

SISTERS OF SILENCE



SUPPORT 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 SUPPORT CARDS

INFANTRY [1]

OBLIVION KNIGHT CADRE

The Oblivion Knight Cadre consists of 1 Excruciatu stand, and 4 Oblivion Knights stands.



Point Value 300



OBLIVION KNIGHT CADRE

Break Point 4: The Detachment is broken if it has lost 4 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
Excruciatu	10	5+	7/-3	CC Weapons	-	-	-	[HQ1], [N]
Oblivion Knight	10	5[6]+	3/-3	CC Weapons	-	-	-	

Victory Points 3

Your opponent gains 2 VPs when this company is broken

PURSUERS CADRE

The Pursuers Cadre consists of 1 Excruciatu stand, 4 Pursuers and 2 Beasts stands.



Point Value 350



PURSUERS CADRE

Break Point 5: The Detachment is broken if it has lost 5 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
Excruciatu	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 4 VP

Your opponent gains 2 VPs when this company is broken

PROSECUTOR CADRE

The Prosecutor Cadre consists of 1 Excruciatius stand, and 4 Prosecutors stands.



Point Value 250



PROSECUTOR CADRE

Break Point 4: The Detachment is broken if it has lost 4 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
Excruciatius	10	5+	6/-1	Bolters	25	4	0	[HQ1], [N], Special
Prosecutors	10	5+	2/-1	Bolters	25	2	0	Special

Victory Points 3

Your opponent gains 2 VPs when this company is broken

SEEKER CADRE

The Seeker Cadre consists of 1 Excruciatius stand, and 4 Seeker stands.



Point Value 250



SEEKER CADRE

Break Point 4: The Detachment is broken if it has lost 4 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
Excruciatius	10	5+	6/-1	Flamers [FW]	10	4	0	[HQ1], [N], Special
Seeker	10	5+	2/-1	Flamers [FW]	10	2	0	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this company is broken

VIGILATOR CADRE

The Vigilator Cadre consists of 1 Excruciatuſ stand and 4 Vigilatorſ ſtandſ.



Point Value 200



VIGILATOR CADRE

Break Point 4: The Detachment is broken if it has loſt 4 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
Excruciatuſ	10	5+	7/-2	CC Weapons	-	-	-	[HQ1], [N], Special
Vigilatorſ	10	5+	3/-2	CC Weapons	-	-	-	Special

Victory Points 2

Your opponent gainſ 1 VPſ when thiſ company is broken

GRAND SUPPORT CARDS

INFANTRY [1]

OBLIVION KNIGHT CADRE

The Oblivion Knight Cadre consists of 1 Excruciatius stand, and 8 Oblivion Knights stands.



Point Value 450



OBLIVION KNIGHT CADRE

Break Point 6: The Detachment is broken if it has lost 6 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
Excruciatius	10	5+	7/-3	CC Weapons	-	-	-	[HQ1], [N]
Oblivion Knight	10	5[6]+	3/-3	CC Weapons	-	-	-	

Victory Points 5

Your opponent gains 3 VPs when this company is broken

PURSUERS CADRE

The Pursuers Cadre consists of 1 Excruciatius stand, 8 Pursuers and 4 Beasts stands.



Point Value 550



PURSUERS CADRE

Break Point 9: The Detachment is broken if it has lost 9 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
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 6 VP

Your opponent gains 3 VPs when this company is broken

PROSECUTOR CADRE

The Prosecutor Cadre consists of 1 Excruciatius stand, and 8 Prosecutors stands.



Point Value 350



PROSECUTOR CADRE

Break Point 6: The Detachment is broken if it has lost 6 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
Excruciatius	10	5+	6/-1	Bolters	25	4	0	[HQ1], [N], Special
Prosecutors	10	5+	2/-1	Bolters	25	2	0	Special

Victory Points 4

Your opponent gains 2 VPs when this company is broken

SEEKER CADRE

The Seeker Cadre consists of 1 Excruciatius stand, and 8 Seeker stands.



Point Value 350



SEEKER CADRE

Break Point 6: The Detachment is broken if it has lost 6 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.

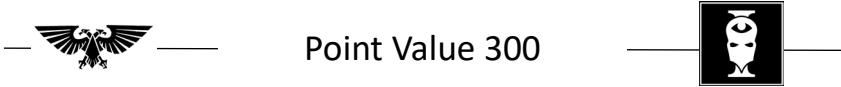
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Excruciatius	10	5+	6/-1	Flamers [FW]	10	4	0	[HQ1], [N], Special
Seeker	10	5+	2/-1	Flamers [FW]	10	2	0	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this company is broken

VIGILATOR CADRE

The Vigilator Cadre consists of 1 Excruciatu stand and 8 Vigilators stands.



VIGILATOR CADRE

Break Point 6: The Detachment is broken if it has lost 6 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
Excruciatu	10	5+	7/-2	CC Weapons	-	-	-	[HQ1], [N], Special
Vigilators	10	5+	3/-2	CC Weapons	-	-	-	Special

Victory Points 3

Your opponent gains 2 VPs when this company is broken