WITCHSEEKER SQUAD

55–110 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer **ANTI-PSYKER 4+** **ASSAULT** **BLAST 1** **TORRENT**	12"	3	-	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gun Stock	Melee	3	3+	3	0	1

ABILITIES

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.

Sanctified Flames
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll* with -1 to that battle-shock roll if that enemy unit is a Psyker unit..

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).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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.

AUFSTELLUNG

4-10x Witchseeker (32mm)

Equipped with: Flamer, Gun Stock

KEYWORDS: Witchseeker Squad, Anathema Psykana, Infantry, Imperium
FACTION KEYWORDS: Anathema Psykana

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CORE RULES

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.

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FACTION KEYWORDS: Anathema Psykana