

Onslaught The Sisterhood

The Sisterhood - Oddly enough, the mighty Sisterhood began its existence as a charity and humanitarian aid organization - providing medical care, food, and supplies to the countless innocent victims of wars waged all across Terran space. Through countless donations and offerings from those who believe in their cause, the Sisterhood has grown mighty and influential - enforcing the Galactic Terran Accords of War on any warring Terran factions, and protecting innocent civilians against alien and human oppressors.

The Sisterhood

Sisterhood Command



Sisterhood Command 1

Sisterhood Honor Guard Sister with Power Sword

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	2	☉☉	☉☉	5	

Sisterhood Honor Guard Standard Bearer Sister

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	2	☉☉	☉☉	10	

Sisterhood units within 3 spaces of the Standard get one reroll for each Fire Attack and each Hand to Hand combat roll.

Sister Magnus

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	2	☉☉☉	☉☉	30	Inspirational Range 2 Life Points: □□□

Sisters with no more than 1 space between them and a Sister Magnus are inspired by this military leader. These inspired Sisters will receive 1 additional white die for all ranged and hand to hand combat while within Inspirational Range of the Sister Magnus.

Sister Supremus

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	3	☉☉☉	☉☉☉	40	Inspirational Range 3 Life Points: □□□□ Flight

Sisters with no more than 2 spaces between them and a Sister Supremus are inspired by this military leader. These inspired Sisters will receive 1 additional white die for all ranged and hand to hand combat while within Inspirational Range of the Sister Supremus.

Apothecary Sister

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	1	-	☉☉	10	

If a Sister is killed within of the of the 8 squares adjacent to and Apothecary Sister, she may roll ☉. A result of 2 means the wounded Sister is saved and continues to play.

The Sisterhood

Sisterhood Command



Sisterhood Command 2

Sisterhood Valkyrie Sister with Power Sword

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	2	Range: 12		10	Life Points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flight

Sisterhood Themis Sister Superior with Power Sword

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	2	Range: 12		10	Life Points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Sisterhood Battle Sister Primus with Power Sword

Movement	Armor	Fire	Hand to Hand	Value	Notes
6	3			20	Inspirational Range: 1 Life Points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Sisters in an adjacent square to a Sister Primus are inspired by this military leader. These inspired Sisters will receive 1 additional white die for all ranged and hand to hand combat while within Inspirational Range of the Sister Primus.

Sisterhood Honor Guard Standard Bearer Sister

Movement	Armor	Fire	Hand to Hand	Value	Notes
6	3			10	

Sisterhood units within 3 spaces of the Standard get one reroll for each Fire Attack and each Hand to Hand combat roll.

The Sisterhood

Sisterhood Command

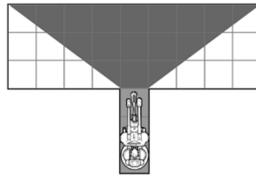


Sisterhood Command 2

Sister on Assault Bike					
Movement	Armor	Fire	Hand to Hand	Value	Notes
10	Rider: 2 (3 front only) Bike: 5	2 shots if stationary	Defense Drive-by Attack	10+5 (pilot)	see below

The assault bike cannot move diagonally or open doors. The rider has an Armor score of 3 when attacked from the front and an Armor score of 2 otherwise. If attacked in melee, rider defends with a single white die. If the rider is moving at least 2 squares, the rider can attack with 2 red dice in hand-to-hand combat.

The assault bike can fire TWICE in its frontal arc of fire if it is stationary. Otherwise, an assault bike can only fire a single shot per turn within the frontal arc of fire.



Assault Bike Arc of Fire

When attacking the assault bike with ranged fire or hand to hand, the bike has an Armor score of 5 and 1 life point. If the bike is destroyed, the rider becomes a regular Sister. If the rider is killed, the assault bike falls to the ground and can be used by another Sister. The new rider gives up any heavy weapons to ride the assault bike.

The Sisterhood

Athena Assault Squads



Sisterhood Athena Squads are comprised of those Sisterhood troopers trained in the use of the "Athena" heavy exo-suit armor, A powered armor rig which grants its wearer an unrivaled amount of protection on the battlefield.

The **Athena Assault Squads** are equipped with a variety of heavy close combat weapons, such as enormous slashing claws and crushing mauls. These units are generally used in boarding actions, where they can easily close with the enemy and dispatch them in close combat.

Athena Assault Squad Sister with Slashing Claws

Movement	Armor	Fire	Hand to Hand	Value	Notes
4	3	-		10	May attack Diagonally.

Athena Assault Squad Sister with Energy Mauls and Mini Kinetic Suppression Shield

Movement	Armor	Fire	Hand to Hand	Value	Notes
6	2	-		10	May attack Diagonally. See below.

The Energy Crushing Maul and Mini Kinetic Suppression Shield are power weapons that crackle with energy and flicker with a constant blue light. The Energy Spear uses this energy to deliver blows of explosive force. A Sister with an Energy Crushing Maul may only attack in hand-to-hand combat. A Sister with an Energy Crushing Maul may attack diagonally.

The Mini Kinetic Suppression Shield is used to deflect damage. If the Sister takes any wounds, roll a . The number rolled is the number of wounds deflected by the shield. Deflected wounds don't affect the Sister.

Athena Assault Squad Sister Superior (Squad Leader) with Lighting Claws

Movement	Armor	Fire	Hand to Hand	Value	Notes
4	3	-		15	May attack Diagonally. Life Points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

The Sisterhood

Athena Battle Squads



Sisterhood Athena Squads are comprised of those Sisterhood troopers trained in the use of the "Athena" heavy exo-suit armor, A powered armor rig which grants its wearer an unrivaled amount of protection on the battlefield.

The **Athena Battle Squads** are equipped with the most common of the Athena rigs, the Battle Rig, which is armed with dual drum-fed assault shotguns, allowing these units to wade into the enemy, shredding them apart in a hail of slugs.

Athena Battle Squad Sister with Assault Shotguns

Movement	Armor	Fire	Hand to Hand	Value	Notes
6	2	☉☉ x 2	☉☉	5	

Athena Battle Squad Leader with Assault Shotguns

Movement	Armor	Fire	Hand to Hand	Value	Notes
6	2	☉☉ x 2	☉☉	10	Life Points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

The Sisterhood

Athena Defender Squads



Sisterhood Athena Squads are comprised of those Sisterhood troopers trained in the use of the "Athena" heavy exo-suit armor, A powered armor rig which grants its wearer an unrivaled amount of protection on the battlefield.

The **Athena Defender Squads** are equipped with heavy kinetic suppression shields in addition to their Athena rigs, rendering them all but invulnerable on the battlefield. Using their energy spears to keep their foes at bay, once these units are deployed to defend an objective, they are nearly impossible to route.

Athena Defender Squad Sister with Energy Spear and Kinetic Suppression Shield

Movement	Armor	Fire	Hand to Hand	Value	Notes
6	2	-		10	May attack Diagonally. See below.

The Energy Spear and Kinetic Suppression Shield are power weapons that crackle with energy and flicker with a constant blue light. The Energy Spear uses this energy to deliver blows of explosive force. A Sister with an Energy Spear may only attack in hand-to-hand combat. A Sister with an Energy Spear may attack diagonally.

The Kinetic Suppression Shield is used to deflect damage. If the Sister takes any wounds, roll a . The number rolled is the number of wounds deflected by the shield. Deflected wounds don't affect the Sister.

Athena Defender Sister Superior (Squad Leader) with Energy Spear and Kinetic Suppression Shield

Movement	Armor	Fire	Hand to Hand	Value	Notes
6	2	-		10	May attack Diagonally Life Points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

The Sisterhood

Athena Destroyer Squads



Sisterhood Athena Squads are comprised of those Sisterhood troopers trained in the use of the "Athena" heavy exosuit armor, a powered armor rig which grants its wearer an unrivaled amount of protection on the battlefield.

The **Athena Destroyer Squads** are equipped with a variety of heavy weapons, such as missile launchers, heavy flame throwers, and Gatling Cannons. Filling a role between trooper and tank, the Athena Destroyers lay waste to infantry and armor alike.

Athena Destroyer Squad Sister with Assault Cannon

Movement	Armor	Fire	Hand to Hand	Value	Notes
4	2			10	Total number rolled may be split between any visible targets.

Athena Destroyer Squad Sister with Multi Melta

Movement	Armor	Fire	Hand to Hand	Value	Notes
4	2			10	Affects all targets in straight line. Roll Separately for each.

A Multi-Melta is the same as a Fusion Gun.

Athena Destroyer Sister Superior (Squad Leader) with Missile Launchers

Movement	Armor	Fire	Hand to Hand	Value	Notes
4	2			15	
Assault Shotguns					
Missile Launchers					The 8 squares surrounding target square receive damage from highest die rolled. Life Points: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

The Sisterhood

Sisterhood Hecate Squads



Sisterhood Hecate Squads are specialized heavy weapon support units, often deployed to support Themis Squads in the field using a variety of anti-armor and anti-infantry weaponry.

Sister of Battle with Heavy Bolter

Movement	Armor	Fire	Hand to Hand	Value	Notes
5	2			5	

Sisterhood Hecate Squad Sister with Heavy Flamer

Movement	Armor	Fire	Hand to Hand	Value	Notes
5	2	 Range 12		10	Single roll for blast area.

Sisterhood Hecate Squad Sister with Multi Melta

Movement	Armor	Fire	Hand to Hand	Value	Notes
5	2			10	Affects all targets in straight line. Roll Separately for each.

A Multi-Melta is the same as a Fusion Gun.

The Sisterhood

Sisterhood Minerva Squads



Sisterhood Minerva Squads are highly trained individuals, skilled in the arts of stealth and sabotage. Each Minerva operative is equipped with a cloaking field, allowing them to infiltrate deep into enemy territory without being detected. When the time to attack comes, Minerva operatives utilize forearm-mounted flak-shell launchers and a variety of grenades to spread fear and destruction through the enemy ranks.

Sisterhood Minerva Squad Sister with Flak-Shell Launcher

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	2 1 Area Effect	☹☹ Range: 12	☹☹	5	Equipped with a cloaking field

The cloaking field makes Minerva Squad Sisters more difficult to hit with direct line of fire weapons. But with area effect weapons, such as missile launchers and flamers, this cloaking field does not benefit them as much and therefore only defend with a 1 Armor Score is caught in the area of effect.

The Sisterhood

Sisterhood Themis Squads



Sisterhood Themis Squads make up the bulk of the Sisterhood ground forces. Armed with drum-fed assault shotguns, the Themis squads excel in close range fire fights such as urban areas where they are often deployed to carry out extraction missions.

Sisterhood Themis Squad Sister with Assault Shotguns

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	1	👁️👁️	👁️👁️	5	

The Sisterhood

Sisterhood Virtus Squads



Sisterhood Virtus Squads are elite assault troopers, equipped with advanced jump-jet packs, which allow them to land in the midst of the enemy before strafing them with dual forearm mounted flak-shell launchers.

Sisterhood Virtus Squad Sister with Flak-Shell Launchers

Movement	Armor	Fire	Hand to Hand	Value	Notes
7	1	☉☉ x 2 Range: 12	☉☉☉	5	Flight

The Sisterhood

Act of Faith

The Sisterhood uses their blind faith in the Emperor to perform acts of faith.

The Sisters begin with a maximum of 6 Faith Points. If a fellow Sister in their squad is slain (Martyrdom), 1 Faith Point is earned. The maximum number of Faith Points a squad can have at any time remains 6.

By spending a Faith Point, the Sisters can attempt to invoke an act of faith. **This Faith Point is used regardless of whether the act is successful or not.** A single Act of Faith can be attempted during each player's turn. This means that the a player with Sisters of Battle units can be invoke and Act of Faith during that player's turn and another invocation can be attempted during your opponent's turn, such as the Spirit of the Martyr to save a Sister.

As the will of the Emperor is impenetrable, spending a point of faith is not enough to guarantee the success of the expected miracle. Therefore, a test must be performed with performing an Act of Faith. This test consists of rolling a die (red or white, depending on the act of faith). If the dice shows a result other than zero, the miracle happens.

A sister may repeat an act of faith on a following turn if she wishes to do so.

The 4 possible acts of faith are:

- **Hand of the Emperor:** + 1 red die in Hand-to-Hand Combat for the entire squad.
Test: Roll 1-3 on .
- **Divine Guide:** +1 red die for ranged combat for the entire squad.
Test: Roll 1-3 on .
- **Passion:** the entire squad attack twice, before or after the movement, in contact or remotely.
Test: Roll 1-2 on .
- **Spirit of the Martyr:** while a Sister seems to have been killed, she is miraculously found to be unscathed. If it was the Mother Superior, she returns to the number of points of life she had just before the attack that nearly killed her.
Test: Roll 1-2 on .
- **Light of the Emperor:** the unit becomes Fearless; if the unit is fleeing, they automatically regroup. (Advanced rules)
Test: Roll 1-2 on .

These rules are based on the rules for the Sisters of Battle in the 3rd Edition Witch Hunters Codex for Warhammer 40,000.