

COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Sister Superior	Frag grenade, Krak grenade, Bolt pistol, Combi, Boltgun, Flamer,		Leader, Shield of Faith,		13
	Battle Sister Gunner	Bolt pistol, Frag grenade, Krak grenade, Flamer,		Demolitions, Shield of Faith,		13
	Battle Sister Gunner	Bolt pistol, Frag grenade, Krak grenade, Flamer,		Veteran, Shield of Faith,		13
	Battle Sister	Boltgun, Bolt pistol, Frag grenade, Krak grenade,		Shield of Faith, Simulacrum Imperialis,		14
	Arco-Flagellant	Arco Flails,		Zealot, Berzerk Killing Machine,		13
	Arco-Flagellant	Arco Flails,		Zealot, Berzerk Killing Machine,		13
	Arco-Flagellant	Arco Flails,		Zealot, Berzerk Killing Machine,		13
	Battle Sister Gunner	Bolt pistol, Frag grenade, Krak grenade, Heavy bolter,		Sniper, Shield of Faith,		13
	Battle Sister Gunner	Bolt pistol, Frag grenade, Krak grenade, Heavy bolter,		Demolitions, Shield of Faith,		13
	Sister Repentia	Penitent Eviscerator,		Combat, Solace in Anguish, Shield of Faith, Zealot,		13

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Combi	When attacking with this weapon, choose one or both of the profiles below. If you choose both subtract 1 from all hit rolls made with this weapon.									
Boltgun	24"	Rapid Fire 1	4	0	1	-				
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				

ABILITIES:

Shield of Faith	Models with this ability have a 6+ invulnerable save. In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.
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SPECIALISM: LEADER

Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Battle Sister Gunner	6"	4+	3+	3	3	1	1	7	3+	2
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				

ABILITIES:

Shield of Faith	Models with this ability have a 6+ invulnerable save. In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.
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SPECIALISM: DEMOLITIONS

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Battle Sister Gunner	6"	4+	3+	3	3	1	1	7	3+	2
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				

ABILITIES:

Shield of Faith	Models with this ability have a 6+ invulnerable save. In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.
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SPECIALISM: VETERAN

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

14 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Boltgun	24"	Rapid Fire 1	4	0	1	-				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				

ABILITIES:

Shield of Faith	Models with this ability have a 6+ invulnerable save. In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.
Simulacrum Imperialis	The Shield of Faith ability grants a 5+ invulnerable save instead of a 6+ to models from your kill team, whilst they are within 6" of any friendly models with a Simulacrum Imperialis.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Arco-Flagellant	7"	4+	-	4	3	2	2	7	7+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Arco Flails	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.				

ABILITIES:

Zealot	You can re-roll hit rolls for attacks made with melee weapons by a model with this ability in any battle round in which it charged or was charged.
Berzerk Killing Machine	Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Arco-Flagellant	7"	4+	-	4	3	2	2	7	7+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Arco Flails	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.				

ABILITIES:

Zealot	You can re-roll hit rolls for attacks made with melee weapons by a model with this ability in any battle round in which it charged or was charged.
Berzerk Killing Machine	Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Arco-Flagellant	7"	4+	-	4	3	2	2	7	7+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Arco Flails	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack made with this weapon, instead of 1.				

ABILITIES:

Zealot	You can re-roll hit rolls for attacks made with melee weapons by a model with this ability in any battle round in which it charged or was charged.
Berzerk Killing Machine	Each time a model with this ability loses a wound, roll a D6, on a 5+ the model does not lose that wound.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Battle Sister Gunner	6"	4+	3+	3	3	1	1	7	3+	2
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Heavy bolter	36"	Heavy 3	5	-1	1	-				

ABILITIES:

Shield of Faith	Models with this ability have a 6+ invulnerable save. In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.
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SPECIALISM: SNIPER

Marksman	You can re-roll hit rolls of 1 for this model when it makes a shooting attack.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Battle Sister Gunner	6"	4+	3+	3	3	1	1	7	3+	2
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Heavy bolter	36"	Heavy 3	5	-1	1	-				

ABILITIES:

Shield of Faith	Models with this ability have a 6+ invulnerable save. In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.
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SPECIALISM: DEMOLITIONS

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sister Repentia	6"	3+	3+	3	3	1	2	8	7+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Penitent Eviscerator	Melee	Melee	x2	-3	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.

ABILITIES:

Solace in Anguish	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.
Shield of Faith	Models with this ability have a 6+ invulnerable save. In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a PSYKER. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.
Zealot	You can re-roll hit rolls for attacks made with melee weapons by a model with this ability in any battle round in which it charged or was charged.

SPECIALISM: COMBAT

Expert Fighter	Add 1 to this model's Attacks characteristic.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐