IMPERIUM - ADEPTUS CUSTODES

WITCHSEEKER SQUAD

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

55–110 PTS
Base 32mm

Daughters of the Abyss | Scouts 7"

1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

Flamer — ANTI-PSYKER 4+ | ASSAULT | BLAST 1 | TORRENT

R	A	BS	S	AP	D
12"	3	-	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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..

4 ANGRIFF

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5 NAHKAMPF

Gun Stock

R	A	WS	S	AP	D
Melee	3	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W3 · RW 3+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Daughters of the Abyss - Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.

Scouts 7" This ability always takes the form Scouts X".

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun…

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

AUFSTELLUNG

4-10x Witchseeker

Ausrüstung: Flamer, Gun Stock

KEYWORDS Witchseeker Squad, Anathema Psykana, Infantry, Imperium · **FRAKTION** Anathema Psykana