

AGAMATUS CUSTODIANS

225–450 PTS

M12"

T6

SV2+

W4

LD6+

OC2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic devastator	18"	1	2+	7	-2	3
Lastrum bolt cannon	36"	3	2+	6	-1	1
Twin las-pulsar	24"	2	2+	9	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

3-6x Agamatus Custodian (Lastrum bolt cannon) oder Agamatus Custodian (Adrathic devastator) oder Agamatus Custodian (Twin las-pulsar)
Equipped with: Adrathic devastator, Lastrum bolt cannon, Twin las-pulsar, Interceptor Lance

ABILITIES

- Implacable Vanguard**
Once per battle, in your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.
- 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.
- 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).
- TWIN-LINKED**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE 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.

