

IMPERIUM - ADEPTUS CUSTODES

GUARDIAN OF THE THRONE

[CRUCIBLE]

LeaderLeaderDeep StrikeLone OperativeMartial Ka'tah

M6"62+66+24+

130 PTS

Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Balistus grenade launcherBLAST

RASBSAPD

18"D62+4-11

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Castellan axeASSAULT

RASBSAPD

24"22+4-12

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Guardian spearASSAULT

RASBSAPD

24"22+4-12

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Master-crafted boltgunRAPID FIRE 1

RASBSAPD

24"12+402

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Pyrrhite spearMELTA 2

RASBSAPD

12"12+9-4D6

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Salvo launcherTWIN-LINKED

RASBSAPD

24"12+10-3D6+1

VERWUNDET

2+3+4+5+6+

T1-5T6-9T10T11-19T20+

Sentinel bladeASSAULTPISTOL

RASBSAPD

12"22+4-12

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Vertus hurricane bolterRAPID FIRE 3

RASBSAPD

18"32+4-12

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Witchseeker flamerIGNORES COVER

RASBSAPD

12"D6N/A401

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

4ANGRIFF

Swift Onslaught

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

5NAHKAMPF

Castellan axe

RASBSAPD

Melee62+9-13

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Close combat weapon

RASBSAPD

Melee42+301

VERWUNDET

2+3+4+5+6+

T1T2T3T4-5T6+

Executioner greatbladeANTI-PSYKER 5+DEVASTATING WOUNDS

RASBSAPD

Melee32+5-22

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Guardian spear

RASBSAPD

Melee72+7-22

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Interceptor lanceLANCE

RASBSAPD

Melee62+7-22

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

MisericordiaEXTRA ATTACKS

RASBSAPD

Melee22+5-21

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Pyrrhite spear

RASBSAPD

Melee72+7-22

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

►Vaultswords - BehemorPRECISION

RASBSAPD

Melee62+7-22

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

►Vaultswords - HurricanisSUSTAINED HITS 1

RASBSAPD

Melee92+5-11

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

►Vaultswords - VictusDEVASTATING WOUNDS

RASBSAPD

Melee52+6-33

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

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.

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+S12+

3+S7-11

4+S6

5+S4-5

6+S1-3

RETTUNGSWURF JE DS

DS 02+

DS -13+

DS -24+

DS -34++

DS -44++

REGELN & KEYWORDS KURZ

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" horizo...

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.

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 u...

Martial Ka'tah

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied.

ANTI

This ability always takes the form [ANTI-X Y+].

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 (roun...

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...

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.

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 mod...

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].

PISTOL

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

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 m...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

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.

AUFSTELLUNG

1x Guardian of the Throne [Crucible]

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

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

This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

Anführer

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

KEYWORDS

Character, Infantry, Imperium, Guardian of the Throne, Crucible, Emissaries · FRAKTION Adeptus Custodes