

SISTERS OF THE WATCH

There are few finer sharpshooters in the realms than the Sisters of the Watch, warriors dedicated to protecting the ancient ley lines of the realms. Their enchanted bows loose not arrows of wood and iron but bolts of flaming arcane energy.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Watch Bow	18"	1	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Sword	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Sisters of the Watch has any number of models, each armed with a Watch Bow and Ithilmar Sword.

HIGH SISTER: 1 model in this unit can be a High Sister. Add 1 to the Attacks characteristic of that model's missile weapon.

ABILITIES

Eldritch Arrows: *These magical bolts of blue-white fire engulf their targets in flame.*

If the unmodified wound roll for an attack made with a Watch Bow is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Loose Until the Last: *As the enemy close in, these warriors hold fast, loosing a final devastating volley.*

Once per turn, if an enemy unit ends a charge move within 3" of this unit and there

are no other enemy units within 3" of this unit, this unit can shoot.

Quicksilver Shot: *The martial discipline of these proud warriors is something to be feared as they unleash an endless hail of arrows.*

Add 1 to the Attacks characteristic of this unit's Watch Bows if there are no enemy models within 3" of this unit and this unit has not made a move in the same turn.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, WANDERER, SISTERS OF THE WATCH