

SISTERS OF SILENCE



SPECIAL 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).

SPECIAL CARDS
SPECIAL CHARACTERS

SPECIAL FORMATION

JENETIA KROLE

The Jenetia Krole consists of 1 Jenetia Krole stand.



Point Value 250



JENETIA KROLE

Break Point 1: Jenetia Krole is broken when the Jenetia Krole stand is destroyed.

Morale Value 4+: Jenetia Krole 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
Jenetia Krole	15	3[5]+	6/-4	Sword of Oblivion [B] Archaeotech Pistol [A]	- 20	- 3	- -1	[DR2], [HQ3], [IWD], Special

Jenetia Krole has the following Special Abilities:

- 1. **Ex-Oblivio.** Jenetia Krole gains a +10cm bonus to Psyker Bane and Foreboding Aura on the command formation it forms a part of.
- 2. **Leader of the Sisterhood.** When Jenetia Krole is present on the battlefield the player gains a +1 bonus to all initiative rolls.
- 3. **Aura of Determination.** Sisters of Silence formations within command radius (25cms) gain a +1AD bonus per element in close combat.



Victory Points 3

Your opponent gains 3 VP when this Stand is destroyed