

MACROMUNDA

ADEPTA SORORITAS

ORDER OF OUR MARTYRED LADY

HOUSE BOOK

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CONTENTS

ADEPTA SORORITAS 4

Faction Special Rules	5
Armoury	6
Weapon Traits	14
Skills	16

ORDER OF OUR MARTYRED LADY 18

Gang Composition	20
Gang Rules	21
Fighters	22
Vehicles	34
Gang Tactics	40
Alliances	43
Favours	44
Sub-plots	46
Legendary Names	46
Terrain	47
Scenarios	48



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).

✕ 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

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

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	CLOSE-COMBAT
Multi Melta165 credits	Eviscerator50 credits
Heavy Flamer195 credits	GRENADE
	Krak Grenade45 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.