

ALLARUS CUSTODIANS

180–270 PTS



ALLARUS CUSTODIAN

M	T	SV	W	LD	OC	
7"	8	2+	6	5+	2	4+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Balistus grenade launcher	ASSAULT BLAST 1	18"	3	2+	5	-1	1
Castellan axe	ASSAULT RAPID FIRE 2	24"	2	2+	5	-1	2
Guardian Spear	ASSAULT RAPID FIRE 2	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	3	2+	10	-2	4
Guardian Spear	Melee	6	2+	8	-2	2

AUFSTELLUNG

2-3x Allarus Custodian - Equipped with: Balistus grenade launcher, Castellan axe, Guardian Spear (40mm)

Wargear Options:

- This model can replace its Castellan Axe with Guardian Spear.

ABILITIES

Slayers of Tyrants

This unit's melee attacks that target a unit with a T greater than this unit's T have +1 to wound rolls.

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).

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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).



CORE 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.

