IMPERIUM - ADEPTUS CUSTODES

AQUILON TERMINATORS WITH SOLARITE POWER TALONS

275 PTS

AQUILON TERMINATOR

M	T	SV	W	LD	OC
7"	8	2+	6	5+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernus Firepike BLAST 2 TORRENT	12"	3	-	5	-1	1
Lastrum Storm Bolter RAPID FIRE 3	24"	3	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solarite Power Talons SUSTAINED HITS 2	Melee	6	2+	6	-2	1

AUFSTELLUNG

3x Aquilon Terminator - Equipped with: Solarite Power Talons, Infernus Firepike, Lastrum Storm Bolter (50mm)

Wargear Options:

■ This model can replace its Lastrum Storm Bolter with Infernus Firepike.

ABILITIES

Reap a Terrible Tally

This unit's attacks that target an Infantry unit can:

- Re-roll hit rolls of 1.
- Re-roll wound rolls of 1.

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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).

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Aegis of the Emperor

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

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.

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.