GUARDIAN OF THE THRONE [CRUCIBLE] - IMPERIUM - ADEPTUS CUSTODES

130 PTS

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	2

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Guardian of the Throne [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrithite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrithite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrithite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

KEYWORDS: Character, Infantry, Imperium, Guardian of the Throne, Crucible, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher BLAST	18"	D6	2+	4	-1	1
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian spear ASSAULT	24"	2	2+	4	-1	2
Master-crafted boltgun RAPID FIRE 1	24"	1	2+	4	0	2
Pyrithite spear MELTA 2	12"	1	2+	9	-4	D6
Salvo launcher TWIN-LINKED	24"	1	2+	10	-3	D6+1
Sentinel blade ASSAULT, PISTOL	12"	2	2+	4	-1	2
Vertus hurricane bolter RAPID FIRE 3, TWIN-LINKED	18"	3	2+	4	-1	2
Witchseeker flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	2+	9	-1	3
Close combat weapon	Melee	4	2+	3	0	1
Executioner greatblade ANTI-PSYKER 5+, DEVASTATING WOUNDS	Melee	3	2+	5	-2	2
Guardian spear	Melee	7	2+	7	-2	2
Interceptor lance LANCE	Melee	6	2+	7	-2	2
Misericordia EXTRA ATTACKS	Melee	2	2+	5	-2	1
Pyrithite spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1

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➤ Vaultswords - Behemor PRECISION	Melee	6	2+	7	-2	2
➤ Vaultswords - Hurricanis SUSTAINED HITS 1	Melee	9	2+	5	-1	1
➤ Vaultswords - Victus DEVASTATING WOUNDS	Melee	5	2+	6	-3	3

ABILITIES

CORE - Leader, Leader

Abyssal Void
Models in this unit have the Lone Operative ability.

Ka'tah Master
Once per phase, you can re-roll one Hit roll or one Wound roll for an attack made by this model.

Singular Expertise
While this model is not leading a unit, each time this model makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Swift Onslaught
While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader
This model can be attached to the following units: Allarus Custodians

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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Wargear Options:

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Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lance

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.*

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).*

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Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrithite spear, Balistus grenade launcher.
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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).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

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.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.