CUSTODIAN GUARD SODALITY WITH PYRITHITE SPEARS [LEGENDS]

215 PTS

CUSTODIAN GUARD

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

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pyrithite spear MELTA 2	12"	1	2+	10	-3	D3+2

MELEE WEAPONS

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

ABILITIES

No Foe Shall Stand
(Once per battle, per unit)
This unit's ranged attacks have [LETHAL HITS] and [IGNORES COVER].

WEAPON ABILITIES

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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: Pyrithite spear

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