

WITCHSEEKERS

50–100 PTS

WITCHSEEKER SISTER SUPERIOR

M	T	Sv	W	LD	OC
6"	3	3+	1	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Witchseeker flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

- Ceaseless Vigilance**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nulled:
- While a unit is nulled, that unit has +3" detection range.
- Daughters of the Abyss**
Models in this unit have the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.
- Sanctified Flames**
In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

WEAPON ABILITIES

- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

- Scouts 6"**
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.



AUFSTELLUNG

1x Witchseeker Sister Superior -
Equipped with: Witchseeker
flamer, Close combat weapon
3-9x Witchseeker



KEYWORDS: Witchseekers,
Anathema Psykana, Infantry,
Imperium
FACTION KEYWORDS: Adeptus
Custodes