

IMPERIUM - ADEPTUS CUSTODES

WITCHSEEKER SQUAD

55–110 PTS

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

⚔ RANGED WEAPONS

WEAPON	RANGE A BS S AP D						
Flamer	ANTI-PSYKER 4+	ASSAULT	BLAST 1	TORRENT	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.



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.

◆ 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.