IMPERIUM - ADEPTUS CUSTODES

CUSTODIAN GUARD SODALITY WITH ADRASITE SPEARS [LEGENDS]

200 PTS

CUSTODIAN GUARD

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrasite spear	18"	2	2+	8	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Adrasite spear	Melee	6	2+	8	-2	2

AUFSTELLUNG

3x Custodian Guard - Equipped with: Adrasite spear

ABILITIES

Stand Vigil

This unit's attacks can:

- Re-roll wound rolls of 1.
- Or: If this unit is within range of an objective, re-roll wound rolls

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.