

CUSTODIAN GUARD SODALITY WITH PYRITHITE SPEARS [LEGENDS]

CUSTODIAN GUARD

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



⚔ RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Pyrithite spear <small>MELTA 2</small>	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 Fool Shall Stand

(Once per battle, per unit)

This unit's ranged attacks have [LETHAL HITS] and [IGNORES COVER].

WEAPON RULES

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.

RULES

Aegis of the Emperor

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

AUFSTELLUNG

3x Custodian Guard - Equipped with: Pyrrhite spear

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.

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.