

ALEYA

M	T	SV	W	LD	OC	
6"	3	3+	4	6+	1	5+

AUFSTELLUNG

1x Aleya

Equipped with: Somnus

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Somnus ANTI-PSYKER 5+, DEVASTATING WOUNDS	Melee	4	2+	6	-3	3

ABILITIES

CORE - Leader

RULES - Leader, Scouts 6"

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.

Daughter of the Abyss

This model has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Tactical Perception

While this model is leading a unit, models in that unit have the Fights First ability.

Tenacious Spirit

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.



Leader

This model can be attached to the following units:

- Prosecutors
- Vigilators
- Witchseekers

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.*

