

# THE WITCH-HUNTING ELITE

Psykers are an ever-present threat to the security of the Imperium, be they aliens, heretics or even sanctioned psykers of the Adeptus Astra Telepathica. It is for this reason that kill teams of Silent Sisters are sent out into the galaxy – to hunt, persecute and eradicate them.



**T**he Sisters of Silence are one of the Imperium's most specialised organisations. It is their duty to hunt down, bring to heel and persecute witches – those humans and aliens who wield psychic powers. The Sisters of Silence are able to perform such hazardous tasks because they themselves are psychic nulls, their bodies and minds utterly immune to the power of the warp. So potent is the aura that surrounds them that they are able to nullify psychic powers just by their mere presence. Those attuned to the warp find themselves in excruciating pain as their abilities are smothered, while even ordinary people find themselves nauseated and disoriented when Silent Sisters are nearby. Though rarely fielded in open battle alone, the Sisters of Silence often fight alongside other Imperial forces or engage in covert missions to hunt down witches and enemy psykers.

## TIME TO HUNT SOME WITCHES!

The best way to build a Sisters of Silence warband is with a couple of boxes of Sisters of Silence – who'd have thought it? This kit enables you to build all three unit types and includes options so you can build a Superior to lead them into battle.



## MUSTERING THE KILL TEAM

Over the next few pages, you'll find rules for using the Sisters of Silence in games of Warhammer 40,000: Kill Team. Opposite, and over the page, you'll find a host of cool background options for your kill team, including secret missions, squad quirks, individual demeanours and even a name generator. Three datasheets enable you to field all of the different variants of Silent Sisters – Witchseekers, Prosecutors and Vigilators – and there are points costs for all of them and their wargear. Also included in this article are four new tactics for Sisters of Silence warbands – one generic one to be used by all Sisters and one each for the three different unit types. Now go forth and burn those heretics!

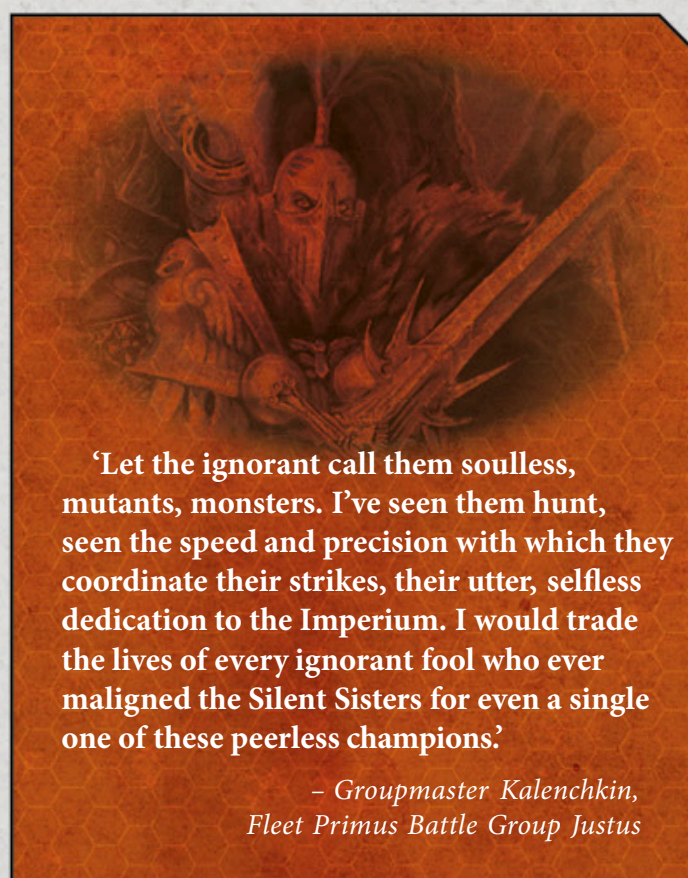
*For painting advice for your Sisters of Silence warband, check out [White Dwarf from October 2019](#), which is still available as a digital download.*



# SISTERS OF SILENCE

The Sisters of Silence are the Imperium's most highly trained and focused witch-hunting operatives, not only thanks to their specialised equipment and superlative skills, but because every single Silent Sister bears the same mutation: they are all psychic nulls.

D6	MISSION: UNSPOKEN DUTY
1	<b>Witch Hunt:</b> An enemy psyker has been marked for a swift death. This band of Silent Sisters will hunt and slay them.
2	<b>Tithe-takers:</b> These Silent Sisters are attached to a Black Ship here to gather the tithe of psykers, and they will not be denied.
3	<b>Unsettling Rumours:</b> Nebulous reports have emerged about a rising psychic threat, one that must be investigated before it manifests as something terrible.
4	<b>Secure and Suppress:</b> An artefact has come to light containing the soul of a notorious witch. It must be claimed before its malign influence can spread.
5	<b>The Cull:</b> Those who aid the psyker, those who worship the witch, all must be exterminated to erode the true enemy's power base.
6	<b>Traffickers:</b> Some individual or organisation on this world is ferrying psykers away from Imperial justice. They must be stopped.



D6	BACKGROUND: HEART OF THE CADRE
1	<b>Novitiates No More:</b> These Silent Sisters have but recently taken their vows, and they are on their vital proving mission.
2	<b>Last of their Cadre:</b> The rest of these Silent Sisters' Cadre fell to a particularly cunning witch. Now they seek vengeance.
3	<b>Nemesis:</b> Long have these Silent Sisters hunted their hated quarry. Now, at last, they have their nemesis cornered.
4	<b>Black Ship Garrison:</b> These Sisters of Silence are attached to a Black Ship; their battles are fought in the name of its greater mission.
5	<b>Heralds of Silence:</b> Long ago the Silent Sisters became fragmented, many of their enclaves lost. These Silent Sisters have been charged with finding them again and bringing them back to the Imperial fold.
6	<b>Elite Cadre:</b> These Silent Sisters hail from one of the most powerful and feted Cadres; they have much to live up to!

D6	SQUAD QUIRK
1	<b>Patient Slayers:</b> This band of Silent Sisters prefer to lay subtle traps for their quarry, striking when the moment is right.
2	<b>Swift Death:</b> These Null Maidens close with their victims as quickly as they can and strike them down at point-blank range.
3	<b>Hidden Agenda:</b> This warrior band has a secret mission handed down by the luminaries of Terra itself.
4	<b>Expurgators:</b> These Null-Maidens seek not only to slay some psyker quarry, but to find and expunge all the deviant's cursed writings and works also.
5	<b>Zeal is its Own Reward:</b> These Silent Sisters detest the witch and wish only to see these foul mutants burn ...
6	<b>Terror Troops:</b> This band of Null-Maidens know precisely the terrifying effect their aura has on those around them, and they play upon this to the greatest possible effect.



## D10 SPECIALISTS' Demeanours

1	<b>Embittered:</b> This warrior has seen much in her long war, most of it terrible. She has nothing left in her heart but hate.
2	<b>Driven:</b> This Silent Sister seeks swift advancement that she might better fight to save the Imperium. She will perform whatever glorious acts of heroism are required to earn it.
3	<b>Huntress:</b> Long years have honed this Null-Maiden's instincts to near preternatural levels.
4	<b>Calculating:</b> This warrior has a swift tactical mind and a talent for predicting her enemies' moves before they are made.
5	<b>Noble:</b> This Null-Maiden is a true and selfless hero who seeks always to uphold the honour of her Cadre.
6	<b>Guardian:</b> Nothing matters more to this Silent Sister than the lives of her fellows, and she will do whatever it takes to preserve them.
7	<b>Serene:</b> This Null-Maiden's inner calm matches her outer silence. Nothing can perturb her.
8	<b>Wrathful:</b> Filled with righteous disgust, this Null-Maiden metes out punishment on all those who would consort with witches.
9	<b>Quick-witted:</b> Always the first to act, this warrior has often struck before the foe even realise they are under attack.
10	<b>Relentless:</b> Once she has the prey in her sights, this Silent Sister lets nothing distract her from landing the killing blow.

## SISTERS OF SILENCE NAME GENERATOR TABLE

D66	FORENAME	SURNAME
11	Amandera	Dakkin
12	Terena	Kybus
13	Alyssah	Van Loricha
14	Verynech	Respus
15	Lyssora	Farrondal
16	Eryvane	Vydorin
21	Charaleys	Lespus
22	Sibella	Thrent
23	Phoenica	Syrennik
24	Myrella	Kyre
25	Charleth	Tasmus
26	Siavorna	Ghorvash
31	Morgwenna	Shayde
32	Zenna	Opaline
33	Trinness	Maskus
34	Elevor	Krenn
35	Argweth	Skayde
36	Jalyani	Tastrok
41	Kasheyka	Klayne
42	Myrelle	Masren
43	Verenika	Vastys
44	Elyze	Vydal
45	Sophea	Ultorian
46	Mariate	Weskyn
51	Bethemone	Ulmachu
52	Persephyka	Nastorus
53	Kariadh	Tallobere
54	Rosale	Klorica
55	Lorettian	Cheyne
56	Channia	Dostobreyl
61	Eryka	Lengh
62	Brenadh	Kendal
63	Maurih	Stryke
64	Wynetta	Raskus
65	Tasmasin	Endrycca
66	Leandra	Gaspus



## SISTERS OF SILENCE KILL TEAMS

If every model in your kill team has the SISTERS OF SILENCE Faction keyword, you can use Sisters of Silence Tactics shown below.

### UNSETTLING PRESENCE

#### Sisters of Silence Tactic

Use this Tactic at the start of the Morale phase. Add 1 to the result of Nerve tests taken for enemy models within 3" of any **SISTERS OF SILENCE** models from your kill team.

**1 COMMAND POINT**

### PURGATION SWEEP

#### Sisters of Silence Tactic

Use this Tactic when you choose a **WITCHSEEKER** model from your kill team to attack in the Shooting phase. Until the end of the phase, change the Type characteristic of the flamer that model is equipped with to Assault 6.

**1 COMMAND POINT**

### DECAPITATING STRIKES

#### Sisters of Silence Tactic

Use this Tactic when you choose a **VIGILATOR** model from your kill team to attack in the Fight phase. Until the end of the phase, when resolving an attack made with an executioner greatblade that model is equipped with, add 1 to the wound roll.

**1 COMMAND POINT**

### PUNISHMENT FIRE

#### Sisters of Silence Tactic

Use this Tactic when you choose a **PROSECUTOR** model from your kill team to attack in the Shooting phase. Until the end of the phase, change the Type and Range characteristic of the boltgun that model is equipped with to Assault 3 and 18" respectively, and when making an attack with that model, it does not suffer any penalties to its hit rolls.

**1 COMMAND POINT**





## WITCHSEEKER

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

This model is armed with a flamer and psyk-out grenades.  
One Witchseeker in your kill team can be a Witchseeker Superior.

**ABILITIES**

**Psychic Abomination:** This model 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 model from your kill team with this ability that is within 18" of that model (to a maximum of -4).

**Witch Hunters:** When resolving an attack made by this model against a **PSYKER** model, you can re-roll the wound roll.

**SPECIALISTS** Leader (Witchseeker Superior only), Demolitions, Heavy, Scout, Veteran

**FACTION KEYWORD** SISTERS OF SILENCE

**KEYWORDS** IMPERIUM, INFANTRY, WITCHSEEKER

## VIGILATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	MAX
Vigilator	7"	3+	3+	3	3	1	2	8	3+	-
Vigilator Superior	7"	3+	3+	3	3	1	3	9	3+	1

This model is armed with an executioner greatblade and psyk-out grenades.  
One Vigilator in your kill team can be a Vigilator Superior.

**ABILITIES**

**Psychic Abomination:** This model 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 model from your kill team with this ability that is within 18" of that model (to a maximum of -4).

**Witch Hunters:** When resolving an attack made by this model against a **PSYKER** model, you can re-roll the wound roll.

**SPECIALISTS** Leader (Vigilator Superior only), Combat, Scout, Veteran, Zealot

**FACTION KEYWORD** SISTERS OF SILENCE

**KEYWORDS** IMPERIUM, INFANTRY, VIGILATOR

## PROSECUTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	MAX
Prosecutor	7"	3+	3+	3	3	1	2	8	3+	-
Prosecutor Superior	7"	3+	3+	3	3	1	3	9	3+	1

This model is armed with a boltgun and psyk-out grenades.  
One Witchseeker in your kill team can be a Prosecutor Superior.

**ABILITIES**

**Psychic Abomination:** This model 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 model from your kill team with this ability that is within 18" of that model (to a maximum of -4).

**Witch Hunters:** When resolving an attack made by this model against a **PSYKER** model, you can re-roll the wound roll.

**SPECIALISTS** Leader (Prosecutor Superior only), Comms, Scout, Sniper, Veteran

**FACTION KEYWORD** SISTERS OF SILENCE

**KEYWORDS** IMPERIUM, INFANTRY, PROSECUTOR



## WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Psyk-out grenade	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a <b>PSYKER</b> or <b>DAEMON</b> , the target suffers a mortal wound instead of the normal damage.
Executioner greatblade	Melee	Melee	+2	-3	D3	-

## KILL TEAM

MODEL	POINTS PER MODEL (Excluding wargear)
Prosecutor	10
- Prosecutor Superior	11
Vigilator	10
- Vigilator Superior	11
Witchseeker	10
- Witchseeker Superior	11

## RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Boltgun	0
Flamer	3
Psyk-out grenades	0

## MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Executioner greatblade	4

