

VENATARI CUSTODIANS

M	T	SV	W	LD	OC	
10"	6	2+	3	6+	2	4+

AUFSTELLUNG

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

Equipped with: Kinetic destroyer, Venatari lance, Tarsis buckler

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

RULES - Deep Strike, Martial Ka'tah

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 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.

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).*

