

IMPERIUM - ADEPTUS CUSTODES

VENERABLE LAND
RAIDER

220 PTS



M	T	SV	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Godhammer lascannon	48"	2	2+	12	-3	D6+1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Venerable Land Raider

Equipped with: Godhammer lascannon, Hunter-killer missile, Storm bolter, Twin heavy bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.

ABILITIES

Assault Ramp

Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Transport (Transport)

Capacity: This model has a transport capacity of 6 ADEPTUS CUSTODES INFANTRY models.

WEAPON RULES

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle. If a destroyed model is returned to a unit, all of its **ONE SHOT** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again. If a new unit is added to an army, all **ONE SHOT** weapons in that unit can be selected to make attacks with once per battle.

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).*

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

◆ **Deadly Demise D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **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.

