

SISTERS OF SILENCE



COMPANY CARDS

MKV

SISTERS OF SILENCE TRAITS

GENERAL TRAITS



The Sisters of Silence possess the following traits:

1. **A Ranged to-hit value of 5+.**
2. **A Close Combat to-hit value of 5+.**
3. **Psychic Anathema.** This has the following effects:
 - a. **Psyker Bane.** ANY elements capable of using psychic powers within 15cms of a Sisters of Silence element will provoke a Perils of the Warp test with a -1 penalty to the roll, regardless of the success or failure of activating the psychic power. This penalty increases to -2 if opposing elements that can use psychic powers are in base-to-base contact with Sisters of Silence elements. This affects an opposing Ork players Waargh! Roll and it receives a -1 penalty.
 - b. **Foreboding Aura.** Opposing elements morale within 25cms of any Sisters of Silence element receive -1 penalty to all morale checks.
 - c. **Warp-Touched Slayer.** All Sister of Silence infantry elements gain a +1 to-hit bonus versus elements with the Demon [DE] or Psyker [P] ability in close combat. Sister of Silence infantry elements close combat attacks gain the Destroyer [D] weapon trait on close combat to-hit rolls of a natural 10.
 - d. **Psychic Nulls.** Sister of Silence elements are immune to psychic powers and effects.
4. **All infantry elements gain** the indomitable [ID], infiltrate [IF], stealth [SH] and Fear [FR] abilities. Sisters of Silence elements gain +5cm bonus to total movement on charge orders.
5. **All Sisters of Silence elements** gain the Stubborn [SU] ability.
6. **All Sisters of Silence formations** gain a +1 bonus to close combat resolution.
7. **Sister of Silence elements** with an invulnerable save receive a +1 bonus to this save versus attacks with the Blast [B] trait.



This symbol means the element is a level 1 commander [HQ1] for that **formation/detachment** (mainly used in non infantry formations).



This symbol means the element is a level 2 **company commander** [HQ2] for that **Company Card** (mainly used in non infantry formations).

STANDARD COMPANY CARDS

INFANTRY [1]

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.

Command





Pursuer Detachment









Pursuer Detachment









Pursuer Detachment











Point Value 1100



PURSUERS COMPANY

Break Point 17: The Company is broken if it has lost 17 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Sisters of Silence have a Morale value of 4+ and must roll 4 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]+	7/-2	CC Weapons	-	-	-	[HQ2], [N],[AG] Special
Excruciatus	10	5+	6/-2	Flamers [FW]	10	4	0	[HQ1], [N], [AG]
Pursuers	15	5+	2/-2	Flamers [FW]	10	2	0	[AG]
Pursuers Beasts	15	5+	3/-2	CC Weapons	-	-	-	[AG], [IWD]



Victory Points 11

Your opponent gains 6 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.

Command

Prosecutor Detachment

Prosecutor Detachment

Prosecutor Detachment





Point Value 850



PROSECUTORS COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Sisters of Silence have a Morale value of 4+ and must roll 4 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]+	7/-1	CC Weapons	-	-	-	[HQ2], [N], Special
Excruciatus	10	5+	6/-1	Bolters	25	4	0	[HQ1], [N], Special
Prosecutors	10	5+	2/-1	Bolters	25	2	0	Special

Prosecutors have the following Special Ability:

- I. Prosecutors gain the Breacher Charge Upgrade free of cost



Victory Points 9

Your opponent gains 5 VPs when this Company is broken

VIGILATORS COMPANY

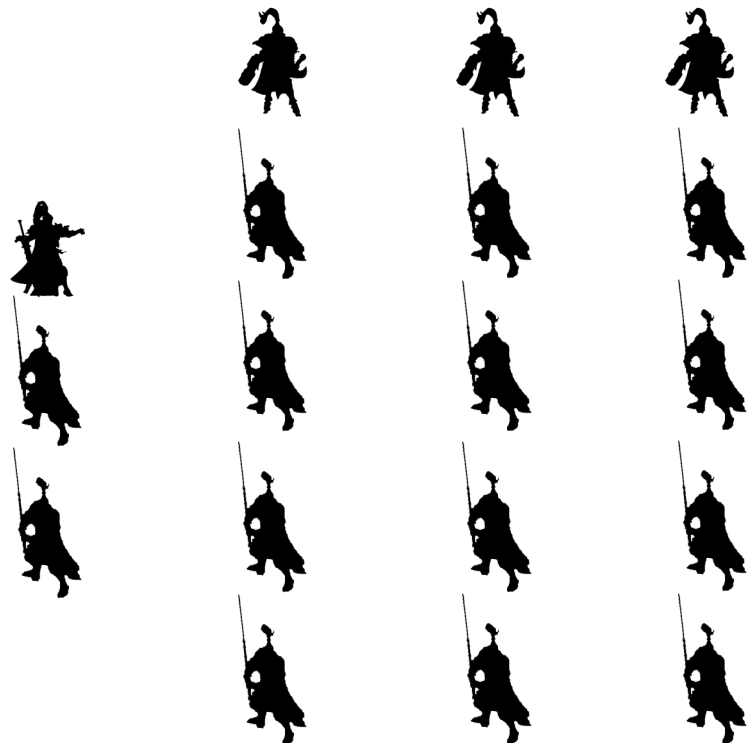
The Vigilators Company consists of one command detachment of 1 Knight Oblivion Centura and 2 Veteran Vigilators stands and three detachments of 1 Excruciatus and 4 Vigilators stands.

Command

Vigilators
Detachment

Vigilators
Detachment

Vigilators
Detachment



Point Value 750



VIGILATORS COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Sisters of Silence have a Morale value of 4+ and must roll 4 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]+	8/-2	CC Weapons	-	-	-	[HQ2], [N], Special
Excruciatus	10	5+	7/-2	CC Weapons	-	-	-	[HQ1], [N], Special
Vigilators	10	5+	3/-2	CC Weapons	-	-	-	Special

Vigilators have the following Special Ability:

- I. Vigilators gain the Breacher Charge Upgrade free of cost



Victory Points 8

Your opponent gains 4 VPs when this Company is broken

GRAND COMPANY CARDS

INFANTRY [1]

PURSUERS GRAND COMPANY

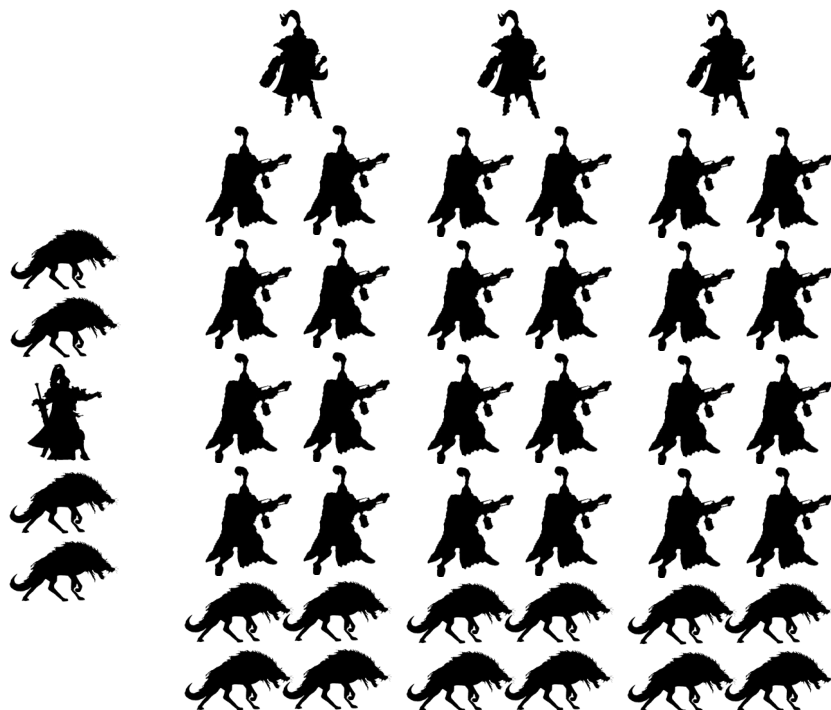
The Pursuers Grand Company consists of one command detachment of 1 Knight Oblivion Centura and 4 beasts stands and three detachments of 1 Excruciatius, 8 Pursuer and 4 Beast stands.

Command

Pursuer
Detachment

Pursuer
Detachment

Pursuer
Detachment



Point Value 1900



PURSUERS GRAND COMPANY

Break Point 31: The Company is broken if it has lost 31 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Sisters of Silence have a Morale value of 4+ and must roll 4 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]+	7/-2	CC Weapons	-	-	-	[HQ2], [N],[AG] Special
Excruciatius	10	5+	6/-2	Flamers [FW]	10	4	0	[HQ1], [N], [AG]
Pursuers	15	5+	2/-2	Flamers [FW]	10	2	0	[AG]
Pursuers Beasts	15	5+	3/-2	CC Weapons	-	-	-	[AG], [IWD]



Victory Points 19

Your opponent gains 10 VPs when this Company is broken

PROSECUTORS GRAND COMPANY

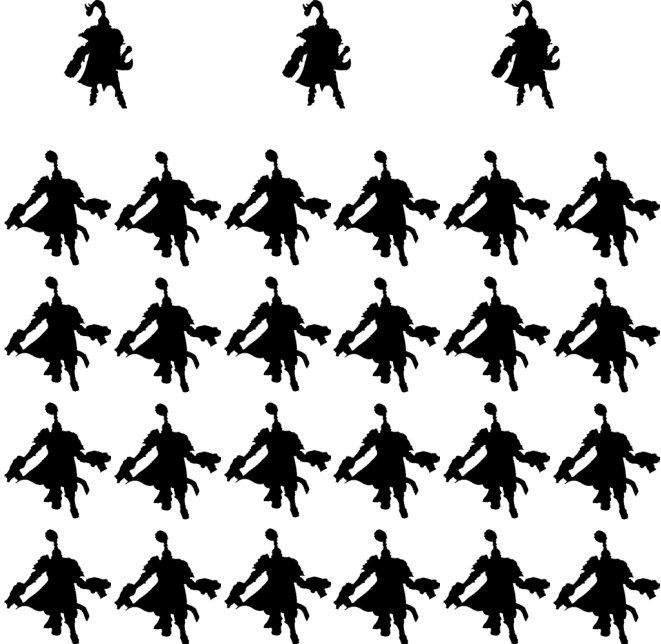
The Prosecutor Grand Company consists of one command detachment of 1 Knight Oblivion Centura and 4 Veteran Prosecutor stands and three detachments of 1 Excruciatus and 8 Prosecutors stands.

Command

Prosecutor Detachment

Prosecutor Detachment

Prosecutor Detachment





Point Value 1300



PROSECUTORS GRAND COMPANY

Break Point 22: The Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Sisters of Silence have a Morale value of 4+ and must roll 4 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]+	7/-1	CC Weapons	-	-	-	[HQ2], [N], Special
Excruciatus	10	5+	6/-1	Bolters	25	4	0	[HQ1], [N], Special
Prosecutors	10	5+	2/-1	Bolters	25	2	0	Special

Prosecutors have the following Special Ability:

- I. Prosecutors gain the Breacher Charge Upgrade free of cost



Victory Points 13

Your opponent gains 7 VPs when this Company is broken

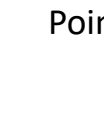
VIGILATORS GRAND COMPANY

The Vigilators Grand Company consists of one command detachment of 1 Knight Oblivion Centura and 4 Veteran Vigilators stands and three detachments of 1 Excruciatus and 8 Vigilators stands.

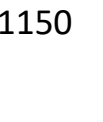
Command



Vigilators Detachment



Vigilators Detachment



Vigilators Detachment





Point Value 1150



VIGILATORS GRAND COMPANY

Break Point 22: The Company is broken if it has lost 22 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 4+: Sisters of Silence have a Morale value of 4+ and must roll 4 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]+	8/-2	CC Weapons	-	-	-	[HQ2], [N], Special
Excruciatus	10	5+	7/-2	CC Weapons	-	-	-	[HQ1], [N], Special
Vigilators	10	5+	3/-2	CC Weapons	-	-	-	Special

Vigilators have the following Special Ability:

- I. Vigilators gain the Breacher Charge Upgrade free of cost



Victory Points 12

Your opponent gains 6 VPs when this Company is broken