

VERTUS PRAETORS - IMPERIUM -
ADEPTUS CUSTODES

220–330 PTS

M	T	Sv	W	LD	OC
12"	8	2+	7	5+	2

INVULNERABLE
SAVE



AUFSTELLUNG

2-3x Vertus Praetor (75x42mm Oval Base)

Equipped with: Hurricane bolter, Salvo launcher, Interceptor lance

Wargear Options:

- Each Vertus Praetor can replace its Salvo launcher with Hurricane bolter.

KEYWORDS: Fly, Mounted, Imperium, Vertus Praetors, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hurricane bolter RAPID FIRE 3, TWIN-LINKED	18"	3	2+	5	-1	2
Salvo launcher	24"	2	2+	10	-2	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor lance LANCE	Melee	6	2+	8	-2	2

ABILITIES

Quicksilver Execution

If this unit made a charge move this turn, this unit's melee attacks have [SUSTAINED HITS 1]

WEAPON ABILITIES

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.

CORE RULES

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.