

LIONS OF THE EMPEROR

3 Stratagems · 2 Enhancements



1 DP · DISRUPTION

ENHANCEMENTS (2)

Lightning Descent

20 pts

In your first Movement phase, this unit can make an ingress move.

Leonine Ferocity

20 pts

(Once per phase, per unit)

You can target this unit with the Rapid Ingress stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

DETACHMENT RULE

At the end of your opponent's Fight phase, if a friendly Adeptus Custodes Terminator unit is unengaged, you can place that unit in strategic reserves.

STRATAGEMS (3/3)

1 CP

LIONS OF THE EMPEROR STRATAGEM

COMMAND

UNLEASH THE LIONS

When: Your Command phase.

Target: One friendly Adeptus Custodes Terminator unit that has 2+ models.

Effect: Your unit is split into separate units, each containing one model. These new units each have a starting strength of 1.

2 CP

LIONS OF THE EMPEROR STRATAGEM

SHOOTING

VIGIL UNENDING

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly Adeptus Custodes Terminator unit.

Target: That ADEPTUS CUSTODES TERMINATOR unit.

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

1 CP LIONS OF THE EMPEROR STRATAGEM

CHARGE

FURY OF THE EMPEROR

When: Your Charge phase, when a friendly Adeptus Custodes Terminator unit that made an ingress move this turn is selected to declare a charge.

Target: That ADEPTUS CUSTODES TERMINATOR unit.

Effect: Your unit has +2 to charge rolls.