



# SISTERS OF SILENCE SQUAD

75  
POINTS



*Quiet as the grave, the Sisters of Silence march onto the battlefield. Each of these devout warriors is a living weapon, exuding an unnatural aura that can scramble the minds of their enemies and wound the souls of those who channel Warp energy. Though scattered throughout the Imperium, the Sisters of Silence still gather to deliver the Emperor's unspoken wrath, with members of various battle squads joining forces to bolster their strength. The ominous hush that surrounds them is shattered when they open fire, sowing strings of flesh-ripping explosions amongst their foes with Umbra pattern boltguns. Whatever survives this initial onslaught is either consumed by the gouts of burning promethium spewed forth by their flamers or cut down by the savage swing of an executioner greatblade.*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Sister of Silence	4	4	3	3	1	5	2	10	3+	Infantry	5 Sisters of Silence
Sister Superior	4	4	3	3	1	5	3	10	3+	Infantry (Character)	

## WARGEAR:

- Boltgun
- Close combat weapon
- Psyk-out grenades

## SPECIAL RULES:

- Bane of Psykers
- Fear
- Fearless
- Psychic Abomination

## OPTIONS:

- May include up to five additional Sisters of Silence..... 15 pts/model
- May upgrade one Sister of Silence to a Sister Superior..... 10 pts
- Any model may replace their boltgun with one of the following:
  - Executioner greatblade ..... free
  - Flamer ..... 2 pts/model

## ALLIES

Sisters of Silence are considered to be part of the Armies of the Imperium, and ally as such.



# NULL-MAIDEN TASK FORCE



*The Sisters of Silence are a breed apart. These wordless warriors are all deadly combatants, trained extensively in the use of bolter, greatblade and flamer, but their most lethal weapon is the gnawing, sucking absence they have in place of their souls. Each Sister has within her the Pariah gene, an invisible mutation that is considered a grave curse by those who feel its debilitating effects first hand. Only the truly enlightened realise it is a mighty blessing indeed. The aura of these Untouchables makes them immune to psychic assault, and this phenomenon can repel, sicken and cause agonising pain to the supernatural enemies the Sisterhood hunt across the galaxy. When these fearsome combatants gather together, their auras overlap and intensify, making these warriors the ultimate bane of witches.*

## FORMATION

- 1-3 Sisters of Silence Squads

## RESTRICTIONS

None.

## SPECIAL RULES:

**Warp Siphon:** When generating Warp Charges at the start of each of their Psychic phases, your opponent adds one less dice to their Warp Charge pool for each unit from this Formation after the first that is on the battlefield.



# APPENDIX

This section lists the weapons and equipment used by the Sisters of Silence, along with the rules for using them in your games of Warhammer 40,000. Rules for the more common wargear they wield can be found in *Warhammer 40,000: The Rules*, while the details of their more specialised weaponry are detailed here.

## SISTERS OF SILENCE SPECIAL RULES

Sisters of Silence units use two special rules that are presented here. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

### BANE OF PSYKERS

*Outside of the Culexus Temple of the Officio Assassinorum, there are no deadlier hunters of rogue psykers and alien witches.*

Models with the Bane of Psykers special rule gain the Precision Shots and Precision Strikes special rules when targeting an enemy unit containing at least one Psyker (i.e. a model with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rule), and can re-roll all failed To Hit rolls when targeting these units.

### PSYCHIC ABOMINATION

*Against a psyker, the proximity of the Sisters of Silence is a weapon and a shield unto itself – they are immune to the kiss of the Warp.*

All Psykers, friend or foe, within 12" of a model with this special rule have -3 Leadership, do not generate any Warp Charge (i.e. they do not add dice to their owning player's Warp Charge Pool in the Psychic phase) and only harness Warp Charge points on a roll of 6, even if the unit would otherwise harness Warp Charge on another result.

A unit that includes any models with this special rule can never be targeted or affected by psychic powers – other units in the unit's vicinity that are hit by beam or nova powers, or by witchfire powers that use templates, are hit/affected normally. Any blessing or malediction psychic powers affecting a unit are immediately nullified if the unit moves within 12" of a model with this special rule or vice versa.

The Psychic Abomination special rule does not apply whilst the unit with this special rule is embarked in a Transport or building.

## RANGED WEAPONS

Rules for the following ranged weapons can be found in *Warhammer 40,000: The Rules*.

Boltgun  
Flamer

## SPECIAL ISSUE WARGEAR

### PSYK-OUT GRENADES

*Sisters of Silence use small but powerful grenades to blast the minds of the psykers they hunt. Those who dare channel the Warp in the presence of these charnel artefacts find their minds spinning in a vortex of confusion and despair.*

#### SHOOTING

When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	2	-	Assault 1, Blast, Psi-shock

**Psi-shock:** If a unit containing at least one model with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules is hit by a weapon with the Psi-shock special rule, one randomly determined Psyker model in that unit suffers Perils of the Warp in addition to any other damage.

#### ASSAULT

Models with the Psyker, Brotherhood of Psykers/ Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal.

## MELEE WEAPONS

Rules for the following Melee weapon can be found in *Warhammer 40,000: The Rules*.

Close combat weapon

### EXECUTIONER GREATBLADE

*The two-handed blades used by the Sisters of Silence are wonders of the swordsmith's art, each razor-sharp and perfectly weighted for the martial style of the wielder. One schooled in their use can strike with the speed of a duellist combined with the killing might of a veteran executioner.*

Range	S	AP	Type
-	+1	2	Melee, Two-handed



# CUSTODIAN GUARD SQUAD

260  
POINTS



*Sunlight gleams from burnished gold as the Custodian Guard stride from the choking fog of war. These warriors make for a fearsome sight, for each is taller and broader by far than a mortal man, a goliath of battle that can snap an assailant's neck with a single punch. Bullets and shrapnel ricochet from gilded breastplates as the foe tries in vain to land a telling blow, but each of these warriors is armed and armoured with the finest wargear, and they carry the blessing of the Emperor himself. Even baleful magic washes harmlessly from the steely minds of these paragons. With their guardian spears and sentinel blades, they spin, parry and thrust, cutting the enemy down even as the built-in bolters hammer out death from afar. In their mind's eye they carry judgement, and in their fists they carry death.*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Custodian	5	5	5	5	2	4	3	10	2+	Infantry (Character)	4 Custodians
Shield-Captain	6	5	5	5	2	5	4	10	2+	Infantry (Character)	1 Shield-Captain

## WARGEAR:

- Guardian spear
- Power knife

## SPECIAL RULES:

- Adamantium Will
- Bulky
- Deep Strike
- Fearless
- Eternal Warrior

## OPTIONS:

- May include up to five additional Custodians.....50 pts/model
- Any model may replace their guardian spear with a sentinel blade ..... free
- Any model not equipped with a guardian spear may take a storm shield ..... 10 pts/model
- One Custodian in your army may replace his guardian spear with a Custodes vexilla ..... 30 pts

## ALLIES

Custodian Guard are considered to be part of the Armies of the Imperium, and ally as such.



# GOLDEN LEGION TASK FORCE



*The Custodian Guard are no mere warriors, but godly champions forged by the Emperor's own artifice. They are the Master of Mankind's sons and guardians; protected by his divine blessing, they speak with his authority and strike with his supernatural might. Clad in baroque armour, the Adeptus Custodes are equipped with armaments so cunningly wrought they are potent bolt weapons and powered blades at once. In battle, these living legends destroy their foes in a storm of crackling power, their forces cutting through the enemies of Mankind like razor-edged swords. They have no mercy for those who seek to do the Throne of Terra harm. Look upon them in awe, for they are vengeance!*

## FORMATION

- 1-3 Custodian Guard Squads

## RESTRICTIONS

None.

## SPECIAL RULES:

**Shield of the Emperor:** Whilst two units from this Formation are on the battlefield, all models in this Formation have a 6+ invulnerable save; whilst three units from this Formation are on the battlefield, all models in this Formation have a 5+ invulnerable save instead.



# APPENDIX

This section lists the weapons and equipment used by the Custodian Guard, along with the rules for using them in your games of Warhammer 40,000. Rules for the more common wargear they wield can be found in *Warhammer 40,000: The Rules*, while the details of their more specialised weaponry are detailed here.

## RANGED WEAPONS

### BOLT CASTER

*The double-barrelled bolt caster is able to lay down a hail of fire at short range, cutting down traitors, heretics and xenos threats with ease.*

Range	S	AP	Type
12"	4	5	Assault 2, Hail of Fire

**Hail of Fire:** This weapon makes Snap Shots at BS 2.

## SPECIAL ISSUE WARGEAR

### CUSTODES VEXILLA

*An eagle-winged standard of massive size, the Custodes vexilla is a golden beacon of truth and light in a universe of insidious darkness. Those who see its aquila rising high above the carnage find a steel in their soul that inspires them to deeds of great heroism.*

Friendly units from the Armies of the Imperium within 12" of the bearer have the Fearless special rule. In addition, all friendly models from the Armies of the Imperium in the same unit as the bearer have +1 Attack whilst the bearer is alive.

### STORM SHIELD

*A solid metal bulwark against the crashing tides of violence the Custodian Guard must face, the storm shield has an in-built generator that makes it proof against power claws, lascannons and daemonic talons alike.*

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack for being armed with two Melee weapons in an assault.

## MELEE WEAPONS

### GUARDIAN SPEAR

*A golden halberd so heavy it would take several men to lift, the guardian spear is a composite weapon, both a powered blade capable of hewing a Chaos Space Marine in two, and a boltgun to engage threats from afar. More than that, it is a symbol of the Emperor's authority.*

A model equipped with a guardian spear can fire it as a boltgun. It can also attack with it in the Assault phase using the profile below. It can do both in the same turn.

Range	S	AP	Type
-	+1	2	Melee, Block, Two-handed

**Block:** Once per turn, in the Assault Phase, each model equipped with a guardian spear can attempt to block a single Attack that targets its unit. After the To Hit roll has been made, roll a dice for each model attempting to block. If the result is higher than the To Hit roll, the attack is blocked and has no effect. Attacks that do not have a To Hit roll cannot be blocked.

### POWER KNIFE

*Even apparently mundane pieces of wargear borne by the Emperor's guardians are masterwork examples of their kind. The potent energy field that surrounds the power knife's monomolecular edge allows it to pierce the thickest armour all the way to the hilt.*

Range	S	AP	Type
-	User	3	Melee

### SENTINEL BLADE

*The sentinel blade is a broadsword of daunting size, so large its hilt is flanked with bolt pistols of exceptionally fine craftsmanship. It is a testament to the sheer strength of the Adeptus Custodes that they can wield this mighty king amongst swords with the ease a lesser man might swing a cavalry sabre.*

A model equipped with a sentinel blade can fire it as a bolt caster. It can also attack with it in the Assault phase using the profile below. It can do both in the same turn.

Range	S	AP	Type
-	User	3	Melee