

VENATARI CUSTODIANS - IMPERIUM -
ADEPTUS CUSTODES

150–300 PTS

M	T	Sv	W	LD	OC
10"	6	2+	3	6+	2

INVULNERABLE
SAVE



AUFSTELLUNG

3-6x Venatari Custodian (Venatari lance) oder Venatari Custodian (Kinetic Destroyer & Tarsus Buckler)

Equipped with: Kinetic destroyer, Venatari lance, Tarsis buckler

KEYWORDS: Imperium, Infantry, Fly, Jump Pack, Venatari Custodians

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kinetic destroyer PISTOL, SUSTAINED HITS 1	12"	2	2+	6	-1	1
Venatari lance ASSAULT	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tarsis buckler	Melee	5	2+	5	-2	1
Venatari lance LANCE	Melee	5	2+	7	-2	2

ABILITIES

Strike from the Skies

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Swooping Dive

Once per battle, you can target this unit with the Rapid Ingress Stratagem for 0 CP, and can do so even if you have already targeted a different unit with that Stratagem that phase.

Tarsis Buckler

The bearer has a Wounds characteristic of 4.

WEAPON ABILITIES

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.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

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

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Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

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.