## **COMMAND ROSTER**

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Sister Superior	Frag grenade, Krak grenade, Bolt pistol, Boltgun, Flamer, Combi,		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,		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

NAME	М	WS	BS	S	T	W	A	LD	SV	MA
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	-
WEAPON	RANGE	TYP	E	S	AP		)		ABILITIES	
Frag grenade	6"	Gren		3	0	1			-	
Krak grenade	6"	Grena		6	-1	D	3		_	
Bolt pistol	12"	Pisto		4	0	1			-	
Boltgun	24"	Rapid I	Fire 1	4	0	1			-	
Flamer	8"	Assaul	t D6	4	0	1		This weap	on automa its target.	tically l
Combi	When at	tacking wi			hoose one o all hit rolls		^	rofiles belov s weapon.	v. If you ch	oose bo
Abilities										
Shield of Faith	attempt	to deny o king this a	one psychattempt,	nic power roll one I	in each Psy O6 instead	ychic pha of 2D6; tl	ise in t ne psy	on, models whe same matchic power in	inner as a l is resisted i	PSYKE
<b>Specialism Leader</b> Resourceful		as this mo	odel is on	the battl	lefield and	not shake	en, you	ı gain an ad	ditional Co	mman
					e beginnin				ı D	
Experience: $\square$ $\square$			ı 🗀 🗀 🗎	riesh Wo	unds: L L	⊥ ⊔ Co:	nvales	cence: $\square$ N	new Kecru	ııt: ⊔
									13 PC	INI
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MA
Battle Sister Gunner	6"	4+	3+	3	3	1	1	7	3+	2
WEAPON	RANGE	ТҮР	F	S	AP				ABILITIES	
Bolt pistol	12"	Pisto		4	0	]			-	
Frag grenade	6"	Gren Do		3	0	1			-	
Krak grenade	6"	Grena	de 1	6	-1	D	3		-	
Flamer	8"	Assaul	t D6	4	0	1		This weap	on automa its target.	tically l
Abilities										
Shield of Faith	attempt	to deny o king this a	one psych attempt,	nic power roll one I	in each Ps O6 instead	ychic pha of 2D6; tl	ise in t ne psy	on, models whe same matchic power inifested the	inner as a l is resisted i	PSYKE
	itions									
•			ıdd 1 to 1	this mode	el's wound 1	olls agair:	ist targ	ets that are		
Breacher				Elech Wo	unde: 🗆 🗆	$\Box \Box \Box$	nunlec	.c.icc. 🗀 1	NCW ICCCIO	ш. Ш
Breacher				Flesh Wo	unds: 🗆 🗆	☐ Co	nvales			
Breacher				Flesh Wo	unds: 🗆 🗆	] [] Co	nvales		13 PC	INT
Breacher Experience: 🗌 🗖 🗖	M		BS	Flesh Wo	ounds: 🗆 🗆	□ Co:	nvales	LD	13 PC	OIN'I
Breacher Experience:   NAME  Battle Sister			BS							
Breacher Experience:   NAME Battle Sister Gunner	M	WS 4+	BS 3+	S	3	W	A	7	<b>SV</b> 3+	MAX
Breacher Experience:   NAME Battle Sister Gunner WEAPON	M 6" RANGE	WS 4+	BS 3+	\$ 3 \$	T 3	W 1	A 1	7	SV	MAX
Breacher Experience:   NAME Battle Sister Gunner WEAPON	M 6"	WS 4+ TYP Pisto	3+ PE	3	3	W 1	A 1	7	<b>SV</b> 3+	MAX
Breacher Experience:   NAME Battle Sister Gunner WEAPON Bolt pistol Frag grenade	M 6" RANGE 12" 6"	WS 4++ TYP Pisto Gren Do	BS 3+ PE	\$ 3 \$ 4 3	<b>T 3 AP</b> 0 0	W 1	1 1	7	<b>SV</b> 3+	MAX
NAME Battle Sister Gunner WEAPON Bolt pistol Frag grenade	M 6" RANGE 12"	WS 4+  TYP  Pistc  Gren	BS 3+ PE	\$ 3 \$	3 AP 0	W 1	1 1	7	SV 3+ ABILITIES	2
Breacher Experience:   NAME Battle Sister Gunner WEAPON Bolt pistol Frag grenade Krak grenade	M 6" RANGE 12" 6"	WS 4++ TYP Pisto Gren Do	BS 3+ PE ol 1 ade 6 de 1	\$ 3 \$ 4 3	<b>T 3 AP</b> 0 0	W 1	1	7	<b>SV</b> 3+	2
NAME Battle Sister Gunner WEAPON Bolt pistol Frag grenade Krak grenade Flamer	M 6" RANGE 12" 6"	WS 4+  TYP  Pisto  Gren  Do  Grena	BS 3+ PE ol 1 ade 6 de 1	\$ 3 \$ 4 3 6	3 AP 0 0 -1	1 1 1 1 1 1 D	1	7	SV 3+ ABILITIES	2
Specialism Demoli Breacher Experience:   NAME Battle Sister Gunner WEAPON Bolt pistol Frag grenade Krak grenade Flamer Abilities Shield of Faith	M 6"  RANGE 12" 6" 8"  Models attempt	WS  4+  TYP  Piste  Grena  Assaul  with this at to deny or aking this a	BS 3+ PE old 1 ade 6 dde 1 lt D6 ability ha one psychattempt,	\$ 3 4 3 6 4 vve a 6+ in nic power roll one I	T 3  AP 0 0 -1 0 avulnerable in each Ps; D6 instead of	W  1  D  see save. In yehic phase of 2D6; til	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	7	3+  ABILITIES  on automa its target.  with this altanner as a lis resisted it.	tically boility ca
Breacher Experience:   NAME Battle Sister Gunner WEAPON Bolt pistol Frag grenade Krak grenade Flamer Abilities	M 6" RANGE 12" 6" 8" Models attempt When ma	WS  4+  TYP  Piste  Grena  Assaul  with this at to deny or aking this a	BS 3+ PE old 1 ade 6 dde 1 lt D6 ability ha one psychattempt,	\$ 3 4 3 6 4 vve a 6+ in nic power roll one I	T 3  AP 0 0 -1 0 avulnerable in each Ps; D6 instead of	W  1  D  save. In yehic phase of 2D6; til	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	This weap	3+  ABILITIES  on automa its target.  with this altanner as a lis resisted it.	tically boility ca

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NAME	М	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	-	)		ABILITIES	3
Boltgun	24"	Rapid	Fire 1	4	0		1		-	
Bolt pistol	12"	Pist	tol 1	4	0		l		-	
Frag grenade	6"		nade D6	3	0		L		-	
Krak grenade	6"	Gren	iade 1	6	-1	Б	3		-	
Abilities Shield of Faith	attempt	to deny king this	one psyc	hic power , roll one I	evulnerable in each Psy O6 instead of the Psych	ychic ph of 2D6; t	ase in tl he psyc	ne same n hic powe	nanner as a r is resisted	PSYKER.
Experience: 🗆 🗆 🗖				Flesh Wo	unds: 🗆 🗆	] [] Co	nvalesc	ence: 🗆		ruit:   OINT
NAME	М	WS	BS	S	Ţ	W	A	LD	SV	MAX
Arco-Flagellant	7"	4+	Во	4	3	2	2	7	7+	IIIAA
WEAPON	RANGE		(DF	S	AP			/	ABILITIES	,
Arco Flails Ahilities	Melee Melee		elee	+1	-1 1		l	Make D3 hit rolls for each attack made with this weapon instead of 1.		
7 1	You can r	11.1 •.	11. C							
Zealot		e-roll hit							with this al	oility in any
Zealot Berzerk Killing Machine			bat	tle round i	de with me n which it o ses a wound wou	charged I, roll a I	or was o	harged.		
Berzerk Killing	Each time	a model	bat I with thi	tle round i	n which it o	charged 1, roll a I nd.	or was o	charged. 5+ the m	odel does 1	not lose tha
Berzerk Killing Machine Experience:    NAME	Each time	a model	bat	tle round i is ability los Flesh Wo	n which it of wound would woul	charged  I, roll a I  nd.	or was o	ence: □	odel does i New Rec	not lose that
Berzerk Killing Machine  Experience:   NAME  Arco-Flagellant	Each time	** a model  ** B m	bat I with thi	tle round is ability los Flesh Wo	n which it coses a wound wou	charged  I, roll a I  nd.  Co  W  2	or was on the order of the orde	ence:	New Rec  13 P	ruit:   OIN TS
Berzerk Killing Machine  Experience:   NAME  Arco-Flagellant WEAPON	Each time	ws 4+	bat I with thi	tle round i s ability los Flesh Wo	n which it of sees a wound would wou	charged did, roll a Ind.	or was on the order of the orde	ence:   LD  7	New Rec	ruit:   OINTS  MAX  for each nis weapon
Serzerk Killing Machine  Experience:   NAME  Arco-Flagellant NEAPON  Arco Flails	Each time  M 7"  RANGE  Melee	ws 4+ TY	BS -	Flesh Wo  S 4 +1	n which it of sees a wound would would see a wound would see a wound would see a would see	charged i, roll a I nd. Co W 2	nvalesco  A 2	ence:   D  Make attack m	New Rec  13 P  SV  7+  ABILITIES  D3 hit rolls ade with tl instead of	OINTS  MAX  for each his weapon 1.
Berzerk Killing Machine Experience:	Each time  M 7"  RANGE  Melee	ws 4+ TY	BS	Flesh Wo  S  4  S  +1	unds:	charged d, roll a I nd. Co W 2	nvalesc  A 2	ence:   LD  7  Make attack m	New Rec  13 P  SV  7+  ABILITIES  D3 hit rolls ade with tl instead of	OINTS  MAX  for each his weapon 1.
Berzerk Killing Machine  Experience:   NAME  Arco-Flagellant WEAPON  Arco Flails  Abilities	M 7" RANGE Melee	WS 4+ TY Me	BS - PE elee rolls for a bat	Flesh Wo  S  +1  attacks ma tle round i	n which it of sees a wound would would see a wound would see a wound would see a would see	charged d, roll a I nd. Co W 2 I clee weap charged d, roll a I	nvalesce  A 2 J Ocons by	ence:   D  Make attack m  a model v.	New Rec  13 P  SV  7+  ABILITIES  23 ht rolls  ade with the instead of	OINTS  MAX  for each his weapon 1.

								13 PC	INTS
NAME	М	WS BS	S	T	W	A	LD	SV	MAX
Arco-Flagellant	7"	4+ -	4	3	2	2	7	7+	-
NEAPON	RANGE	TYPE	S	AP		)	Į	BILITIES	
Arco Flails	Melee	Melee	+1	-1	1		attack mad	3 hit rolls f e with thi stead of 1	s weapon
Abilities									
Zealot	You can re	e-roll hit rolls fo	or attacks ma attle round i					h this abi	lity in any
Berzerk Killing Machine	Each time	a model with t			d, roll a D			lel does no	ot lose tha
Experience:   NAME  Battle Sister	M	WS BS	S	T	W	A	LD	13 PC	DINTS MAX
Gunner	6"	4+ 3+	3	3	1	1	7	3+	2
WEAPON	RANGE	TYPE	S	AP			ı	BILITIES	
Bolt pistol	12"	Pistol 1	4	0	1			-	
rag grenade	6"	Grenade D6	3	0	1			-	
Krak grenade	6"	Grenade 1	6	-1	D	3		-	
Heavy bolter	36"	Heavy 3	5	-1	1			-	
Abilities Shield of Faith	attempt	vith this ability to deny one ps king this attem greater than	ychic power	in each Ps 06 instead	ychic pha of 2D6; tl	ise in t ne psyd	he same ma chic power is	nner as a l resisted i	PSYKER.
Specialism Sniper									
Marksman		You can re-rol						0	
Experience: $\Box$ $\Box$			☐ Flesh Wo	unds: ∐ L	□ Co	nvales	cence: ∐ N	ew Recru	ıit: ∐
								13 PC	INT
NAME	M	WS BS	S	Ţ	W	A	LD	SV	MAX
Battle Sister Gunner	6"	4+ 3+	3	3	1	1	7	3+	2
NEAPON	RANGE	TYPE	S	AP		)	ı	BILITIES	
Bolt pistol	12"	Pistol 1	4	0	1			-	
Frag grenade	6"	Grenade D6	3	0	1			·	
	6"	Grenade 1	6	-1	D	3		-	
Krak grenade			5	-1	1				
,	36"	Heavy 3	-						
Krak grenade Heavy bolter <b>Abilities</b>	36"	Heavy 3							
Heavy bolter	Models v	vith this ability to deny one ps king this attem	have a 6+ ir ychic power	in each Ps 06 instead	ychic pha of 2D6; tl	ise in t ne psyd	he same ma chic power is	nner as a l resisted i	PSYKER.
Heavy bolter Abilities	Models v attempt When mal	vith this ability to deny one ps king this attem	have a 6+ ir ychic power pt, roll one I n the result o	in each Ps O6 instead of the Psycl	ychic pha of 2D6; th nic test th	ise in t ne psyc at ma	the same ma chic power is nifested the	nner as a l s resisted i power.	PSYKER.

	13								13 PO	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	TY	PE	S	AP		D		ABILITIES			
Penitent Eviscerator	Melee	М	elee	x2	-3		2	1	When resolving an attac with this weapon, subt 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 tha wound.									t lose that		
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.										ity in any	
Specialism Comba	t											
Expert Fighter			1	Add 1 to th	is model's A	Attack	s cha	aracte	ristic.			
Experience: $\Box$ $\Box$ $\Box$				Flesh Wo	unds: 🗆 🗆		Conv	alesce	nce: 🗆 N	lew Recru	it: 🗆	