IMPERIUM - ADEPTUS CUSTODES · DETACHMENT

EMISSARIES IMPERATUS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Edge of the Blade — **15 pts**

Adeptus Custodes model only. If this unit made a charge move this turn, this model's attacks can:

- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

Auriferous Orb — **20 pts**

ADEPTUS CUSTODES model only. This model has the following weapon:

DETACHMENT-REGEL

Friendly Adeptus Custodes units have Fights First.

Favoured Ka'tah: Conservai

Additional Effect: Until the end of the turn, being selected to make an advance/fall-back move does not prevent your unit from being eligible to start an action.

STRATAGEMS

1 CP — EMISSARIES IMPERATUS STRATAGEM · WAHAPEDIA — CHARGE

SELFLESS SERVICE

When: End of your opponent's Charge phase.
Target: One friendly unengaged Adeptus Custodes unit within 6" of an enemy unit. You can only select a VEHICLE unit if it is a CHARACTER/WALKER unit.
Effect: Declare a charge with your unit: When making the charge roll, if the result is greater than 6 (after modifiers), change it to 6. When selecting charge targets, you can select any enemy units that are within 6" of your unit and within the maximum distance.

1 CP — EMISSARIES IMPERATUS STRATAGEM · WAHAPEDIA — FIGHT

BEARERS OF HIS LIGHT

When: Fight phase, when a friendly Adeptus Custodes unit is selected to fight.
Target: That ADEPTUS CUSTODES unit.
Effect: Your unit's melee attacks can ignore modifiers to hit rolls and wound rolls.

1 CP — EMISSARIES IMPERATUS STRATAGEM · WAHAPEDIA — FIGHT

SLAYERS OF NIGHTMARES

When: Fight phase, when a friendly Adeptus Custodes unit is selected to fight.
Target: That ADEPTUS CUSTODES unit.
Effect: Your unit's melee attacks that target a unit with a T greater than this unit's T have +1 to wound rolls.