



SISTERS OF THE WATCH



MISSILE WEAPONS

Watch Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	1	3+	3+	-	1

MELEE WEAPONS

Ithilmar Sword

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	4+	-	1

DESCRIPTION

A unit of Sisters of the Watch has 5 or more models. They carry Watch Bows which fire enchanted arrows that burn with a magical flame. Sisters of the Watch also wield Ithilmar Swords.

HIGH SISTER

The leader of this unit is a High Sister. A High Sister makes 2 attacks rather than 1 with her Watch Bow.

ABILITIES

Eldritch Arrows: Creatures of Chaos cannot abide the magical flames of these enchanted arrows. You can add 1 to any wound roll made when a Sister of the Watch targets a **CHAOS** unit with her Watch Bow.

Quicksilver Shot: A unit of Sisters of the Watch can attack twice in their shooting phase if they did not move in their movement phase.

Loose Until the Last: Once per turn, if an enemy unit ends its charge move within ½" of this unit, the Sisters of the Watch can immediately shoot their Watch Bows against the charging unit.

KEYWORDS

ORDER, AELE, WANDERER, SISTERS OF THE WATCH