VENATARI WITH VERUTUM LANCES

VENATARI

M	T	SV	W	LD	OC	
12"	7	2+	5	6+	2	4+

AUFSTELLUNG

3x Venatari - Equipped with: Verutum Lance (40mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Verutum Lance ASSAULT	18"	1	2+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Verutum Lance LANCE, PRECISION	Melee	5	2+	7	-2	2

ABILITIES

RULES - Aegis of the Emperor, 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.

Swift Ruin
(Once per phase, per army)

You can target this unit with the Rapid Ingress stratagem regardless of any other uses of that stratagem this phase. If you do:

- That use is -1CP.

- That use does not prevent any uses of that stratagem on other units this phase.

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

FACTION: Adeptus Custodes **270–300 PTS**

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).

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.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.