

GUARDIANS OF THE THRONE

6 Stratagems · 4 Enhancements



3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Bane of Abominations

20 pts

This model's attacks that target an enemy Character/Monster/Vehicle unit have +1 to wound rolls.

Emperor's Light

15 pts

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Castellan's Mark

25 pts

When both players have deployed their armies, you can redeploy up to three friendly Adeptus Custodes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Eagle's Eye

30 pts

- This model has +1 W.
- (Once per battle, per army) When attacks are allocated to this model, you can use this ability. If you do, this model has 3+ InSv.

DETACHMENT RULE

In the Fight phase, when a friendly Adeptus Custodes unit is selected to fight, that unit's melee attacks have:

- [SUSTAINED HITS 1]
- Or: [LETHAL HITS]

STRATAGEMS (6/6)

1 CP GUARDIANS OF THE THRONE STRATAGEM MOVEMENT

SWIFT AS THE EAGLE

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Trusted Sentinel unit.

Target: That TRUSTED SENTINEL unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP GUARDIANS OF THE THRONE STRATAGEM MOVEMENT

UNLIMITED ENDURANCE

When: Your Movement phase, when a friendly Adeptus Custodes unit ends an advance move.

Target: That ADEPTUS CUSTODES unit.

Effect: Until the end of the turn: Your unit's ranged attacks have [Assault]. That advance move does not prevent your unit from being eligible to declare a charge.

1 CP GUARDIANS OF THE THRONE STRATAGEM SHOOTING

IN AURAMITE CLAD

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly Adeptus Custodes unit (excluding Custodian Wardens units).

Target: That ADEPTUS CUSTODES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP GUARDIANS OF THE THRONE STRATAGEM SHOOTING

PRIME TARGET

When: Your Shooting phase, when a friendly Adeptus Custodes unit is selected to shoot.

Target: That ADEPTUS CUSTODES unit.

Effect: Your unit's ranged attacks can: Re-roll one hit roll. Re-roll one wound roll. Re-roll one damage roll.

1 CP GUARDIANS OF THE THRONE STRATAGEM FIGHT

SHIELD OF HONOUR

When: Start of the Fight phase.

Target: One friendly Adeptus Custodes Infantry/Mounted unit.

Effect: When an enemy model engaged with your unit selects targets, if that enemy model does not select your unit as the target of all of its attacks, that enemy model's attacks have: -1 to hit rolls. -1 to wound rolls.

1 CP GUARDIANS OF THE THRONE STRATAGEM ANY

SUPERHUMAN FOCUS

When: End of any phase.

Target: One friendly Adeptus Custodes unit that is not readied.

Effect: Your unit is readied.

Restriction: You cannot select the same unit as the target of this Stratagem more than once per battle round.