IMPERIUM - ADEPTUS CUSTODES

CUSTODIAN GUARD SODALITY

240 PTS

CUSTODIAN GUARD

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

4+

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

AUFSTELLUNG

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

ABILITIES

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).

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.