## **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

MARKE		wo	DC	0	-					Points
NAME Sister Superior	6"	WS 4+	3+	3	3	1	2	<b>LD</b> 8	3+	MAX
WEAPON	RANGE	TY	/PE	S	AP		D	Al	BILITIE	S
Frag grenade	6"		nade 06	3	0		1		-	
Krak grenade	6"		nade 1	6	-1		D3		-	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Combi			-	this weap n subract						
	,							-		
Boltgun	24"		ipid re 1	4	0		1		-	
Boltgun		Fin	•	4	0		1	autom	is weapo atically l target.	
	24"	Fin	re 1					autom	atically l	
Flamer	24"  8"  Model this abi same m	Fin Ass  If the second	re 1 Sault D6 this abil attempas a PSY		0 a 6+ invu y one psy Then mak sisted if t	chic p ing th he roll	le save. Dower in a sattem	automa In addition each Psycopt, roll on er than th	atically l target. on, mode thic pha- ne D6 in	els with se in the stead of
Flamer  ABILITIES:	24"  8"  Model this abi same m	Find Ass  If the possible of t	re 1 Sault D6 this abil attempas a PSY	4  ity have a pet to deny  KER. Wower is re-	0 a 6+ invu y one psy Then mak sisted if t	chic p ing th he roll	le save. Dower in a sattem	automa In addition each Psycopt, roll on er than th	atically l target. on, mode thic pha- ne D6 in	els with se in the stead of
Flamer  ABILITIES:  Shield of Faith	24"  8"  Model this abi same m 2D6;	Ass I  s with t lity can anner: the psy	re 1  sault  D6  this abil a attemp as a PSY ychic po  Ps	4  ity have a pet to deny  KER. Wower is re-	0  t 6+ invu  y one psy  Then mak  sisted if t  t that ma  the batt	chic p ing th he roll inifesto	le save. I	automandition addition addition each Psycot, roll or er than thower.	atically l target. on, mode thic pha- ne D6 in e result	els with se in the stead of of the

									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	TY	PE	S	AP		D	ABILITIES		3
Bolt pistol	12"	Pis	tol 1	4	0		1	-		
Frag grenade	6"		nade 06	3	0		1			
Krak grenade	6"		nade 1	6	-1	]	D3	-		
Flamer	8"		sault D6	4	0		1	Thi		

#### **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.

#### SPECIALISM: DEMOLITIONS

Breacher You can add 1 to this model's wound rolls against targets that are obscured.

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Battle Sister Gunner	6"	<b>4</b> +	3+	3	3	1	1	7 3+				
WEAPON	RANGE	TY	PE	S	AP		D	AE	BILITIES	3		
Bolt pistol	12"	Pist	tol 1	4	0		1		-			
Frag grenade	6"		nade 06	3	0		1		-			
Krak grenade	6"		nade 1	6	-1	Ι	)3	-				
Flamer	8"		ault 06	4	0		1	automa	is weapo ntically h target.			
ABILITIES:												
Shield of Faith	this abili	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.										
SPECIALISM:	VETER	AN										
Grizzled	This m	odel iş	gnores p	enalties 1	o its Lea	dership	charac	teristic ar	nd Nerve	e tests.		

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	AE	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	6	-1	D3		-		

14 Points

# ABILITIES: 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: Convalescence: New Recruit: Convalescence: New Recruit: Convalescence: New Recruit: Convalescence: Convalescence: New Recruit: Convalescence: Convalescence: New Recruit: Convalescence: Convalescence:

									13	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Arco- Flagellant	7"	4+	-	4	3	2	2	7	7+	-
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES	3
Arco Flails	Melee	Mo	elee	+1	-1		1		O3 hit ro ack mad on, inst	e with
BILITIES:										
Zealot								weapons b	•	
Berzerk Killing Machine	Each tin	ne a m	odel w		bility loses			ll a D6, on	a 5+ th	e mode
Experience: □□	) <mark></mark> [		□□ F	lesh Woı	ınds: □□	□ Coi	nvalesc	cence: 🗆 🗎	New Re	cruit: [
									13	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Arco- Flagellant	7"	4+	-	4	3	2	2	7	7+	-
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES	3
Arco Flails	Melee	M	elee	+1	-1		1		O3 hit ro ack mad	e with
ABILITIES:										
Zealot								weapons b ged or was	•	
Berzerk Killing Machine	Each tin	ne a m	odel w		bility loses			ll a D6, on	a 5+ th	e mode
Experience: □□			□□ F	lesh Wou	ınds: □□	□ Coı	nvalesc	ence: 🗆 🗎	New Re	cruit: [
									13	Poin
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Arco- Flagellant	7"	4+	-	4	3	2	2	7	7+	-
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES	3
Arco Flails	Melee	M	elee	+1	-1		1		O3 hit ro ack mad	e with
ABILITIES:										
	You car	re-ro						weapons b	•	
Zealot		is abil	ity in a	ny battle	round in	WIIICII		8 · · · ·	charge	i.
Zealot Berzerk Killing Machine	th			ith this al		s a wou	nd, ro	ll a D6, on		

								13 Poir					
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	TY	PE	S	AP		D	AE	BILITIES	}			
Bolt pistol	12"	Pist	ol 1	4	0		1		-				
Frag grenade	6"	Grei D	nade 16	3	0		1		-				
Krak grenade	6"	Gren	nade I	6	-1	Ι	03	-					
Heavy bolter	36"	Hea	vy 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.

#### SPECIALISM: SNIPER

Marksman You can re-roll hit rolls of 1 for this model when it makes a shooting attack.

Experience: 

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	RANGI	E TY	PE	S	AP		D	ABILITIES		
Bolt pistol	12"	Pist	tol 1	4	0		1	-		
Frag grenade	6"		nade 06	3	0		1	-		
Krak grenade	6"		nade 1	6	-1	Γ	)3	-		
Heavy bolter	36"	Hea	avy 3	5	-1		1		-	

### Shield of Faith

**ABILITIES:** 

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.

#### SPECIALISM: DEMOLITIONS

Breacher You can add 1 to this model's wound rolls against targets that are obscured.

		we		_	_	***	_			Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sister Repentia	6"	3+	3+	3	3	1	2	8	7+	1
WEAPON	RANG	E T\	/PE	S	AP		D	AE	BILITIES	
Penitent Eviscerator	Melee	e M	elee	x2	-3			When res made wit subtract	th this w	eapon,
ABILITIES:										
Solace in Anguish	Each ti	me a m	odel wit		ility lose not lose			a D6; on	a 5+ the	model
Shield of Faith	this ab	ility car	attemp as a PSY ychic po	t to deny KER. W wer is re	one psy hen mak	chic po ing this he roll i	wer in e attemp s greate	n additio each Psyc ot, roll on r than the ower.	hic phas e D6 ins	e in the tead of
Zealot								eapons b ed or was	•	
SPECIALISM:	COMI	BAT								
Expert Fighter			Add	1 to this	model's	Attacks	charac	teristic.		
Experience:			□□ Flo	esh Wou	nds: □□	□ Cor	ivalesce	nce: □ l	New Red	cruit: 🗆