

**IMPERIUS
DOMINATUS**

COMPANY CARDS

SISTERS OF SILENCE GENERAL RULES

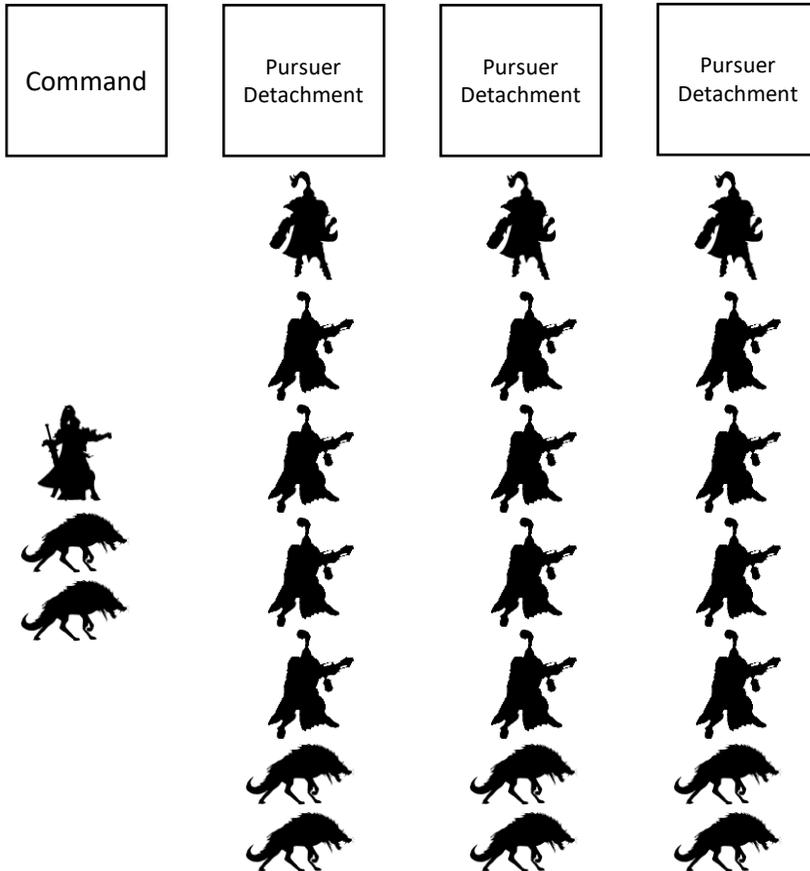
(FACTION VALUE 400)

Army to Hit Value is: 5+

- **Psychic Anathema.** All Sister of Silence elements are immune to psychic effects and powers.
- **All infantry elements** gain the indomitable [ID], infiltrate [IF], stealth [SH] and fear [FR] abilities. They also gain +5cm bonus to charge moves.
- **Opposing elements** morale checks receive -1 penalty when within 25cms of any Sisters of Silence formation.
- **All psychic power activations tests** (whether successful or not) provoke a Perils of the Warp test at a 2 penalty to the roll when such powers are used within 35cms of any sisters of silence formation (includes vehicles).
- **All Sisters of Silence formations** gain the stubborn [SU] ability.
- **Sisters of Silence formations** gain a +1 bonus to close combat resolution.

PURSUERS COMPANY

The Pursuers Company consists of one command detachment of 1 Knight Oblivion Centura and 2 beasts stands and three detachments of 1 Excruciatus, 4 Pursuer and 2 Beast stands.



Point Value 800



PURSUERS COMPANY

Break Point 14: The is broken if it has lost 14 stands either the Knight Oblivion, Excruciatus, Pursuer, or Beast stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Sisters of Silence have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Oblivion Knight-Centura	10	4[6]+	4/-4	CC Weapons	-	-	-	[HQ2], [N], Special
Excruciatus	10	5+	4/-3	Stake Crossbow	25	2	-1	[HQ1], [N]
Pursuers	15	5+	2/-2	Flamers [FW]	10	2	0	[AG]
Pursuers (Beasts)	15	5[7]+	3/-1	CC Weapons	-	-	-	

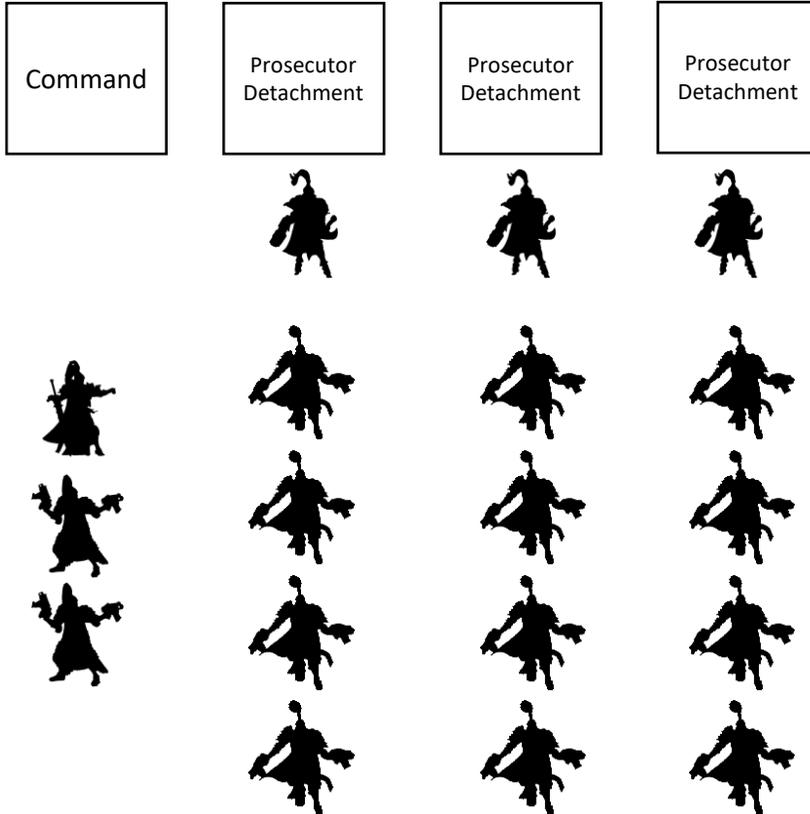


Victory Points 8

Your opponent gains 4 VPs when this Company is broken

PROSECUTORS COMPANY

The Prosecutor Company consists of one command detachment of 1 Knight Oblivion Centura and 2 Veteran Prosecutor stands and three detachments of 1 Excruciatus and 4 Prosecutors stands.



Point Value 650



PROSECUTORS COMPANY

Break Point 11: The is broken if it has lost 11 stands either the Knight Oblivion, Excruciatus, or Prosecutors stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Sisters of Silence have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Oblivion Knight-Centura	10	4[6]+	4/-4	CC Weapons	-	-	-	[HQ2], [N], Special
Excruciatus	10	5+	4/-3	Stake Crossbow	25	2	-1	[HQ1], [N]
Prosecutors	10	5+	2/-1	Bolters	25	2	0	Breacher Charge upgrade

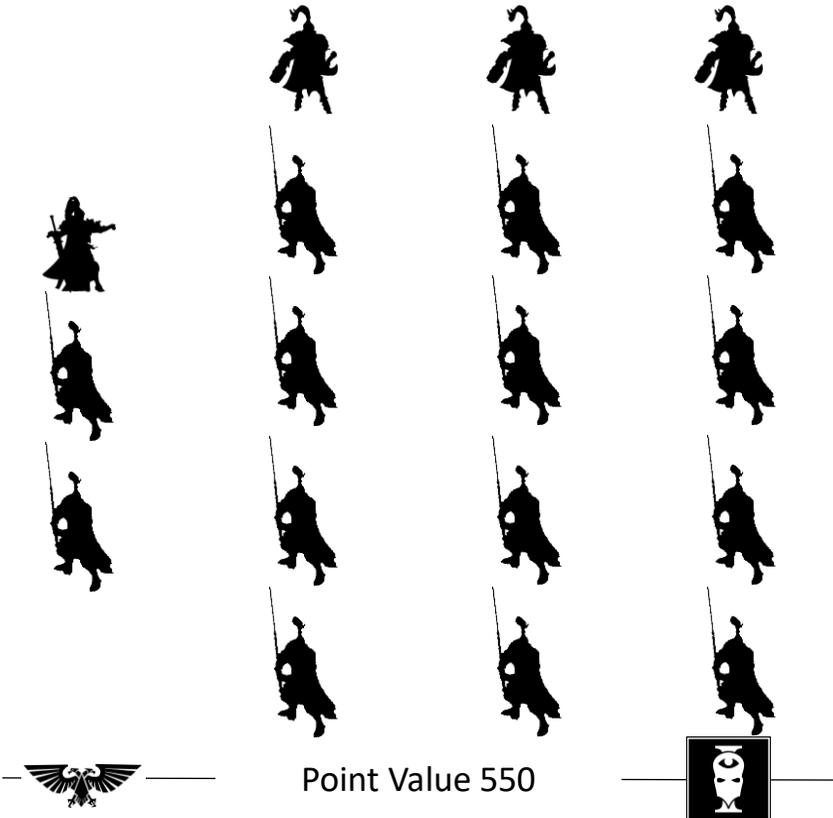
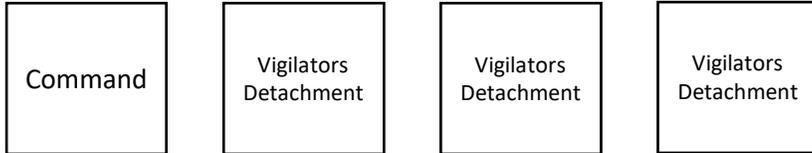


Victory Points 7

Your opponent gains 4 VPs when this Company is broken

VIGILATORS COMPANY

The Vigilators Company consists of one command detachment of 1 Knight Oblivion Centura and 2 Veteran Vigilators stands and three detachments of 1 Excruciatus and 4 Vigilators stands.



VIGILATORS COMPANY

Break Point 11: The is broken if it has lost 11 stands either the Knight Oblivion, Excruciatus, or Vigilators stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Sisters of Silence have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Oblivion Knight-Centura	10	4[6]+	4/-4	CC Weapons	-	-	-	[HQ2], [N], Special
Excruciatus	10	5+	4/-3	Stake Crossbow	25	2	-1	[HQ1], [N]
Vigilators	10	5+	3/-2	CC Weapons	-	-	-	Breacher Charge upgrade



Victory Points 6

Your opponent gains 3 VPs when this Company is broken