SAGITTARUM CUSTODIANS SODALITY [LEGENDS]

185 PTS

SAGITTARUM CUSTODIAN

M	T	SV	W	LD	OC
8"	7	2+	5	5+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrastus bolt caliver SUSTAINED HITS 1	36"	3	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Misericordia	Melee	4	2+	6	-2	1

ABILITIES

Disintegration Beams
(Once per battle, per unit)

In your Shooting phase, you can use this ability. If you do, this unit's ranged attacks have [DEVASTATING WOUNDS].

Saturation Volleys
In your Shooting phase, after this unit has shot, you can select one enemy non-Monster/Vehicle unit hit by those attacks. That unit is suppressed until the start of your next turn:

- While a unit is suppressed, that unit's attacks have -1 to hit rolls.

WEAPON RULES

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).*

KEYWORDS: Infantry, Imperium, Sagittarum Custodian Sodality, Emissaries, Trusted Sentinel

FACTION: Adeptus Custodes

AUFSTELLUNG

3x Sagittarum Custodian - Equipped with: Adrastus bolt caliver, Misericordia

RULES

Aegis of the Emperor

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

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.

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