

CUSTODIAN GUARD SODALITY WITH PYRITHITE SPEARS

[LEGENDS]

CUSTODIAN GUARD

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

AUFSTELLUNG

3x Custodian Guard - Equipped with: Pyrithite spear

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

RULES - Aegis of the Emperor, Deep Strike, Martial Ka'tah

No Foe 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.

