

VERTUS PRAETORS

M	T	SV	W	LD	OC	
12"	7	2+	5	6+	2	4+

AUFSTELLUNG

2-3x Vertus Praetor (Salvo Launcher) oder Vertus Praetor (Hurricane Bolter)

Equipped with: Salvo launcher, Vertus hurricane bolter, Interceptor lance

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor lance LANCE	Melee	5	2+	7	-2	2
Interceptor lance LANCE	Melee	5	2+	7	-2	2

ABILITIES

RULES - Martial Ka'tah

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 RULES

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.