

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

WITCHSEEKER SQUAD

⦿ RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Flamer <small>ANTI-PSYKER 4+, ASSAULT, BLAST 1, TORRENT</small>	12"	3	-	4	-1	1

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

AUFSTELLUNG

4-10x Witchseeker (32mm)

Equipped with: Flamer, Gun Stock

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 RULES

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.

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.

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.