

VIGILATOR SQUAD

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

AUFSTELLUNG

4-10x Vigilator (32mm)

Equipped with: Executioner greatblade

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner greatblade ANTI-PSYKER 5+, DEVASTATING WOUNDS: PSYKER	Melee	3	3+	5	-2	2

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.

Deft Parry

Melee attacks that target this unit have -1 to hit rolls.

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.