

AQUILON CUSTODIANS

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

AUFSTELLUNG

3-6x Aquilon Custodian (Gauntlet & Lastrum bolter) oder Aquilon Custodian (Gauntlet & Twin adrathic destructor) oder Aquilon Custodian (Gauntlet & Infernus firepike) oder Aquilon Custodian (Talon & infernus firepike) oder Aquilon Custodian (Talon & Lastrum bolter) oder Aquilon Custodian (Talon & Twin adrathic destructor)

Equipped with: Infernus firepike, Lastrum storm bolter, Twin adrathic destructor, Solerite power gauntlet, Solerite power talon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernus firepike IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Lastrum storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Twin adrathic destructor TWIN-LINKED	18"	1	2+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solerite power gauntlet	Melee	5	2+	8	-2	2
Solerite power talon	Melee	7	2+	7	-2	1

ABILITIES

RULES - Deep Strike, Martial Ka'tah

From Golden Light

Once per battle, at the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

Heavy Assault Infantry

Each time a model in this unit makes a ranged attack that targets the closest eligible target, re-roll a Wound roll of 1.



WEAPON RULES

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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).*

Torrent

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

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

