IMPERIUM - ADEPTUS CUSTODES

NULL MAIDEN [CRUCIBLE]

65 PTS

M	T	SV	W	LD	OC
6"	3	3+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher [BLAST]	18"	D6	2+	4	-1	1
Castellan axe [ASSAULT]	24"	2	2+	4	-1	2
Guardian spear [ASSAULT]	24"	2	2+	4	-1	2
Master-crafted boltgun [RAPID FIRE 1]	24"	1	2+	4	0	2
Pyrithite spear [MELTA 2]	12"	1	2+	9	-4	D6
Salvo launcher [TWIN-LINKED]	24"	1	2+	10	-3	D6+1
Sentinel blade [ASSAULT] [PISTOL]	12"	2	2+	4	-1	2
Vertus hurricane bolter [RAPID FIRE 3] [TWIN-LINKED]	18"	3	2+	4	-1	2
Witchseeker flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	2+	9	-1	3
Close combat weapon	Melee	4	2+	3	0	1
Executioner greatblade [ANTI-PSYKER 5+] [DEVASTATING WOUNDS]	Melee	3	2+	5	-2	2
Guardian spear	Melee	7	2+	7	-2	2
Interceptor lance [LANCE]	Melee	6	2+	7	-2	2
Misericordia [EXTRA ATTACKS]	Melee	2	2+	5	-2	1
Pyrithite spear	Melee	7	2+	7	-2	2
Sentinel blade	Melee	7	2+	6	-2	1
➤ Vaultswords - Behemor [PRECISION]	Melee	6	2+	7	-2	2
➤ Vaultswords - Hurricanis [SUSTAINED HITS 1]	Melee	9	2+	5	-1	1
➤ Vaultswords - Victus [DEVASTATING WOUNDS]	Melee	5	2+	6	-3	3

AUFSTELLUNG

1x Null Maiden [Crucible]

Equipped with: Balistus grenade launcher, Castellan axe, Guardian spear, Master-crafted boltgun, Pyrithite spear, Salvo launcher, Sentinel blade, Vertus hurricane bolter, Witchseeker flamer, Close combat weapon, Executioner greatblade, Interceptor lance, Misericordia, ➤ Vaultswords - Behemor, ➤ Vaultswords - Hurricanis, ➤ Vaultswords - Victus

Wargear Options:

- This model can be equipped with one of: Guardian spear, Castellan axe, Master-crafted boltgun, Witchseeker flamer, Pyrithite spear, Balistus grenade launcher.
- This model can be equipped with up to 2x Sentinel blade.
- This model can be equipped with up to 2 of: Guardian spear, Castellan axe, Pyrithite spear, Balistus grenade launcher.
- This model can be equipped with one of: Vertus hurricane bolter, Salvo launcher.

ABILITIES

CORE - Leader, Leader

KEYWORDS: Character, Infantry, Imperium, Crucible, Null Maiden, Anathema Psykana, Emissaries

FACTION: Adeptus Custodes 65 PTS

Abyssal Void
Models in this unit have the Lone Operative ability.

Daughter of the Abyss
This model has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

Singular Expertise
While this model is not leading a unit, each time this model makes a melee attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

Swift Onslaught
While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader
This model can be attached to the following units: Allarus Custodians

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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).*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.*

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.