

VENATARI WITH KINETIC DESTROYERS

VENATARI

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

AUFSTELLUNG

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

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

RULES - Aegis of the Emperor, Close-quarters, Deep Strike, Martial Ka'tah

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 RULES

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).*

