



# Sisters of Battle Forcelist



# TABLE OF CONTENTS

<b>ACTS OF FAITH</b>	<b>3</b>
Divide Guidance	3
Light of the Emperor	3
The Passion	3
Spirit of the Martyr	3
<b>BATTLE SISTERS SQUAD</b>	<b>3</b>
Sister Superior	3
<b>CANONESS</b>	<b>4</b>
Celestian Superior	4
Celestian Bodyguard	4
Sister Superior	5
<b>CELESTIAN SQUAD</b>	<b>5</b>
Sister Superior	5
<b>DOMINION SQUAD</b>	<b>6</b>
Sister Superior	6
<b>EXORCIST</b>	<b>6</b>
<b>IMMOLATOR</b>	<b>6</b>
<b>PRIESTLY DELEGATION</b>	<b>7</b>
Confessor	7
Missionary	7
Preacher	7
<b>REDEMPTIONISTS</b>	<b>7</b>
Redemptor Priest	7
<b>RETRIBUTOR SQUAD</b>	<b>8</b>
Sister Superior	8
<b>RHINO</b>	<b>8</b>
<b>SERAPHIM SQUAD</b>	<b>8</b>
<b>SISTER SUPERIOR</b>	<b>9</b>
<b>SISTERS OF BATTLE ARSENAL</b>	<b>9</b>
<b>Ministorum Armoury</b>	<b>9</b>
<b>Armor</b>	<b>9</b>
Praesidium Protectiva	9
Rosarius	10
<b>Melee Weapons</b>	<b>10</b>
Brazier of Holy Fire	10
Exterminator	10
Flail of Chastisement	10
<b>Ranged Weapons</b>	<b>10</b>
Exorcist Launcher	10
Grenade Launcher	10
Hunter-Killer Missile	10
Meltagun	10
Multimelta	10
Plasma Weapons	10
<b>Other Equipment</b>	<b>10</b>
Bionics	10
Book of St Lucius	10
Combi-Weapons	11
Holy Censer	11
Litanies of Faith	11
Master-Crafted Weapon	11
Medicus Ministorum	11
Purity Seals	11
Sacred Banner of the Order Militant	11

Sacred Standard	12
Simulacrum Imperialis	12
<b>Vehicle Upgrades</b>	<b>12</b>
Dozer Blade	12
Extra Armour	12
Holy Icon	12
Pintle-Mounted Storm Bolter	12
Searchlight	12
Smoke Launchers	12

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# SISTERS OF BATTLE FORCE LIST

The following conversions are based on the *Sisters of Battle Army List*, available from the *Chapter Approved* section of the Games Workshop website.

## ACTS OF FAITH

Determine the number of Faith Points available, as well as when and how they can be used, according to the rules in the *Sisters of Battle Army List*. The rules below cover only the *VOR* game effects of each act of faith.

### DIVIDE GUIDANCE

The use of this Act must be announced when a unit (not a model within the unit) is activated. For the duration of this activation, all models in the unit will cause critical hits (p. 80, *VOR Rulebook*) on a roll of 1 or 2, instead of only on a 1. Any given unit may only use this Act once per game.

### LIGHT OF THE EMPEROR

At the start of the Sisters of Battle's turn, the use of this Act must be declared. Every unit that



rolls a Morale Test (p. 88, *VOR Rulebook*) this turn subtracts 2 from the roll on the Panic Table if the Test is failed.

### THE PASSION

To use this Act, it must be declared when a squad is activated. The squad may not spend MP for anything during its current activation except movement and making melee attacks — no models in the squad may make ranged attacks, aim, hold an action, enter vehicles (though they can exit them), or use abilities that cost MP (unless the ability represents movement or a melee attack). However, each model in the squad gets 1D6 extra MP for its activation in the current turn, which can be spent for movement at the normal terrain MP costs.

### SPIRIT OF THE MARTYR

The use of this Act must also be announced when a squad is activated. If a model in the squad takes damage (that is, it fails both its Armor Test and the Damage Test succeeds), it may roll 1D10; on a roll of 5 or less, the damage is ignored. Each model in the squad may only make this additional roll once per turn.

## BATTLE SISTERS SQUAD

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 32

Availability: Unlimited

Structure: 4-9 + 1 sister superior

Equipment: Boltgun, power armour

Options:

**Grenades:** The entire squad may be given frag grenades (+5 PV per model) and/or Krak grenades (+5 PV per model).

**Holy Fire:** Up to two Battle Sisters may replace their boltguns with a flamer (+6 PV per model) or meltagun (+15 PV per model).

**Transport (+86 PV + options):** The squad may be joined by a Rhino.

### SISTER SUPERIOR

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 32

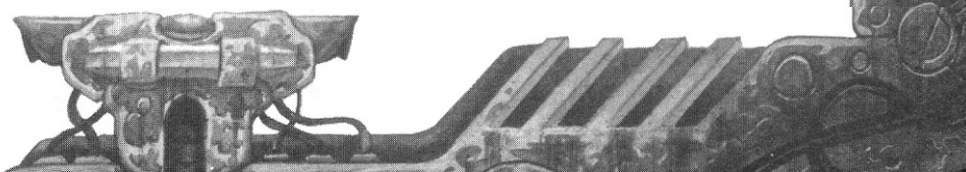
Availability: 1 per Battle Sisters squad

Structure: The sister superior is part of a Battle Sisters squad and must adhere to squad coherency.

Equipment: Boltgun, power armour

Options:

**Veteran (+4 PV):** Veteran sisters superior have Guts 8, and may take equipment from the Sisters of Battle armoury. The MP cost for a veteran sister superior to make melee attacks is modified by -1 MP per



attack. A squad with a veteran sister superior uses the veteran sister superior's Guts statistic for all Morale and Guts Tests it is required to make.

**Weapons (+2 PV):** A sister superior replace her boltgun with a bolt pistol and close combat weapon.

## CANONESS

MP: 10 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 3 AR: 7 SIZE: M

Point Value: 83

Availability: 1 per force

Structure: Individual

Options: May take equipment from the Sisters of Battle armoury.

Abilities:

**Melee Attacks:** The MP cost for a canoness to make melee attacks is modified by -2 MP per attack.

**Sacred Rites:** A canoness adds 2 Faith Points to the Sisters of Battle force.

## CELESTIAN SUPERIOR

MP: 10 CC: 7 RC: 8 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 2 AR: 7 SIZE: M

Point Value: 60

Availability: Unlimited

Structure: Individual

Options: May take equipment from the Sisters of Battle armoury.

Abilities:

**Melee Attacks:** The MP cost for a celestial superior to make melee attacks is modified by -1 MP per attack.

**Sacred Rites:** A celestial superior adds 1 Faith Point to the Sisters of Battle force.

## CELESTIAN BODYGUARD

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 35

Availability: 1 squad per canoness or celestial superior

Structure: 4-9 + 1 sister superior; a Celestial bodyguard squad must remain in squad coherency with the canoness or celestial superior to which the squad is assigned.

Equipment: Boltgun, power armour

Options:

**Banner Bearer:** One model in the squad may be designated a banner bearer, at no increase in PV. This model may select equipment from the Sisters of Battle armoury.

**Grenades:** The entire squad may be given frag grenades (+5 PV per model) and/or Krak grenades (+5 PV per model).

**Holy Fire:** One model in the squad may replace her boltgun with a flamer (+6 PV) or meltagun (+15 PV).

**Heavy Weapons:** One model in the squad may replace her boltgun with a heavy bolter (+11 PV), heavy flamer (+8 PV) or multimelta (+32 PV).

**Imagifer:** One model in the squad may be designated an imagifer, at no increase in PV. This model may select equipment from the Sisters of Battle armoury.

**Other Orders:** Up to three models in the squad may be made members of one of the following orders (each model must belong to a different order). These models may also select equipment from the Sisters of Battle armoury.

*Dialogus (+10 PV):* Adds 1 Faith Point to the Sisters of Battle force.

*Famulous:* This order does not add to the model's PV. Choosing it allows you to include one Imperial Guard armoured fist squad hardened veterans squad, infantry platoon command section, infantry squad or storm troopers squad for every Sister Famulous in the Sisters of Battle force. These units can be deployed as normal, with all their regular options, abilities and restrictions, and for their normal Point Values.

*Hospitaller:* This order costs no extra PV. In addition to normal equipment from the Sisters of Battle armoury, a Sister Hospitaller may select a medicus ministerium.

**Transport Vehicle:** The squad may be joined by an Immolator (+94 PV) or a Rhino (+86 PV + options).

#### Abilities:

**Holy Hatred:** On the first turn in which a Celestian makes a melee attack against an opponent, she counts as having charged, even if this was not the case (because the opponent charged the Celestian in the previous turn, for example).

### SISTER SUPERIOR

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 35

Availability: 1 per Celestian bodyguard squad

Structure: The sister superior is part of a Celestian bodyguard squad and must adhere to squad coherency.

Equipment: Boltgun, power armour

#### Options:

**Close Combat Weapons (+1 PV):** The sister superior may replace her boltgun with a bolt pistol and close combat weapon.

**Veteran (+3 PV):** The MP cost for a veteran sister superior to make melee attacks is modified by -1 MP per attack.

#### Abilities:

**Holy Hatred:** On the first turn in which a Celestian makes a melee attack against an opponent, she counts as having charged, even if this was not the case (because the opponent charged the Celestian in the previous turn, for example).

### CELESTIAN SQUAD

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 35

Availability: Unlimited

Structure: 4-9 + 1 sister superior

Equipment: Boltgun, power armour

#### Options:

**Grenades:** The entire squad may be given frag grenades (+5 PV per model) and/or Krak grenades (+5 PV per model).

**Holy Fire:** One model in the squad may replace her boltgun with a flamer (+6 PV) or meltagun (+15 PV).

**Heavy Weapons:** One model in the squad may replace her boltgun with a heavy bolter (+11 PV), heavy flamer (+8 PV) or multimelta (+32 PV).

**Transport Vehicle (+86 PV + options):** The squad may be joined by a Rhino.

#### Abilities:

**Holy Hatred:** On the first turn in which a Celestian makes a melee attack against an opponent, she counts as having charged, even if this was not the case (because the opponent charged the Celestian in the previous turn, for example).

### SISTER SUPERIOR

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 35

Availability: 1 per Celestian squad

Structure: The sister superior is part of a Celestian squad and must adhere to squad coherency.

Equipment: Boltgun, power armour

#### Options:

**Close Combat Weapons (+1 PV):** May replace her boltgun with a bolt pistol and close combat weapon.

**Veteran (+3 PV):** The MP cost for a veteran sister superior to make melee attacks is modified by -1 MP per attack.

#### Abilities:

**Holy Hatred:** On the first turn in which a Celestian makes a melee attack against an opponent, she counts as having charged, even if this was not the case (because the opponent charged the Celestian in the previous turn, for example).

## DOMINION SQUAD

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 32

Availability: Unlimited

Structure: 4-9 + 1 sister superior

Equipment: Boltgun, power armour

Options:

**Grenades:** The entire squad may be given frag grenades (+5 PV per model) and/or Krak grenades (+5 PV per model).

**Holy Fire:** Up to four models in the squad may replace their boltguns with a flamer (+6 PV per model) or meltagun (+15 PV per model).

**Transport Vehicle (+86 PV + options):** The squad may be joined by a Rhino.

## SISTER SUPERIOR

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 32

Availability: 1 per Dominion squad

Structure: The sister superior is part of a Dominion squad and must adhere to squad coherency.

Equipment: Boltgun, power armour

Options:

**Close Combat Weapons (+1 PV):** The sister superior may replace her boltgun with a bolt pistol and close combat weapon.

**Veteran (+5 PV):** Dominion veteran sisters superior have Brains 4 and Guts 8. The MP cost for a veteran sister superior to make melee attacks is modified by -1 MP per attack. A squad with a veteran sister superior uses the veteran sister superior's Guts statistic for all Morale and Guts Tests it is required to make.

## EXORCIST

MP: 12 TC: 2 CC: — RC: 5 POW: 7 BOD: 7 LIF: 4 AR: 2(2)

Point Value: 110

Type: Medium Tracked

Structure: Individual

Weapons: Exorcist launcher

**Options:** An Exorcist may be equipped with dozer blade (+24 PV), extra armour (+3 PV), holy icon (+10 PV), hunter-killer missile (+30 PV), pintle-mounted storm bolter (+11 PV), searchlight (+5 PV) and smoke launchers (+3 PV).

## IMMOLATOR

MP: 12 TC: 2 CC: — RC: 5 POW: 7 BOD: 7 LIF: 4 AR: 2(2)

Point Value: 90

Type: Medium Tracked Transport (6)

Structure: Individual

Weapons: Two heavy flamers (360° firing arc).

**Options:** An Immolator may be equipped with dozer blade (+24 PV), extra armour (+3 PV), holy icon (+10 PV), hunter-killer missile (+30 PV), searchlight (+5 PV) and smoke launchers (+3 PV).

Abilities:

**Twin Flamer:** The Immolator's two heavy flamers must always be fired simultaneously and in the same direction: place the splash template as normal, then move it half an inch to the left before determining which models get hit. Work out any hits on models under the template, then move it an inch to the right and again determine hits on the models that are now under the template.

## PRIESTLY DELEGATION

### CONFESSOR

MP: 7 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 7 LIF: 2 AR: 0 SIZE: M  
Point Value: 44

### MISSIONARY

MP: 7 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 3 AR: 0 SIZE: M  
Point Value: 48

### PREACHER

MP: 8 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 0 SIZE: M  
Point Value: 13

**Availability:** 1 per squad

**Structure:** Each confessor, missionary or preacher must be assigned to a Sisters of Battle squad and adhere to squad coherency. They may not be assigned to vehicles.

**Options:** Priests may take equipment from the Sisters of Battle armoury (preachers may only take 15 PV worth, not 75 PV).

**Abilities:**

**Fanatical:** Any member of a unit that includes a confessor (including the confessor himself) may re-roll one failed Close Combat Test, provided the model charged its opponent in its current activation.

**Melee Attacks:** The MP cost for a confessor and a missionary to make melee attacks is modified by -2 MP per attack, while for a preacher it is modified by -1 MP per attack.

**Sacred Rites:** Each confessor or missionary adds 2 Faith Point to the Sisters of Battle force; each preacher adds 1 Faith Point.

## REDEMPTIONISTS

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: M  
Point Value: 14

**Availability:** Unlimited

**Structure:** 10-20

**Equipment:** Short-range weapon [MPC: 3, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 3, AM: 0], close combat weapon

**Options:**

**Exterminators (+4 PV per model):** The entire squad may be given exterminators.

**Priest:** One model in the mob may be replaced by a redeptor priest.

**Weapons:** Up to two models may replace their short-range weapon and close combat weapon with an autocannon (+22 PV per model), flamer (+5 PV per model), grenade launcher (+17 PV per model), heavy bolter (+17 PV per model), meltagun (+14 PV per model) or plasma gun (+16 PV per model).

**Zealots (+14 PV per model):** One model in five in the redemptionist mob (round fractions up) may be made a zealot, armed with an eviscerator instead of the normal redemptionist weapons. Zealots receive a -1 MP modifier to the cost of all melee attacks they make.

### REDEPTOR PRIEST

MP: 9 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 9 LIF: 2 AR: 2 SIZE: M  
Point Value: 38

**Availability:** 1 per redemptionist mob

**Structure:** The redeptor priest is part of a redemptionist mob and must adhere to squad coherency.

**Equipment:** Short-range weapon [MPC: 3, Uses/Turn: 1, Range: S 6/+1, M 12/—, L —/—, Power: 3, AM: 0], close combat weapon

**Options:** May take 15 PV of equipment from the Sisters of Battle armoury.

### Abilities:

**Fear:** A mob led by a redeptor priest uses the priest's Guts statistic for all Morale and Guts Tests it makes.

**Melee Attacks:** The MP cost for a redeptor priest to make melee attacks is modified by -1 MP per attack.

**Priest:** A redemptionist mob that has a redeptor priest cannot be assigned a confessor, missionary or preacher.

**Sacred Rites:** A redeptor priest adds 1 Faith Point to the Sisters of Battle force.

## RETRIBUTOR SQUAD

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 32

Availability: Unlimited

Structure: 4-9 + 1 sister superior

Equipment: Boltgun, power armour

Options:

**Grenades:** The entire squad may be given frag grenades (+5 PV per model) and/or krak grenades (+5 PV per model).

**Weapons:** Up to four Retributors may replace their boltguns with a heavy bolter (+11 PV per model), heavy flamer (+8 PV per model) or multimelta (+32 PV per model).

**Transport Vehicle:** The squad may be joined by a Rhino (+86 PV + options). If the squad has 6 or fewer models, it may be joined by an Immolator (+94 PV + options) instead.

## SISTER SUPERIOR

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 32

Availability: 1 per Retributor squad

Structure: The sister superior is part of a Retributor squad and must adhere to squad coherency.

Equipment: Boltgun, power armour

Options:

**Close Combat Weapons (+1 PV):** A sister superior may replace her boltgun with a bolt pistol and close combat weapon.

**Veteran (+4 PV):** Dominion veteran sisters superior have Guts 8. The MP cost for a veteran sister superior to make melee attacks is modified by -1 MP per attack. A squad with a veteran sister superior uses the veteran sister superior's Guts statistic for all Morale and Guts Tests it is required to make.

## RHINO

MP: 12 TC: 2 CC: — RC: 5 POW: 7 BOD: 7 LIF: 4 AR: 2(2)

Point Value: 86

Type: Medium Tracked Transport (10)

Structure: Individual

Weapons: Storm bolter (360° firing arc)

**Options:** A Rhino may be equipped with dozer blade (+24 PV), extra armour (+3 PV), holy icon (+10 PV), hunter-killer missile (+30 PV), pintle-mounted storm bolter (+11 PV), searchlight (+5 PV) and smoke launchers (+3 PV).

## SERAPHIM SQUAD

MP: 10 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 59

Availability: Unlimited

Structure: 4-9 + 1 sister superior

Equipment: Twin bolt pistols, frag grenades, power armour, jump pack

### Options:

**Grenades:** The entire squad may be given krak grenades (+5 PV per model) or meltabombs (+10 PV per model).

**Holy Fire (+1 PV):** One Seraphim may replace her twin bolt pistols with a single flamer. This also gives her a -1 MP modifier for making melee attacks.

### Abilities:

**Hit & Run:** Unless she rolls a 1, a Seraphim model wanting to move out of melee combat (p. 87, *VOR Rulebook*) is considered to automatically roll higher than all her opponents, so she will not get hit.

**Sacred Rites:** A Seraphim squad adds 1 Faith Point to the Sisters of Battle force.

## SISTER SUPERIOR

MP: 10 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 7 SIZE: M

Point Value: 71

Availability: 1 per Seraphim squad

Structure: The sister superior is part of a Seraphim squad and must adhere to squad coherency.

Equipment: Twin bolt pistols, frag grenades, power armour, jump pack

### Options:

**Veteran (+4 PV):** Seraphim veteran sisters superior have Guts 8. The MP cost for a veteran sister superior to make melee attacks is modified by -1 MP per attack. A squad with a veteran sister superior uses the veteran sister superior's Guts statistic for all Morale and Guts Tests it is required to make.

**Weapons (+1 PV):** A sister superior may replace her twin bolt pistols with a single bolt pistol and a power weapon.

### Abilities:

**Hit & Run:** Unless she rolls a 1, a Seraphim model wanting to move out of melee combat (p. 87, *VOR Rulebook*) is considered to automatically roll higher than all her opponents, so she will not get hit.

## SISTERS OF BATTLE ARSENAL

### MINISTORUM ARMOURY

Some models can be given additional gear, as noted in their descriptions. This may be picked from the following list. Each model may take a maximum of 75 points of additional equipment; up to two weapons may be chosen, though only one of them may be two-handed.

### ARMOR

#### Praesidium Protectiva

In melee combat only, a model with a praesidium protectiva may always make an Armor Test, even against attacks which normally negate this,

such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

The effects of a praesidium protectiva are not cumulative with those of a rosarius.

#### Rosarius

A model with a rosarius may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that

### MELEE WEAPONS

	MPC	Power	AM	PV	Notes
Axe of Retribution	+3	POW+4	No test	20	Heavy
Blade of Admonition	+2	POW	No test	10	
Brazier of Holy Fire	+2	POW	-1	4	
Close Combat Weapon	+2	POW	-1	2	
Eviscerator	+3	POW+4	-2	15	Heavy
Exterminator	4	4	0	4	Blast radius 1"
Flail of Chastisement	0	POW	0	3	
Power Weapon	+3	POW+3	-2	10	Heavy

### ARMOR

	AR	PV
Carapace Armour	5	15
Cloak of St Aspira	+1	+3
Power Armour	7	21
Praesidium Protectiva	5	20
Rosarius	5	30

## MINISTORUM ARMOURY

### Single-Handed Weapons

Blade of Admonition (+10 PV)  
Bolt Pistol (+3 PV)  
Brazier of Holy Fire (+4 PV)  
Close Combat Weapon (+2 PV)  
Plasma Pistol (+21 PV)  
Power Weapon (+10 PV)

### Two-Handed Weapons

Axe of Retribution (+20 PV)  
Boltgun (+5 PV)  
Combi-weapon: Boltgun-flamer (+16 PV)  
Combi-weapon: Boltgun-grenade launcher (+29 PV)  
Combi-weapon: Boltgun-meltagun (+25 PV)  
Combi-weapon: Boltgun-plasma gun (+28 PV)  
Flail of Chastisement (+3 PV)

### Wargear

Bionics (see description for PV)  
Book of St Lucius (+5 PV)  
Carapace armour (+15 PV)  
Cloak of St Aspira (+3 PV)  
Frag grenades (+5 PV)  
Holy censer<sup>2</sup> (+2 PV)  
Jump pack (see description for PV)  
Krak grenades (+5 PV)  
Litanies of Faith (+15 PV)  
Master-crafted weapon (+5 PV)  
Melta bombs (+10 PV)  
Praesidium Protectiva<sup>1</sup> (+20 PV)  
Purity seals (+ (model's MP) PV)  
Rosarius (+30 PV)  
Sacred Banner of the Order Militant (+20 PV)  
Sacred Standard (+20 PV)  
Simulacrum Imperialis<sup>2</sup> (+12 PV)

<sup>1</sup> Only models with a Structure of "Individual" may be equipped with this item.

<sup>2</sup> Only Imagifers or models with a Structure of "Individual" may be equipped with this item.

<sup>3</sup> Only banner bearers may be equipped with this item.

do not allow an Armor Test, are considered to have an Armor Modifier of -2.

## MELEE WEAPONS

### Brazier of Holy Fire

This weapon normally functions as a melee weapon using the statistics given above, but can be used once per game as if it were a heavy flamer. It can still be used in its normal capacity afterward.

### Exterminator

This weapon may be used once per game. When it is used, center the 1" blast template on the model using the exterminator; every model under the template (except the attacker) is hit automatically.

### Flail of Chastisement

All models in base-to-base contact with the wielder of a flail of chastisement must increase the MP cost for all their melee attacks by 1 MP.

## RANGED WEAPONS

### Exorcist Launcher

This weapon is somewhat unreliable. Any time the full-auto zone template is to be used, roll 1D10. On a roll of 6 or higher, the launcher only fires a single shot, instead of using the template.

### Grenade Launcher

Can fire either frag or krak ammo. Frag is [**Power:** 3, **AM:** 0, **Mode:** indirect, blast radius 2"] while krak is [**Power:** 6, **AM:** -1, **Mode:** indirect, blast radius 1"]. The player decides which to fire before rolling to see if the attack hits.

### Hunter-Killer Missile

This weapon may be fired only once per game for every time it has been bought.

### Meltagun

At Short range, an attack by a meltagun counts as inflicting 4 points of damage

for purposes of the roll on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*).

### Multimelta

At Short and Medium ranges, an attack by a multimelta counts as inflicting 4 points of damage for purposes of the roll on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*).

### Plasma Weapons

A critical failure when firing a plasma weapon will inflict 1 point of damage on the model equipped with it, unless it succeeds at an Armor Test. Plasma weapons carried on vehicles do not have this drawback.

## OTHER EQUIPMENT

### Bionics (see below for PV)

When a model with bionics is killed, do not remove it from the table. At the start of its next activation, it may roll a Body Test with a -1 modifier; if the test succeeds, the model remains in

## RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Boltgun	4	1	S 6/+1 M 12/— L 24/-1	4	0	—	1	5
Bolt Pistol	4	1	S 6/+1 M 12/— L —/—	4	0	Point-blank	1	3
Bolt Pistols, Twin	4	2	S 6/+1 M 12/— L —/—	4	0	Point-blank	1	13
Flamer	5	1	Splash template	4	0	Splash template	1	11
Frag Grenades	5	1	S 5/+1 M 10/— L —/—	4	0	Indirect, blast radius 2"	1	5
Krak Grenades	5	1	S 5/+1 M 10/— L —/—	4	-2	Indirect, blast radius 1"	1	5
Storm Bolter	4	1	S 6/+1 M 12/— L 24/-1	4	0	Full-auto	1	11

## HEAVY RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Autocannon	7	1	S 15/+1 M 30/— L 45/-1	7	-1	—	1	29
Exorcist Launcher	8	1	S 15/+1 M 30/— L 45/-1	8	-1	Full-auto (half the time*)	1	47
Grenade Launcher	6	1	S 6/+1 M 12/— L 24/-1	*	*	*	1	24
Heavy Bolter	5	1	S 10/+1 M 20/— L 30/-1	5	-1	Full-auto	1	16
Heavy Flamer	5	1	Splash template	5	-1	Splash template	1	13
Hunter-Killer Missile	*	1	Unlimited	8	-1	Blast radius 1"	1	30
Meltabombs	6	1	S 5/+1 M 10/— L —/—	8	No test	Indirect, blast radius 1"	1	10
Meltagun	7	1	S 6/+2 M 12/-1 L —/—	6	No test	—	2	20
Multimelta	7	1	S 6/+1 M 12/— L 24/-1	6	No test	—	2	39
Plasma Gun	6	1	S 6/+1 M 12/— L 24/-1	5	-2	—	2	23

\* See this weapon's description.

play with a Lifeforce of 1, but if the test fails, it is removed as a casualty.

The Point Value of bionics is as follows:

Model's Body	PV
1	+1
2	+2
3	+4
4	+5
5	+7
6	+8
7	+10
8	+12
9	+13
10	+15

### Book of St Lucius (+5 PV)

Any unit with a model within 6" of the bearer of the Book of St Lucius uses the Book-bearer's Guts statistic for all Morale Tests the unit is required to make.

### Combi-Weapons

Models armed with combi-weapons are considered to be equipped with both the weapons in the combination. They can use both in the same turn as long as they have sufficient MP to do so.

### Holy Censer (+2 PV)

A unit of more than 8 models that has a model equipped with a holy censer does not

need to make a Morale Test when it loses enough members to bring its strength to below 75% of its starting number of models (see p. 88, *VOR Rulebook*).

### Litanies of Faith (+15 PV)

A model equipped with Litanies of Faith may perform an Act of Faith for its unit even if the squad is not normally eligible to do so; additionally, the Act is automatically successful without the need to roll any dice. However, the model may only do this once per battle.

### Master-Crafted Weapon (+5 PV)

Any weapon except grenades can be master-crafted. If an attack with the weapon fails (except on a 10), the wielder may re-roll the die. The second roll must be used.

### Medicus Ministorum (+15 PV)

If a Sisters of Battle model is in squad coherency with a model equipped with a medicus ministorum (usually, that means it must be within 3"), the first model may force a successful Damage Test made against it to be re-rolled. The second result must be used. Each medicus ministorum may be used only once per turn, and each use of it costs the model carrying it 5 MP (though if it has no held action, it may pay these on its next activation).

Only models that have been designated as members of the Hospitaller order may be equipped with a medicus ministorum.

#### **Purity Seals (+(model's MP) PV)**

When a unit containing a model equipped with purity seals is Pushed Back (see the *Panic Table*, p. 88, *VOR Rulebook*), it is only required to use half its available MP to move toward its deployment zone, rather than all its MP.

#### **Sacred Banner of the Order Militant (+20 PV)**

All Sisters of Battle models within 12 inches of a sacred banner may roll two dice any time they need to make a Morale Test, and choose the one they want to use. Only a model designated as a banner bearer that is part of a Celestian bodyguard which belongs to a canonesse may start the game carrying a sacred banner of the Order Militant.

Should the model carrying the standard be killed in melee combat, the standard now goes to the model that killed the standard bearer, and the Morale Test bonus now applies to all models of its force within 6" of the standard. This "changing sides" can happen any number of times in a game.

#### **Sacred Standard (+20 PV)**

All Sisters of Battle models within 6 inches of a sacred standard receive a +1 modifier to their Close Combat statistics. Only a model designated as a banner bearer may start the game carrying a sacred standard.

Should the model carrying the standard be killed in melee combat, the standard now goes to the model that killed the standard bearer, and the +1 CC bonus now applies to all models of its force within 6" of the standard. This "changing sides" can happen any number of times in a game.

#### **Simulacrum Imperialis (+12 PV)**

When an enemy model fails to break free from a Sisters of Battle model in melee combat (p. 87, *VOR Rulebook*), and the Sister of Battle is part of a unit that is equipped with a simulacrum imperialis, the Sister of Battle gets to make a free attack (costing no MP) against the enemy model. This is in addition to the automatic hit caused on the model that failed to break free.

## **VEHICLE UPGRADES**

#### **Dozer Blade (+24 PV)**

Provided the vehicle does not spend more than 6 MP for movement, this allows it to move through non-Open terrain at -1 MP cost per inch. The vehicle still cannot move through Impassable terrain.

#### **Extra Armour (+3 PV)**

Gives the vehicle +1 AR.

#### **Holy Icon (+10 PV)**

When the vehicle is attacked in melee combat, immediately after working out the results of the attack, a friendly unit within 6" of the vehicle may immediately be activated. The other player's turn is suspended until this unit's activation ends, but the newly-activated unit is required to move toward the unit whose members are attacking the vehicle, and engage them in melee combat.

The unit that was activated in response to the attack on the vehicle may not be activated in its next turn.

#### **Pintle-Mounted Storm Bolter (+11 PV)**

Adds a storm bolter with a 360° firing arc to the vehicle.

#### **Searchlight (+5 PV)**

Under reduced lighting conditions (see entries on the *Battle Terrain Table*, pp. 97-104, *VOR Rulebook*), a vehicle with a spotlight may illuminate any area 2" in radius anywhere in its LOS. This costs the vehicle 1 MP, and the spotlight is assumed to be turned off whenever the vehicle moves. The whole area illuminated, including all models in it, are not under the effects of the darkness. However, the vehicle with the spotlight itself also counts as being normally visible.

#### **Smoke Launchers (+3 PV)**

Once in each game, the vehicle may make an indirect "attack" costing 3 MP against any point within 9 inches of the vehicle; this will scatter if it misses. Once the point of impact has been determined, a 2" radius around this point is considered filled with smoke (cotton wool can be used to represent this), which will provide soft cover to any target if the LOS to it is traced through the smoke—even if the model is not within 1 inch of the smoke. After the vehicle's next activation, the smoke is removed.