

VENATARI WITH KINETIC DESTROYERS -
IMPERIUM - ADEPTUS CUSTODES

255 PTS

VENATARI

M	T	Sv	W	LD	OC
12"	7	2+	5	6+	2

INVULNERABLE
SAVE

4+

AUFSTELLUNG

3x Venatari - Equipped with: Kinetic destroyer, Tarsis buckler (40mm)

KEYWORDS: Imperium, Infantry, Fly, Jump Pack, Venatari with Kinetic Destroyers, Explosives, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kinetic destroyer ASSAULT, CLOSE-QUARTERS, SUSTAINED HITS 1	18"	4	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tarsis buckler SUSTAINED HITS 1	Melee	5	2+	6	-2	1

ABILITIES

Neutronium Cascade Mine
(Once per battle, per unit)

At the start of any phase, you can select one enemy unit within 3" of this unit and roll one D6. On a 2+:

- That enemy unit suffers D3 mortal wounds.
- Or: if that enemy unit is a VEHICLE/MONSTER unit that enemy unit suffers 2D3 mortal wounds.

Strike from the Skies
In your Shooting phase, if this unit made an ingress move this turn, this unit's ranged attacks can re-roll hit rolls.

Take Wing
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

WEAPON ABILITIES

Assault
Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Martial Ka'tah
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.
Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

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CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.