



CODEX:

SISTERS OF SILENCE





SISTERS OF SILENCE

ANATHEMA PSYKANA

CONTENTS

NULL-MAIDENS OF LUNA.....	4
An Ancient Order.....	6
To Hurl Back the Darkness.....	8
BANE OF THE UNHOLY.....	10
FORCES OF THE SISTERS OF SILENCE.....	16
Datasheets.....	17
Prosecutor Squad.....	18
Vigilator Squad.....	19
Witchseeker Squad.....	20
Null-Maiden Rhino.....	21
APPENDIX.....	22
Sisters of Silence Special Rules.....	22
Null-Maiden Task Force.....	22
Armoury of the Silent Sisterhood.....	23
Ranged Weapons.....	23
Melee Weapons.....	23
Special Issue Wargear.....	23
Vehicle Equipment.....	23
Profiles.....	24
What's Next.....	25



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NULL-MAIDENS OF LUNA

Silent is the hand of the Emperor's justice. Solemn is the soul that hunts the magus and the sorcerer. No war cry comes from the throats of the Golden Throne's witch-seekers, no shouted commands direct the ebb and flow of their attack. Only the crack-boom of the holy bolter and the whooshing roar of flammers accompany their eternal hunt for those who would bring Chaos to the Imperium. Like phantoms they stride and slip through the mists of battle, feline in their grace and serpent-fast in the melee at hunt's end. Though their weapons are potent, the wielders are most dangerous of all. Psykers quail in revulsion as they are struck down, for these women, soulless and strange, have auras that cause only pain and confusion in their prey.

The mysterious Sisters of Silence are an all-female order utterly devoted to the Emperor. Of all the scions of the Imperium, only they and the Custodian Guard are permitted to walk freely in the Emperor's vaults. Those aware of their existence treat them with a mixture of fear and awe, for the stories that surround them are sinister indeed. Also known as Null-Maidens, the Sisters of Silence are witch-hunters supreme. Each is psychically untouchable, immune to mental assault and with no presence at all in the mirror dimension of the Warp. To normal humans, these 'blanks' are unsettling, even disturbing. To psykers, they are anathema – yawning voids that drain the soul as a black hole devours light. Yet they are counted amongst the most blessed of the Emperor's servants, and given great respect accordingly by those whom they fight alongside.

The Null-Maidens, upon attaining full status as a member of their order, swear the Oath of Tranquillity in the presence of the Emperor. They resolve to speak with deeds alone, the better to focus on their holy task. Many a heresy has been committed through the power of the word, for speech is the tool of the tempter and the demagogue. The Sisters of Silence instead communicate through a complex system of hand signals known as Thoughtmark. It is their duty to hunt down and apprehend untrained or rogue psykers, for such individuals pose a greater threat to the Imperium than any megalomaniacal warlord. Those the Sisterhood deems too dangerous to exist they put down with merciless efficiency. The Sisters' immunity to the horrors of psychic assault – a consequence of the Pariah gene they carry within them – makes them a worthy match for even the mightiest warlock. Even the sorcerers of Chaos find themselves reeling, body and soul, at the mere proximity of these esoteric warriors. Small wonder that the orders of the Sisterhood are counted as such powerful assets in Mankind's eternal war.

PERSEVERANCE AND SILENCE ARE THE HIGHEST VIRTUES.





AN ANCIENT ORDER

During the Great Crusade, the Emperor kept a standing battalion of the Silent Sisterhood within his personal armies. They were tasked with hunting and exterminating those who would use their psychic talent against the Imperium during the wars for Compliance. Since that time, the remit of the Null-Maidens has demanded that they wage near-constant war.

The Sisters of Silence are rare pearls in the limitless ocean of Humanity. Each Sister is one in a trillion, for the mental architecture of those who harbour the Pariah gene is nothing like that of the common herd. They have only a startling void in place of that emotive, spiritual core that empowers and guides a typical human. No simple absence is this, but a hungry, sucking abyss that makes even the spiritually inert feel unsettled and nauseous. It is this anomaly that makes the Sisters the bane of warlocks and daemons alike. The Emperor once referred to this quality as a rare gift within his most esoteric servants, but in many ways it is an alienating, inescapable affliction. Yet in a galaxy where the shadows of Mankind's worst excesses are given physical form, it is indeed a precious resource. The sacrifice these Pariahs make is profound, but without it, Humanity may well have consumed itself long ago.

Mankind's surety of purpose, restored by the tremendous success of the Great Crusade, was shaken to its core by the

treachery of the Warmaster. The corruption Horus spread through the Legiones Astartes eroded the Imperial Truth – the secular wisdom, laid down by the Emperor, that saw the furtherance of logic and science outlaw the concept of supernatural entities. The Emperor knew of the powers that haunted humankind, and had long sought to starve them of influence by denying their existence altogether. Part of this strategy was the manipulation of the Pariah gene, an extremely rare genetic anomaly that broke the link between the Immaterium and the material universe. Even the presence of a single Pariah is an ice-cold blanket over the fires of the soul, a suffocating chill that can turn a nigh-omnipotent psyker into a weakling ripe for slaughter.

It was not through fear of his own boundless psychic talents that the Emperor waged his war of atheism, but through hope for a galaxy of order and reason. He resolutely denied his own godhood, even if it meant the most dire censure for his subjects. To openly admit there were psychic entities in



the universe was to open a channel that the foolish and the greedy would seek to exploit. He was right to do so. As the Legiones Astartes began to fracture, the worship of Horus' new gods saw many psykers treat with daemonic forces, creatures coalesced from Mankind's dark reflections within the Empyrean. Some did so unwittingly, and the resultant manifestations tore tiny holes in the fabric of realspace – holes that the fiends lurking behind the veil would gladly rip wider. Others deliberately opened such gates, dooming entire worlds to daemonic invasion. Perhaps the most infamous example of loyal psykers turning against the edicts of the Emperor was that of the Thousand Sons. The warrior-mystics' home world died in flames after a punitive strike from the Space Wolves, the Custodian Guard, and the Silent Sisterhood who, by their very presence, forced the Thousand Sons to stop their use of outlawed magic.

Such was their zeal and focus during the Horus Heresy, the Sisters of Silence have been given unprecedented autonomy. They are trusted implicitly by the High Lords of Terra, for those deaf to the whispers of the Warp are amongst the most reliable of agents. Theirs is the duty of monitoring the masses via a network of trusted agents within the Adeptus Astra Telepathica. They then hunt down any untrained or rogue psykers they find, often alongside the Inquisition and the infamous hunter-squads of the Black Ships. There are few other roles members of the Sisterhood could fulfil, for their talent is inescapable, and magnified by the Emperor's ancient artifice. Though they are trained to control their unsettling auras, projecting them until it becomes difficult even to look upon them, or suppressing them at need, the Sisters can never truly be rid of their genetic curse.

After the Warmaster's rebellion was halted at Terra and the Emperor was interred upon his Golden Throne, the Sisters of Silence found themselves without direction. Many were slain or lost forever, scattered and stranded across a war-ravaged galaxy. Undaunted by the sudden lack of guidance, they went abroad into the wider Imperium to continue their work. There amongst the stars they hunted savants and witches with unstinting fervour; some as part of the Adeptus Astra Telepathica, some as lone but loyal agents who eventually settled within the teeming hordes of Humanity. In some rare cases, these hunters learned to suppress their uncanny auras to some degree, and in living alongside others begot their own bloodlines. None of these would-be settlers ever stayed in one place for long, for the Pariah gene is not named idly. Wherever the Sisters of Silence sought out new lives, they were hounded into exile once more by those that hated them for their intrinsic otherness. Still, not all were reviled or burned as witches. The offspring of these few had children of their own, and over the generations, the genetic peculiarity of the Silent Sisterhood found its way further into the vast spread of the human race.

The Sisters of Silence have banded together but rarely since their devolution at the end of the Horus Heresy,

with each major instance of their gathering for war expunged from Imperial records. Even then, their various orders remained divided by necessity, gathering only in secret. In the years since, their numbers have grown, gradually but steadily, into the tens of thousands. Now the Sisterhood is a vast army of psychic nulls, standing ready to extinguish the dark flames of Chaos that threaten to consume the Imperium.



TO HURL BACK THE DARKNESS

Though a portion of the Silent Sisterhood still garrison the Black Ships, many more have answered the call to war. With Warp storms ravaging the Imperium and the Daemon Primarchs walking the worlds of the material universe once more, the moment has come for the Silent Sisterhood to change the course of history. They will not be found wanting.

Those in whom the Pariah gene makes itself fully manifest – sometimes known as Untouchables – are still highly prized by the Adeptus Astra Telepathica. Often they are sought out at great length and considerable expense. Once they have been secured, they are taken up by the Black Ships and returned to Holy Terra. Most perish during the stringent loyalty tests and punishing physical regimes they must endure as part of their training. Some, should they be judged fit for it, are taken to the Fortress of the Officio Assassinorum, where they are trained and transformed into the soulless horrors known as Culexus Assassins. Others become soul-guardians within the Emperor's Palace. Despite the intensity of their trials, a significant number of these female Pariahs have the sheer fortitude to make it into the Silent Sisterhood.

It was Roboute Guilliman who, upon his return, ordered the remnants of the Silent Sisterhood located and reinstated to the Imperial fold. With more and more incidences

of psychic activity and increasingly violent Warp storms dividing the Imperium, Humanity had greater need of the Sisters of Silence than ever.

No longer centralised within the vast spire-convents of Luna, the Sisterhood has established a presence in every Segmentum, forming many orders and offshoots. Some are charged with specific duties – such as infiltrating the hyperspatial tunnels of the Webway to stymie the plans of psychic xenos races, recovering Pariahs from enemy forces that seek to use them for their own gain, or neutralizing spectral attacks in strategically vital locations. Others have carte blanche to pursue their own agendas, provided they culminate in the destruction of the Great Enemy's forces. If there is any quality these genetic deviants share in abundance, it is self-reliance.

The Sisters of Silence have been largely fleet-based since the reconvening of their orders. They have long-standing





pacts with veteran Astropaths and Navigator houses that are better able to endure their presence on interstellar voyages. Under Guilliman's instruction, they have been instrumental in navigating the turbulent Warp storms that tear through the galaxy, gathering in large numbers to project a null-field capable of repelling the Empyrean itself. This approach is still dangerous, however. The effect of the Pariah gene is exponential and can cripple a war effort through unintended fear, confusion and astropathic malfunction if used poorly. But the Sisters' efficacy cannot be denied, even by those who abhor them; they can becalm eldritch storms and cast back daemon invasions with only the force of their presence.

When the Silent Sisterhood take to the field in conventional warfare, they take commands from none outside their order – they answer only to the ultimate power of the Golden Throne. Fully ordained Sisters communicate only via Thoughtmark, dealing with others via interlocutors from the Sisterhood's lower echelons. Each such exchange is still fraught, for the would-be allies of the orders cannot help but feel the shadow of the Null-Maidens upon their souls. When these lithe warriors come close to humans, such as the soldiers of the Astra Militarum, even stoic veterans find cold sweat prickling across their skin, eyes itching and stomachs churning. The touch of a Sister of Silence, should it ever be felt skin on skin, is enough to make a man convulse with repulsion. Space Marines grimly endure their presence, aware that they stand in the presence of the Emperor's own elite. The Grey Knights are the exception; relying on psychic warfare as they do, they cannot bear the company of the Silent Sisterhood, and are content to watch them from afar. To a daemon-hunter,

the power to send a Warp-fiend shrieking back in horror merely by advancing upon it is impressive indeed.

The weapons of the Silent Sisterhood are trusted mainstays of the Imperial arsenal. Their gleaming gunships and transports are much like those of the Adeptus Astartes, for it is imperative the Sisters of Silence strike fast and hard, then withdraw to fight again. A force so small in number has no other option if it wishes to make its mark upon a hostile universe. Their most trusted weapons are the bolter, the flamer and the sword. They tend to use these in overlapping wave assaults. First, Prosecutor squads unleash a deafening, flesh-shredding hail of bolt shells, then their Witchseeker sisters incinerate those who skulk in cover to escape retribution. Should an adversary prove tough enough to survive this double salvo of firepower, melee specialist Vigilators will dart forward with gleaming, powered greatblades, their immaculate sword-form seeing enemy heads fly from necks as they slash, cut and slay. The Sisters have more esoteric methods for hunting foes whose sorcerous abilities make them proof against physical harm. Psyk-out grenades, for instance, contain the ground-down ashes of cremated martyrs from the ranks of the Sisters, bodily remains that have lost none of their potency as weapons of nullification. The foe reels after each detonation as the Sisterhood close in to deal the final blow.

In many ways, the Sisterhood stand guard over Humanity's psychic evolution. Truly these women are death incarnate to those who believe that their unnatural powers make them gods amongst men – the Talons of the Emperor are always ready to tear such fools down from their pedestals.



BANE OF THE UNHOLY

In realspace the Sisters of Silence appear as mortal warrior women clad in a battle raiment of power armour, purity parchment and fine fur. In the mirror dimension of the Warp, however, they are hungry vortices of null energy that drain the souls of the Imperium's direst foes.



The Sisters of Silence are called upon in the Imperium's direst need to put the torch to the sorcerer and the witch. Many are the supernatural enemies of Mankind, but all can be undone by the Sisterhood's nullifying power.





Prosecutor Squads nimbly stalk through the rubble as the hot winds of war rage around them. With sanctified bolters they blast away at the Sisterhood's psychic quarry and those who would seek to protect them.

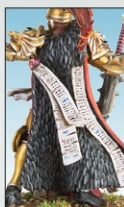




Witchseeker Squads are armed with ornate flamers, each warrior laying down a blazing torrent of promethium fire. They combine the inferno of the Emperor's wrath with the sickly chill of their soulless aura to deadly effect.



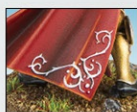
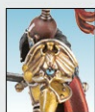
With the fires laid down by their fellow Sisters still roaring all around, the Vigilator Squads stride into battle, their two-handed executioner greatblades lopping heads from necks with each elegant swing.



Vigilator Sister Superior Aria Venedria



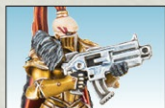
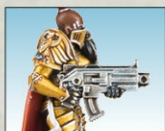
Vigilator with executioner greatblade



'FOOLS MAY CALL THESE WOMEN ABOMINATIONS, HAGS AND FREAKS. ONLY THE WISE KNOW THE SISTERS AS THE BRAVEST OF ALL HUMANITY'S SAVIOURS - THEY WHO BATTLE CHAOS ITSELF.'

— Inquisitor D'Maros

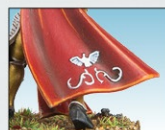
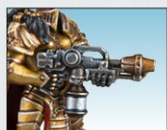
Many Sisters of Silence bear tattoos marking their allegiance to squad and spire-convent.



Prosecutor Squads are armed with boltguns and psyk-out grenades.



The noble Null-Maiden Rhino swiftly carries the elite teams of the Sisterhood to the front line.



Witchseeker squads specialise in the incineration of the Emperor's foes.



The Silent Sisterhood has spread across the galaxy, forming spire-convents on a score of obscure backwater worlds. Each of these organisations has its own heraldry, traditions and mute-vows, but all are loyal to the Imperium.

FORCES OF THE SISTERS OF SILENCE

The following section introduces new datasheets for the Null-Maidens of the Silent Sisterhood, their Rhino transports, and a Detachment enabling you to field you them in battle. Also included are the full rules for all of their deadly wargear and equipment.

This book is designed to be used in conjunction with the various codexes belonging to the Armies of the Imperium to provide players with all the rules needed to play games of Warhammer 40,000 with their Sisters of Silence miniatures collection.

At the end of this section, an appendix (pg 22) summarises the army special rules that apply to all Sisters of Silence units, as well as providing the full rules for any weapons and wargear that feature on their datasheets (pg 18-21).

FACTION AND ALLIES

The units on the following pages (Prosecutor, Vigilator and Witchseeker Squads, and the Null-Maiden Rhino) have the Sisters of Silence Faction, shown by the icon on their individual datasheets. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.

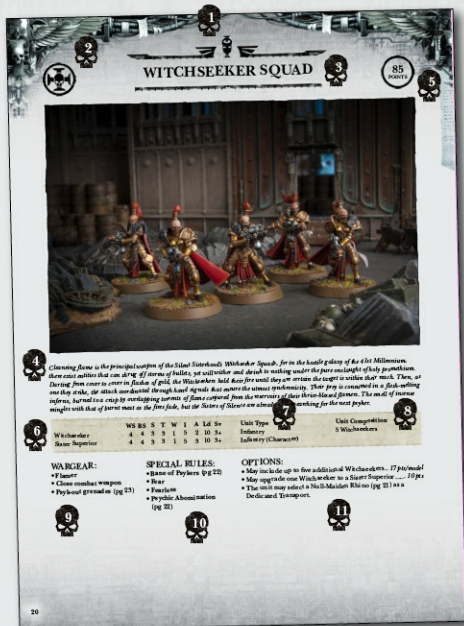
DETACHMENT

The Null-Maiden Task Force presented on page 22 enables players to field an allied contingent of the Sisters of Silence or, if they wish, an entire army of these deadly warriors. This Detachment follows all the Detachment rules presented in *Warhammer 40,000: The Rules*.



In the following section, you will find datasheets for several new Army List Entries for the Sisters of Silence. These provide all the rules information that you will need to use them in your games of Warhammer 40,000.

- 1 Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this section, have the Sisters of Silence Faction.
- 2 Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: Elites or Fast Attack. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.
- 3 Unit Name:** Here you will find the name of the unit.
- 4 Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 Unit Profile:** This section will show the profiles of any models the unit can include.
- 7 Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules.
- 8 Unit Composition:** This section shows the number and type of models that form the basic unit, before any upgrades are taken.
- 9 Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are presented in the appendix. The cost for all the unit's basic equipment is included in its points cost.
- 10 Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are presented in the appendix, or in the Special Rules section of Warhammer 40,000: The Rules.
- 11 Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.





PROSECUTOR SQUAD

75
POINTS



The core of the Silent Sisterhood are its Prosecutors, mercilessly effective both in attack and defence. No normal soldiery are these, however, for each untouchable is a precious resource that cannot be squandered, a living weapon whose unnatural aura can scramble the minds and wound the souls of those who channel Chaos energy. The Prosecutors advance in tight-knit bands, Umbra-pattern bolters booming as they sow strings of flesh-ripping explosions amongst their enemies. Through a mist of vaporised blood and cordite-scented smoke, the Sisters stalk their prey, fingers flicking orders with incredible speed and dexterity as the roar of their attack fades to the silence of hyperfelids on the hunt. When they have their quarry at bay, the savage thunder of bolts rages once more, louder and more strident than any vocal challenge.

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

WARGEAR:

- Boltgun
- Close combat weapon
- Psyk-out grenades (pg 23)

SPECIAL RULES:

- Bane of Psykers (pg 22)
- Fear
- Fearless
- Psychic Abomination (pg 22)

OPTIONS:

- May include up to five additional Prosecutors ...15 pts/model
- May upgrade one Prosecutor to a Sister Superior10 pts
- The unit may select a Null-Maiden Rhino (pg 21) as a Dedicated Transport.



VIGILATOR SQUAD

65
POINTS



The Vigilator Squads of the Silent Sisterhood are women of supreme skill. They wield the two-handed blades of their order with consummate speed and dexterity, for they have been trained in an ancient sword-form passed down from generation to generation since the first Sisters knelt at the Emperor's throne. The deadliest aspect of their signature zweihander style is the decapitating strike; a Vigilator will fight hard to lay open her opponent's guard before reversing her blow and levelling a killing strike that leaves little but a blood-squirting stump behind. The executioner greatblades the Vigilators wield are heirloom weapons kept razor-sharp by their owners. These swords are clad in the finest disruptive power fields the Tech-Priests of Mars can devise, and even the heaviest armour provides no sanctuary against their metallic bite.

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

WARGEAR:

- Executioner greatblade (pg 23)
- Psyk-out grenades (pg 23)

SPECIAL RULES:

- Bane of Psykers (pg 22)
- Fear
- Fearless
- Psychic Abomination (pg 22)

OPTIONS:

- May include up to five additional Vigilators 13 pts/model
- May upgrade one Vigilator to a Sister Superior 10 pts
- The unit may select a Null-Maiden Rhino (pg 21) as a Dedicated Transport.



WITCHSEEKER SQUAD

85
POINTS



Cleansing flame is the principal weapon of the Silent Sisterhood's Witchseeker Squads, for in the hostile galaxy of the 41st Millennium, there exist entities that can shrug off storms of bullets, yet will wither and shrink to nothing under the pure onslaught of holy promethium. Darting from cover to cover in flashes of gold, the Witchseekers hold their fire until they are certain the target is within their reach. Then, as one they strike, the attack coordinated through hand signals that ensure the utmost synchronicity. Their prey is consumed in a flesh-melting inferno, burned to a crisp by overlapping torrents of flame conjured from the reservoirs of their thrice-blessed flamers. The smell of incense mingles with that of burnt meat as the fires fade, but the Sisters of Silence are already gone, searching for the next psyker.

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

WARGEAR:

- Flamer
- Close combat weapon
- Psyk-out grenades (pg 23)

SPECIAL RULES:

- **Bane of Psykers** (pg 22)
- Fear
- Fearless
- **Psychic Abomination** (pg 22)

OPTIONS:

- May include up to five additional Witchseekers. *17 pts/model*
- May upgrade one Witchseeker to a Sister Superior.....*10 pts*
- The unit may select a Null-Maiden Rhino (pg 21) as a Dedicated Transport.



NULL-MAIDEN RHINO

45
POINTS



Crunching the corpses of the Emperor's foes under its tracks as it grinds to the front line, the Rhino is far more than a simple personnel carrier. Those vehicles driven to war by the Silent Sisterhood have served faithfully in Terra's defence for hundreds, if not thousands of years; though each has been gouged and blasted by the rigours of war, at battle's end they are tended by expert Engineers and restored to gleaming wholeness. The machine spirits of these tanks are as dauntless as any in the Imperium's service. Tenacious and ever-faithful, the Null-Maiden Rhinos rarely rest in their pursuit of the Sisterhood's psychic prey. When the silent hunt across the stars reaches its conclusion, the last act will unfold amidst the growling of mighty engines, the thunder of storm bolters and the belching of thick black smoke.

「Armour」

BS F S R HP

Null-Maiden Rhino

4 11 11 10 3

Unit Type

Vehicle (Tank, Transport)

Unit Composition

1 Null-Maiden Rhino

WARGEAR:

- Storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- **Bane of Psykers** (pg 22)
- **Psychic Abomination** (pg 22)

Repair: If a Null-Maiden Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

TRANSPORT:

- **Transport Capacity:** Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules
- **Fire Points:** Two models can fire from the Null-Maiden Rhino's top hatch.
- **Access Points:** The Null-Maiden Rhino has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take a dozer blade 5 pts
- May take a storm bolter 5 pts
- May take extra armour 10 pts
- May take a hunter-killer missile 10 pts

APPENDIX

This section details many of the rules for using an army of the Sisters of Silence in your games of Warhammer 40,000, including their wargear, special rules and the Null-Maiden Task Force. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

SISTERS OF SILENCE SPECIAL RULES

Sisters of Silence units use two special rules that are common to all of them, which are collected here for your convenience. 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.



NULL-MAIDEN TASK FORCE

COMPULSORY

1 Elites



OPTIONAL

2 Elites

RESTRICTIONS:

All units in this Detachment must have the Sisters of Silence Faction.

COMMAND BENEFITS:

Nauseating Aura: Enemy Psykers (i.e. a model with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rule) that are locked in combat with a unit from this Detachment at the start of the Fight sub-phase must reduce their Weapon Skill by 1 (to a minimum of 1) for duration of the phase.

Rite of Annulment: For each unit from this Detachment after the first that is on the battlefield, the range of effect of that unit's Psychic Abomination special rule is increased by 3". For example, If this Detachment includes a total of three units on the battlefield, then all Psykers within 18" of a unit from this Detachment would have -3 Leadership, would not generate any Warp Charge and would only harness Warp Charge points on a 6, and any blessing or malediction psychic powers affecting a unit would immediately cease to be in effect if the unit moves within 18" of a unit from this Detachment, or vice versa.



ARMOURY OF THE SILENT SISTERHOOD

This section of *Codex: Sisters of Silence* lists the weapons and equipment used by the Silent Sisterhood, 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

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

Boltgun
Flamer
Storm bolter

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

VEHICLE EQUIPMENT

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

Dozer blade
Extra armour
Hunter-killer missile
Searchlight
Smoke launchers
Storm bolter

PROFILES

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit	Type	Pg
Prosecutor	4	4	3	3	1	5	2	10	3+	In		18
Sister Superior	4	4	3	3	1	5	3	10	3+	In(ch)		18
Vigilator	4	4	3	3	1	5	2	10	3+	In		19
Witchseeker	4	4	3	3	1	5	2	10	3+	In		20

VEHICLES

[Armour]

	WS	BS	S	F	S	R	I	A	HP	Unit	Type	Pg
Null-Maiden Rhino	-	4	-	11	11	10	-	-	3	T, Tr		21

UNIT TYPES

Infantry = In, *Tank* = T,
Transport = Tr, *Character* = (ch)

RANGED WEAPONS

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire
Flamer	Template	4	5	Assault 1
Hunter-killer missile	Infinite	8	3	Heavy 1, One Use Only
Psyk-out grenade	8"	2	-	Assault 1, Blast, Psi-shock
Storm bolter	24"	4	5	Assault 2

MELEE WEAPONS

	Range	S	AP	Type
Close combat weapon	-	User	-	Melee
Executioner greatblade	-	+1	2	Melee, Two-handed

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