

# CUSTODIAN GUARD SODALITY WITH ADRASITE SPEARS [LEGENDS]

200 PTS

## CUSTODIAN GUARD

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 8" | 7 | 2+ | 5 | 5+ | 2  |

INVULNERABLE  
SAVE



### RANGED WEAPONS

| WEAPON         | RANGE | A | BS | S | AP | D |
|----------------|-------|---|----|---|----|---|
| Adrasite spear | 18"   | 2 | 2+ | 8 | -2 | 3 |

### MELEE WEAPONS

| WEAPON         | RANGE | A | WS | S | AP | D |
|----------------|-------|---|----|---|----|---|
| Adrasite spear | Melee | 6 | 2+ | 8 | -2 | 2 |

### ABILITIES

- Stand Vigil**  
This unit's attacks can:
- Re-roll wound rolls of 1.
  - Or: If this unit is within range of an objective, re-roll wound rolls

### FACTION RULES

- Aegis of the Emperor**  
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.
- Martial Ka'tah**  
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.
- Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

### CORE RULES

- Deep Strike**  
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

## AUFSTELLUNG

3x Custodian Guard - Equipped with: Adrasite spear

**KEYWORDS:** Infantry, Imperium, Emissaries, Trusted Sentinel, Custodian Guard Sodality with Adrasite Spears  
**FACTION KEYWORDS:** Adeptus Custodes