

IMPERIUM - ADEPTUS CUSTODES

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

AUFSTELLUNG

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

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 RULES

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.

