

PROSECUTOR SQUAD

M	T	SV	W	LD	OC
7"	3	3+	1	6+	2

AUFSTELLUNG

4-10x Prosecutor (32mm)

Equipped with: Boltgun, Gun Stock

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun ANTI-PSYKER 4+, ASSAULT, RAPID FIRE 1	24"	1	3+	5	-1	1

✂ MELEE WEAPONS

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

ABILITIES

RULES - Daughters of the Abyss

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.

Purity of Execution

In your Shooting phase, you can select one visible enemy unit within 18" of this unit. That unit is detected.

- While a unit is detected, that unit has +3" detection range.



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).

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).

