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## Sisters of battle 40k

We'd like to talk to you for a moment about your Lord and Savior PLASTIC SISTERS CONFIRMED, REALLY THIS TIME Group together a group of people deliberately chosen for strong religious feelings, and you have a practical guarantee of dark morbidities expressed in crime, perversion and insanity. - H.P. Lovecraft Space Marine Guideline 1: You will not refer to Adept Sororitas as Bolter Bitches, nor will you go anywhere near our sisters during the time of their Red Rage, do not be the first human to enter orbit without the help of a shuttle. Praise being the emperor and passing the ammunition, so one does not heal the other will - Dark Heresy Inquisitors Handbook Sisters of Battle are essentially the female equivalent of Warhammer 40k of the Space Marines, warriors dedicated to the emperor. Although they lack the genetic modification of their beefier brethrens, they also wear power armor and are mainly armed with the ubiquitous Bolter and Chainsword. The Battle Sisters are also known as the Emperor's Daughters, and officially as the Adept Sororitas, although the Adepta Sororitas refers to their entire organization, while the term Battle Sisters refers only to its militant branch (that said, each sister is a fully trained special forces soldier regardless of specialty). They are more colloquially known to players as bolter/babes bitches or nuns with guns, almost always leading to an uncomfortable boner. They should not be confused with the Female Space Marines. Overview[edit] The Battle Sisters are part of the Ecclesiarchat, the religious arm of the imperial government, and sometimes work with the witch hunters of the Inquisition. In the 36th millennium, the Pope of the Ecclesiarchat, a guy named Goge Vandire, achieved the dual position of Ecclesiarch and Master of the Administratum, effectively giving him control over everyone in the Imperium, including nearly all of his armed forces. With the exception of space Marines and Adeptus Mechanics, almost everyone had to do what they said or face a slow, agonizing death. Unfortunately for everyone who was unlucky enough to be a Space Marine or Tech-Priest, he was also completely insane, and his government was so devastating that it came to be known as the Reign of Blood, which led to billions of unexplained deaths across the Imperium, in which turned led to violent war storms from which they would not last again until the formation of the Great Rift 5,000 years later. During this period, Vandire discovered a force of warriors-nuns living in the feudal world of San Leor known as the Emperor's Daughters. Although they initially wanted nothing to do with him, he convinced them that he was chosen by the emperor to have his bodyguard shoot him while he was protected by the field of a rosary. Because the emperor's relatively primitive daughters had never seen a force field before, they assumed this meant Vandire was protected by the emperor, and happily joined Renamed the Brides of the Emperor, they served as Vandire's personal bodyguards, shock troops, servants and concubines. With a force of hyper battle sisters loyal to her command, Vandire became effectively untouchable, demonstrated when she had the Sisters execute all the High Lords of the Earth, which she quickly replaced with her cronies. Enough to put it, things looked pretty bleak. Of course, this state of affairs couldn't last forever. Late in his reign, a preacher known as Sebastian Thor shot to fame in the Imperium, bringing a massive crusade to Earth to overthrow Vandire once and for all. Agreeing that they, too, were sick of the High Lord, the Space Marines and Adeptus Mechanics joined forces and launched an assault on Earth, pairing up with Templar fraternities, battle sisters. Unfortunately for them, the Sisters numbered around 10,000 women at this point, and were hardened, motivated and armed to the teeth. The siege dragged on intermittently, with no end in sight. Desperate, the Space Marines contacted the Adeptus Custodes, who had remained neutral for most of the siege, but agreed to help the insurrectionists. Using secret passages to avoid fighting, the Captain General of the Custodians introduced himself to Alicia Dominica, the leader of the Emperor's Brides. After arguing with her for some time, the captain-general realized that he would not budge, and resorted to an extreme course of action; he took her and her five compatriots closest to the Imperial Palace and the throne of the emperor himself. No one knows what happened there, but when the six women re-emerged, they went straight to Vandire, declared him the highest grade heretic, and beheaded him. After this conflict, the Imperium underwent a substantial political restructuring known as the Reformation, designed to prevent another blood reign from ever being processed. As part of this restructuring, the High Lords decreed that the Ecclesiarchat was no longer allowed to keep men under arms. Of course, while this meant that the Ecclesiarchat had to dissolve its fleet and standing armies of the Fraternal Templars, the Battle Sisters were allowed to technically remain, being women under arms and not men. While many point to this as an example of the idiocy of the High Lords of the Earth, this easily elusive wording was probably intentional, since unlike the other Ministrum forces, the Battle Sisters had shown that their loyalty was to the emperor first and to the Second Ecclesiastical, meaning they could rely on the Ministrum police, as well as preventing it. In combat, Sisters of Battle has something of an obsession with the purifying effects of flame, and usually choose equipment allows them to cover heretics with as much sacred promethium and thermal spears as possible. This philosophy is obviously exemplified by the Immortal tank, essentially a steel case rolling with or multi-meltas stuck in it. They also have the Exorcist, a mobile pipeline organ that fires missiles. Less accurate than the Whirlwind missile launcher or any Imperial Guard artillery, but who cares, the idea of organs launching missiles while playing epic Mass complete with gothic high is fucking awesome, dammit. Brief summaries of the six main commands. For a long time, this was basically the only tradition most of them had. There are six main orders, divided between the two Convents that were separated during the Reformation in the 36th Millennium: Prioris, based on Earth, and Sanctorum, based in Ophelia VII. All minor commands are descendants of one of these six. In general, Prioris behaves like a real military force, while Sanctorum is made up of fanatical sados-masochists. Convent Prioris Order: Argent Shroud: Legal assets. They are a rarity among imperial factions as they are described as famous for selfless heroism as well as altruism. For this reason, they like to fling them as a noble space Paladins and she-bros in the Salamanders. They're wearing silver. Ebon Chalice: The vanilla order. These sisters haven't changed much since they first created themselves, preferring to adhere to their tried and tested methods. The most dedicated to the slaughter of flames and psyches. They wear black and white. Sacred Pink: Cool, quiet and collected. The most tactical sisters. Enjoy shooting your enemies down in a more disciplined way. If they were to get their own rules, their Rets would have slow and purposeful their rules are dedicated to the new mechanics for the sisters in Miracle Die, and their accumulation. The most defensive mind of all. They're wearing white. Orders from the sanctorum convert bloody pink: aggressive as shit. Aim to kill your enemies as soon as possible as they see no reason to let the inheriting live longer than necessary. They're wearing red. Our martyr lady: postergirl order, probably those that come to mind when people think of sisters. The amount of favouritism they receive from GW is slightly disturbing. Just take a look at the table of remarkable sororitas characters below to get an idea of how solo flute dominates. The Order itself is said to be determined even for the sobs, who is saying something. He will not stop until his enemies are completely destroyed. They wear black and red. They originally wore all-black armor to show their mourning for Santa Katherine, but changed the cloth to red to honor their losses during the Third War for Armageddon. Valued heart: Repent! These sisters feel the most guilty of this whole age of apostasy thing, and as a result have an excess of BDSM berserkers. Probably looking constantly of the slightest sign of weakness in themselves or any ally serving alongside them. They carry blacker. The orders of non-militant Sororitas[edit] As mentioned in the opening, not all Adept Sororitas are actually Battle Sisters. There are a number of orders that officially serve in the Imperial Society, although they tend to receive even less attention than their combat-fighting sisters. The largest source of information of these Sororitas to date is Dark Heresy's blood of martyrs source book, which specifies the three most important commands and mentions the existence of others. The latest 8e codex also covered non-militant orders at some level of depth, as well as expanding into some of the lesser-known orders originally mentioned in Blood of Martyrs. Dialoguing orders: These Sororitas are dedicated to the study of language, with tasks that go from the interpretation of lost texts to the accompaniment of imperial diplomats in missions of contact with intelligent species of xenos. Thanks to their training, even the most average Sororitas knows several hundred everyday human dialects and dozens of secret chants, ciphers, even xen language. Sororitas of these orders are some of the few people judged worthy (and capable) of truly understanding the Eldar language, a linguistic talent shared only by some Ordo Xenos inquisitors and the occasional Rogue Trader, diplomat or Astarte. Famulous commands: Figuratively the Bene Gesserit, without the perfect body control kung fu skills. These Sororitas serve intimately with senior officials in imperial society, acting as chamberlains, counselors and consuls to the nobility. Their focus is on the spiritual and genetic purity of the human race, so they care not only about seeing the education of the nobles, but also secretly organizing alliances and marriages, hoping to prevent corruption and endogamy from taking root. They are particularly involved in monitoring the Saints' demonstrations, making them a popular ally for Thorian inquisitors. Taking into account the large number of nobles that cause heretic uprisings that clearly need more funding. Hospitalier Orders: Healers and physicians, these Sororitas are among the most skilled and compassionate surgeons in the Imperium, meaning they are commonly attached to the Imperial Guard. Given their mission, they are one of the most beloved orders by the common citizenship of the Imperium. Of course, this is the Imperium, they are also expert torturers often called for this purpose by the Ecclesiarchat and the Inquisition, although inquisitors are warned against using hospitaliers to keep important heirs alive; they have a bad tendency to forget about future gains and instead take justice from the emperor in their own hands. Delivering them after interrogations is totally encouraged. Others: Scores, perhaps even hundreds, of non-militant minor orders exist within the Adepta Sororitas. Fenestrus commands: Keep the arms windows of imperial shrines and cathedrals. Now, you can tell WTF? This is a labor, but you have to think about the fact that the divine power of Big E keeps the influence of chaos away and the Imperium makes sure that its places of worship are capable of you in the soul protecting doctrine as much as possible, and fabulous windows are an easy eye catcher. Madriga Commands: Compose the hearts of the temple. Again, they are here to brainwash the population in fulfillment of the soul that protects imperial worship. Infiltrate newly rediscovered worlds and prepare them for the Galaxia Missionarius for religious subversion, producing false evidence that the local chief god and emperor are one and the same and if politic assigns the lesser gods as local personifications of imperial saints. Within a generation, a human baby born in this world can be found killing his friends grandparents Xeno, and it only takes so long if the Sabines are working without any support. When the time comes, the population (albeit politically divided) welcomes imperial compliance with open arms and rejoins the greatest mass of humanity. Planxitum commands: Leading processions on holy days. Again, they are here to indoctrinate the dough. Pronatus commands: Specialized clauses of the dialog. Recovery, repair and surveillance of sacred relics throughout the Imperium. Vespa Commands: Sanctify dead and forensic specialists. Probably specialist sub-order hospitalier, as there is a good bit of overlap. Ranks of the Adept Sororitas[edit] Classifications[edit] Novices: The lowest ranks among the sisters, are trained so that the faith burns hotter than the flame and are trained to be able to endure difficulties and practice self-denial so that they can be pure. The vast majority come from the Progenium schola and are chosen as a remarkably talented and zealous female progeny. Coming from here, they are already fanatically indoctrinated in Imperial Worship and are capable of basic weapon maintenance, readable in both the local variants (Minimum Sector) of the Lower Gothic and Upper Gothic and also familiar with the Imperium of Man at the institutional level. Some orders may recruit promising children who are made to undergo trials as the Astarte adepts do to their recruits. Constantia: Sisters in the final stages of basic training, learn to use the sacred weapons of the Order, mainly the Holy Bolter and to deny the deception of heresy. Cantus: In Cantus, having mastered basic combat skills, he now learns specialized skills so that they can be multipurpose tools in the emperor's service: Heal, learn, advise or kill. Only after that can the Sisters be assigned their final posts in their Order. Novitiae: A novitiate has completed his training as a rookie, Constantia and Cantus. She just needs to bring her final vows to the emperor to take her place as a full sister. Sister: Sisters have taken their vows to the emperor, and are ready to be deployed in the countryside. Sister Superior: NCOs Leading Squadrons to Battle, Sisters They are veterans who can guide their sisters in battle. Legatine: Legatines are sisters who are among the greatest of the warriors, warriors, spiritual leaders in an Order. They inspire devotion and have political power. Most usually go on to become commanders. Palatine: Palatines are young officers who are experienced and fierce warriors who lead their sisters into battle. Canoness: In Canoness he is an officer commanding general of one of the Militant Commands, each a veteran warrior of hundreds of battles. His leadership, tactical and strategic accumulation and faith in the emperor is second to none at his command. This rank has the following sub-ranks: Canon Commander: Commandant of Sisters. Preceptor of the canon: it carries a precept of multiple commanders. Canoness Superior: The commanding general of a militant of the order. Priorissa: A priority is the general leader of a single Convent of his Order; in general there are only two, the priory of the Convent Sanctorum on Ophelia VII and the priory of the Convent Terra, and a High Lord of the Earth. She is the commanding general of the Adepta Sororitas and is assisted by her priory companion of the Convent Sanctorum. Sister Sabrina of the Order of the Mantle of Ermine is the current abbess. The position is necessarily political (unlike a legatine, palatine and canonical power that they can use), being part of Senator Imperialis, the galactic government of the entire law that respects humans. Militant Tactical Specialty Orders[edit] Battle-Sister: The rank and file of the Militant Orders. Battle Sisters have completed their training and taken their vows in the service of the emperor, Militant. The first rank achieved beyond the most basic after combat operations have begun. Elohim: The next rank after Militant, showing that they have shed blood on behalf of the emperor of their own will. Dominion: The most aggressive warriors of the Order, equipped with special weapons such as Storm Bolters, Flamers and Multi-Meltas. Seraphim: Only the best of the Sisters can join the elite jetpack assault teams, equipped with double-bolted pistols, hand flames or Inferno pistols. Zephyrim: Some sisters achieve a direct and personal connection to the divine power of the emperor, and can only speak in a language that the Sisters believe only the purest of the soul can understand. Being fanatical even by the standards of the Militant Order, Zephyrim Sisters are given jetpacks like Seraphim, but they also use melee weapons instead of multiple pistols. Celestians: Celestians are sisters who have proven themselves above and beyond their peers, veterans of hundreds of battles. They are assigned as elite shock troops or honor guard. The best they, senior Celestians, help cannons in the day-to-day affairs of their orders. Commanders Famulous and dialoguing ranges[edit] Famula Advance: A common range to a sisters of the Famulous Orders, who are engaged in diplomacy and the fine arts of negotiation. They are experts in dealing with the different followers of the Imperium and the alliances of corridors and agreements between fractious power blocs, guilds and noble houses of many different imperial worlds. Its main objective is to preserve the order and stability of imperium and ensure that those who govern or defend the sinews of imperial trade are also working towards this goal. Their task, however, allows them to covertly control those who serve as signs of corruption heretology. Dialogus Advance: A dialoguing breakthrough is a range of Dialogous Commands, the sisters who focus their attention on the arts of the scholar, serving as expert translators and advisors for imperial and planetary authorities in many fields. The armor of their faith makes them much less subject to corruption or hubris than others. The arts of dialogue are of obvious use to both the Ministrum Adepts and, above all, the Ordos de la Inquisition, as they are experts at unlocking hidden codes and dark references, dragging the faintest touch of heresy into the light. Nunciate Advance: The rank of nunciate or messenger is given to those between the famulous and dialoguing orders that excel not only in their trades, but are also known for their leadership skills and experience in dealing with the Imperium hierarchy. These individuals are often charged with acting on their own to represent their Order, or are entrusted as close advisers to very important individuals such as inquisitors and imperial military officers and civilian administrators. Rankler Ranks Hospitalier Orders[edit] Hospitalier Advance: A rank of the Sisters of the Command Hospitalier, who serve as doctors and offer palliative care on the front line of the Imperium's many war zones and disaster zones. For common citizenship, they are holy figures beyond reproaches, but they are no more forgiven or compassionate than the battle sisters of the Militant Order if they confront the heretics or the works of the ruinous powers. Curia Advance: A high ranking of the sisters of the Hospitalier de Orders. The Curia Advance has been forged in the crucible of war and catastrophe, perfected by faith and discipline. The skills of these sisters span not only the arts of the healer, but also the personal survival and custody of those under their care in the harshest and deadliest circumstances. These hospitaliers should know when to heal, when to give the final mercy and when to watch over the hidden enemy. Almoness Advance: This is the highest rank of the Hospitalier Sisters. These sisters are as hardened to the horrors of the battlefield as any war veteran. Many of these experienced hospitals are called by both the Inquisition and the Astra Militarum to put their extensive skills and knowledge medieca to darker extremes in the service of the Imperium. Daily rituals[edit] 04:00: Reveille: Sisters are rough rough their beds on the hard stone floor. 05:00: Grooming: The sisters shower, comb their hair and brush their teeth. This is the point where you imagine approximately 80% of anything with the Sisters involved. 06:00: Mornings: A two-hour light prayer session in total silence. 08:00: Breakfast: A light meal of unseen gruel, as anything nice is an indulgence of meat and therefore not to be tolerated. 08:10: Morning Target Practice: The sisters gather for target practice, with approximately 50% more prayer than other target practice sessions. 11:00: Physical Training and Self-Mortification: The Sisters train their bodies, before beating themselves up. This is where you imagine the other 20% of anything with the Sisters involved. 12:00: Ritual abstention of lunch. 12:05 p.m.: Meditation: Sisters are encouraged to reflect on meat weaknesses, and the unnecessary nature of midday meals. 13:00: Midday walk: The sisters enjoy a scenic walk, in full power shielding. 3pm: Executions: Guards found to show insufficient faith, excessive sympathy for mutants, incorrectly shiny boots, poorly maintained bolters, and insufficient faith in the God-Emperor, again. 16:00: Practice: Sisters gather to practice fighting with their extremely lethal weapons, sparing combat with each at full power is mandatory. 18:00: Vespers: A light two-hour prayer session, silently a little louder. 20:00 Surprise inspection: The Sisters are inspected to ensure proper faith and equipment maintenance. 8:30 p.m.: An even more surprising second inspection. 21:00: Dinner. 10 p.m.: Meets bedtime. Sisters Snuff[edit] In the 1st Edition, they were present as an order that was essentially the Inquisition for all, including the Inquisition (as a branch of Inquisition Internal Affairs; one who watches the vigilantes? deal) and Space Marines. This would change in later editions, when they finally get their own codec. In 1997, when the Necrons were launched, The Games Workshop made them confront the Sisters on a battle report, which the Sisters lost. The results of this battle report then became the Sanctuary 101 fluff. Game workshop liked the result so much that they decided that the Battle Sisters should be massacred all the time. Unless they fall into chaos, obviously. Some fans blame popular GW Boy Whip Matt Spiritual Liege Ward for this trend, but he was there long before he got here and continues to exist after he left. Note that while fat/guys masted furiously to Sisters fans engaged in BDSM fetish sex with the likes of other lesbian sisters, bondages, children, cadets Schola Progenium, Eldar, Dark Eldar, Half-Eldar or even I like Nurgle, all of the following actually, canonically happened. (It's also worth noting that they're being trampled on by their own crappy allies in most of these.) Heroic lesbian space nuns + evil BDSM space elves = Shut up and take my money! ! Fap! Some highlights include: Some of a dialoguing order and some battle sisters turned chaos by a guardian of Slaaneshi secrets. A whole mind of order controlled by a psyche chaos. Fucking Goto (This happened again in Ciaphas Cain's books, though it was just a small convert with a couple of sister squadrons, not an entire Order and said that Pskyer was also a direct lieutenant to Despiller himself and could control entire planets). An order is present in another book by Ciaphas Cain, in which they are tricked into exterminating workers from a mining outpost and protecting a rogue inquisitor. On an unrelated issue, they almost cost the Imperial Guard a crucial battle against the Tyranids because they could not keep their blood lust in check (Only Ciaphas Cain calling them out of countless civilians to be slaughtered in their temples as they advanced made them reconsider). That said, it is one of the kindest portraits on this list, because the Sisters in this battle manage to return to the lines of defense, and the entire Order dies in a subsequent battle that covers the Commissioner's departure in repentence. A celestial attacking force and an inquisitor who was killed, cannibalized and slaughtered by the Sons of Malice Astartes chapter to upset his victory rates and falsely accuse the chapter of heretology. (To be fair, a small force of sisters against an entire chapter? It still doesn't excuse cannibalism, though.) A whole world of sisters killed by a rabies-fueled demon helbrute engine. It shrinks from metas, metabombs and multiple exorcist volleys, and the efforts of a number of salamanders in Terminator armor. A living saint even renounces his divinity (not to be confused with virginity) to stop him speaking the true name of the bean bound (his order had a vow of silence, probably because the audio recording team didn't need to hire women to make any of the speech rolls for audio drama), therefore weakening it after their peace aura causes it to calm down and shrink to a man's size rather than a Massive demon Walker. The demon is destroyed when its shell breaks after a Space Marine decides to throw a Thunder Hammer at it. We're not doing this shit. A detachment of sisters murdered by Grey Knights, their severed bodies and their blood applied to the armor of the Grey Knights, so the Grey Knights can be immune to the effects of Blood tide. Although some of the Sisters were immune only with faith, they make this what you will do). The Bloodtide was reconffirmed in the last Codex of the Grey Knights to do with its power shielding. 3pm: Executions: Guards found to show insufficient faith, excessive sympathy for mutants, incorrectly shiny boots, poorly maintained bolters, and insufficient faith in the God-Emperor, again. Later (as in a few pages later), he said the landside gets almost kamikaze'd by said Grey Knight Strike Cruiser, which itself was shot down by Imperial Navy ships tricked into thinking it was chaos - starting to see a pattern here? Surprisingly, the only individuals who die of the accident are the Imperial Guard and the PDF - the Sisters survive, but just to get the shit always employ them' beaten from them by the surviving grey knights. The sisters don't take punches, though, and manage to pull off some of Alaric's teammates, as power to them. But WAIT. Seeing how this was written by a much more competent author, like the ambiguous piece written by a certain spiritual liege, both sides sit out that this was part of an elaborate case of JUST AS PLANNED, stop fighting, and even more surprisingly, the person who ends up is Cannoness Ludmilla, after noticing the fuckhug books screwed into the GK's powerful Pauldrons, and join in to overthrow the Apart from the codex stuff, they were also trampled on the video game Dawn of War: Soulstorm. It all started when Selena Agna of the Sacred Rose falsely accused General Vance Motherfucking Stubbs for the Warp storm that appeared in the Kaurava system. The sisters then had a high zealots in which led them to think that everyone, even their imperial brothers (Space Marines and Imperial Guards) should be purged. Stubbs, as a true gentleman, not only rejected the claim, but was also planning to destroy the sisters without the worry of committing an heretic action because fuck you, no way me and my men is going to die from the accusation of some crazy bitch. Presumably they were killed sacrificing themselves in an attempt to destroy the enemy, although we don't know who was the one who ended them (but considering gorgutz is the canonical winner, it was likely that he). Also, a funny story, but that bit of accusing the Imperial Guard of starting the warp storm? They were right. The end of the chaos reveals that the storm was triggered by an imperial guard that turned out to be a latent psyche. Uu. The sudden but inevitable betrayal[edit] The reaction of sisters and SoB players everywhere to updating the codex. On August 1, 2011, the Games Workshop finally decided to try to renew the Battle Sisters with a white dwarf codex, much to the aggravation of about two-thirds of the Witch Hunters' remaining player base. It was by no way a horrible update; initial concerns about fgl suggested it was similar to a biblical plague in terms of disaster level, when in fact it was simply sub-middle. The update had its fluff written by its SPIRITUAL LIEGE. However, it was squarely level with another bad codex, because the rules were clearly written by the committee. Gone were the various inquisitorial units that were swamped by the gray knight's codex update. This meant that many of the classics, such as Lord Inquisitor Kratzypantoff and Temple Assassins, were. Although they were replaced by ecclesiastical characters such as Uriah Jacobus and Arch-Conessor Kyrimov. The Sisters obtained some of Grey Knight's units, namely Death Cult Assassins, Arco-Flagellants and Crusaders, though their usefulness was questionable best. The immortals brought a nasty nerf bat to the face, being unable to shoot on the move and losing all fire points, which basically made them more profitable Razorback Transports. Who would have thought that Games Workshop would update an army by making a model that each player had a couple of so that everyone would have to go out and buy new models? Faith was functionally switched to a roulette game, with random dice rolls deciding how much (if anything at all) you get. Units were given very specific faith powers on a team-by-team basis now, and while several were powerful, others were meh at best. Heavy armor in an upgrade? We wish each other. Whereas before you have a good general army you could use faith points to adapt to different situations, in the Nan-dex system you had mostly weaker powers that were unreliable. The powers that most other units for similar points get permanently. Sisters Repentia were originally supposedly nervous, but in the end they were much better, with an invulnerable saving of 6+++. Fleet, and double their original number of attacks with an act of faith to do more about death - meaning they had a good chance of fucking a bunch of units that didn't pre-update... So now, instead of paying ridiculous prices for a sick joke, you're just paying ridiculous prices for a suicide squad. At least they'll rape shit while they're there now. Progress! Sadly, things were choking on a wave of fake releases as part of an April Fool's joke. The original reports of really useful units to compensate for the loss of the Stormtroopers and the induced forces turned out to be false. There was also talk of a new heavy transport/assault vehicle called Repressor, but it turned out to be part of the same April Fool joke and it's still just Forgeworld (which sucks because it would be an improvement). Of the new characters, Kyrimov was semi-useful, and Jacobus was almost mandatory if he wanted to do something with Acts of Faith. So, in short, about a third of the Sisters' armor is gone without being replaced by anything. (Gentlemen feel their pain now.) The biggest kick in pussy for the Sisters, apart from the obvious loss of public service units, was the loss of allied rules and the rules of induced unity. One of the biggest advantages the Sisters had was the ability to, courtesy of ordo Hereticus, the allied forces of the request. An honest method of getting around the relatively Sisters of Battle vehicular alignment was to take some guards induced by a Leman Russ or two, or space marines for a predator. The loss of inquisitors also came with the loss of Land Raiders as dedicated hauls, which was another stab at their vehicular capabilities. Eternal vigil[edit] He waited a waa long, and finally found what I needed. She is last seen burning inherited in battle with tears of joy streaming down her face. For years many members of tg/ were violently convinced that the sisters were on their way to being squatted, while a small contingent of the faithful held a burning candle, waiting for the day that their beloved bolter bitches will rise again (small bubbles and all). After 23 years of metal pewter and third-party conversions, their prayers were finally answered and the emperor handed them genuine plastic bolter bitches Gw!. 0172008.M3: The sisters are released as a playable faction in Dawn of War: Soulstorm. Although poorly designed and built, it still has some enthusiasm for the Sisters. Many conflicting feelings are had. 0583011.M3: The Destroyer and The Crudace release a playable white dwarf codex for the sisters, hindering a treatment similar to the heretics of the Blood Angels who you. 0608012.M3: The sisters are retained for the 6E allied system and given a new flyer through Forge World. An uns confirmed leak shows a line of new Sisters characters developing. 0569013.M3: Loyal pilgrims take in front of the great and powerful Jervis Johnson asking for news about the Sisters. They are told that all armies are being worked on and there are no plans to disrupt support for the sisters. Kelly adds that modeling issues prevented her from previously launching. 05611013.M3: Rumors are starting to swirl over an official digital codex release for the Sisters. Leaked and later confirmed White Dwarf announcement later confirms this, and promises an updated version of codex 5e. A subsequent interview with The Crudace indicates that the codex will include twists to faith and points cost, and that it sold well enough you can get a physical release. The digital codex's release date was set for October 19. Post-post comments on GW Digital Editions' Facebook page confirm a letter of shots from warlords, church relics and a war altar, plus new flue and artwork and changes in faith and points costs. It seems that the Prayers of the Sisters have been at least partially answered. A physical release however is still very dependent on the sale of this eBook though. Also throughout this GW renames Sisters of Battle to Adepta Sororitas most likely because it sounds cooler and easier to maintain copyright. Reactions are mixed when the Codex is released, with changes such as making all Acts of Faith can be used only once, at most twice, by battle and many fans and nerfs around the board, leaving many discussing what the Sisters got better or largely screwed. However, this reception is better than the universally negative reception of the White Dwarf codex. 0999015.M3: Climbing is released, along with Stronghold Assault. While the assault on the fortress is not unnoticed, the Battle Sisters receive no choice from the WarLords in anything else controversial and poor poor expansion. He then falls to Forge World to launch a downloadable sheet a few days later saying that Sisters' armies can take on Titans Warhound & Amp; Reaver, as well as Marauder Firefighters & Amp; Destroyers as WarLords. The sisters have not yet commented on how exaggerated these options might be if they can ever deploy them. The Reaver is at least too expensive for normal games. 0914016.M3: The digital codex Adepta Sororitas finally gets a physical release as part of Codex: Imperial Agents. Like the digital codex, the new one has a mixed reception as it removes Santa Celestina from the army (leaving the Sisters with only one named character) and comes with a lineup that called the Vestal Task Force that isn't great. However, it also allows mini-tempared priests to be taken independently, and separates component units from the Ecclesiastic Battle Conclave, although these units are not given any fans to make them useful on their own. Not much, but it was something. Guess who's back, bitches? 0999016.M3: The warhammer TV team, after the initial hint in the video that saw Magnus announced, releases a 2016 release

Miriya from Hammer & Anvil; Yes, black library artists can also draw beautiful sisters. Among the Black Library, there are two books, specifically starring the Sisters, which are widely to be some of the best portraits of SoBs in all 40K fluff. Both were written by James Swallow, who decided sisters needed some attention and got to work. The first, Faith and Fire, has the Sisters struggling with what are basically terrorist psyches in a world of shrines as he tries to uncover the reasons behind the attacks. Then there's the sequel, Hammer and Anvil. Remember reading about Sanctuary 101 up there? This book has them going back there and trying to figure out what happened. While saying too much would spoil, you can say that shit hits the fan hard and that the final battle is very epic stuff. Also, if you feel very faithful, Swallow wrote a SoB audiobook called Red and Black. A prequel to Faith and Fire, it has the Sisters being sent to a newly rediscovered planet as representatives of the Imperium, and ultimately to judge it. Needless to say, things get complicated. It also has a Scottish sob. Therefore, you can help the sisters to get the above books so that the Games Workshop and the Black Library can decide to change their minds and give these girls some love. Or at least give them some additional portraits of badass. Tactics[edit] The Battle Sisters use a costly but simple tactic whenever they are called into battle: 1. Bring thousands of sexually disadvantaged battle sisters into the field. 2. Arm them all with Melta and fire-based weapons. The small squadrons of Storm Bolters also cheered. 3. Tell them that they can give them a problem in the emperor's image if they triumph over the fake enemies of the Imperium. Heresy. \* BLAM\* 4. Set them loose, hope you are not fighting Slaaneshi cult, hope you're fighting Dark Eldar wyches (though they seem to be doing very well in one of the artworks on this page). 5. Si, all the remaining imperial troops, saved by the SoBs, are ordered off the field. 6. No other accounts can be heard, as the recorders and all other imperial journalists are sworn to an oath of silence about any transpired event (one theory is that it would look like a mixture of Soldier of Fortune and Gone Wild Girls) 7.????? 8. Benefit. (Yes we have a real tactic here.) Notable sororitas characters[edit] Description of the current state image order Canoness Veridyan Order of our lady martyr The canon of the cover of the codex of the 2nd Edition. A firm and calculating woman who operates with a high degree of precision. Ephraim Stern Order of Our Lady Martyr also known as the Thrace-Born and the Devil. A living weapon against chaos with incredible psychic power, which is currently directed at the Black Library with an exiled harlequin. Miriel Sabathiel Order of Our Lady Martyr (formerly) Former Upper Sister of the Order of Our Lady Martyr and one of the few sisters who fell into chaos (specifically, Slaanesh worship). Miriya Order of Our Lady Celestial Superior Martyr of the Order of our Lady Martyr and protagonist of swallow's Sister of Battle books. Best known for independent and strong attitude, as well as his creative interpretation of orders. While this often gets her in trouble with her superiors, it also makes her uniquely qualified for handling situations that require quick action and out-of-the-box thinking. Na Saint Celestine of our Lady Martyr (formerly) A sister who became one of the most famous living saints of the Imperium. Best known for her angelic presence, relentless optimism and resurrection powers, the latter makes her almost impossible to kill. She is also heavily involved in being the imperial equivalent of a demon prince "BLAM" HERESY! Canoness-Errant Setheno Order of Piercing Thorn (Minoris) After completely eradicating his own order on suspicion of corruption, he became Canoness-Errant, a vaguely defined position involving much asskicking. The inquisitors wish they were as frightening as her. Allied with the Black Dragons and Commissioner Yerrick. You can also apparently move fast enough to cut the fire, and block the fire. Chief Santa Katherine Order of the Burning Heart A living saint whose death caused his order to rename themselves to the Order of our Lady Martyr. In addition, it is his armor and sword that are now shovels for Santa Celestina. No top canonist Junith Erruita Order of our lady martyr A new cannon revealed for the new SoB alignment. After the cathedral was fighting it, he punished the cathedral for trying to kill her by turning her uninterrupted pulpit into her personal weapons platform. No voice either[edit] tg-/Created Orders[edit] Order of the Anointed Arrow: divergent order of stealth snipers hitting humanity's enemies with fuel air explosives, loaded with the ashes of martyrs. He also loves to tell war stories. Armoured heart order: body-to-body specialists wearing specially built carapace armor that improves strength rather than power armor. Order of the Blind Martyr: Proud warriors who believe the Sororitas should be excellent soldiers first. They do a lot of, but they also have a bad habit of not retiring when they should, which has brought them to the brink of extinction. Order of Light Guide: Defenders of the solar archaeon on the planet Pasifá along with their Allies of Cult Mechanicus. Sworn enemies of Tzeentch and his minions seeking to take over the world for probably nefarious purposes. Order of the Martyr Heart: Aztec-themed sisters who use holy blood rituals to empower their warriors with the power of the emperor alone. Close allies with the space marine chapter Blood Jaguars. Order of the Obsidian Mirror: A rare fusion of a dialogue of order and a militant of order, the sisters of the Obsidian Mirror are experts in covert and psychological warfare who waged a deadly secret war throughout the Ultima Segmentum. Order of the Pointy: Guardians of the vital commercial world of Dar-al-Rashid who reward wisdom and intellect above all. The Sisters of the Pointed Word are master strategists. Use a highly mobile form of war to ensure victory. Dwindling dawn order: genetic purists who hate the mutant and abroad even more than most battle sisters. Instead of having a world of housing, they rely on an emboli-capable space fortress called the Fist of Purity. He is currently involved in a brutal four-facility war against the Black Sentries recruiting the world of Deros XII against the forces of T'au, Ork and Dark Eldar. External links[edit] General[edit] The Action-Girls of 40k (Animated) They're not really that pretty. But they should be. Maybe. The face of rape you know you love. There was a sister in the Lost Worlds battlebook series. I can't read mine, I can't read my purge face (She has no one to spare) Incompetent Inquisitor is incompetent (Hey, we know she did it on purpose). Publish whenever you need to make a fa/guy rage that does not understand the role and jurisdiction of the curators. Sorry Mario, but his heretology is in another Castle Grimdark meets Hot Chicks. The sisters love the delicious xeno shot. Are we so desperate for recruits? Haters are going to BURN in 2019! You don't want to see his Tsui side. Better to purge anyway... THERE'S NOTHING STUPID ISN'T THERE. Let's face it, being a bunch of glorified entertainers isn't that far off the mark today... Legacy artillery burns. When the Inquisitor is out, the Sisters will play... As hilarious as it is to imagine a handful of semi-naked nuns boiling running a caneflex or a banblade through a hail of fire, it's also strangely sexy. Behold, the Repentia Sisters. What the Sisters s fall back on until 2019. Cosplay[edit] The Chinese are punching us in the punch. The frightened sisters are the best New Models[edit] The new Battle Sisters, with their bad helmets. Heavenly, Dominions and battle sisters share the same kit now. Hellraiser! In thunder and heat! New remuneration... Just put on some helmets and everything will be kosher. (That 5 o'clock the shade ...) A character kit with options? What year is it? The new Repentia. Most Skub-causing models of the entire range. Did you bring a flag? This is nice Look! Rhinos! Rhinos! The sisters hide in METAL BAWKSES, DA KOWARDZ! TEH FEWLZ!! The next song is titled Get Fucked. The Penitent engine lost weight... and a few centimeters high. A new variant of the penitent engine, called Mortifier. New Arco-Flagellants, and a face that returns. And it wouldn't be an 8th edition update without a building. Emblems[edit] PROMOTIONS[edit] This article contains PROMOTIONS! Don't say we didn't warn you, fetishists... Ohno! The glorious satin throne is telling me that someone feels a little butthurt! Talking about which at the last minute for my aperitif at lunchtime.\* BLAM \*Worshipper Filthy Slaanesh! There are not too many men (not counting old priests) in Adepta Sororitas so they have to improvise. What happens when a battle sister, a replacement, a hospitalier and a living saint decide that to make some cash? The evidence that Slaanesh may corrupt sisters of the Battle Sisters Repentia are supposed to repeat. Stop letting you know you know you like it more. An imperial artist's representation of a living saint. GENESTEALERS DON'T WORK THAT WAY. But they should- THEY SHOULDN'T, YOU'RE SICK PERV. Unlike other settings, in 40k this kind of thing doesn't work. Still a little hot though. Not that they're fanatical about it. The lesser-known chapter of lol. Interesting site for your devotional tattoo... Modify your reservation online Page 2Des de 1d4chan Page 3 The following 200 pages are in this category, out of a total of 1,364. (previous page) (next page) (previous page) (next page) Page 4 The following 200 pages are in this category, out of 1,379 total. (previous page) (next page) (previous page) (next page)

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