IMPERIUM - ADEPTUS CUSTODES · DETACHMENT

GRAV-ASSAULT FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Combat Deployment — **20 pts**

When a friendly Adeptus Custodes unit is selected to make a disembark move from this unit, until the end of the turn:

- That unit can re-roll charge rolls.

- Enemy units cannot target that unit with snap shooting attacks.

Anti-Gravitic Mobility — **15 pts**

When this unit makes a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot.

DETACHMENT-REGEL

Friendly Grav-Assault units have 4+ InSv against ranged attacks.

STRATAGEMS

1 CP — GRAV-ASSAULT FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ADVANCED STABILISERS

When: Your Shooting phase, when a friendly grav-assault unit is selected to shoot.
Target: That GRAV-ASSAULT unit.
Effect: Your unit's ranged attacks have [Assault].

1 CP — GRAV-ASSAULT FORCE STRATAGEM · WAHAPEDIA — SHOOTING

INEVITABLE ANNIHILATION

When: Your Shooting phase, when a friendly grav-assault unit is selected to shoot.
Target: That GRAV-ASSAULT unit.
Effect: Your unit can ignore modifiers to your unit's: BS. Hit rolls.

1 CP — GRAV-ASSAULT FORCE STRATAGEM · WAHAPEDIA — ANY

VICTORY BEFORE DEATH

When: Any phase, when a friendly grav-assault unit within range of an objective is destroyed.
Target: That GRAV-ASSAULT unit. You can target that unit with this stratagem even though it is destroyed.
Effect: Select one objective that: Your unit was controlling when it was destroyed. Has no enemy units (excluding AIRCRAFT units) within range of it. That objective is secured.