

ALEYA [LEGENDS]

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

AUFSTELLUNG
1x Aleya [Legends]
Equipped with: Somnus

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Somnus <small>ANTI-PSYKER 5+, DEVASTATING WOUNDS</small>	Melee	4	2+	6	-3	3

ABILITIES

CORE - Leader

RULES - Daughters of the Abyss, Leader, Scouts 6"

Tactical Perception
This unit has Fights First.

Tenacious Spirit
- While this unit is below starting strength, this unit's attacks have +1 to hit rolls.
- While this unit is below half-strength, this unit's attacks have +1 to wound rolls.

Leader
This model can be attached to the following units:
PROSECUTORS, VIGILATORS, WITCHSEEKERS

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+.

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.

