. Until the end of the round, that fighter gains +1 to Hit with pistols and jump-range weapons against targets below it. The Order takes the high place not to hold it, but to strike from it and be gone.	WHILE ON ELEVATED TERRAIN
32	Marked Not Caught. Play at the start of a round. Choose one friendly jump-capable fighter; that fighter may not be the target of a Charge this round. The enemy may see her and mark her, but marking is not catching — she is gone before the charge can close.	START OF ROUND
33	The Argent Veil. Play once per battle, at the start of a round. Choose one friendly jump-capable fighter; until the start of the next round, that fighter cannot be Pinned on any turn it jumps, and its redeploy moves reach an additional 2". The Order pulls its shroud around the striker, and the volley finds nothing solid.	ONCE PER BATTLE, START OF ROUND
34	Swift Redeploy. Play at the end of a round. Choose one friendly jump-capable fighter that is not engaged; that fighter immediately makes a free 6" Move. Between one round and the next the line has shifted, and the ground the enemy planned to fight tomorrow is already empty.	END OF ROUND

35	Objective Taken. Play when a friendly fighter seizes an objective. Your gang banks a point of Reputation for the deed, regardless of the battle's outcome. The Silent Order grows by the ground it takes, and this ground is taken and remembered.	WHEN AN OBJECTIVE IS SEIZED
36	The Least Faith. Play at the start of a round. Add 1 Faith to your gang's pool, up to its cap. The Silent Order's reliquary fills slowly and never overflows, so a single miracle wrung from a quiet battle is precious — spend it on the redeploy or the ward, as your Order always does.	START OF ROUND
41	Descending Blades. Play when a friendly fighter Charges from elevated terrain onto a target below. That fighter gains +1 to Wound with its melee attacks this round — the weight of the descent driven into the blade. The Zephyrim fall from above, and the ground is where their charge ends.	WHEN A FIGHTER CHARGES FROM ABOVE
42	Never Pinned. Play at the start of a round. Choose one friendly jump-capable fighter; that fighter cannot be Pinned this round. The strike that is never held down is the strike that is never answered — she takes the fire and keeps moving.	START OF ROUND
43	The Flank That Opens. Play at the start of a round. Choose one friendly jump-capable fighter; the next time it makes a ranged attack this round against an enemy that has another friendly fighter within 3" of it, that attack ignores the target's cover. Fix the enemy in front, and the silent line finds the flank it left open.	START OF ROUND
44	Pistols In The Dark. Play when a friendly fighter makes a Shoot action with a pistol. Re-roll a failed Hit from that attack. The sidearm finds its mark in the half-light, the strike delivered before the target knows a Sister is there at all.	ANY SHOOT ACTION
45	Fade Before The Volley. Play when a friendly jump-capable fighter is targeted by Overwatch fire. Before the shots are resolved, that fighter may make a free 2" move; the Overwatch attacks are then resolved at -1 to Hit. She is already sliding out of the firing line as the trigger is pulled — the volley meets the place she was.	WHEN TARGETED BY OVERWATCH
46	Renown Without Boast. Play at the end of the battle. If your gang held or seized an objective and lost no fighter to Out of Action during the battle, bank an additional point of Reputation. The Order that takes the ground and leaves no body behind earns the renown the sector cannot explain.	END OF BATTLE
51	The Unanswered Strike. Play when a friendly fighter takes an enemy Out of Action. That friendly fighter immediately makes a free 4" move away from all enemies. The blow lands, the foe falls, and the striker is already withdrawing — there is no one left to answer, and nowhere to answer toward.	WHEN A FRIENDLY TAKES AN ENEMY OOA
52	Carried On Jets. Play when a friendly jump-capable fighter makes a Move action. That fighter adds 2" to its Movement for this action and ignores movement penalties for terrain it crosses. Carried on jets, the strike passes over the ground the enemy meant to hold it on.	ANY MOVE ACTION
53	Silent Approach. Play before the battle. Choose one friendly fighter; that fighter may be deployed up to 6" forward of your deployment zone, wholly out of the enemy's line of sight. It has already walked the silent road above the field, and it begins the battle closer to the strike than the enemy allowed for.	PRE-BATTLE
54	Ward The Leader. Play when your gang's Leader is hit by an attack, before the wound is rolled. Your Leader wards the blow: she gains a 4+ invulnerable save against that one hit. The host closes its silence around its commander, and the strike that sought her finds the Emperor's shield.	WHEN THE LEADER IS HIT

55	Strike The Isolated. Play when a friendly fighter makes an attack against an enemy that is more than 3" from all its own friends. That attack gains +1 to Wound. The Silent Order takes the straggler, the sentry, the one who wandered from the line — struck down before anyone thinks to look for him.	ANY ATTACK
56	The Open Sky. Play at the start of a round. Until the start of the next round, all friendly jump-capable fighters add 2" to their jump moves. The sky above the battlefield is the Order's own road, and today it is wide open — the host ranges where no gunline can follow.	START OF ROUND
61	Seraphims Superior. Play while your gang's Leader is on the battlefield. Until the end of the round, friendly jump-capable fighters within 6" of the Leader re-roll a failed Nerve test. The strike-leader's example steadies the host around her — the Silent hold their silence because she holds hers.	WHILE THE LEADER IS ON THE FIELD
62	Grav Assisted Leap. Play when a friendly jump-capable fighter makes a Move action. During this move, that fighter may pass over any intervening fighters and gaps as though they were not there, and may end its move on any level it can reach. The grav-assisted leap carries her clean over the line meant to stop her.	ANY MOVE ACTION
63	Take And Hold. Play when a friendly fighter claims an objective. That fighter may immediately make a free 3" move to reach cover or a defensible position while remaining in control of the objective. The Silent Order takes the ground and settles into the empty place beside it, holding what it seized without standing in the open to do so.	WHEN AN OBJECTIVE IS CLAIMED
64	Gone By Morning. Play at the end of a round. Choose one friendly jump-capable fighter that is wholly out of every enemy's line of sight; remove it from the battlefield. At the start of the next round, set it up again anywhere along your own board edge. By morning the position it held is empty, and no one saw it leave.	END OF ROUND
65	The Quiet Kill. Play when a friendly fighter that is not within an enemy's line of sight at the start of its activation makes a Shoot action. That attack gains +1 to Wound, and the target may not react to it. The quiet kill is done before the victim knows a Sister was ever in the dark beside him.	ANY SHOOT ACTION
66	Acts Of Faith In Flight. Play once per battle, when a friendly jump-capable fighter makes a jump move. That fighter may perform an Act of Faith at any point during the move without ending it, then complete the remainder of the jump. The miracle is called mid-air, between the strike and the vanishing — faith made flesh, carried on jets.	ONCE PER BATTLE

ALLIANCES

✧ ONE CONVENT THREE ORDERS

ALLIANCE

WHO	the sibling Orders of the Adepta Sororitas (any two mustering as one Convent)
TERMS	map-level muster: when two or more Sororitas Houses hold adjacent worlds, they may declare a combined Convent — shared non-aggression and a shared objective against a third faction; the Argent Shroud brings the silent fast wing, the strike that cannot be answered, around the siblings' anchor

The Orders of the Sisterhood are one faith in many banners, and where two hold adjacent worlds they may muster as a single Convent. When two or more Sororitas Houses control neighbouring territories, their commanders may declare a combined Convent for a campaign phase: a shared non-aggression across the map, and a shared objective turned against a third faction. In such a muster the Argent Shroud is the silent fast wing — the strike that cannot be answered, ranging ahead of the siblings' anchor to open the ground their gunline and their penitents will hold. The pact binds only at the map level; on the field each Order fights as itself.

✧ THE ORDO HERETICUS REQUISITION

ALLIANCE

WHO	the chamber militant of the Ordo Hereticus (requisitions the fast-strike element from this House by reference)
TERMS	single-source-of-truth requisition: the Ordo Hereticus may requisition Seraphim and Zephyrim from this House for a phase-gated Inquisitorial strike; the requisition flag and master accord live on the anchor Order (the Martyred Lady) — this House is the home the fast-strike bodies are drawn from, cross-referenced not duplicated; in exchange the Ordo marks a target for the Order to strike, a standing campaign feud with heresy rather than a fixed rival House

The Adepta Sororitas are the chamber militant of the Ordo Hereticus, and this House is the home of the fast-strike element the Inquisition draws upon. For a phase-gated Inquisitorial strike, the Ordo Hereticus may requisition Seraphim and Zephyrim from the Argent Shroud — the bodies are drawn from here by reference, never duplicated, and the standing accord itself is kept by the Convent's anchor Order. In exchange the Ordo marks a target for the Silent Order to strike: a warrant against heresy rather than a feud with any rival House. The Order's enemy in this pact is not a gang across the sector but the witch and the traitor the Inquisition names.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
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2	A Single Jump Pack. The Convent spares little this time — a single jump pack, drawn from the reliquary-forged and loaned for the coming battle. Choose one fighter in your gang who is not already jump-capable; for this battle only, that fighter is fitted with a jump pack and gains Fly and a jump move. The pack is returned when the strike is done; the Order keeps nothing it is only lent.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
3	A Scout Of The Silent. One of the Silent has walked the ground ahead of you, and marked its empty places. For the coming battle, choose one fighter in your gang; that fighter may be set up in a hidden or forward position, deploying after all other fighters and outside the enemy's watch. The scout of the Silent shows you where the answer will not be looking.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
4	Grav Chutes. A set of Silent-Order grav-chutes is released to your gang for the battle. Choose one fighter; before the game begins, that fighter may make a free 6" reposition out of line of sight — the appear-from-silence deploy, sliding into the firing position no one thought to guard. The chutes are the Order's own art, lent for a single descent.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
5	A Seraphim On Loan. A Seraphim of a sister squad is seconded to your strike. For the coming battle your gang is joined by a single Seraphim — jump pack, paired pistols, and the descent — fighting under your command as though one of your own. She returns to her own host when the battle ends, but for its length she is another blade of the silent line.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
6	The Quiet Word. A quiet word reaches you before the battle — the disposition of the enemy, whispered through the Convent's own channels. For the coming battle you may re-roll the roll to determine deployment or scenario, and you choose which side deploys first if the mission would leave it to chance. Forewarned is half-vanished; the Order that knows the ground is the harder to catch upon it.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
7	The Canoness's Ear. Your deeds have reached the Canoness's ear, and her regard opens doors. Once during the coming battle you may re-roll a single failed Act of Faith for any fighter in your gang, the Convent's blessing carried on the strength of your name. The Order that earns the commander's notice earns the miracle it can least afford to see fail.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
8	Hand Of The Emperor. The Convent grants you a measure of the redeploy that defines your Order. Once during the coming battle, one of your fighters may make a free 6" redeploy Move — the Hand of the Emperor, given without cost to the Faith pool. Spend it as your Order always does: to be gone from the place the blow was struck before any answer can find it.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
9	Zephyrim Aid. A Zephyrim of the jump-melee is loaned to your strike. For the coming battle your gang is joined by a single Zephyrim — jump pack and paired power blades — fighting under your command. She descends, cuts, and disengages in the same breath, and when the battle ends she returns to her own squad. For its length she is the edge your line brings to a throat it means to pass.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
10	The Argent Veil. The relic Argent Veil is entrusted to you for a single battle. Choose one jump-capable fighter to bear it; for the coming battle, that fighter's redeploy reaches 8" instead of 6", and she cannot be Pinned on any turn she jumps. She descends untouchable and lifts away before the volley finds her. The Veil is returned to the reliquary when the strike is done — it is granted, never given.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS

11	The Ordos Warrant. The Ordo Hereticus hands you a warrant, and names the one who must fall. Before the coming battle, mark a single enemy fighter as the warrant's target; every friendly fighter re-rolls failed Hits against that fighter, and taking it Out of Action banks additional Reputation for the deed. The Inquisition's sanction turns a raid into a sentence carried out — and the Silent Order carries it, then is gone.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS
12	A Living Saints Descent. The greatest boon the Convent can grant: a Living Saint descends to fight beside you. For the coming battle your gang is joined by Saint Celestine — jump-mobile, Acts of Faith made flesh, her relic blade and her return from death both. She fights under your command and is a blade of the Emperor entire, not an anchor; when the battle ends she ascends again to the Convent's need. To strike beside a saint is a renown the sector does not forget.	THE CONVENT AND THE CHAMBER MILITANT OF THE ORDO HERETICUS

SUB-PLOTS

NEVER ONCE CAUGHT

SUB-PLOT

Reward: the clean strike is remembered: the gang unlocks an Argent Shroud signature relic (the Argent Veil or a jump-relic) and banks Reputation — the Order that leaves no body behind is the Order the sector cannot answer

Trigger: you win a scenario of any kind without a single friendly fighter being taken Out of Action.

Reward: the clean strike is remembered. Your gang unlocks an Argent Shroud signature relic — the Argent Veil or another jump-relic — and banks a measure of Reputation. The Order that leaves no body behind is the Order the sector cannot answer, and a victory won without a single loss is the loudest silence of all.

THE UNSPOKEN RENOWN

SUB-PLOT

Reward: the deeds accrue into renown: the gang banks a large one-off Reputation gain and unlocks a deeper jump-pack access or an additional Seraphim/Zephyrim slot — the Order grows faster and quieter the more it takes and the less it says

Trigger: across the campaign, your gang claims and holds a set number of objectives — six is the customary count — in scenarios, without regard to enemy casualties.

Reward: the deeds accrue into renown. Your gang banks a large one-off gain of Reputation and unlocks deeper jump-pack access or an additional Seraphim or Zephyrim slot. The Order grows faster and quieter the more it takes and the less it says — renown by the ground held, never by the boast.

LEGENDARY NAMES

✧ CELESTINE IN FLIGHT

LEADER

XP cost (random): 12

XP cost (chosen): 18

Celestine-in-Flight is the Living Saint of the Sisterhood as the Silent Order knows her — Acts of Faith made flesh, carried on jets, a blade of the Emperor that descends and rises and descends again. A Leader may take this name.

Once per battle, when Celestine-in-Flight would be taken Out of Action, she instead makes an immediate 8" jump move and stands again on a single Wound — the risen Saint, borne up on her wings. While she stands, every friendly jump-capable fighter within 6" wards the first hit against it each round on a 5+.

But the Saint does not descend to hold ground. Celestine-in-Flight may never end a round in control of an objective — another fighter must hold what she takes — and if she is ever the last friendly fighter standing, the gang must immediately treat the battle as lost. She is a blade, not an anchor, and she was never meant to be the one left behind.

✧ THE SILENT

CHAMPION

XP cost (random): 9

XP cost (chosen): 14

The Silent is a Seraphim strike-leader known not by her face but by her absence — the empty firing position, the sentry who simply is not there. A Champion may take this name.

After the Silent takes an enemy Out of Action, she may immediately make a free jump move of up to 6", and she may not be targeted by reaction fire during it — struck, and gone, in one motion.

Renown without boast cuts both ways. The Silent earns the gang no Reputation for the enemies she takes Out of Action, only for the objectives she personally claims. She is measured by the ground she takes, never by the bodies she leaves — and a gang that fields her to kill is fielding her wrong.

✂ THE VEILBEARER

CHAMPION

XP cost (random): 8

XP cost (chosen): 13

The Veilbearer is the Sister entrusted with the Argent Veil, and through her the whole host learns to disappear. A Champion may take this name.

Once per round, the Veilbearer may extend the Veil's silence to herself and all friendly jump-capable fighters within 3", counting them as being in partial cover until the start of her next activation. The Order pulls its shroud around itself, and the volley finds nothing solid.

But the Veil answers only to stealth. The Veilbearer gains no benefit from the relic in any round in which she made a Charge or took an enemy Out of Action in melee — the moment she becomes loud, the silence that protects the host goes with her.

☠ TERRAIN

✂ THE EMPTY SHRINE PERCH

TERRAIN

The Empty Shrine-Perch is a high spire or bell-tower the Order uses as a place to descend from, never to hold — its bell long silent, its firing position always, pointedly, empty.

A friendly jump-capable fighter wholly on the Empty Perch gains +1 to Hit with pistols and jump-range weapons against targets below it. At the end of any round in which a friendly occupied the Perch, that fighter may make a free jump move of up to 6" off it. The Silent Order never holds the high ground — it only uses it, and is gone before the ground can be taken from it.

✂ THE SILENT APPROACH

TERRAIN

The Silent Approach is a lattice of high gantries, rooftop walkways and grav-chute launch points the Order has mapped and marked — the hidden road above a settlement that only a jump-gang can travel.

A friendly jump-capable fighter that begins or ends a Move action wholly on the Silent Approach may not be targeted by enemy reaction or Overwatch fire during that move. Any fighter using the Approach ignores movement penalties for the terrain it crosses. The road belongs to the host that mapped it, and the enemy never sees the strike coming down it.

✂ SMASH AND GRAB

SCENARIO

ATTACKER	the Argent Shroud strike element, jumping in to take the prize
DEFENDER	the garrison holding a valuable objective or isolated target
DEPLOY	defender deploys around the central objective; attacker holds all jump-capable fighters in reserve as a Silent Strike, entering from any board edge at the start of round one and acting the same round
OBJECTIVE	the attacker must seize the objective and carry it (or a marked target) off any board edge; the defender must hold or deny
VICTORY	the Argent Shroud wins by removing the objective from the board via any edge before the game ends; the defender wins by holding it or breaking the attacker
REWARDS	a clean grab banks Reputation for the deed regardless of casualties; the faster the Order gets in and out, the more the sector remembers the strike and not the strikers
CONTROL TRACK	a successful grab pushes this House's control-track marker up by one on the world and denies the defender its resource; a failed or slow grab leaves the marker unchanged — the Order took nothing and, unusually, was seen trying

The Silent Order jumps in, takes the prize, and is gone before the garrison can answer. This scenario is one push on the world's siege, and its result shifts the campaign's control track.

ATTACKER

The Argent Shroud strike element, descending to take what the enemy thought secure.

DEFENDER

The garrison holding a valuable objective or isolated target.

BATTLEFIELD

A standard battlefield with the prize — a single objective marker — placed at its centre, ringed by the defender's positions.

DEPLOYMENT

The defender sets up first, deploying around the central objective. The attacker holds all jump-capable fighters in reserve as a Silent Strike; they enter from any board edge at the start of the first round and may act that same round. Any non-jump fighters deploy along one board edge.

THE PRIZE

The central objective may be picked up and carried by any fighter in base contact, at the cost of a Simple Action. A fighter carrying the prize may still jump and move as normal.

ENDING THE BATTLE

The battle ends when the prize leaves the board, when the attacker bottles out, or when only one gang remains.

VICTORY

The Argent Shroud wins by carrying the prize off any board edge before the game ends. The defender wins by holding the prize on the board, or by breaking the attacking gang.

REWARDS

A clean grab banks Reputation for the deed regardless of casualties. The faster the Order gets in and out, the more the sector remembers the strike and not the strikers.

CONTROL TRACK

A successful grab pushes this House's control-track marker up by one on the world and denies the defender its resource. A failed or slow grab leaves the marker unchanged — the Order took nothing and, unusually, was seen trying.

TACTICS

Strike straight for the prize, carry it clear, and fade. Every round the Order lingers is a round the garrison closes the escape.

ATTACKER	the Argent Shroud, striking to silence an enemy asset
DEFENDER	the gang whose vox-relay, sensor, or beacon the Order intends to kill
DEPLOY	defender sets up around the asset (a central objective); attacker deploys along one edge with all jump-capable fighters, or holds them in reserve for a round-two Silent Strike
OBJECTIVE	the attacker must destroy or hold the asset for one full round to silence it, then disengage; the defender must keep it running
VICTORY	the Argent Shroud wins by silencing the asset and having all surviving fighters wholly more than 8" from any enemy at game end (in and gone); the defender wins by keeping the asset live to the end
REWARDS	silencing the asset without leaving a body behind banks the most Reputation; the Order earns renown for the deed and the disappearance both, not for a count of the dead
CONTROL TRACK	a silenced asset pushes this House's control-track marker up by one and blinds the enemy's hold on the world; if the Order is caught on the board at game end (fighters within 8"), the marker advances only by half — the deed was done, but the Silent Order was seen doing it

The Order strikes to silence an enemy asset — a vox-relay, a sensor, a beacon — and to be wholly gone before the answer musters. This scenario is one push on the world's siege, and its result shifts the campaign's control track.

ATTACKER

The Argent Shroud, striking to blind the enemy's hold on the world.

DEFENDER

The gang whose vox-relay, sensor or beacon the Order intends to kill.

BATTLEFIELD

A standard battlefield with the asset — a single central objective — set among the defender's positions.

DEPLOYMENT

The defender sets up first, around the asset. The attacker deploys along one board edge with all jump-capable fighters, or holds them in reserve for a round-two Silent Strike entering from any board edge.

SILENCING THE ASSET

To silence the asset, a friendly fighter must destroy it, or hold it uncontested for one full round. Once silenced, it stays silent for the rest of the battle.

ENDING THE BATTLE

The battle ends when the asset is silenced and the attacker has withdrawn, when the attacker bottles out, or when only one gang remains.

VICTORY

The Argent Shroud wins by silencing the asset and having all surviving fighters wholly more than 8" from every enemy at game end — in, and gone. The defender wins by keeping the asset live to the end of the battle.

REWARDS

Silencing the asset without leaving a body behind banks the most Reputation. The Order earns renown for the deed and the disappearance both, never for a count of the dead.

CONTROL TRACK

A silenced asset pushes this House's control-track marker up by one and blinds the enemy's hold on the world. If any friendly fighter is still within 8" of an enemy at game end, the marker advances only by half — the deed was done, but the Silent Order was seen doing it.

TACTICS

Reach the asset fast, hold or break it for the one round it needs, then scatter beyond reach before the round closes.