

WARHAMMER

40,000

PIETY AND PAIN

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INTRODUCTION

Piety and Pain allows you to recreate the race against time to liberate the mausoleum world of Martyr's Rest. It is a tale of the Drukhar – led by Lelith Hesperax, the Queen of Knives – enacting cruel blood sports on a gigantic scale, and of the vengeful Battle Sisters of the Adepta Sororitas, who seek to expel the xenos from the holy site in a battle that decides the fate of billions.

There is no respite from the corruption that pours out of the Great Rift. The faithful Adepta Sororitas are as besieged as any of the Imperium's warriors, fighting against heretics, mutants and xenos in system after system.

While defending the cardinal world of Alexistor against the forces of Chaos, Battle Sisters of the Order of Our Martyred Lady took heart as a vile psychic contagion was witnessed to be held back by a miraculous aura. Holy sites dedicated to the long-dead Saint Jheraldine became focuses of adoration, seemingly immune to the soul infection that spread. But the holy emanations were fading, and visions told of the saint's spirit being in peril.

Under the command of Palatine Erika Luminas, a mission of the Order of Our Martyred Lady embarked on a crusade to the world of Martyr's Rest – the site of Jheraldine's remains and the location

of relics sacred to her memory. Luminas' holy duty was to retrieve a blessed artefact in the hopes of halting the plague's progress and, if possible, to ruthlessly stamp out any corruption on the world.

What they found, they saw as a sacrilegious invasion of despicable xenos. The Drukhar had turned the capital shrine-city of Martyr's Rest, Purity, into a deadly gladiatorial arena several miles wide. Its terrified citizens trapped inside were now the quarry for an acrobatic and gruesome hunt, coordinated by the undisputed champion of the Drukhar's grisly spectacles, Lelith Hesperax. Once contemplative avenues of sombre statuary were now lethal stalking grounds, strewn with diabolical traps. Lelith had promised her sadistic followers a mesmerising display of unsurpassed, gory delights as she sought to expand her influence among her torturous kind. As the outraged and impassioned Luminas

led her Sisters in the attack, she vowed to avenge this defilement of such a holy place. Lelith and her warriors gladly swooped on the Battle Sisters, seeing in the Adepta Sororitas' faith and strength an opportunity to gratify themselves in the breaking of devout convictions.

Warhammer 40,000: Piety and Pain contains two Citadel miniatures collections, each of which forms a complete army. Within this book, you will find rules for using all these models on the battlefield, alongside a showcase of painted examples of them. You will also discover the story of the Battle of Martyr's Rest, and a series of missions that allow you to recreate it with a friend on the tabletop. Finally, there is a Theatre of War giving additional rules for playing games in a trap-laden urban arena, as well as Battle Traits and Crusade Relics with which you can reward your experienced Drukhar and Adepta Sororitas armies.



VISIONS OF BLASPHEMY

In the Ultima Segmentum, War Zone Metalica seethed with the forces of the Great Enemy, whole sub-sectors pulsing with war and the corruption of both body and soul. The cardinal world of Alexistor, defended in great numbers by the Order of Our Martyred Lady, still held at bay insurrections of cultists and the horrific spread of a sorcerous plague, but for how long?

The sickness on Alexistor had started as a strength-draining malaise. It initially spread amongst the crowded slums of pilgrims, bunched up like encrustations at the edges of the cardinal world's palaces and macrotemples. Such suffering was ignored, for wider concerns troubled Alexistor's prelates and bishops. Many systems, dangerously close, had been brutally invaded by the hulking, blasphemous forms of the Death Guard, and the defences of Alexistor's sector were stretched thin. With growing urgency, the Adepta Sororitas stationed on Alexistor prepared to defend its gilded crenellations, sacred fortifications and battle sanctums. Each of these holy complexes was dedicated to one of the saints ennobled by the world's Cardinals-Astra, and none were more numerous than those sacred to Saint Jheraldine, the 'Pure', Alexistor's patron.

The sudden worsening of the sickness threw Alexistor's military preparations into turmoil. Statistical-hymns squawked by biomechanical cherubim revealed a plague erupting in the slums surrounding a dozen palaces. In place of faith, irreligious insanity had bloomed into sickening cults to which the diseased and deluded swarmed, seeking salvation. Rising up in heresy against Alexistor's defenders, these cults swelled in size as the plague claimed more victims every day. With righteous hatred, the Order of Our Martyred Lady fought back against overwhelming numbers. Countless of the diseased were immolated, but this did little to slow the contagion's progress. Only before the battle sanctums dedicated to Saint Jheraldine was its ravenous advance halted.

A MIRACLE IN PERIL

It was hailed as a miracle by the Order's Canoness Commander Joghilde. A divine aura of sanctity seemed to surround Saint Jheraldine's holy sites. The teeming hordes of former pilgrims still swarmed and beat their fists bloody against the fortifications, ignorant of pain, but the sorcerous plague – for vile witchery the Battle Sisters were now convinced it was – did not touch those who fought in the sanctums' shadows. Yet though the Sisters' fervour did not wane as gruelling days of

exterminations and dogged defence wore on, it became clear that Jheraldine's aura was itself beginning to dim.

Where once the plague had been held at bay, now its effects crept visibly closer. Every day, the Sisters who defended each of Jheraldine's battle sanctums were pushed steadily back, as once cleared and purged battle lines were found to be infectious. In the capital, prayers were intoned and dedications made to the world's patron, invoking the beneficence of Saint Jheraldine and hoping to strengthen her waning protection with their faith. Seeking guidance, Palatine Erika Luminas undertook a solitary vigil at the Shrine Ecclesior, said to have been the first on Alexistor dedicated to Saint Jheraldine. When she emerged, ashen-faced and shaking with anger, she informed her Canoness of a divine vision.



Palatine Luminas had been granted a revelation, she said, by Jheraldine herself. The saint's very spirit was in peril, the site of her greatest victory defiled. Luminas was adamant that such a divine prophecy could only point to one place: the world where Saint Jheraldine had fallen, Martyr's Rest. There, the saint's bones were preserved. If some desecration threatened such sacred artefacts, if the salvation of the holy remains could turn back this sickening pox, then the Order could not turn their backs. With a Mission of Battle Sisters with her, and Canoness Joghilde's solemn orders of duty still ringing in her ears, Luminas set forth.

CRAFTING A SPECTACLE

Though Palatine Luminas did not know what manner of blasphemy the saint's visitation had prophesied for Martyr's Rest, the ancient and cruel mind that had conceived of it gloried at the prospect. Lelith Hesperax, the doyen of the xenos Drukhar's most spectacular and gruesome arenas, had maintained her position throughout an artificially extended lifetime of sublime bloodshed. If, for a moment, Lelith relaxed her guard, appeared less than in complete control or failed to provide the visceral suffering her audiences demanded, there were other Succubi who relished the chance to take her position of influence.

Via spies, turncoats and lovers – none of whose self-serving information earned their dealers a long life in Lelith's care – the Queen of Knives had watched as rivals for her crown had exploited the chaos and misery unleashed by the Great Rift. Other Wych Cults used the opportunity to snap at the heels of Lelith's own Cult of Strife. Raids into realspace for slaves and the pleasures of the hunt were possible as never before as the worlds of other races, particularly those of Humans – the mon-keigh in the Aeldari tongue – were made vulnerable.

Swiftly and in secret – not in fear of rivals, but in pursuance of surprising and delighting her audiences – Lelith drew her labyrinthine plans. From pain-inducing interrogations of mon-keigh slaves, the Queen of Knives learned of Martyr's Rest. Humans of the region thought of it as a beautiful and triumphal memorial to sacrifice. It was a world dedicated to the dead, with elaborate shrine-cities whose forests of spires, plunging catacombs and jumble of twisting alleys, plazas and walkways made it ideal for Lelith's twisted purposes. She would stage the greatest participatory spectacle the jaded tastes of her kin had sampled in an age. This was to be no mere raid. It would be an effortless and decadent show of excess, one that would cement Lelith's reputation for a while longer. It was pivotal, too, that the cities of Martyr's Rest were well defended, for what sport was there without a little risk?



LELITH HESPERAX

There has never been a fighter so sublime, of such cruel artistry and pallid beauty as Lelith Hesperax – so say the vicious and sadistic audiences privileged to witness her acts of incredibly inventive lethality. She is the undisputed mistress of the Drukhar's gladiatorial arenas and the greatest of the Succubi. Her skills in the arts of combat bear the mark of true genius and several lifetimes' worth of training. The purr of her voice is like honeyed velvet, though she rarely speaks, and while she remains aloof from the murderous politics of her people, Lelith is not unaffected by them. Her influential contacts and her reputation as a giver of exquisite vitality through the spectacles she orchestrates make her a subject of awe, fear and envy amongst the Wych Cults. Alone amongst them, Lelith declines the innumerable combat drugs. She sees them as for the weak, for they dull the visceral thrill of inflicting the killing blow and of watching the lifeblood flow out of her victims after a dozen crippling injuries. She is an expert in each of the exotic weapons wielded by the warriors of her Cult of Strife, yet Lelith herself is most frequently seen with a pair of knives. Such is her skill that these simple weapons are deadly to any creature. She strikes swifter than a snake, gifting parting caresses with flicks of the barbs in her hair.

DRUKHARI

The Drukhar are a dark xenos culture of cruel tormentors and decadent hunters. This strand of the Aeldari race feed on the suffering of others. From their splintered city-realm of Commorragh, raiding parties of sadistic Drukhar pirates gleefully strike out. They hunt for pleasure, and their pleasure is the pain and terror of the galaxy's races. For those unfortunates taken as slaves, a drawn-out existence of misery, agony and terror awaits, providing sport and amusement for their captors.

The citizens of the Drukhar's Dark City revel in the twisted diversions offered by the flesh and the senses, but they are also driven to do so. The Drukhar suffer from a soul-sickness, a curse whose origins lie far back in the Fall of their race, millennia ago. Drukhar souls slowly drain into the warp over time, consumed by the insatiable Chaos God Slaanesh, whose birth resulted from the Fall and whom all Aeldari fear as 'She Who Thirsts'. All of the Aeldari developed ways to avoid that which waited for them in the warp upon death. The Drukhar found that others could suffer in their stead. The agony and fear of others nourishes the Drukhar's withered souls, keeping them strong and filling them with dark vitality. This practice not only staves off the curse of Slaanesh; if they can feed regularly enough on such suffering, they can reverse the effects of aging.

Drukhar society is fractured and self-serving. There is never enough suffering of others to sate each of these twisted raiders. There is murderous competition to take a visceral part in the realspace raids and in the unequal distribution of the spoils afterwards. Between rival militant syndicates, gruesome brotherhoods of flesh-melders and cliques of eviscerating murder-artists known as Wych Cults, Commorragh is terribly

dangerous for its own citizens. When there is no lesser creature to cut and break, the Drukhar quickly view each other as game.

Wych Cults and their Succubi leaders play a vital role in ensuring that Commorragh does not devolve into catastrophic civil war. Each is a thousands-strong organisation of gladiators. They stage dazzling displays of combat in vast arenas. As they fight dangerous aliens captured during the Drukhar's raids, eager crowds swarm the terraces, drinking in the sights and exulting in the painful cries. During realspace raids, Wych Cults gather in coteries of bloodletting. They use a variety of combat drugs, resulting in bursts of speed, sensorial clarity or stranger effects, depending on which cocktail is fashionable. Wyches wield an array of curved blades and barbed chains – outlandish weapons requiring immense skill – but little in the way of armour. Their defence is their speed and agility as they dodge the clumsy blows of their foes. Some circles of hand-picked warriors attack at speed from within Venoms. These arrow-fast skimmers weave through trceries of fire to deliver elite gangs to the enemy's vulnerable heart, their open platforms allowing the athletic killers to leap straight into combat.

Flocks of Scourges often fight at an aloof distance from the Wyches. An elitist and mercenary faction of sky warriors, each Scourge has submitted to painful body modification to attain surgically implanted wings. They soar among Commorragh's barbed spires, earning great wealth by taking messages between fractious allies and suspicious rivals – facilitating the Dark City's intrigues. With the resources earned, they equip themselves with arsenals of advanced weapons, laying down barrages of toxin shards and exotic energies from on high.



ADEPTA SORORITAS

The zealous Adepta Sororitas, known to many throughout the Imperium as the Sisters of Battle, are the shield and the blade of Mankind's faith. They are the military force of the Ecclesiarchy – itself known formally as the Adeptus Ministorum, which rigidly controls all aspects of the worship of the God-Emperor.

Each of these righteous warriors is as shielded in her conviction as in her ornate power armour, and with inflexible fanaticism they conduct their holy wars. The Adepta Sororitas are organised into Orders of strict devotion and asceticism. The majority of Sisters hail from the Orders Militant, made up of hardened warriors whose long waking hours comprise daily rituals of prayer alongside punishing physical regimens.

The stern and devout warriors of the Orders Militant are known also as Battle Sisters, and their iconic image is seen by citizens in statuary, illuminated chapbooks or in person guarding sacred sites. Beneath their armour, each Sister wears the habit of her Order, blazoned with holy symbols and with icons of faith. Armed with the greatest weapons the wealthy Ecclesiarchy can provide, Battle Sisters often go to war bearing sanctified blades and the 'holy trinity' of firepower – the boltgun, flamer and meltagun – with which they purge their enemies.

The most level-headed and determined of Battle Sisters may be advanced to the respected ranks of their Order's Retributor Squads. In battle, Retributors provide volleys of fire from an array of more powerful versions of the holy trinity, in the form of heavy bolters, heavy flammers and multi-meltas. So armed, each squad unleashes the firepower of a battle tank. The Orders are not without armoured support – the stained armaglass ballistic shield of Immolator transports sits between a pair of devastating heavy weapons and, within their consecrated holds, the Order's warriors are shielded from harm. In this manner do the transports bludgeon their way forward to deliver the Sisters to optimum firing position, or straight into the heart of combat.

It is not only their formidable weapons that the Adepta Sororitas bring to bear, but the power of their faith as well. Manifest acts of divinity are witnessed in their presence, miraculous shots are made and the Sisters' blows are strengthened by oaths to saints. Senior warriors lead the Adepta Sororitas as much in shouted prayers and sacred rites as in battle strategies. Command of a Mission of several squads is often given to a Palatine. These veteran warriors frequently lead punitive strikes or head frontier sanctuaries. Additional duties can differ from Order to Order, but each Palatine is first and foremost a deadly combatant.

PALATINE ERIKA LUMINAS

Among the far-flung and crusading Missions of the Order of Our Martyred Lady, Palatine Erika Luminas is a ferociously zealous and experienced war leader. Her dedication to the God-Emperor and to her Order's martyr, Saint Katherine, manifests as a fearlessness that many outside her Order have mistaken for recklessness.

Her sisters, who devotedly follow her curt battle cant and inspiring sermons in the deafening fog of war, know better. Luminas is possessed of a selfless dedication to service and an instinctive willingness to do whatever is necessary to enact the Emperor's will. In countless Wars of Faith, Luminas has turned apparent defeat into crushing victory, courageously storming enemy firepoints and assaulting the foe's elite warriors.

Luminas inspires those Sisters who survive to fervent acts of bravery, seeking any way to be by her side. In desperate last stands, the hand of the Emperor is believed by some to shield them, rewarding their faith with divine guidance. The Palatine has led successful, though bloody, strikes against a host of enemies, yet none fill her with more rage than desecrators of the holy.





TWILIGHT NIGHTMARES

The capital shrine-city, Purity, had existed in a perpetual gloom for centuries. Yet even through the fug of incense and clouds of crematoria ash, the bright twinkling of distant stars and dozens of orbital platforms decorated the night skies. On the evening before terror and bloodshed blighted the holy city, these reassuring lights went out, one by one.

It began with irritating malfunctions and minor power fluctuations between the comms booster relays orbiting furthest from Martyr's Rest's surface. The superintending Tech-Priests hunted through reams of doctrinal data, pleading with machine spirits to return to holy protocol paths. The furthest orbiting relay managed to report that it would try a scriptural purge of junction systems. Its signals ceased, as expected, but when they failed to return, inter-system monitor vessels were sent to investigate.

The inner relays witnessed, via malfunctioning sensors, their sister platform's power fail before the vessels had reached it. Nothing was heard from the monitors' captains despite angry hails sent with the highest level of binharic signifiers. The last thing the sensors of the inner relay platforms picked up was the damping of the monitors' engine flares and their decaying trajectories, as if they were merely empty husks.

Upon the gilded processions and large plazas that graced the shrine-city of Purity, faces stared skyward in confusion and mounting trepidation. Word had trickled to the surface. It spread through throngs of wealthy pilgrims and their armoured entourages, through gaggles of priests and prelates and through the masses of artisans that worked to maintain Purity's grace.

Purity's vista had always been blessed. Yet now, those in the capital saw its attendant orbital platforms go dark. No attacks were visible, no enemy fleets, but a rumour had leaked that a fragmentary burst of screaming platform crews had reached Purity's sensitive Astropaths. Aid and information had been sought from Martyr's Rest's other shrine-cities, but if similar events were happening above their holy sites, no word was given. Purity was isolated. Then night fell, or rather rose.

Beyond the autocrematoria, the vaulted frontages of macrochapels and the

manufacturums, hab-blocks and service hub complexes that existed at Purity's fringe, a strange, pitch-black shadow was rising. The evening sky above was still a deep blue, more noticeable now the light of the last orbital had winked out. Panicking pilgrims in several city districts stampeded, and bands of Crusader fraternities ruthlessly enforced order.

The rising bank of unnerving dense haze swallowed light. Where the barrier intersected transitways, gaudy groundcars of offworld elite and armed groups of pilgrims dared to enter, seeking a way through and out of the shrine-city. Before any had gone more than a few yards, their fading forms were suddenly engulfed in blackness. Those watching them enter heard cries of alarm swiftly followed by blood-curdling screams, breaking glass and shearing metal. Around its circumference, the pall claimed many victims and the city's inhabitants realised they were trapped. The dome rose higher,

JHERALDINE THE PURE

Sister Superior Jheraldine Vorta of the Order of Our Martyred Lady fell defending the Imperial Creed in the 39th Millennium. Upon the world of Sangheist, the Cult of The Third Eye rose up against the Emperor's rule, conducting blood rites and rituals of daemon summoning. When the Adepta Sororitas descended to enact His judgement, they found the cult's chosen sporting what Sangheist authorities had taken to be mutations, but the Sisters saw as the taint of possession.

Jheraldine, at the forefront of the Order's expansion from their drop site, was said to fight with the light of the Emperor gilding her blade. Dozens of her Sisters fell, as much to warp-spawned infection as the cultists' weapons, but Jheraldine was a force of purity, lancing through the diseased wretches. When she fell beneath a clawing mob of the possessed, her shouted prayer of exhortation was taken up by her fanatical Sisters, fanning their retribution. Her sacrifice saw the cult burned out within days, her name a byword for purity.

Though full purgation of the loyal citizens took years, the world of Sangheist was finally declared free of taint – and almost all inhabitants. Rededicated as Martyr's Rest, it became a mausoleum world, and the Synod Ministra affirmed the Sister Superior as Saint Jheraldine.

Now, the saint's remains draw wealthy pilgrims. Alongside the small armies of these privileged elite, faithful companies of Astra Militarum are gifted remobilisation rights to settle on Martyr's Rest, and zealous warriors of the faith guard the world's priests. Cathedrums and shrines to Jheraldine's sacrifice are everywhere, open to the generosity of pilgrims. Her remains, however, are kept hidden by Sisters from the Orders Pronatus, said to be under a self-imposed silence. Canoness Joghilde had consulted data wafers on Alexistor, sealed in cryowax tablets since Saint Jheraldine's interment. From these, she pieced together the secret location of the saint's bones – the Chantry of Dolmar Vettica in the world's capital shrine-city, Purity.

until at last the darkening night sky beyond was covered. At that moment, the prey-takers of Purity revealed themselves.

OPENING ACTS

The Drukhari had been within Purity's city bounds all along. Watching from behind fractal veils, they obeyed Lelith's edict that these initial scenes of rising fear were for the mon-keigh alone. The wait had been agonising, and the expenditure of resources conducting the elimination of the orbitals had been decadent, but everything had been to Lelith's exacting schedule. The formation of slow-burning fear as it coalesced in the dull, cow eyes of the Humans had been a delightful entrée, even if it was obvious to the xenos raiders that their prey's primitive emotions barely raised them above vegetation.

At Purity's perimeter, the Drukhari had hidden devices over the course of days in the substrate of forgotten chapels and abandoned depots. The height of a man, each device was a melange of barbed protrusions, violet-tinged metallic ribbing and ill-looking biological growths that pulsed visibly – their flanks slick with residue. The Drukhari's barrier had poured from these in an inverted waterfall of vapour. Within it, dimensions enfolded and bled into each other, leading to abodes filled with alien Ur-Ghul, shadow-skinned Mandrakes and xenos beasts that had been starved and tormented. They would ensure that none could escape the city.

Lelith's agents had seeded Purity not only with the vile barrier devices, but also traps of cunning and infinite malice. They had received instructions via her Scourge messengers, missives that infected the operatives with a delayed virus. The agents were promised an antiviral would be delivered once Lelith was satisfied. The traps were to be placed to her broad specifications, yet without even she herself knowing of their exact location – for what challenge is a known danger? As each agent died, some still believed Lelith would keep her promise.

The stage was set. Now Lelith orchestrated a grand opening. Her plan was brazen, even by the limitless schemes of her kind. Lelith had ensnared

an entire Imperial city and had crafted it into her own personal arena. It was not the millions-strong hives in which Humans often swarmed, but she knew it was more important to their race. One of the mon-keighs' godlings – their 'saints' – was bound up in this city. Wisps of its spirit, thought to outshine Humanity's usual paltry soul, was attached to skeletal remains – or so Lelith's informants told her. If true, such a prize would go some way to clearing the debt she owed in arranging this spectacle.

Towards her main purpose – the brief sating of the select audience of Drukhari nobility she had invited, to witness or partake as they saw fit – it would be a chance to savour breaking the Humans' faith as their idols wept and their beliefs betrayed them. The Imperium held the city to be beautiful; Lelith would corrupt and abuse it. There were some

here the Imperial command valued and many whose lives meant nothing. There were soft-skinned priests and hardened warriors. It was vital to Lelith that Purity contained zealous and, by mon-keigh standards, skilled fighters. The whole city would be a deadly maze filled with prey that fought and fled, screamed and died. She had promised varied entertainments.

Standing atop a marble dome, avidly watched by nearby Wyches, Lelith's immobile form was unseen by the Humans below as she extended an arm to the air in a languid gesture. She beckoned with a smooth movement of invitation and the black vapour above the city convulsed and churned. The air warmed and the first drops of a near-black ether substance spattered on the pristine sculptures and pale, Drukhari skin. In moments, Purity and everyone in it was sheened in a viscous, blood-like matter.



A HORROR UNVEILED

The Mission of Provident Restoration had been hastily consecrated by Canoness Joghilde, and given blessing by Cardinal Bors of Alexistor. The Mission's transport ships lurched from one warp translation to the next. While Palatine Luminas and her Sisters undertook vigils of prayer and penitence, warp storms that would have usually cast larger fleets aside merely shook them as if in frustration. Luminas felt sure the Emperor was shepherding their warp transit and, whatever they found on Martyr's Rest, all that mattered was to repay his gifts by bringing Jheraldine's remains safely to Alexistor.

When the Mission's ships broke through to the system's edge, they broadcast glorifying hails that sang out towards the world of Martyr's Rest. There was no response from the outer relays, nor from the central laudatory emitters housed at the capital, Purity, nor yet from any other settlement or inner-system ship. Luminas flatly refused any observance of further, delaying comms protocols. There was no knowing how far the plague on Alexistor had advanced. The Palatine issued the order for immediate deployment.

After an eerily silent descent, during which there was still no comms traffic, Palatine Luminas felt humbled to set foot on such sacred ground. Yet when they approached Purity's outer districts, her blood ran cold. Where the shrine-city should have been – and where she prayed it still stood – Luminas saw a vast black mass, just visible against the night sky, and felt disgust churn in her stomach. She ordered the Mission's armoured transports to close formation, with squads on foot marching among them. Immolators spouted psalms and amplified hymns from sculpted emitters, and at their fore strode Luminas, intoning the Doctrine of Repulsion. The Mission of Provident Restoration entered the darkness and was suddenly lost to the sensors of their orbiting ships.

Sound was muted inside the pitch-black murk. The incense-fed flames carried by some of the Mission burned fiercely, but their light didn't stretch far. Fearless in their faith, the Sisters' voices rang out. Suddenly, two were dragged away by

gangling horrors bearing hooked blades. The abducted Sisters' roars of detestation accompanied receding bursts of bolt fire before being silenced. Shots rang out from every side of the Mission; individual Sisters targeted predatory movements even as they continued their inexorable pace. Clawed arms reached out of the darkness to gouge and another Sister was yanked, screaming in anger, to an unknown fate. Indistinct figures evaded the Sisters' bolt shells or bursts of flame. Others things appeared to evaporate, melt into black pools through solid rockcrete or scuttle back with hisses, trailing what the Sisters hoped was their lifeblood.



The Mission's discipline began to wear down their half-seen foes. Palatine Luminas urged her Sisters forwards. Their comrades' sacrifice would enflame their righteousness and see their quest succeed, she vowed. Without warning, the creatures fell back as one, as if heeding some call, and Luminas' Mission emerged from the shroud as swiftly as they had been engulfed. As its veil lifted before her, the Palatine assessed what she saw – a dome of the shadow substance appearing to enclose the shrine-city.

A hellish vision lay before her. Over every surface of the once-serene tiers of serried arcades and ancient statuary was a dark veneer, like drying blood, that Luminas couldn't identify. Bodies, and parts of

them, hung from barbs driven into the architecture. Bloody tatters of what may once have been soldiers or priests lay clotted in silvery meshes like the webs of mechanical arachnids. The smell of blood and other fluids subsumed the lingering waft of incense. Over everything, screams and cries rebounded, some of pain and terror, others of exhilaration. Detonations and the unmistakable crack of Imperial-issue weapons rang from distant districts of the shrine-city, telling Luminas that the Emperor's servants still fought back. The Palatine saw that her Mission could not purge the city of invaders completely. She and her Sisters were prepared to sacrifice themselves, but their primary duty was to recover the saint's bones to Alexistor. This city-wide invasion *would* be punished; the Emperor's vengeance was inescapable, but its application could not stand in the way of her sworn oath to drive Alexistor's sorcerous plague back.

Luminas' Mission made as quickly as they could for the Chantry of Dolmar Vettica, but the architects of Purity's abasement soon revealed themselves. A score of veteran Guardsmen backed out of a junction ahead of the advancing Mission, firing lasguns and shotguns in the direction they'd left, the soldiers shifting aim constantly. In their wake leapt a dozen Drukhari Wyches. Just one of the weaving and sprinting xenos fell to the torrent of fire and, in a moment, the rest were upon the Guardsmen, slicing with vicious blades. Luminas had seen enough, and as the surviving Guardsmen tried to fall back, she and squads of Retributors closed the gap. With delight at the prospect of better sport, the Wyches bore down on the Battle Sisters. The Palatine announced the invocation to open fire with her own pistol shot, and an inferno of burning promethium and streams of explosive shells eradicated the Wyches in a pyre of retribution.

The Guardsmen, awe-struck by this miraculous intervention, made easy prey for other assailants. Shards of toxin-coated crystals rained down from dark alcoves above them. Bolter fire flew back from the Sisters to the source, and a crumpled, winged shape fell. The surviving Scourges crowed in derision as they flew away to deliver the news of



fresh playthings. Luminas ordered the Mission to continue to the chantry.

DIABOLICAL DEVICES

Lelith Hesperax had no need of the Scourges' information; nothing of worth moved in her arena that she did not know about. It was built into the nature of the nightmarish barrier surrounding the city to allow enemy reprisals inside. Larger forces would be dispersed and divided by its maddening geometries, while the barrier's denizens would erode their manpower and morale. There was little to be had from presenting only one facet of entertainment to those who vicariously enjoyed her cult's exploits, from the sanctuary of illusion-shielded barges that circled the city. Thus, she depended on new and varied forces entering the arena.

These Human warriors she monitored had acted unexpectedly, and her worn interest was piqued. They had not tried to clear the city of Lelith's Wyches and the mercenaries who also fought there. Instead, though the armoured mon-keighs fought those they came across, their advance was deliberate, angling towards a definite objective. Lelith wanted to know why. Perhaps their obvious need and desire for something could be employed as a delicious torment if that thing could be broken. Perhaps those she chose to take alive could point her towards the spirit-wreathed remains she still sought. The corpses of dozens of victims were slumped in a bloody pile before her. Each one had been unable, no matter how willing in the end, to reveal the site of the saint's bones.

Lelith knew she needed to provide yet more suffering to her epicurean patrons. The violence and variety of her snares and traps had proved a popular addition to the artistry and thrill of combat. With the costly ingenuity and know-how of Commorragh's arcanologists, their lethality was measured to elicit the greatest fear and suffering. There were graviton pits that slowly compacted and crushed their victims, and webs of microfilaments stretched between sculpted walls, the barbed fibres of which were designed only to slice outer flesh – ensuring ligaments and bones were still functional enough to writhe.

Time-splinters, like invisible razors, stole slivers of those who stumbled past, leaving slices of face, torso cross sections or the odd limb suspended in mid-air. Some buffeted their victims with illusions or painful auditory attacks that left them stunned. Slower-acting traps allowed observing Drukhari the pleasure of following the victim's progress as they sought to escape hunting Wyches. Nanodarts posited embryonic creatures with accelerated growth that ate their way out of hosts. Other devices laced the drifting incense and smoke with a mix of spores containing colourful and communicable viruses. Wagers were made by watching xenos nobility on incubation time, the numbers of subsequent victims or which would manifest first – the Plague of Glass, the Eyespike Pox or something new.

There was no end to the traps' forms and at random intervals they phased from one location to the next, altering their function or their means of activation. Yet still Lelith became aware of the inevitable fading of interest. From her Scourges, she learned that some of the barges of the elite had left the circling audience above Purity and returned to Commorragh, the decadent nobility aboard no longer held in thrall to her spectacle.

She needed something more, adamant that this would not be discussed in the same breath as any other arena. The rest of the participants she ignored as they hunted through the city, some falling to the zealous and well-armed guardians and defenders of this world and its pilgrims. Lelith herself stole, cat-like, through the twilight shrine-city with a small cadre of attendants. She found she was eager to tarry for a while with these armoured warriors; their resilience might at least make them interesting.





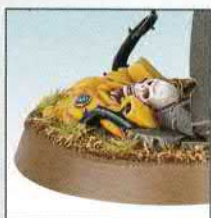
Scourge with haywire blaster



Venom with twin splinter rifle, splinter cannon and blade vanes



Lelith Hesperax, Queen of Knives



Wych with shardnet and impaler



Hekatrix with splinter pistol and power sword



Wych with hydra gauntlets



Wyches with splinter pistols and Hekatarii blades





Palatine with plasma pistol and power sword



Angelus Cherubs



Retributor with multi-melta



Retributor with heavy bolter



Retributor with heavy flamer



Immolator with immolation flamers and heavy bolter



THE RULES

Welcome to the rules section of *Warhammer 40,000: Piety and Pain*. On the following pages you will find all the content you need to bring the attempted liberation of Martyr's Rest to life on your tabletop battlefields. Maybe you are inspired to dive straight into re-enactments of key missions from the clash between the Drukhari and the Adepta Sororitas, or perhaps you want to incorporate rules to represent veterans of this conflict in narrative play. Alternatively, you might want to battle in the kinds of environments presented in the narrative presented earlier in this book. Whichever appeals to you – even if it's a bit of all three – the following pages provide a modular toolbox that allows you to get the most out of the models contained within *Warhammer 40,000: Piety and Pain*.

THEATRE OF WAR: URBAN ARENA

Theatres of War offer a unique and exciting way to represent a wide array of different battlefield environments on the tabletop, some more extreme than others, and can be incorporated into any games of *Warhammer 40,000* that you might play. The Piety and Pain Theatre of War is a unique ruleset that allows one player to turn the battlefield itself into a weapon. It is recommended that you use this Theatre of War with the missions presented on pages 16-19, but it is also a suitable addition to games in which one player's army is at a greater strength than their opponent's.

MISSION 1: SOUL HUNT

Soul Hunt is the first of the narrative missions included in this booklet. It allows both players to use the miniatures found in *Warhammer 40,000: Piety and Pain* to recreate the Adepta Sororitas' counter-attack against the Drukhari raiders, as the Sisters of Battle seek to liberate the populace from torment at xenos hands.

MISSION 2: ENOUGH IS ENOUGH

Enough Is Enough is a mission set at a crucial juncture in the campaign. Palatine Erika Luminas bravely steps forward to lure out the Drukhari, a tempting prize Lelith Hesperax is all too eager to seize. As the two forces battle, these mighty champions are left to fight against one another in an epic challenge.

DRUKHARI CRUSADE RULES

This section contains a range of additional rules to further personalise your Drukhari Crusade force. These can be utilised to reflect the esteem and expertise they have gained from the urban combat on Martyr's Rest, as well as the infamous relics used upon its streets.

ADEPTA SORORITAS CRUSADE RULES

This section provides a range of additional rules to further personalise your Adepta Sororitas Crusade force. These can be used to reflect the vehement battle tactics of the Sisters of Battle as they purge Martyr's Rest of invaders, as well as the holy relics wielded by those of pure faith.



THEATRE OF WAR: URBAN ARENA

The Drukhari turned the shrine-city of Purity into an immense arena for their Wych Cults to perform within. Every district contained different forms of traps, pitfalls and xenos snares waiting to fell the unwary, or at least debilitate them in an exotic manner. Fighting in such an environment ensured that the forces of the enemy were not a warrior's only concerns, for every seeming sanctuary held the potential for a gruesome end.

Urban Arena is a new Theatre of War for your games of Warhammer 40,000. It adds an exciting new feature where one side has turned the battlefield itself into a weapon with traps and ruses to use on their enemies. It is designed to be used with the missions presented on pages 16-19, but if you and your opponent agree, this Theatre of War can be used in other games of Warhammer 40,000 – even in conjunction with other additional rules and mission packs – in the following manner:

After mustering their armies, each player adds up the Power Rating of all the units in their army. If the players are playing a matched play game, or are otherwise using points values, each player adds up the points values of all the units in their army instead. The table below is then consulted to establish if a player can use Urban Arena Ruses, and how many they can use.

Designer's Note: While it specifies above when Urban Arena Ruses should be used, players should feel free to introduce them into their games even if their forces are more equally matched. For example, players might decide it is narratively appropriate for one player to have some Ruses, therefore they gain one or two to use during the game. Similarly, players may decide they want to pitch both forces against one another on an equal footing in the crucible of an Urban Arena, therefore they both randomly generate (in secret) an equal number of Urban Arena Ruses.

HIGHEST POWER VALUE/ POINTS VALUE BANDING OF OPPONENT'S ARMY	MAXIMUM POWER VALUE/POINTS VALUE OF YOUR ARMY IN ORDER TO USE URBAN ARENA RUSES	NUMBER OF RUSES AVAILABLE
25/500	20/400	2
50/1000	40/800	3
100/2000	85/1700	4
150+/3000+	130/2500	5

If a player is using Urban Arena Ruses, after determining deployment zones they must secretly select the Ruses they have available from the following lists. Alternatively, they can declare they will randomly select their Ruses, then secretly roll one D3 to determine the table, and roll a further D3 to determine a Ruse from that table. Either way, they should make a note of which Ruses they have selected. Each Ruse can only be selected once (if randomly determined, re-roll until a new Ruse has been determined).

Each Ruse specifies when it can be used, can only be used once and has no effect on **AIRCRAFT** units. A player cannot use more than one Ruse in a phase.

RUSE TABLE 1

D3 RUSE

- Gas:** *What at first appears to be drifting incense, or oily smoke pooling in dense terrain, is in fact a biohazardous gas that burns the skin and sears the lungs of those unprotected.*

Use this Ruse in your opponent's Movement phase. Select one Area Terrain feature. Each player rolls one D6 for each model from their army (excluding **VEHICLE** models and models with a 2+ Save characteristic) within 1" of that terrain feature. For each roll of 1, that player must select one model from their army (excluding **VEHICLE** models and models with a 2+ Save characteristic) within 1" of that terrain feature to be destroyed.

- Blaring Cacophony:** *Ear-splitting shrieks and unheard frequencies that trouble the subconscious erupt from hidden emitters, sending those in the vicinity to their knees.*

Use this Ruse in any phase. Select one terrain feature. Until the end of the following turn, while a model is within that terrain feature:

- Each time it makes an attack, subtract 1 from that attack's hit roll.
- Its unit cannot fire Overwatch or Set to Defend.

- Collapsing Charges:** *Weakened by nanoscopic lithovores, well-placed detonations topple part of the dense urban environment, bringing it down upon a nearby unit. Those not crushed by titanic blocks of masonry must pull themselves clear before the enemy pounce.*

Use this Ruse in your opponent's Movement phase. Select one Building or Area Terrain feature, then select one enemy unit within 6" of that terrain feature. Roll one D6 for each model in that unit. For each result that is higher than the majority Toughness characteristic of models in that unit, that unit suffers 1 mortal wound. In addition, until the end of the turn, halve the Move characteristic of models in that unit and that unit cannot Advance.

RUSE TABLE 2

D3 RUSE

- 1 **Proximity Mines:** *Often placed on key routes, explosives are triggered by gene-trace, engine frequency or other variables.*
Use this Ruse in your opponent's Movement or Charge phase, when an enemy unit (excluding a **CHARACTER** unit with a Wounds characteristic of 9 or less) is selected to move. Before that unit moves, unless each model in that unit is within a terrain feature, it suffers D3 mortal wounds, or 3 mortal wounds if it is a **VEHICLE** or **MONSTER** unit.
- 2 **Tripwire:** *Sometimes rigged across building entrances, these taut lines can easily take off a limb or the head of the unwary.*
Use this Ruse in your opponent's Movement or Charge phase, after an enemy **INFANTRY**, **BIKER** or **CAVALRY** unit (excluding a **CHARACTER** unit) has moved. If a model from that unit is within an Area Terrain feature, and no models from its unit were within that Area Terrain feature when it was selected to move or charge, roll one D6: on a 3+, your opponent must select one model from that unit to be destroyed.
- 3 **Decoy Projections:** *Disturbingly realistic hololight imagery draws the foe's fire, allowing the real threat to creep nearer.*
Use this Ruse in your opponent's Shooting phase, after an enemy unit has made all of its attacks. Select one **INFANTRY** unit from your army that had models destroyed by those attacks. Place one marker within 6" of that unit. Set up any models from that unit that were destroyed this phase wholly within 6" of the centre of that marker, more than 6" from any enemy models and within unit coherency of each other. Then remove the remaining models in that unit and set them up within unit coherency of the models returned to that unit and more than 6" from any enemy models.

RUSE TABLE 3

D3 RUSE

- 1 **Smokescreen:** *A dark shroud of clinging mist suddenly envelops charging warriors, allowing their targets to slip swiftly out of reach.*
Use this Ruse in your opponent's Charge phase, when a unit from your army that is not within Engagement Range of any enemy units is selected as the target of a charge. Until the end of the phase, that unit cannot fire Overwatch or Set to Defend, but before the charge roll is made, you can make a Normal Move with that unit up to 2D6".
- 2 **Shielding System:** *A sophisticated device emits a broad-spectrum energy shield, warping the fabric of reality enough that all but the most powerful munitions are swatted away on harmless trajectories.*
Use this Ruse at the start of your opponent's Shooting phase. Select one terrain feature. Until the end of the phase, all models wholly within that terrain feature have a 3+ invulnerable save against ranged attacks with a Strength characteristic of 5 or less, or attacks that don't have a Strength characteristic (e.g. attacks made by a splinter rifle).
- 3 **Sphere of Night:** *An orb of cold, ink-black darkness spreads out, merging with battlefield shadows and shielding those within its embrace from detection.*
Use this Ruse at the start of your opponent's Shooting phase. Select one **INFANTRY** unit from your army. Until the end of the turn, that unit cannot be selected as a target for ranged attacks or charges unless they are within 9" of the shooting or charging unit.



MISSION 1

SOUL HUNT

Palatine Luminas reached the location of Jheraldine's remains to find death and butchery, and the relics taken. Yet she also discovered hope that they had been sequestered in desperation elsewhere. Now, a search begins and Adepta Sororitas patrols scour the city for traces of the bearer's route. Yet at every turn the Drukhari haunt their steps, with Lelith Hesperax determined to extract cruel entertainment from them.

ADEPTA SORORITAS

Within the Chantry of Dolmar Vettica, Palatine Luminas beheld its desecration. The Drukhari had been here already and bodies – mostly Human – lay strewn in every cloister and cell. In the chantry's innermost sanctum, Luminas discovered the corpses of Sisters Pronatus surrounding an altar. The Orders Pronatus cared for holy relics throughout the Imperium, and though they were not front-line warriors, they were trained to defend their faith and their charges. The Palatine saw with satisfaction several xenos lying dead by the hands of these curators; alien skulls and throats had been punctured with precision tools.

As her Sisters hunted for survivors, Luminas knelt alone in supplication before the chantry's altar. There was a chance the saint's repository remained unsullied, for the altar appeared intact. Luminas grasped her chaplet ecclesiasticus, fed its adamantine beads through her armoured fingers and recited the Petition Mirabilis as instructed by her Canoness. With a hiss of blessed vapours, the hidden stasis vault within the altar revealed itself. But instead of Jheraldine's preserved remains, there rested a small bronze pin in the shape of a lit candle: the icon of the Order to which these Sisters Pronatus belonged. What at first seemed the cruel end of her quest and the lives of all on Alexistor, Luminas now saw as a test of her faith. With conviction, she knew that a selfless Sister had surely spirited away the remains in fear of their discovery. Her zeal renewed, the Palatine divided her Mission into independent patrols with urgent orders to scour the chantry's district for signs of the Sister.

From the chantry, the Sisters' patrols spread out through the district. Each knew what to search for; there were holy protocols in place for this dire eventuality. Concordats between the Orders dictated the placing of signs on certain sacred simulacra: sculptures, frescos and carved artistry of many kinds, from the size of a fist to the width of a

transitway. The objects these signs were scored into and their placement would lead Luminas to the relics' new sanctuary, or at least to their fleeing saviour. Biomechanical cherubs, circling above on anti-grav motors, aided in the work to seek out the signs placed by the Sister Pronatus. The vat-grown servitors also served to warn of approaching xenos.

Luminas led a force of her most imperturbable Retributors through a plaza dominated by carved columns and monumental statuary. During the search, the patrols had suffered clashes with hunting xenos, with one being pinned down. As Luminas directed the crew of her Immolator transport to advance through the plaza, the severed head of one of the patrol's cherubs clattered down a scree of rubble ahead. Luminas saw movement among the columns. She voxed a tactical homily to her patrol; they would kill these things that came for them, but the hunt for the saint's location was the priority, and no xenos would divert them from it.

DRUKHARI

Every district of the shrine-city continued to ring with screams and conflict as Purity's varied inhabitants rallied around their faith. Veteran Imperial Guardsmen attempted to form cordons to shepherd survivors behind makeshift lines. Frenzied devotees of the God-Emperor made desperate charges into seemingly isolated throngs of Drukhari. Often were their temporary gains, then raised hopes artfully dashed. Unsupported Drukhari turned out to be bait for a kill zone, with acrobatic warriors darting in for the final, bloody flourish. Imperial lines that appeared secure in every direction fell to swooping Scourges and Venom transports, descending from above in aerial ambushes.

Captives by the score disappeared into the hidden, circling barges above, dragged screaming through the sky on hooks or ferried in frightened herds upon anti-grav transports. The patrols of

heavily armoured mon-keigh spreading out from the gutted chantry were another matter. Lelith heard how some of these warriors had been cut down, but more frequent were the reports of their unlikely victories. She could see their drives to ruined statues and what they probably thought of as 'works of great art', their patrols refusing to be overstretched and drawn into ambushes as they moved from site to site.

They were searching for something. Lelith felt she knew what: the saint's bones said to still hold a soul the Drukhari could torture. The chantry had been targeted on her orders, on a rumour spilled by one of the captured inhabitants that linked it to their precious relic. The chapel's incumbent Sisters, while surprisingly dangerous, had proven uninteresting. All had cut their own tongues from their heads long before the Drukhari's arrival, and their mangled screams offered little nourishment to their tormentors. Drukhari soul-sniffers had detected a trace of the saint's remains in the chapel. But if the godling's skull and its wisp of a soul had ever lingered in the Humans' pathetic time-shielded vault, she mused, it was not there now. So, what did these armoured Sisters know?

Lelith would see to it that these warriors' search was halted. This was her city now, her arena. These creatures drew breath at her indulgence and she would extract every ounce of creative agony from them before trawling their minds for all they knew. She idly played a knife over the flesh substitute covering the cherub's head a Scourge had caught for her. Watching one of the mon-keigh patrols march closer, Lelith allowed herself a smirk of anticipation.

MISSION RULES

THE ARMIES

The Drukhari army consists of: Lelith Hesperax; 2 Wyches units each containing 5 models; 5 Scourges; 1 Venom.

The Adepta Sororitas army consists of: 1 Palatine; 1 Retributor Squad unit containing 5 models; 1 Immolator.

THE BATTLEFIELD

Use the deployment map shown below to create a battlefield that is 44" x 30". As shown on the map, divide the battlefield into three equal sections and place two Area Terrain features within each of these sections more than 6" from each other (if this is not possible, place them as far apart as you can). With the exception of any obstacles, ensure that there is open ground devoid of any terrain features between the Area Terrain features.

DEPLOYMENT

The Adepta Sororitas player sets up their army first. They must set up the Immolator in the location specified on the deployment map as close as possible to their battlefield edge. They must then set up the Palatine and each model in the Retributor Squad unit within 2" of the Immolator and not within an Area Terrain feature.

Then the Drukhari player sets up their army. Each unit in the Drukhari player's army must be set up wholly within their deployment zone.

FIRST TURN

The Drukhari player has the first turn.

BATTLE LENGTH

The battle ends if the Adepta Sororitas player successfully completes the Locate Signs action (see opposite) three times. Otherwise, the battle ends when all of the **INFANTRY** units in the Adepta Sororitas player's army have been destroyed.

VICTORY CONDITIONS

The winner is determined depending on how many times the Adepta Sororitas player successfully completes the Locate Signs action:

- Three times – The Adepta Sororitas player achieves a major victory.
- Two times – The Adepta Sororitas player achieves a minor victory.
- One time – The Drukhari player achieves a minor victory.
- Zero times – The Drukhari player achieves a major victory.

CAUTIOUS ADVANCE

Each unit from the Adepta Sororitas player's army can move no further than 6" in the Movement phase.

SWEEP AND SEARCH

At the end of each of their Movement phases, if any models from the Adepta Sororitas player's army are wholly within a section labelled on the deployment map that has not already been searched, they can search that section. Randomly select one of the Area Terrain features within that section. That Area Terrain feature is the location of hidden Sororitas signs.

LOCATE SIGNS

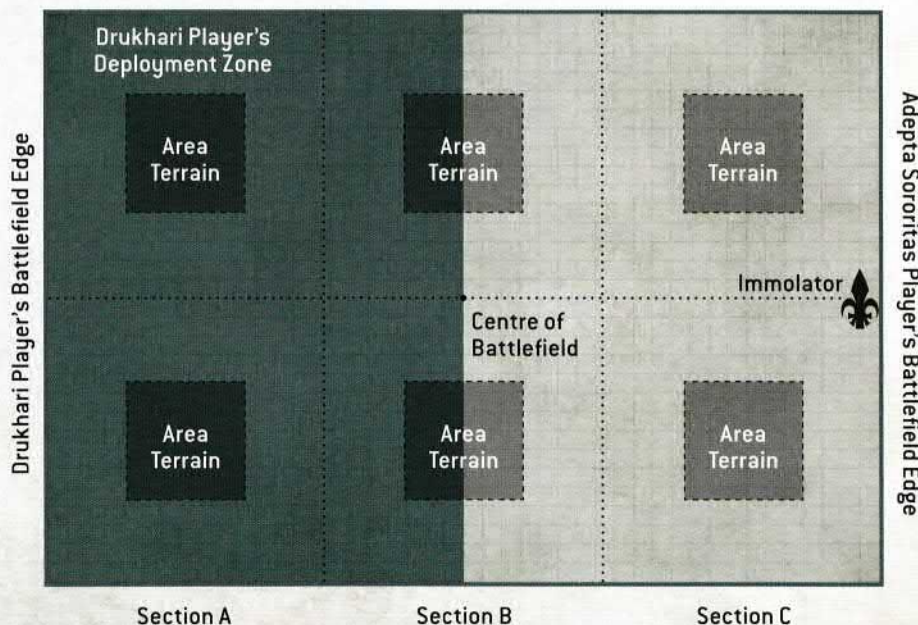
Units in the Adepta Sororitas player's army can perform the following action: **'Locate Signs (Action):** One **INFANTRY** unit from your army can start to perform this action at the start of your Command phase if every model in that unit is within an Area Terrain feature that is the location of hidden Sororitas signs. The action is completed at the end of your Command phase. If this action is successfully completed, this action cannot be performed within that section again.'

URBAN ARENA

This mission uses the Urban Arena Theatre of War. The Drukhari player can use 2 Urban Arena Ruses.

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1. If the victor achieves a major victory, they gain 3 Requisition points, instead of just 1.



MISSION 2

ENOUGH IS ENOUGH

St Jheraldine's mortal remains are finally discovered, but the Battle Sisters must overcome the Drukhari's barrier encircling Purity if they are to get them to Alexistor. Unable to engage the xenos in open battle, Palatine Luminas offers a prize too great for them to resist – herself. While Lelith's obsession with obtaining the relic grows, she prepares her spectacle's bloody finale with the Palatine's suffering the star attraction.

ADEPTA SORORITAS

Luminas said a prayer for the departed Sister Pronatus her patrols had finally tracked down. It was a curt benediction, spoken in her Order's battle cant: a warrior's blessing that the Sister had earned. Three dead aliens, gladiatorial fighters of the kind Luminas had fought herself, surrounded the Pronatus' body. The relic guardian's veins were black with the xenos poison that had killed her.

The Pronatus' secret signs had led Luminas' warriors to the holy remains of Saint Jheraldine. A blessed cherub of the Orders Pronatus had borne the relics, hidden within an armorium canister. It was a bold strategy, but one which the Palatine could understand. Cherubs were unfeeling constructs, offering no sensation to the hunting Drukhari who seemed to enjoy prolonging pain. Luminas guessed the Pronatus had relied on the cherub's limited servo-logic to keep it hidden. When it finally sensed approaching Adepta Sororitas, it revealed its presence with an encrypted hymnal. Now, all that remained was to exit the tortured shrine-city with Saint Jheraldine's remains.

Luminas knew there was little hope of that as the situation stood. Her hails to the orbiting ships were answered only by static laced with screams and whispers. As the Palatine had fought inside the shrine-city, a suspicion had grown in her mind that the midnight barrier would not be so easily crossed a second time. The Mission had come across Imperial defenders in their efforts, screaming that they were trapped. Insane with fear, some claimed to have heard the tortured demise of all who tried to penetrate the obstacle.

Luminas became sure her Mission had been allowed inside the vile dome intentionally. While she did not know how, that it was controlled by the xenos seemed clear. Where there was control, there was surely technology or witchcraft; only the God-Emperor and the devout were privy to loftier power. She formed a plan with her Sisters Superior, one she

prayed would secure an exit for a portion of her Mission. These few warriors stayed out of sight with the Saint's remains at the vapour's boundary. Immolators were poised nearby to unleash their multi-meltas upon the vast base of a statue of Jheraldine at the city's edge. Its pedestal was as wide as a transitway and the statue's outstretched sword reached fifty storeys. If toppled correctly, the statue's blessed blade would, Luminas hoped, carve through the barrier and disrupt whatever vomited the black substance forth. This would be no sacrilege, for it would allow the Saint to fight with them.

The vulpurgite of the statue's pedestal would take time even for multi-meltas to liquefy. The Immolators needed to be kept free of Drukhari attacks. Luminas intended to fix the xenos' attention on her. Her warriors piled alien corpses high and set them ablaze as she began a rousing sermon before the flames, her voice amplified by her armour's emitters. Unseen for now, the relics' bearers stood ready to exploit the disruption and escape. They were the Saint's companions now, their distress at being unable to fight alongside the Palatine tempered by their greater duty to save Alexistor. Luminas and the rest of the Mission, meanwhile, would sell their lives as dearly as possible.

DRUKHARI

Lelith slowly withdrew a knife from the eye socket of the Wych she crouched over. In agony and awe, terrified of transgressing further, the Wych let out a moan of pain that Lelith drank in. This survivor would live, for a time. Around her were the other members of the Wych's squad. Lelith had discovered them about to ambush the leader of the heavily armoured Humans, not to toy with, but to kill. This Wych squad had crossed a line that needed no declaration: such champions belonged to Lelith.

Lelith had harassed the Palatine's patrol more than once already, seeking some sign they had discovered their godling's remains. The demands of the wider

arena had pulled her attention away many times, as she strove to ensure the spectacle of suffering was as varied and as decadent as she could make it. She lined the Avenue of the Martyr's Progress with skewered priests, kept alive by arcane Drukhari science. She gifted blunted blades to enchained warriors as they were winched towards pits containing nightmare creatures, watching to see whether the captive would fight or seek escape by hacking off their shackled limb before reaching the pits. Gilt-edged streets in Purity's northern-most district ran with bile from hundreds of victims, the tracery of stomach acid forming the sigil of Lelith's Cult in full view of her skyborne audience.

It was for these wealthy patrons that Lelith needed to produce a worthy finale. She had made her way in person to every pitiful stand of the city's defenders, but only the leader of the Adepta Sororitas offered any challenge. The Human had cut down many Drukhari who Lelith had expected to be equal to the task of evading her strikes, even while they sought to honour Lelith's edict and not kill the Human. The mon-keigh's blows were suspiciously fortuitous, and several Drukhari had made unforgivable errors. They had all been weak.

Lelith judged the time was right for the denouement: the final attack to carve apart the city's people. More of the audience were leaving, their barges full of their share of captives. She needed to end this while some influence yet remained. Lelith's spies told her also of some attempt by the Battle Sisters to draw the Drukhari in. Lelith surmised they sensed the end was near and wished to hasten it. She would ensure their end was as drawn out as possible. Above all hovered her desire to obtain their precious muse's mouldering remains. Lelith longed to see their champion's spirit snap as she realised how the soul-carvers of Commorragh would play with the lingering essence of her idol. Her anticipation reaching its peak, Lelith signalled the attack.

MISSION RULES

THE ARMIES

The Drukhari army consists of: Lelith Hesperax; 2 Wyches units each containing 5 models; 5 Scourges; 1 Venom.

The Adepta Sororitas army consists of: 1 Palatine; 1 Retributor Squad unit containing 5 models; 1 Immolator.

THE BATTLEFIELD

Use the deployment map shown below to create a battlefield that is 44" x 30".

DEPLOYMENT

The Adepta Sororitas player sets up their army first. Each unit in the Adepta Sororitas player's army must be set up wholly within their deployment zone.

Then the Drukhari player sets up their army. Each unit in the Drukhari player's army must be set up more than 16" from the Adepta Sororitas player's deployment zone.

FIRST TURN

The Drukhari player has the first turn.

BATTLE LENGTH

The battle ends when one player's **PRIZE** model (see opposite) has been destroyed.

VICTORY CONDITIONS

A player wins the battle if the enemy **PRIZE** model (see opposite) has been destroyed.

A PRIZE TOO GREAT TO RESIST

For this battle, Lelith Hesperax and the Palatine gain the **PRIZE** keyword. While an enemy **PRIZE** model has not been destroyed and there are other enemy units on the battlefield, the following rules apply:

- Only the **PRIZE** model from your army can target the enemy **PRIZE** model with attacks, and the **PRIZE** model from your army can only target the enemy **PRIZE** model with attacks.
- Models cannot move within Engagement Range of an enemy **PRIZE** model unless they are also a **PRIZE** model, and the **PRIZE** model from your army can only move within Engagement Range of the enemy **PRIZE** model.

CHALLENGE

When a **PRIZE** model within Engagement Range of an enemy **PRIZE** model is selected to fight, the enemy **PRIZE** model is selected to fight at the same time. Players alternate making those attacks, one at a time, starting with the player whose turn is taking place.

BY THE GRACE OF THE EMPEROR

Each time the Palatine is selected to fight as a result of the Challenge mission rule (see above), you can re-roll one hit roll, you can re-roll one wound roll and you can re-roll one saving throw made for the Palatine.

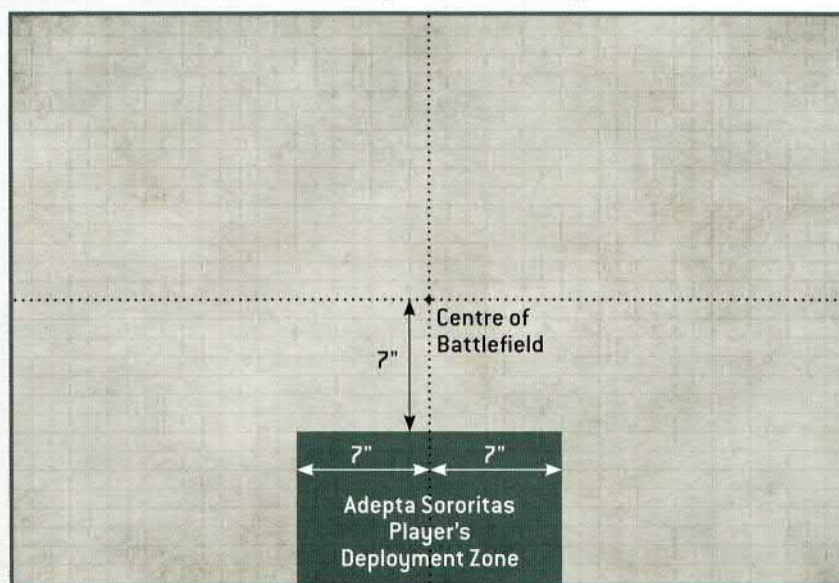
URBAN ARENA

This mission uses the Urban Arena Theatre of War. The Drukhari player can use 2 Urban Arena Ruses.

VICTOR BONUS

Every eligible unit in the victor's army is Marked for Greatness after the battle, instead of just one unit.

Drukhari Player's Battlefield Edge



Adepta Sororitas Player's Battlefield Edge

DRUKHARI CRUSADE

Every experience of suffering is savoured by the Drukhari. There are some whose lives have been extended so long that they desperately seek new expressions of cruelty in every realspace raid. Such hunts for varied prey upon countless battlefields offer rewards undreamt of by the galaxy's emotionally limited races.

BATTLE TRAITS

When a **DRUKHARI** unit gains a Battle Trait, you can use one of the tables below to determine what Battle Trait the unit has gained. To do so, roll one D3 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

WYCHES UNITS ONLY

D3 TRAIT

Dancers of Hekatii

- 1 *The greatest of a cult's murderous performers may invoke the mythic Red Crone Hekatii, making their strikes a bloody blur. Add 1 to the Attacks characteristic of models in this unit. You can only have one unit with this Battle Trait in your Order of Battle.*

Urban Funambulists

- 2 *Some Wyches are so athletic they seem able to run up vertical surfaces, while obstacles and chasms are no impediment at all. Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, models in this unit can move horizontally and vertically through models and terrain features (they cannot finish a move on top of another model, or its base).*

Bloody Performance

- 3 *The most visceral performances deserve the swiftest encores. Each time this unit consolidates in a turn in which any enemy units were destroyed by a melee attack made by a model in this unit, each model can move up to 6" instead of 3", and does not have to end this move closer to the nearest enemy model.*

SCOURGES UNITS ONLY

D3 TRAIT

Cloaked in Shade

- 1 *The ghostplate and dark wings of Scourges merge into complex shadows; some are so adept they become near invisible. Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made for that attack.*

Malign Descent

- 2 *Scourges strike like avian predators, catching prey unawares. Each time an attack is made by a model in this unit in a turn in which it was set up on the battlefield as Reinforcements, add 1 to the hit roll and add 1 to the wound roll.*

Spire Hunters

- 3 *Survivors of the hunts among Commorragh's deadly pinnacles, these Scourges easily manoeuvre their prized weaponry into perfect attack angles on the move. Models in this unit do not suffer the penalty for moving and shooting Heavy weapons.*

CRUSADE RELICS

When a **DRUKHARI CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

A **DRUKHARI CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Tormentrix

This agoniser was crafted by the Haemonculus Vrothskar the Epicurate. Its psychomantic pain field extends in an invisible scalpel-like edge, drawing upon existing pain and doubt to amplify the resultant agony to excruciating levels. Its merest touch grants a terrifying, multi-spectrum barrage upon the victim's sensorium.

Model with agoniser only. This Relic replaces an agoniser and has the following profile:

	RANGE	TYPE	S	AP	D
Tormentrix	Melee	Melee	-	-4	1

Abilities: Poisoned Weapon {2+} (see Codex: Drukhari).

ANTIQUITY RELICS

A **DRUKHARI CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Casket of Suffering

Once one of a trio of devices, this subtle polygon of tainted crystal was created at great risk and expense. When the Exodite world of Saeneth was swallowed by the warp, the Drukhari were there to collect the death throes of those Aeldari who perished. The Casket overflows with the suffering of Saeneth's people – agonies only their race could experience. The possessor feels their vitality strengthened as they drink in its waves of despair, inuring them to the pitiful blows of the enemy.

- Add 1 to the bearer's Wounds characteristic.
- Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.

ADEPTA SORORITAS CRUSADE

The faithful warriors of the Adepta Sororitas are experienced combatants who clothe their souls in prayers on the eve of each battle. In the name of the God-Emperor, His saints and penitent followers, the Sisters of Battle fight, layered with the benedictions and blessings of their faith and bearing sacred relics of devotion.

BATTLE TRAITS

When an **ADEPTA SORORITAS** unit gains a Battle Trait, you can use one of the tables below to determine what Battle Trait the unit has gained. To do so, roll one D3 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

RETRIBUTOR SQUAD UNITS ONLY

D3 TRAIT

Cleansers in Flame

While intoning the Psalm of Purgation, holy fire appears to burn more fiercely.

1

When determining the number of shots made with flame weapons (see *Codex: Adepta Sororitas*) models in this unit are equipped with, each dice result of less than 3 counts as 3.

Righteous Consecrators

Punishment for those who dare walk upon holy ground is unleashed with calculating precision.

2

Each time a model in this unit makes an attack with a bolt weapon (see *Codex: Adepta Sororitas*), if the target is within range of an objective marker, you can re-roll the hit roll.

Ardent Onslaught

The most devout Retributors of their Order are capable of infusing passionate rage into their sacred weapons.

3

Each time a model in this unit makes an attack with a melta weapon (see *Codex: Adepta Sororitas*), the target is always treated as being within half range.

IMMOLATOR UNITS ONLY

D3 TRAIT

Fanfare of Detestation

The Immolator is accompanied by a cherub whose servo-lenses scan for attacking foes. Any that are spied are admonished with a shrill broadcast from its gilded clarion, which alerts the crew.

1

Inferno Braziers

Fed by auxiliary fuel lines, this transport's braziers are made to flare with holy fire, tinged with sacred unguents and rare resins.

2

Exurgation Sweep

Ever will the craven heretic seek to cower in shame, but from the puritanical gunners of this Immolator, none can hide.

3

Each time a model in this unit makes an attack, if the target is within 12", the target does not receive the benefits of cover for that attack.

CRUSADE RELICS

When an **ADEPTA SORORITAS CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

An **ADEPTA SORORITAS CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Sorrowsong

During the War of Faith among the worlds of the Circlet of Rust, shrieks of superheated plasma reverberated through avenues of statuary in city after city. Embattled defenders soon came to welcome its song, for they knew that liberation was at hand. Word soon spread of a Palatine stalking the ruins, overcome with sorrow at the horrors she discovered, yet delivering vengeance time and again for those lost.

Model with a plasma pistol only. Sorrowsong replaces the model's plasma pistol and has the following profile:

	RANGE	TYPE	S	AP	D
Sorrowsong	18"	Pistol 1	8	-3	3

ANTIQUITY RELICS

An **ADEPTA SORORITAS CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Chaplet of the Reverent

Each bead of this chaplet ecclesiasticus is a priceless relic, every one the work of a separate cardinal world – together reserved for only the most devout and senior of Sisters. Within each bead lies a sophisticated force field, layering the wearer in halos of protection to turn aside the killing blows of heretics and sinners. Troubled Tech-Priests have claimed to detect no energy signatures coming from the device. Those granted its beneficence know the protection to be a matter of faith.

The bearer has a 4+ invulnerable save. In addition, each time the bearer would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

DATASHEETS

This section contains the datasheets that you will need to fight battles with the Drukhari and Sisters of Battle miniatures in *Warhammer 40,000: Piety and Pain*, as well as an explanation of the selectable keywords and referenced abilities found on those datasheets. You can find out how to use datasheets in the *Warhammer 40,000 Core Book*.

KEYWORDS

Some of the datasheets in this section have keywords presented in angular brackets, such as <WYCH CULT> and <ORDER>. These are keywords that you can select for yourself, as described in the *Warhammer 40,000 Core Book*, with the guidance found in *Codex: Drukhari* and *Codex: Adepta Sororitas* respectively.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These abilities are described in the *Codex* relevant to that datasheet.

Designer's Note: *The datasheets for the miniatures found in Warhammer 40,000: Piety and Pain have been presented here for your convenience, allowing you to quickly deploy your new models on the tabletop and play through the exciting narrative missions found earlier in this book. For the full and most up-to-date rules for these miniatures, including datasheets and army-wide abilities, you will need a copy of Codex: Drukhari and Codex: Adepta Sororitas.*



RETRIBUTOR WEAPON PROFILES

On this page you will find the weapon lists and profiles for the weapons that Retributor models in *Warhammer 40,000: Piety and Pain* can be equipped with.

WEAPON LISTS

The wargear options section of the Retributor Squad datasheet refers to one or more weapon lists. These lists can be found below:

RETRIBUTOR HEAVY WEAPONS

- Heavy bolter
- Heavy flamer
- Multi-melta

RETRIBUTOR SUPERIOR MELEE WEAPONS

- Chainsword
- Power maul
- Power sword

RETRIBUTOR SUPERIOR RANGED WEAPONS

- Bolt pistol
- Combi-flamer
- Combi-melta
- Combi-plasma
- Condemnor boltgun

RETRIBUTOR SUPERIOR PISTOLS

- Hand flamer
- Inferno pistol
- Plasma pistol

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	Each time an attack made with this weapon is allocated to a PSYKER model, that attack has a Damage characteristic of D3.
Hand flamer	12"	Pistol D6	3	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-



LELITH HESPERAX

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lelith Hesperax	8"	2+	2+	3	3	5	7	8	6+

Lelith Hesperax is equipped with: Lelith's blades. Your army can only include one **LELITH HESPERAX** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lelith's blades	Melee	Melee	+1	-3	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.

ABILITIES

Blade Artists, Power From Pain (see *Codex: Drukhari*)

At Last, a Challenge: Each time this model makes a melee attack, if that attack targets a **CHARACTER** or **MONSTER** unit, you can re-roll the hit roll and you can re-roll the wound roll.

Brides of Death (Aura): While a friendly **CULT OF STRIFE CORE** unit is within 6" of this model, each time a model in that unit makes a melee attack, re-roll a hit roll of 1.

Quicksilver Dodge: This model has a 4+ invulnerable save. Each time a melee attack is made against this model, subtract 1 from that attack's hit roll.

Natural Perfection: In your Command phase, choose one of the following:

- **Thrilling Acrobatics:** Until the end of the turn, this model is still eligible to declare a charge with even if it Fell Back or Advanced this turn.
- **Gory Spectacle:** In the Fight phase of this turn, if this model destroys any enemy models, then at the end of that phase it can fight again.

No Escape: Each time an enemy unit that is within Engagement Range of this model is selected to Fall Back, roll off with your opponent. If you win, that unit cannot Fall Back this turn.

FACTION KEYWORDS: **AELDARI, DRUKHARI, CULT OF STRIFE**

KEYWORDS: **INFANTRY, CHARACTER, SUCCUBUS, LELITH HESPERAX**



WYCHES

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-19	Wych	8"	3+	3+	3	3	1	3	7	6+
1	Hekatrix	8"	3+	3+	3	3	1	4	8	6+

Every model is equipped with: splinter pistol; Hekatarii blade; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blast pistol	6"	Pistol 1	8	-4	D6	-
Phantasm grenade launcher	18"	Assault D3	-	-	-	Blast. Each time a unit is hit by this weapon, roll 2D6. If the result is higher than the highest Leadership characteristic of models in that unit, that unit suffers 1 mortal wound.
Splinter pistol	12"	Pistol 1	2	0	1	Poisoned Weapon (4+) (see <i>Codex: Drukhari</i>)
Agoniser	Melee	Melee	2	-3	1	Poisoned Weapon (4+) (see <i>Codex: Drukhari</i>)
Hekatarii blade	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Hydra gauntlets	Melee	Melee	+2	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power sword	Melee	Melee	+1	-3	1	-
Razorflails	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Shardnet and impaler	Melee	Melee	User	-2	2	Each time the bearer fights, it can make 1 additional attack with this weapon.
Plasma grenades	6"	Grenade D6	4	-1	1	Blast

WARGEAR OPTIONS

- The Hekatrix can be equipped with 1 phantasm grenade launcher.
- The Hekatrix's splinter pistol can be replaced with 1 blast pistol.
- The Hekatrix's Hekatarii blade can be replaced with 1 power sword or 1 agoniser.
- If this unit contains 10 or more models:
 - 1 Wych's splinter pistol and Hekatarii blade can be replaced with 1 hydra gauntlet.
 - 1 Wych's splinter pistol and Hekatarii blade can be replaced with 1 razorflails.
 - 1 Wych's splinter pistol and Hekatarii blade can be replaced with 1 shardnet and impaler.
- If this unit contains 20 models:
 - 1 Wych's splinter pistol and Hekatarii blade can be replaced with 1 hydra gauntlet.
 - 1 Wych's splinter pistol and Hekatarii blade can be replaced with 1 razorflails.
 - 1 Wych's splinter pistol and Hekatarii blade can be replaced with 1 shardnet and impaler.

ABILITIES

Blade Artists, Combat Drugs, Power From Pain (see *Codex: Drukhari*)

Dodge: Every model in this unit has a 6+ invulnerable save. Every model in this unit has a 4+ invulnerable save against melee attacks.

No Escape: Each time an enemy unit that is within Engagement Range of this unit is selected to Fall Back, roll off with your opponent, subtracting 1 from your opponent's roll for each model this unit contains equipped with a shardnet and impaler. If you win, that unit cannot Fall Back this turn.

FACTION KEYWORDS: **AELDARI, DRUKHARI, <WYCH CULT>**
KEYWORDS: **INFANTRY, CORE, WYCHES**





SCOURGES

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Scourge	14"	3+	3+	3	3	1	2	7	4+
1	Solarite	14"	3+	3+	3	3	1	3	8	4+

Every model is equipped with: shardcarbine; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blast pistol	6"	Pistol 1	8	-4	D6	-
Blaster	18"	Assault 1	8	-4	D6	-
Dark lance	36"	Heavy 1	8	-4	D3+3	-
Haywire blaster	24"	Assault D3	4	-1	1	Blast. Each time an attack is made with this weapon, if the target is a VEHICLE unit, an unmodified wound roll of 4+ is always successful and that attack has a Damage characteristic of D3.
Heat lance	24"	Heavy 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Shardcarbine	18"	Assault 3	2	0	1	Poisoned Weapon [4+] (see <i>Codex: Drukhar</i>)
Shredder	18"	Assault D6	6	-1	1	Blast
Splinter cannon	36"	Heavy 3	3	-1	2	Poisoned Weapon [4+] (see <i>Codex: Drukhar</i>)
Splinter pistol	12"	Pistol 1	2	0	1	Poisoned Weapon [4+] (see <i>Codex: Drukhar</i>)
Agoniser	Melee	Melee	2	-3	1	Poisoned Weapon [4+] (see <i>Codex: Drukhar</i>)
Power lance	Melee	Melee	+2	-2	1	-
Venom blade	Melee	Melee	User	0	1	Poisoned Weapon [2+] (see <i>Codex: Drukhar</i>)
Plasma grenades	6"	Grenade D6	4	-1	1	Blast

WARGEAR OPTIONS

- Up to 4 Scourges can each have their shardcarbine replaced with one of the following: 1 blaster; 1 dark lance; 1 haywire blaster; 1 heat lance; 1 shredder; 1 splinter cannon.
- The Solarite's shardcarbine can be replaced with 1 splinter pistol or 1 blast pistol.
- The Solarite can be equipped with one of the following: 1 agoniser; 1 power lance; 1 venom blade.

ABILITIES

Blade Artists, Power From Pain (see *Codex: Drukhar*)

Ghostplate Armour: Every model in this unit has a 5+ invulnerable save.

Winged Strike: During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **AELDARI, DRUKHARI**
KEYWORDS: **INFANTRY, CORE, FLY, SCOURGES**

VENOM

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Venom	16"	4+	3+	5	5	6	3	7	4+

A Venom is equipped with: splinter cannon; twin splinter rifle; bladevanes.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Splinter cannon	36"	Heavy 3	3	-1	2	Poisoned Weapon (4+) [see <i>Codex: Drukhari</i>]
Twin splinter rifle	24"	Rapid Fire 2	2	0	1	Poisoned Weapon (4+) [see <i>Codex: Drukhari</i>]
Bladevanes	Melee	Melee	+1	-1	1	-

OTHER WARGEAR	ABILITIES
Chain-snares	Add 3 to the bearer's Attacks characteristic.
Grisly trophies	The bearer gains the following ability: ' Grisly Trophies (Aura) : While an enemy unit is within 3" of this model, subtract 2 from the Leadership characteristic of models in that unit.'

WARGEAR OPTIONS

- This model's twin splinter rifle can be replaced with 1 splinter cannon.
- This model can be equipped with any of the following: 1 chain-snares; 1 grisly trophies.

ABILITIES

Blade Artists [see *Codex: Drukhari*]

Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols

Explodes: When this model is destroyed, roll one D6 before removing it from play and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

Flickerfield: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll. This model has a 5+ invulnerable save against ranged attacks.

Hovering: Distances are always measured to and from this model's hull.

TRANSPORT

This model has a transport capacity of 6 **DRUKHARI INFANTRY** models. This model cannot transport **GROTESQUES**, **SCOURGES** or **SKYBOARD** models.

FACTION KEYWORDS: AELDARI, DRUKHARI, <HAEMONCULUS COVEN> or <KABAL> or <WYCH CULT>
KEYWORDS: VEHICLE, TRANSPORT, FLY, VENOM





PALATINE

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Palatine	6"	2+	2+	3	3	4	3	8	3+

A Palatine is equipped with: bolt pistol; plasma pistol; power sword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Power sword	Melee	Melee	+1	-3	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

OTHER WARGEAR	ABILITIES
Rosarius	This model has a 4+ invulnerable save.

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with 1 rosarius.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (see *Codex: Adepta Sororitas*)

Fury of the Righteous: Re-roll wound rolls of 1 for attacks made by models in friendly <ORDER> units whilst their unit is within 6" of this model.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **CHARACTER, INFANTRY, PALATINE**





RETRIBUTOR SQUAD

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Retributor Superior	6"	4+	3+	3	3	1	1	7	3+
4-9	Retributor	6"	4+	3+	3	3	1	2	8	3+

This unit contains 1 Retributor Superior and 4 Retributors. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Up to 4 Retributors can each have 1 boltgun replaced with 1 weapon from the *Retributor Heavy Weapons* list.
- 1 Retributor equipped with 1 boltgun can have a Simulacrum Imperialis.
- The Retributor Superior can additionally be equipped with 1 weapon from the *Retributor Superior Melee Weapons* list, or can have 1 boltgun replaced with 1 weapon from that list.
- The Retributor Superior can have 1 boltgun replaced with 1 weapon from the *Retributor Superior Ranged Weapons* list.
- The Retributor Superior can have 1 boltgun replaced with 1 weapon from the *Retributor Superior Pistols* list.
- This unit can have 1 Armorium Cherub, or it can have 2 Armorium Cherubs.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (see *Codex: Adepta Sororitas*)

Simulacrum Imperialis: If a model in this unit has a Simulacrum Imperialis then, once per phase, you can perform one Act of Faith for this unit, even if you have already performed one or more Acts of Faith in that phase.

Faithful Advance: Models in this unit do not suffer the penalty for moving and firing Heavy weapons.

Rites of Fire: Add 4" to the Range characteristic of heavy flammies models in this unit are equipped with.

Armorium Cherub: If this unit has an Armorium Cherub, then after a model in this unit shoots with a ranged weapon, that Armorium Cherub can reload that model's weapon. If it does, that Armorium Cherub is removed from play and that model can immediately shoot with that ranged weapon again.

An Armorium Cherub is represented by an Armorium Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Armorium Cherub is on the battlefield, that Armorium Cherub must be within 2" of it.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>**
KEYWORDS: **INFANTRY, RETRIBUTOR SQUAD**

IMMOLATOR

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Immulator (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Immulator (3-5 wounds remaining)	6"	6+	4+	6	7	10	D3	8	3+
	Immulator (1-2 wounds remaining)	3"	6+	5+	6	7	10	1	8	3+

An Immulator is equipped with: immolation flamers; heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Immolation flamers	12"	Assault 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin multi-melta	24"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

WARGEAR OPTIONS

- This model's immolation flamers can be replaced with one of the following: 1 twin heavy bolter; 1 twin multi-melta.
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

Acts of Faith, Sacred Rites, Shield of Faith (see *Codex: Adepta Sororitas*)

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

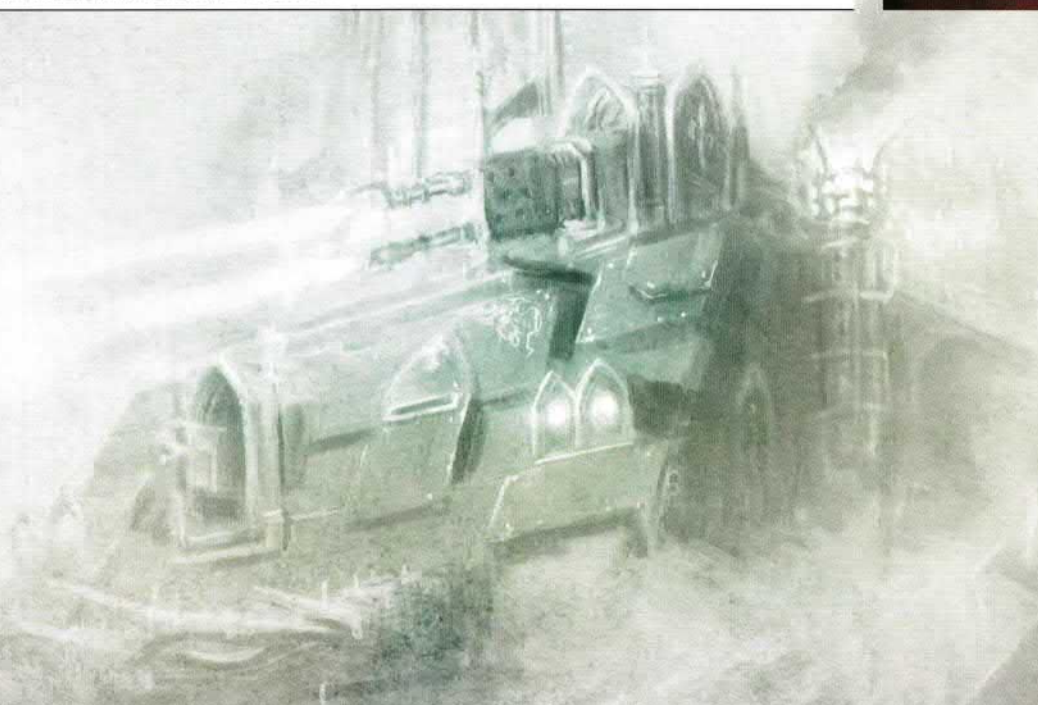
Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

TRANSPORT

This model has a transport capacity of 6 **ADEPTUS MINISTORUM INFANTRY** models. It cannot transport **JUMP PACK** models and can only transport **ADEPTA SORORITAS** models if they have the **<ORDER>**, **DIALOGUS** or **HOSPITALER** keyword.

FACTION KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, **<ORDER>**

KEYWORDS: VEHICLE, TRANSPORT, IMMOLATOR





'Pay close attention, you who are bonded to the Cult of Strife and who yet draw breath. The stage is set for the final hunt and it will be magnificent, for it is mine. I am the master of this arena, and the vermin here beg for mercy, for the release of death. But that is not what we have brought them. We will stitch their cries of suffering into a concert of agony loud enough to feed our audience, and loud enough to sicken those who remain in the Dark City with fevered envy.

Those who please me in the consummation of this performance will bathe in this city's blood. But do not fool your addled minds that this is anyone's finale but mine. Whosoever kills without drawing the sweet music of torment from these Humans' lips, whosoever slays too quickly, murders without artistry or severs too deeply, they will vex me. I will cast them into oubliettes in which they will diminish, drip by drip, without an iota of suffering to sustain them. I will keep their flesh in cells from which no science will be able to revive them, in which all will forget them save She Who Thirsts.

Remember who you are grateful to for gifting you these brave, cadaver-worshipping wretches to work your skill upon. Remember, too, who their champion belongs to. Some of your sisters forgot who owns these playthings, to whom the prize belongs, and they paid with pain. That mon-keigh will learn the honour I grant her lumpen form when my blades grace her skin.

Remember also to whom you will answer if you fail in this.'

- Lelith Hesperax, Cult of Strife

'Remember, my Sisters, to whom we answer this day and always, to whose radiant beneficence we give thanks. The Immortal God-Emperor's light fills our hearts! It is His will that infuses our bolts, His ire that blazes forth at our pious supplication.

If we are blessed to fall upon this sacred ground, our martyrs' blood will flow as His tears. If we are so favoured that this foe pierce our hearts, these denizens of darkness will scream, for the light of faith that fills us will burn them and sear their sickening souls from existence! Their very being insults the godhead, their lives are an abomination. They are lies, ignorance and fear clothed in tainted flesh. Let us offer our gratitude that we have the opportunity to give their lives the only meaning they deserve, as burning brands to light the way to salvation.

I have seen the skulking creature to whom these xenos bend and scrape. We have all seen her! It was that sinful alien who cut the heart from Sister Superior Vahn and who tore the face from Sister Ybrenna. Her cowardice will not save her this day. Not this day! I vow before our God-Emperor, and before each of you, that she will face judgement upon my blade, and mine alone.

We fortunates are placed here for great deeds. Hail our Sisters, who shoulder their burden to Alexistor. Yet give pity also, for what they must yet endure before being called to His side. When the blade of the Pure strikes through the penumbral wall, her intervention will mark the failure of the xenos and the retribution of Jheraldine!'

- Palatine Erika Luminas, Order of Our Martyred Lady





'THE SANCTITY OF THE SAINT'S ABODE IS IN PERIL. BUT
NO SNARE OF THESE DEPRAVED XENOS WILL ENTRAP
MY SOUL. THEIR VENOMOUS GRASP I REJECT AND
THE SAINT I WILL DELIVER FROM THEIR TOUCH. THIS I
SWEAR IN THE NAME OF THE IMMORTAL GOD-EMPEROR.'

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