

PROSECUTOR SQUAD

45–90 PTS

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

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

AUFSTELLUNG

4-10x Prosecutor (32mm)

Equipped with: Boltgun, 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.

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).*

CORE 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.

