

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Flamer <small>ANTI-PSYKER 4+ ASSAULT BLAST 2 TORRENT</small>	12"	4	-	4	-1	1
Master-crafted boltgun <small>ANTI-PSYKER 4+ ASSAULT RAPID FIRE 1</small>	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner Greatblade <small>ANTI-PSYKER 5+ CLEAVE 1 DEVASTATING WOUNDS: PSYKER</small>	Melee	4	2+	5	-2	2
Gun Stock	Melee	3	3+	3	0	1

ABILITIES

CORE - Support

- Corner the Quarry**
When an enemy unit (excluding MONSTERS/VEHICLES) engaged with this unit makes a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.
- Creeping Dread (Aura)**
In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.
- Seeker's Instincts**
- This unit has +2" M.
- This unit can re-roll advance rolls and charge rolls.
- Leader**
This model can be attached to the following units:
- Prosecutors
- Vigilators
- Witchseekers

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



- AUFSTELLUNG
- 1x Knight-Centura (32mm)
- Equipped with:** Master-crafted Flamer, Master-crafted boltgun, Executioner Greatblade, Gun Stock
- Wargear Options:**
■ This model can replace its Executioner Greatblade with Master-crafted Flamer or Master-crafted boltgun.



KEYWORDS: Knight-Centura, Infantry, Anathema Psykana, Imperium, Character, Leader

FACTION KEYWORDS: Anathema Psykana

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Devastating Wounds
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Daughters of the Abyss
- Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.
- Friendly Anathema Psykana units with this ability have the following ability:
Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.

CORE RULES

Cleave
This ability always takes the form **[CLEAVE X]**. Each time you gather attack dice for a **[CLEAVE]** weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).
*Example: If a **[CLEAVE 1]** weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).*

Scouts 7"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.
Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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FACTION KEYWORDS: Anathema Psykana