240 PTS

SENTINEL GUARD SODALITY

SENTINEL GUARD

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sentinel Blade ASSAULT, CLOSE-QUARTERS	12"	4	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sentinel Blade	Melee	5	2+	6	-2	2

ABILITIES

Praesidium Shield
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Stand Vigil
This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE] if any of the following apply:

- This unit is within range of an objective.
- The target of those attacks is within range of an objective.

Vexilla
- This unit has +1 OC.
- This unit can ignore modifiers to this unit's Ld.

WEAPON RULES

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

KEYWORDS: Infantry, Battleline, Imperium, Trusted Sentinel, Sentinel Guard Sodality, Emissaries

FACTION: Adeptus Custodes

AUFSTELLUNG

3x Sentinel Guard - Equipped with: Sentinel Blade (40mm)

RULES

Aegis of the Emperor

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

Close-quarters

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.

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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