



INDEX IMPERIALIS

The Sisters of Silence are the Imperium's shield against the threat of psychic annihilation. They are exceptional witch trackers, their menacing orders hunting down rogue psykers and warlocks. Each Sister is a hardened warrior, surrounded by a soulless aura from which the malign and the eldritch recoil in terror and disgust. Keeping to a solemn oath never to utter a single word, the Sisterhood instead pronounces its judgement in bolt, flame, and blade upon those who imperil the Emperor's domain.

SISTERS OF SILENCE

ANATHEMA PSYKANA

By Colin Cubbon and Duncan Waugh

The number of confirmed psykers appearing on the worlds of Mankind is growing faster than at any other time. Those able to tap into the power of the warp are capable of great deeds, and the Imperium is utterly reliant upon many different grades of psyker. Yet psychic ability is also a curse for the Imperium and one of the greatest dangers Mankind has ever faced. An inexperienced or undisciplined mind is the gateway through which apocalyptic power can pour, and it can engulf an entire world in Chaos. These unpredictable, dangerous, and unsanctioned psykers are the quarry of an ancient order of hunters operating at the very highest levels of Imperial authority.

The Silent Sisterhood is an Imperial institution dating back tens of thousands of years, and its warriors are some of the greatest and most terrifying witch hunters in the galaxy. From their widespread spire-convents, the Sisterhood's warriors tirelessly carry out their oathsworn duty to enforce the Imperium's rigid laws on the use of psychic powers and to hunt down those who seek to avoid its dicta. Once a psyker is discovered, the Sisters either deliver them into the hands of those who can make use of them or ensure they can never pose a threat by destroying them. Every Sister of Silence endures a punishing training regimen throughout her lifetime that enables her to carry out her duties, yet her greatest weapon is the yawning psychic gulf that lies within her. The Sisterhood are psychically blank, their entire order made up exclusively of those the Imperium refers to as Untouchables. Amongst the millions of Imperial worlds, there are other terms for such rare individuals, many of which speak to the horror their presence generates; pariah and blank, some say, while others whisper hag or soulless freak.

UNTOUCHABLES

Untouchables, or pariahs, are immune to the malignant touch of witchcraft and warp-derived power, and this blessing is a result of a void within them. They are one in a trillion, bearing an invisible deviation that sets them apart from the rest of humankind. Some claim these psychic blanks have no presence at all in the warp. It may be more accurate – as much as anything can be known of the warp – to say instead that their presence is a yawning void, a black pit of nothingness that devours the unlight of the empyrean. The effects this soullessness has on those around them grants the Sisters of Silence incredible advantages in their unending hunts and causes them to be feared at a base and instinctual level.

Those without any psychic ability feel their skin crawl in the Sisters' presence. An unsettling repulsion causes even their allies to falter at their approach. To psykers, they are anathema. Wielders

of warp power sense the Sisters' soul-draining proximity, fearing and loathing them in equal measure. Bolts of warp flame dissipate before the Sisters' advance and fell enchantments unravel. As the Null-Maidens home in on their prey, the psyker's invocations break down and curses die on their lips. The psyker's connection to the warp constricts and their second sight dims as they suffer increasing pain and terror. Many of those the Sisters of Silence track down surround themselves with bodyguards and soldiery, and they will callously throw every last one in the Sisters' path in their desperation to escape the horror they can feel approaching. Those warriors may be mercenary lackeys, thralls under the psyker's mental dominion, or those deceived with abominable lies into shielding the witch from their deserved fate. In the eyes of the Silent Sisterhood, they are just as guilty of propagating their master's sorcery.

THE VOW-SWORN

Though nominally part of the Adeptus Astra Telepathica, the Sisterhood answer directly to the Golden Throne, and they undertake many actions throughout the Imperium at the behest of the Lord Commander of the Imperium and the High Lords of Terra. First among the Sisterhood's duties include ensuring the Great Tithe is adhered to.

THE GREAT TITHE

The countless worlds of the Imperium each contribute to its continuance by the payment of tithes. Depending on the system's resources, these may be bounties of wealth, raw materials, finished goods, or millions of soldiers and labourers, all levied to sustain the Imperium and its vast armies. There is one tithe, however, which almost every system in the Imperium must pay. Referred to by some as the Great Tithe, planetary governors are obliged to round up and hand over those harbouring psychic powers. The Adeptus Astra Telepathica ministers the Tithe, identifying, categorising, and training psykers that they might benefit the Imperium. From those they harvest and rigorously test, some go to power the great beacon of the Astronomican, some undergo the agonising ritual of soul-binding and become Astropaths, while many other Imperial institutions – some so obscure or so secretive that their activities are barely known – take their share. Many of those psykers do not survive the tortuous horrors of their examinations, deemed either too weak of will or too dangerous to be allowed to live.

Silent Sisters hunt down rogue psykers who have either escaped the Tithe or who have risen to prominence before their powers were identified. They garrison the Black Ships that transport the levies of psykers back to Terra, their presence ensuring the consignees cannot use their powers. Where planetary governors are lax in rooting out

Below: Jenetia Krole was the Knight-Commander of the Sisters of Silence during the time of the Great Crusade. Here she is shown alongside the Emperor and Constantin Valdor.





Above: The Sisters of the Vigil Indomitibus battle the traitorous Alpha Legion in the depths of a hive city. The soulless nature of the Silent Sisters is anathema to the servants of Chaos, whose own souls are so deeply tainted by the warp.

psykers for the Tithe or fail to hand them over, Sisters of Silence will investigate and administer punishment without hesitation. Certain cadres of Silent Sisters investigate those worlds not subject to a planetary governor, such as the domains of the Ecclesiarchy and the Priesthood of Mars. Such organisations as these have great autonomy, and it is not unknown for their masters to believe themselves above such scrutiny. Large-scale assaults against covens of psychic mutants or the sorcerers of the Heretic Astartes see the Sisterhood's coldly rational and tactical discipline standing in sharp contrast to many zealous and fanatical warriors who fight in the Emperor's name.

The Sisterhood recruits its Untouchables from a great many sources, which vary from Vigil to Vigil. Some have ended up among the Great Tithe, their

worlds as eager to be rid of them as dangerous psykers. Members of the Inquisition or far-ranging Rogue Traders hand some over to the Sisterhood, and rumour persists of genetically stable bloodlines hidden from Terra and protected by the Sisterhood themselves. The Untouchables begin their gruelling duties as novices, and only once they have proved themselves worthy of the Sisterhood's high standards are they inducted fully. Upon attaining full membership of the order, every Sister swears the Vow of Tranquillity, an oath that binds them to a solemn dedication to duty. From that point, not a single sound will pass their lips. The Sisters do not speak, they do not declaim their foes with shouted tirades or cry out in pain. Combined with their fearful aura, this muteness in the heat of battle is incredibly unnerving. Instead, Sisters of Silence

THE BLACK SHIPS

The League of Black Ships is one of two primary organs of the Adeptus Astra Telepathica and the means by which the harvests of the Great Tithe are reaped and delivered. Every world with permanent habitation is visited by these dreaded ships, which take into their disorienting and occluded holds all the psykers the planet's authorities have apprehended. Part prison, part torture chamber, the arcane devices and specially selected crew of a Black Ship are enough to contain the majority of their manifest, yet immense dangers remain. For this reason, squads of the Silent Sisterhood usually garrison Black Ships. They remain distant from the psychically sensitive officers who cannot abide them, instead guarding the lower holds where the most

dangerous of the harvest are kept – those with unpredictable potential. The distances involved, the threat of attack, and the near impossibility of navigating through parts of the Imperium mean that some worlds may see a Black Ship less than once a generation. Horrifying tales gather in the collective consciousness, and fear of their impending arrival can whip up populaces into a frenzy, turning upon each other to ensure they have someone to offer up when the time comes. In such riotous anarchy, a hidden witch can escape notice or even ride to power upon the fell wave of emotion. Upon arrival, the silent garrison of a Black Ship may therefore need to deploy in force to protect the agents of the Adeptus Astra Telepathica and to root out those who shrink from them the most.

communicate with each other via a highly complex and ritualised sign language known as Thoughtmark. Through manual gestures and body language, varying forms of Thoughtmark can convey deeply intricate concepts or swift battle orders. On the rare occasions that senior Sisters of Silence need to communicate with those outside their order, a Proloquor, an acolyte who has yet to take the Vow, translates her superior's signs.

AN ANCIENT ORDER

Little is known of the Sisterhood's origins, but it is believed that the Emperor instigated their foundation at the dawning of His Great Crusade. Bands of these feared hunters operated in the Imperial Palace, where they were granted access to areas forbidden to all but the Emperor and his elite bodyguard, the Custodians. Fragmentary accounts talk of large forces of the Sisterhood setting out from Sol on pilgrimages of vengeance alongside other hunters of terrifying renown. Whatever heroic deeds they performed, or what psychic horrors they protected Mankind from in those far-off days, have been forgotten or are now regarded as little better than apocrypha.

In the wake of the Horus Heresy and the Emperor's interment in the Golden Throne, the surviving Sisters of Silence were directionless. With many of their order killed, lost, or scattered during the Heresy and the tumultuous Scouring that followed, the remaining Sisters were spread far and wide across galaxy. As millennia passed, there were some who believed they had been disbanded, the

defence they had provided lost beyond recall. Though the Sisterhood's numbers slowly recovered, they were fractured. Most gathered in isolated spire-convents and lonely keeps, continuing to fulfil their duty, while some undertook solitary crusades, ignorant of the fate of any others of their kind. All this would change with the return of the Primarch, Roboute Guilliman.

Guilliman well remembered the value his father had placed on the Null-Maidens. With the threat posed by the Great Rift, they were now needed more than ever, and he declared the *Dispensatus Anathema*, sending out as emissaries those of the Sisterhood who had fought with him at the Battle of Luna. The decree called upon Sisters of Silence who still fought in the sectors surrounding the throneworld. As his *Indomitus Crusade* took shape and the first fleets were mustered, bands of Silent Sisters converged on Terra from every direction. Each isolated group had met different challenges through the generations, diverging to overcome them as necessity dictated. The tactics, characters, and traditions of each group were far removed from each other, but their collective sense of duty was undimmed. The hosts of Silent Sisters upon Terra eventually numbered near three thousand, and Guilliman declared them the *Vigil Indomitus*. They would be the first in a spreading network of *Vigils* throughout the Imperium, each granted the explicit authority to carry out their ancient duties. The *Vigil Indomitus* divided into cadres, with each joining the battlegroups of the *Indomitus Crusade* fleets.

ANCIENT ICONS

Though rarely inscribed upon the Sisterhood's battlefield materiel, the organisation's icon is sometimes appended to *Vigil* charters, *holo-mandates*, and *bond scrolls*. The silhouette of the Null-Maiden's helm appears overlaid with the *Oculus Magnus* of the *Adeptus Astra Telepathica*. Those who are aware of both institutions believe that the symbol is simple recognition of the Sisterhood's position within that enormous psychic institution. Others may question why an organisation replete with those who fear the Sisterhood would so honour them.



*We are Mute but
not without Power,*

*We are Silent but
not without
Resolve,*

*We are
Untouchable but
not without
Courage,*

*We are Sisters and
have but one
Father,*

*We are Seekers
and we shall find
our Prey,*

*We are Warriors
and woe to those
we Oppose,*

*The Emperor's
Mark is on our
brow,*

*All who deal with
the Warp must
beware,*

*His Judgement and
Vengeance is ours
to deliver!*

– Motion MDVI
of the Protocols
Anathema,
commonly
referred to as
The Golden
Paeon

CASTING WIDE THE VIGIL

The Vigil Indomitus established satellite Vigils throughout the Segmentum Solar, hoping they would prosper enough to be able to join later fleets of the Crusade. Some of these Vigils would not be ready by the time their appointed battlegroup passed by, beset by calamity or forced by circumstance into striking out on their own. Some would wait in the dark for many years, never to be reached as Crusade forces were diverted and delayed, for despite Guilliman's superhuman logistical acumen, such tragedies of bureaucracy continued to haunt the Era Indomitus. Yet many more Vigils joined their appointed battlegroups and proved invaluable as their ships spread ever deeper into the beset Imperium. The presence of the Sisters helped to calm the turbulent warp storms around the battlegroups, allowing them to make far greater progress than the groupmasters had hoped.

Contact was made with lost conclaves of Silent Sisters, those who had unstintingly continued in their duty for generations. Where they were found, Vigils were established with responsibility to undertake the Sisterhood's duty in a particular area, no longer alone but once again operating with the full authority of the Golden Throne. Some were small, with jurisdiction over a handful of systems. Others could call upon many hundreds of Untouchable warriors and have since grown even further, their spheres of responsibility extending to entire sectors. Now, such strongholds of the Sisterhood as the Vigil of Darius III, the Segritae's Nebula Vigil, and the Vigil of Orshan's Belt are known far beyond their borders.

Every Vigil is granted high levels of autonomy. The number of its warriors varies depending on the area they must cover and the populations of the worlds therein, and some of the largest Vigils number in the thousands. Most Vigils are based within their spire-convent, usually a fortified keep at the heart of their territory, though those that accompany the Crusade fleets nominate one of their capital ships as their spire-convent. Most vow-sworn hunters spend little time within their spire-convents, their warriors constantly on the move, transiting between Black Ships, following the spoor of sorcery from system to system, and chasing down fleeing witches.

Each Vigil retains the colours that its founding Sisters developed through millennia of isolation, from the deep blue and bright silver of the Vigil of Hrav-Ulan to the bone white and blood red of the Outer Solar Vigil. Every Vigil divides its

'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

SNOW LYNX CADRE, VIGIL OF THE CHORALYNTH TRACE

The Snow Lynx Cadre are keen-eyed markswomen, adept not only in assassination operations but also in rooting out the most well-concealed of psychic mutations. Within the Vigil of the Choralynth Trace, the cadre investigates claims of miracles and religious visions amongst the penitents and pilgrims to the region's shrine worlds, and even – it is rumoured – amongst the Imperial Priesthood themselves.



warriors into cadres, and each cadre is given a unique designation before taking up the Vigil's historic hues. The cadres are company-level bodies, though it is rare for them to ever fight as one. As Vigils are bound to uphold the Sisterhood's duties across a particular stretch of the Imperium, its cadres each carry out a particular facet of those duties. Some cadres investigate non-compliance with the Great Tithe, some are tasked with hunting down those Human psykers who have fled justice. In particularly high-risk areas, a Vigil will dedicate several cadres to the same duty. The Triventine Vigil, for example – charged with the psychic purity of the Triventine trade routes north-west of Nocturne – assign five whole cadres to the garrisoning of the region's Black Ships, which have allowed them to maintain the high frequency of their tithe-harvests. In the execution of their specific duty, a cadre has access to every resource, asset, and piece of arcane equipment at the disposal of their Vigil.

As contact is re-established with systems and sectors throughout the shattered Imperium, and the declaration of the Dispensatus Anathema is made known, more Vigils are founded wherever the Sisters of Silence are rediscovered.

TO HURL BACK THE DARKNESS

Since the opening of the Great Rift, the Silent Sisters have been called upon like never before. Without their aid, many hundreds of worlds would now be ruled by witches and sorcerous overlords.

THE HUNT FOR MOTHER

Bearing the cream, red, and black of the Outer Solar Vigil, the Bone Tiger Cadre are investigators of black marketeers and other illegal economies. Such activities vein the teeming shoals of Sol's inter-system traffic, yet the cadre has no interest in their criminal trade, except so far as their hidden manifests can hide psykers fleeing the Tithe. Five years after the first departure of the Indomitus Crusade, the Bone Tiger cadre were set upon the trail of Mother Cerynt, an elderly business-woman who ran halfway houses aboard Neptunian orbitals. Rumours of vanishing tenants had surfaced, and tales of blood magic had reached the Outer Solar Vigil. Tracking her movements, the Bone Tiger Cadre traced Mother Cerynt to a supposedly empty bulk hauler. The cadre's ships patiently lay in wait for the right moment before striking with swift precision.

A lengthy search of the haul-chambers ended when the cadre's squads came upon Cerynt's sanctum in a lower hold. Some five hundred ragged cultists surrounded her, wide-eyed and gripping improvised weapons with hands pocked with bloody scabs. Mother Cerynt sat feasting on some of the bulk hauler's crew, her round, wrinkled face awash with blood and scored with an eight-pointed star. With a shriek of fear, she screamed at the cultists in thrall to her tainted blood to kill the interlopers. The Sisters of Silence attacked with feline grace, and the mile-long container echoed to the crack and explosion of bolts, the frenzied brays of Mother Cerynt's blood-kin, and her increasingly high-pitched wailing. After the long and patient hunt, the Bone Tiger Cadre's squads killed swiftly and efficiently, not stopping or taking a step back until every cultist and their heinous matriarch had been destroyed.

THE EXTINGUISHING OF PERANIS

Ship-borne chronometric-choirs sang that Battlegroup Macharius reached the Gher Straits eighteen months after their last contact with the rest of the Indomitus Crusade's Third Fleet. Task Force XI swept down upon the once-verdant agri world of Peranis, whose giltfir forests had been swathed in fire and blood by the Scintillating Legions of Tzeentch. While other Imperial forces made planetfall at key targets, near two hundred warriors of the Auric Eagle Cadre of the Vigil Indomitus deployed around the capital's astropathic chori-spyre.

The uncompromising Auric Eagle Cadre surrounded the chori-spyre, boltguns roaring. Leaping and bounding Daemons threw twisting bolts of warpfire and beams of polymorphic light at the Sisters, but they guttered and died as they touched the psychic null zones around

each warrior. Incensed, packs of gangling Horrors and rapidly mutating Flamers bore down on them with claws and fangs, while shoals of barbed Screamers poured out of the smoke-filled sky. Prosecutors fired until boltgun magazines were emptied; Witchseekers poured forth torrents of fiery death until their flamer canisters were spent. Arcing psyk-out grenades exploded in knots of writhing pseudopods, arcane substances in their cores unmaking their twisting flesh. When the Daemons reached their lines, executioner greatblades cleaved open daemonic flesh and empty weapons were smashed into leering faces. When Space Marines reached the chori-spyre hours later, their Captain counted just seventeen Sisters of Silence left alive. Their armour was gouged and melted, skin and cloaks scorched. But the capital's chori-spyre, at the centre of a blasted wasteland, was free of Daemons.

HONOUR BEFORE HONOURS

The Steel Drake Cadre of the Reductus Sector Vigil is tasked with answering requests for aid against xenos witch-breeds. Recent monitoring of the Pargetar Reclamation revealed desperate vox-chatter from the hive world of Mesa Superior – tales of a monstrous Ork witch whose powers were holding back entire companies. The Steel Drake Cadre deployed six squads into the hive city, carefully avoiding detection by rampaging Ork mobs, while veteran platoons of Ushanti infiltrated the ruined buildings to encircle the xenos. A huge feral figure chanted, roared, and stamped atop a ruined tower, while the sky above this Ork Warphead churned with green thunderclouds. Flights of Aeronautica Imperialis fighters were swatted from the air by ethereal green claws or fried by webs of actinic lightning flung from the Warphead's outstretched arms.

Tightly focused on their target, the Sisters made their way through shattered tunnels before finding their quarry protected. The commanding Sister Superior saw they could not avoid the hundreds of Orks guarding the Warphead and took the decision to divert them. With carefully placed shots and charges, the Sisters of Steel Drake Cadre revealed the position of the Ushanti's infiltrating platoons. The Orks roared at finding a nearby foe and instantly leapt to engage them. Upon the tower, the Warphead felt the Sisters' approach. The psychic manifestations surrounding him evaporated, and a moment of clarity lit his addled mind, suddenly free of the splitting headache he had known for his entire life. The feeling was brief, as then three bolt shells sprayed the contents of his thick skull wide. If any of the infiltrating Ushanti had witnessed the Sisters' deed, none survived the Orks' violence to tell of it.

SISTERS OF SILENCE ARMY LIST

The following section contains all of the datasheets that you will need in order to fight battles with your Sisters of Silence miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some abilities are common to several Sisters of Silence units – these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to many Sisters of Silence units:

WITCH HUNTERS

When resolving an attack made with a melee weapon by a model in this unit against a PSYKER unit, you can re-roll the wound roll.

PSYCHIC ABOMINATION

This unit cannot be targeted or affected by psychic powers. When a Psychic test or a Deny the Witch test is taken for an enemy model,

subtract 1 from the total for each unit from your army with this ability within 18" of that model (to a maximum of -4).

NULL MAIDENS

If you have an IMPERIUM Warlord (excluding a FALLEN Warlord), you can include this unit in a Vanguard Detachment. If you do so, that Detachment's HQ requirements are changed to 0-2 and its Command Benefits are changed to 'None'.

 PROSECUTORS										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Prosecutor	7"	3+	3+	3	3	1	2	8	3+	
Sister Superior	7"	3+	3+	3	3	1	3	9	3+	
This unit contains 1 Sister Superior and 4 Prosecutors. It can additionally contain up to 5 Prosecutors (Power Rating +3). Every model is equipped with: boltgun; psyk-out grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Psyk-out grenades	6"	Grenade D3			2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, a hit roll of 6+ inflicts a mortal wound on the target and the attack sequence ends.		
ABILITIES	Psychic Abomination, Witch Hunters, Null Maidens									
	Prosecution Protocols: Ranged weapons that models in this unit are equipped with can target a PSYKER CHARACTER unit even if it is not the closest enemy unit.									
FACTION KEYWORDS	IMPERIUM, ASTRA TELEPATHICA, SISTERS OF SILENCE									
KEYWORDS	INFANTRY, PROSECUTORS									

 VIGILATORS										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Vigilator	7"	3+	3+	3	3	1	2	8	3+	
Sister Superior	7"	3+	3+	3	3	1	3	9	3+	
This unit contains 1 Sister Superior and 4 Vigilators. It can additionally contain up to 5 Vigilators (Power Rating +4). Every model is equipped with: executioner greatblade; psyk-out grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Executioner greatblade	Melee	Melee			+1	-3	D3	-		
Psyk-out grenades	6"	Grenade D3			2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, a hit roll of 6+ inflicts a mortal wound on the target and the attack sequence ends.		
ABILITIES	Psychic Abomination, Witch Hunters, Null Maidens									
FACTION KEYWORDS	IMPERIUM, ASTRA TELEPATHICA, SISTERS OF SILENCE									
KEYWORDS	INFANTRY, VIGILATORS									



WITCHSEEKERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Witchseeker	7"	3+	3+	3	3	1	2	8	3+
Sister Superior	7"	3+	3+	3	3	1	3	9	3+

This unit contains 1 Sister Superior and 4 Witchseekers. It can additionally contain up to 5 Witchseekers (**Power Rating +5**). Every model is equipped with: flamer; psyk-out grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Psyk-out grenades	6"	Grenade D3	2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, a hit roll of 6+ inflicts a mortal wound on the target and the attack sequence ends.

ABILITIES Psychic Abomination, Witch Hunters, Null Maidens

FACTION KEYWORDS IMPERIUM, ASTRA TELEPATHICA, SISTERS OF SILENCE

KEYWORDS INFANTRY, WITCHSEEKERS



NULL-MAIDEN RHINO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Null-Maiden Rhino	6"	6+	6+	6	7	10	6	8	3+

A Null-Maiden Rhino is a single model equipped with: storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with this weapon once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS • This model can additionally be equipped with 1 hunter-killer missile.

ABILITIES Null Maidens

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Self-Repair: At the start of your turn, if this model has lost any wounds, you can roll one D6; on a 6 this model regains 1 lost wound.

TRANSPORT This model can transport 10 SISTERS OF SILENCE INFANTRY models.

FACTION KEYWORDS IMPERIUM, ASTRA TELEPATHICA, SISTERS OF SILENCE

KEYWORDS VEHICLE, TRANSPORT, RHINO, NULL-MAIDEN RHINO

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Null-Maiden Rhino	1	65
Prosecutors	5-10	10
Vigilators	5-10	10
Witchseekers	5-10	10

RANGED WEAPON

WEAPON	POINTS PER WEAPON
Boltgun	0
Flamer	6
Hunter-killer missile	6
Psyk-out grenades	0
Storm bolter	2

MELEE WEAPON

WEAPON	POINTS PER WEAPON
Executioner greatblade	5

PAINTING SISTERS OF SILENCE

With new background and rules for the Sisters of Silence in *Index Imperialis*, you might be thinking about adding them to your collections. To help you out, here's a stage-by-stage painting guide for them, plus some other inspirational colour schemes.

The Sisters of Silence traditionally wear golden armour, but, as you'll see over the page, their warrior cadres wear many different colours to signify their role and responsibilities within the Silent Sisterhood. This Sister of Silence has been painted in the brass and purple of the Snow Lynx, a cadre that has been in existence since the days of the Great Crusade. Other cadres within the same Vigil will use these same colours in different combinations.

The easiest way to paint a Sister of Silence is to start with the largest area of the model first: the armour. You can be quite messy at this stage, as any brass-coloured paint you get on other areas of the model will soon be covered up. Next the guns and tabards are painted, followed by the smaller details. A useful tip: paint the topknot as one of the last stages – it's likely you'll touch it quite often while painting, and you don't want to accidentally rub off the colours you've already applied.

THE SILENT SISTERHOOD

While the Sisters of Silence wear no icons or emblems on their armour except the Imperial Aquila, they do have a symbol that can be painted onto their vehicles. It features the column of the Adeptus Astra Telepathica behind the helm of the Silent Sisterhood with the Astra Telepathica eye overlaid on it, suggesting a link between the two organisations.



BRASS ARMOUR



BLACK GUN CASING



GUN METAL



PURPLE TABARD



GEMSTONES



THE SNOW LYNX CADRE

The Snow Lynx wear burnished Vratine armour that carries with it the patina of many centuries of warfare. The armour has quite a warm tone (by which we mean it tends towards red rather than blue on the colour spectrum) that is complemented by the Sister's cool purple cape and tabard, not to mention the blue gemstones that are used as spot colours across the model. In reference to her cadre's name, this Sister of Silence wears a white fur pelt across her shoulders, which is complemented tonally by the black outside of her cape.



TOPKNOT



PALE SKIN



WHITE FUR



EYES



WARHAMMER TV

Did you know there are five Sisters of Silence painting videos on Warhammer TV? They cover armour, skin, fur, capes, and hair, but with different colours to the stages shown here, giving you yet another way to paint your Sisters! Head over to the Warhammer TV YouTube page to check them out.



ALTERNATIVE CADRE COLOUR SCHEMES

Why stop at one colour scheme for the Sisters of Silence? Remember, they don't all have to wear gold armour, as you can see from the examples shown on these two pages.

Every Vigil of Silent Sisters is made up of many different cadres, each with their own name, duties, and livery. Many wear the gold armour associated with the servants of the Golden Throne, while others may wear red, bone, or even black armour, their heraldry passed down to successive Null Maidens over many generations.

While there are no hard and fast rules as to what colours you paint your Sisters of Silence, it's worth considering what colour their armour will be first, so that you can then choose a complementary colour for their capes and tabards. After all, a unit of Sisters wearing black armour, black capes, and carrying black guns could look pretty unexciting!



PAINTING THE CADRES

When painting these Sisters of Silence, the two on the right were undercoated with Chaos Black spray. The Sister at the top left was undercoated with Retributor Armour, the one at the bottom left with Corax White.

AURIC EAGLE CADRE, VIGIL INDOMITUS

These Sisters of Silence were painted to fight alongside the studio's Adeptus Custodes force, their gold armour and red capes matching those worn by the Emperor's guardians. Their gems are painted blue, creating a triadic colour scheme of gold, red, and blue.



GOLD ARMOUR

Basecoat: Retributor Armour
Layer: Gehenna's Gold
Wash: Agrax Earthshade
Layer: Runefang Steel

RED CLOTH

Basecoat: Mephiston Red
Layer: Evil Sunz Scarlet
Layer: Wild Rider Red
Layer: Tau Light Ochre

CRIMSON LION CADRE, VIGIL OF GHERRITH

The dark red of this Sister's armour is complemented by her green topknot and the pale green fur on her cape. The tattoo on the model's forehead is in the shape of a Templar cross, a symbol that has been used by Imperial units since the time of the Great Crusade.



RED ARMOUR

Basecoat: Khorne Red
Wash: Nuln Oil
Layer: Evil Sunz Scarlet
Layer: Fire Dragon Bright

BLACK CLOTH

Basecoat: Abaddon Black
Layer: Dark Reaper
Layer: Russ Grey

BONE TIGER CADRE, THE OUTER SOLAR VIGIL

This Sister of Silence was sprayed Corax White, then painted in bone-coloured armour. The model's other details – gun, tassels, cape, and skin – have been painted in darker tones to contrast with the light armour. This helps the key areas of the model stand out.



BONE ARMOUR

Basecoat: Screaming Skull
Wash: Seraphim Sepia
Layer: Pallid Wych Flesh
Layer: White Scar

RED CLOTH

Basecoat: Mephiston Red
Wash: Nuln Oil
Layer: Wild Rider Red
Layer: Fire Dragon Bright

STEEL DRAKE CADRE, REDUCTUS SECTOR VIGIL

The gleaming brass armour of this Sister was achieved by highlighting only the top of each panel with Sycorax Bronze. This creates the illusion of light hitting the armour from above, making the uppermost panels gleam brightly, while those in shadow appear much darker.



BRASS ARMOUR

Basecoat: Skullcrusher Brass
Wash: Reikland Fleshshade
Layer: Sycorax Bronze
Layer: Runefang Steel

WHITE CLOTH

Basecoat: Celestra Grey
Layer: Ulthuan Grey
Layer: White Scar

CADRE OF THE EBON TALON, OBSCURUS VIGIL

These Sisters of Silence were painted by veteran brush-wielder Jason Lee, who painted them as part of a much larger Imperial Agents force (more on them in the future!). Here's how he painted them.

Jason: I remember seeing a picture of the Sisters of Silence wearing really dark armour – I think it was from the old Horus Heresy collectible card game – and I thought they looked quite cool, so that's why I painted them this way! I kept their colour scheme really monochrome apart from the gold details and their capes, which are a rich magenta in colour.



BLACK ARMOUR

Basecoat: Abaddon Black & Dark Reaper

Layer: Dark Reaper

Layer: Thunderhawk Blue

Layer: Russ Grey

Layer: Fennel Grey

Layer: Blue Horror

PURPLE CLOTH

Basecoat: Screamer Pink

Wash: Nuln Oil

Layer: Emperor's Children

Layer: Pink Horror

