

VERTUS PRAETORS - IMPERIUM -  
ADEPTUS CUSTODES

145–215 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 7 | 2+ | 5 | 6+ | 2  |

INVULNERABLE  
SAVE

4+

**AUFSTELLUNG**  
2-3x Vertus Praetor (Salvo Launcher) oder Vertus Praetor (Hurricane Bolter)  
**Equipped with:** Salvo launcher, Vertus hurricane bolter, Interceptor lance

**KEYWORDS:** Fly, Mounted, Imperium, Vertus Praetors  
**FACTION KEYWORDS:** Adeptus Custodes

RANGED WEAPONS

| WEAPON                                                              | RANGE | A | BS | S  | AP | D    |
|---------------------------------------------------------------------|-------|---|----|----|----|------|
| Salvo launcher<br><small>TWIN-LINKED</small>                        | 24"   | 1 | 2+ | 10 | -3 | D6+1 |
| Vertus hurricane bolter<br><small>RAPID FIRE 3, TWIN-LINKED</small> | 18"   | 3 | 2+ | 4  | -1 | 2    |

MELEE WEAPONS

| WEAPON                                    | RANGE | A | WS | S | AP | D |
|-------------------------------------------|-------|---|----|---|----|---|
| Interceptor lance<br><small>LANCE</small> | Melee | 5 | 2+ | 7 | -2 | 2 |
| Interceptor lance<br><small>LANCE</small> | Melee | 5 | 2+ | 7 | -2 | 2 |

ABILITIES

**Quicksilver Execution**  
Once per battle, after this unit ends a normal or Advance move, you can select one enemy unit (excluding MONSTERS and VEHICLES) that it moved over during that move, then roll one D6 for each model in this unit; for each 2+, that enemy unit suffers 2 mortal wounds.

**Turbo Boost**  
Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

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

**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.