ALEYA [LEGENDS] - IMPERIUM - ADEPTUS CUSTODES

55 PTS

M	T	Sv	W	LD	OC
7"	3	3+	4	6+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Aleya [Legends]

Equipped with: Somnus

KEYWORDS: Aleya, Epic Hero, Character, Infantry, Imperium, Anathema Psykana, Leader, Emissaries

FACTION KEYWORDS: Anathema Psykana

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Somnus ANTI-PSYKER 5+, DEVASTATING WOUNDS	Melee	4	2+	6	-3	3

ABILITIES

CORE - Leader

Tactical Perception
This unit has Fights First.

Tenacious Spirit
- While this unit is below starting strength, this unit's attacks have +1 to hit rolls.

- While this unit is below half-strength, this unit's attacks have +1 to wound rolls.

Leader
This model can be attached to the following units: PROSECUTORS, VIGILATORS, WITCHSEEKERS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

Daughters of the Abyss
- Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.

- Friendly Anathema Psykana units with this ability have the following ability:

Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.