

VIGILATORS - IMPERIUM - ADEPTUS
CUSTODES

50–100 PTS

VIGILATOR SISTER SUPERIOR

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

AUFSTELLUNG

1x Vigilator Sister Superior - Equipped with: Executioner greatblade
3-9x Vigilator

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

✂ MELEE WEAPONS

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

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.

Deft Parry

Each time a melee attack targets this unit, subtract 1 from the Hit roll.

WEAPON ABILITIES

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.