

MIGHT OF THE MORITOI

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Memento Moritoi

30 pts

This model's melee attacks have +1 A, S and D.

Augury Uplink

30 pts

This model has Feel No Pain 5+.

DETACHMENT RULE

- While a friendly Adeptus Custodes Dreadnought unit is at starting strength, that unit has +2 OC.
- While a friendly Adeptus Custodes Dreadnought unit is below starting strength, that unit's attacks can re-roll hit rolls of 1.

While a friendly Adeptus Custodes Dreadnought unit is below half-strength, that unit's attacks can:

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

STRATAGEMS (3/3)

1 CP

MIGHT OF THE MORITOI STRATAGEM

MOVEMENT

UNCEASING ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Custodes Dreadnought unit ends an advance move.

Target: That ADEPTUS CUSTODES DREADNOUGHT unit.

Effect: Your unit's ranged attacks have [Assault] until the end of the turn. That move does not prevent your unit from being eligible to declare a charge.

1 CP

MIGHT OF THE MORITOI STRATAGEM

SHOOTING

HONOURED INTERRED

When: Your Shooting phase or the Fight phase.

Target: One friendly Adeptus Custodes Dreadnought unit.

Effect: Your unit has the following ability: Honoured Interred (Aura): Friendly Adeptus Custodes units within 6" of this unit can re-roll hit rolls of 1.

1 CP MIGHT OF THE MORITOI STRATAGEM

CHARGE

UNSTOPPABLE MOMENTUM

When: Your Movement/Charge phase, when a friendly Adeptus Custodes Dreadnought unit is selected to move or declares a charge.

Target: That ADEPTUS CUSTODES DREADNOUGHT unit.

Effect: Your unit has Mobile.