

SHADOWKEEPERS



1 DP · PURGE THE FOE

ENHANCEMENTS

Unstoppable Destroyer

25 pts

Adeptus Custodes Infantry model only. When this unit is selected to make a pile-in/consolidation move:

- This unit can move up to 4".
- You can select any consolidation mode for that consolidation move, regardless of that consolidation move's Before Moving restrictions.

Genalchemic Warding

30 pts

ADEPTUS CUSTODES model only. This model has Feel No Pain 5+.

DETACHMENT-REGEL

While a friendly Adeptus Custodes unit (excluding Monster/Vehicle units) is within range of an objective, melee attacks that target that unit with a S greater than that unit's T have -1 to wound rolls.

Favoured ka'tah: Kaptaris

Additional Effect: You can select one enemy unit engaged with your unit. That enemy unit must make a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

STRATAGEMS

2 CP

SHADOWKEEPERS STRATAGEM ·
WAHAPEDIA

MOVEMENT

NO ESCAPE

When: Your opponent's Movement phase, when an enemy unit ends a fall-back move.

Target: One friendly unengaged Adeptus Custodes Infantry unit that is within 6" of that enemy unit.

Effect: Declare a charge with your unit. When selecting charge targets, you can only select enemy units that made a fall-back move this phase and are within the maximum distance.

1 CP

SHADOWKEEPERS STRATAGEM ·
WAHAPEDIA

FIGHT

GRIM RESPONSIBILITY

When: Fight phase, when a friendly Adeptus Custodes Infantry unit is selected to fight.

Target: That ADEPTUS CUSTODES unit.

Effect: Your unit's melee attacks have [Lethal Hits: Character/Monster].

1 CP

SHADOWKEEPERS STRATAGEM ·
WAHAPEDIA

FIGHT

INDOMITABLE GUARDIANS

When: Your opponent's Fight phase, when an enemy unit has fought.

Target: One friendly Adeptus Custodes unit that is within range of an objective and is eligible to fight.

Effect: Your unit has Fights First and must be the next unit you select to fight.