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	D.C.	0	-					Points
NAME Sister Superior	6"	WS 4+	3+	3	3	1	2	LD 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 is with the possible in the possible	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	chic p ing th he roll inifesto	le save. I	automandition addition addition each Psycot, roll or er than the ower.	atically l target. on, mode thic pha- ne D6 in e result	els with se in the stead of of the

									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	TY	PE	S	AP		D	AE	BILITIES	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.

									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	TY	PE	S	AP		D	Al	BILITIES	S
Bolt pistol	12"	Pis	tol 1	4	0		1		•	
Frag grenade	6"	010	nade 06	3	0		1		÷	
Krak grenade	6"		nade 1	6	-1	Ι	03			
Flamer	8"		sault D6	4	0		1	autom	is weapo atically l target.	
ABILITIES:										
Shield of Faith	this abil	ity can	attemp as a PSY ychic po	ity have a ot to deny KER. W ower is re- sychic tes	y one psy Then mak sisted if t	chic po ing this he roll i	wer in e attemp s greate	each Psyc ot, roll or r than th	hic phas ie D6 ins	se in the stead of
SPECIALISM:	VETER	AN								
Grizzled	This n	nodel iş	gnores p	penalties	to its Lea	dership	charac	teristic aı	nd Nerv	e tests.
Experience:			□□ Fl	esh Wou	nds: □□	□ Cor	nvalesce	nce: 🗆	New Re	cruit: 🗆

									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	TY	PE.	S	AP		D	A	BILITIES	
Boltgun	24"		pid re 1	4	0		1		-	
Bolt pistol	12"	Pis	tol 1	4	0		1		~	
Frag grenade	6"	010	nade 06	3	0		1		÷	
Krak grenade	6"	0.0	nade 1	6	-1	I	D3			
ABILITIES:										
Shield of Faith	this abil	ity can	attem as a PS vchic po	lity have a pt to deny YKER. W ower is res sychic tes	one psy hen mak sisted if th	chic po ing thi he roll	ower in s attem is great	each Psyonpt, roll or er than th	chic phas ne D6 ins	e in the stead of
Simulacrum Imperialis				n ability gr ill team, v with a		y are w	ithin 6	6" of any f		
Experience: □□			□ F	lesh Wou	nds: □□I	□ Co	nvaleso	ence: 🗆	New Re	cruit: 🗆

										Point
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	Me	lee	+1	-1		1	Make I each att this weap		e with
ABILITIES:										
Zealot								weapons b ged or was	•	
Berzerk Killing Machine	Each tin	ne a mo	del wit		oility loses s not lose			ll a D6, on	a 5+ the	e mode
Experience: □□]		□ Flo	esh Wou	nds: □□	□ Co	nvaleso	cence: 🗆 🗎	New Re	cruit: [
									13	Point
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	Me	lee	+1	-1		1	Make I each att this weap		e with
ABILITIES:										
Zealot								weapons b ged or was		
Berzerk Killing	Each tin	ne a mo	del wit		oility loses s not lose			ll a D6, on	a 5+ the	e mode
Berzerk Killing Machine				doe	s not lose	that w	ound.	ll a D6, on		
Berzerk Killing Machine				doe	s not lose	that w	ound.		New Re	cruit: [
Berzerk Killing Machine Experience: □□				doe	s not lose	that w	ound.		New Re	cruit: [Poin t
Berzerk Killing Machine Experience: □□ NAME Arco- Flagellant) <u> </u>		□ Fl	doe esh Wou	s not lose	that w	ound. nvalesc	cence: 🗆 🗋	New Re	
Berzerk Killing Machine Experience: □□ NAME Arco- Flagellant	M	WS	□ Flo	does esh Wou	s not lose	Con W	ound.	LD 7	New Re	Point
Berzerk Killing Machine Experience: □□	M 7"	WS 4+	BS -	doesh Wou	s not lose Inds:	Con W 2	ound. nvalesc A	LD 7 Al Make I each att	New Re 13 SV 7+ BILITIES 23 hit roack mad	Point MAX Collis for e with
Berzerk Killing Machine Experience: NAME Arco- Flagellant WEAPON	M 7" RANGE	WS 4+	BS -	doe sh Wou	T 3	Con W 2	A 2	LD 7 Al Make I	New Re 13 SV 7+ BILITIES 23 hit roack mad	Point MAX - Olls for e with
Berzerk Killing Machine Experience: □□ NAME Arco- Flagellant NEAPON Arco Flails	M 7" RANGE Melee	WS 4+ TYI Me	BS - PE lee	doesesh Would state of the stat	T 3 AP -1	Con W 2	A 2 DD	LD 7 Al Make I each att	New Re 13 SV 7+ BILITIES 23 hit re ack mad on, inste	Point MAX - S Sills for e with el with el with

									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	TY	PE	S	AP		D	Al	BILITIES	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	Ι	03	-				
Heavy bolter	36"	Hea	avy 3	5	-1		1		-			
ABILITIES:												
Shield of Faith	this abi	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:	SNIPE	R										
Marksman	You c	an re-r	oll hit 1	olls of 1 f	or this m	odel wl	nen it n	nakes a sh	ooting a	ttack.		

									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	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"	Grei		6	-1	I	D3		-	
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: DEMOLITIONS

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

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									13	Points	
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX	
Sister Repentia	6"	3+	3+	3	3	1	2	8	7+	1	
WEAPON	RANGE	TY	PE	S	AP		D	AE	BILITIES		
Penitent Eviscerator	Melee	Me	elee	x2	-3	:		When resolving an a made with this wea subtract 1 from the roll.			
ABILITIES:											
Solace in Anguish	Each tin	ne a mo	odel wi		oility loses not lose			a D6; on	a 5+ the	model	
Shield of Faith	this abili	ity can inner a	attemp is a PSY chic po	ot to deny KER. W ower is re	one psy 'hen mak	chic po ing this he roll i	wer in e attemp s greate	n addition each Psychot, roll on r than the ower.	hic phas e D6 ins	e in the tead of	
Zealot								eapons b	•		
SPECIALISM:	COMB	AT									
Expert Fighter			Add	1 to this	model's	Attacks	charac	teristic.			
Experience: □□			□ Fl	esh Wou	nds: □□	□ Cor	ivalesce	nce: 🗆 1	New Red	ruit: 🗆	