IMPERIUM - ADEPTUS CUSTODES · DETACHMENT

MIGHT OF THE MORITOI

1 DP · TAKE AND HOLD

ENHANCEMENTS

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-REGEL

- 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

1 CP — MIGHT OF THE MORITOI STRATAGEM · WAHAPEDIA — 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 · WAHAPEDIA — 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 · WAHAPEDIA — 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.