IMPERIUM - ADEPTUS CUSTODES

DREAD HOST

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Flawless Bladework — 15 pts

ADEPTUS CUSTODES model only. This model's melee attacks have [Sustained Hits 1].

Auric Exemplar — 15 pts

ADEPTUS CUSTODES model only. This model's melee attacks have [Cleave 1].

DETACHMENT RULE

Friendly Adeptus Custodes units can re-roll charge rolls.

Favoured ka'tah: Dacatarai

Additional Effect: When an enemy unit engaged with your unit makes a pile-in/consolidation move, -2" from that pile-in/consolidation move.

STRATAGEMS (3/3)

2 CP · DREAD HOST STRATAGEM · MOVEMENT

GOLDEN LIGHT OF THE MOIRAIDES

When: Your Movement phase, when a friendly Adeptus Custodes unit is selected to make an ingress move.
Target: That ADEPTUS CUSTODES Unit.
Effect: Until the start of your next turn: Attacks that target your unit have -1 to hit rolls. Enemy units cannot target your unit with snap shooting attacks.

1 CP · DREAD HOST STRATAGEM · MOVEMENT

PRETERNATURAL RAPIDITY

When: Your Movement phase, when a friendly Adeptus Custodes unit ends an advance move.
Target: That ADEPTUS CUSTODES unit.
Effect: That advance move does not prevent your unit from being eligible to declare a charge.

1 CP DREAD HOST STRATAGEM FIGHT

LIGHTNING WRATH

When: Fight phase, when a friendly Adeptus Custodes unit is selected to make a pile-in move.

Target: That ADEPTUS CUSTODES unit.

Effect: When making that pile-in move, your unit can move up to D3+3".