



ENHANCEMENTS

From the Hall of Armouries

15 pts

ADEPTUS CUSTODES model only. This model's melee attacks have [Devastating Wounds].

Radiant Mantle

40 pts

Adeptus Custodes Infantry model only. Attacks that target this unit have -1 to hit rolls.

DETACHMENT-REGEL

When a friendly Adeptus Custodes unit is selected to attack, that unit's attacks can:

- Re-roll one hit roll.
- Re-roll one wound roll.

Favoured ka'tah: Rendax

Additional Effect: You can select one enemy MONSTER/VEHICLE unit engaged with your unit and roll one D6:

- On a 1-2, that enemy unit suffers 1 mortal wound.
- On a 3-5, that enemy unit suffers D3 mortal wounds.
- On a 6, that enemy unit suffers 3 mortal wounds.

STRATAGEMS

1 CP

EMPEROR'S CHOSEN STRATAGEM ·
WAHAPEDIA

MOVEMENT

IMPENETRABLE BASTION

When: End of your Movement phase.

Target: One friendly Adeptus Custodes unit (excluding Monster/Vehicle units).

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

EMPEROR'S CHOSEN STRATAGEM ·
WAHAPEDIA

ANY

SUPERHUMAN FOCUS

When: End of any phase.

Target: One friendly Adeptus Custodes unit that is not readied.

Effect: Your unit is readied.

Restriction: You cannot select the same unit as the target of this stratagem more than once per battle round.

1 CP

EMPEROR'S CHOSEN STRATAGEM ·
WAHAPEDIA

SHOOTING

IN AURAMITE CLAD

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly Adeptus Custodes unit (excluding Custodian Wardens units).

Target: That ADEPTUS CUSTODES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.