IMPERIUM - ADEPTUS CUSTODES

SOLAR WATCH

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Sally Forth — 30 pts

Adeptus Custodes Shield-Captain model only. At the start of your Charge phase, select one friendly Adeptus Custodes Infantry unit within 6" of this model. If that unit made an advance move this turn, that advance move does not prevent that unit from being eligible to declare a charge.

Auric Eagle — 15 pts

Adeptus Custodes Infantry/Mounted unit only (excluding Terminator units). This unit has +1 to advance rolls and charge rolls.

DETACHMENT RULE

When a friendly Adeptus Custodes unit makes a fall-back move, that fall-back move does not prevent that unit from being eligible to charge.

Favoured ka'tah: Calistus

Additional Effect: Your unit has +2" M.

STRATAGEMS (3/3)

1 CP SOLAR WATCH STRATAGEM MOVEMENT

AT SPEAR'S LENGTH

When: Your Movement phase, when a friendly Adeptus Custodes unit is selected to make a fall-back move.
Target: That ADEPTUS CUSTODES unit.
Effect: That fall-back move does not prevent your unit from being eligible to shoot.

1 CP SOLAR WATCH STRATAGEM MOVEMENT

INEXORABLE

When: Your Movement phase, when a friendly Adeptus Custodes unit is selected to move.
Target: That ADEPTUS CUSTODES unit.
Effect: Until the end of the turn, your unit can ignore modifiers to your unit's: M. Advance rolls and charge rolls.

1 CP SOLAR WATCH STRATAGEM CHARGE

GRAVIMETRIC GRENADE

When: Start of your opponent’s Charge phase.
Target: One friendly unengaged Adeptus Custodes unit.
Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls.