CUSTODIAN GUARD SODALITY

CUSTODIAN GUARD

M	T	SV	W	LD	OC	
8"	7	2+	5	5+	3	4+

AUFSTELLUNG

3x Custodian Guard - Equipped with: Guardian Spear (40mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Guardian Spear ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Guardian Spear	Melee	6	2+	8	-2	2

ABILITIES

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

Impenetrable Defence
This unit's attacks have [SUSTAINED HITS 1: 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: Custodian Guard Sodality, Infantry, Battleline, Imperium, Trusted Sentinel, Emissaries

FACTION: Adeptus Custodes **240 PTS**

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*