

CUSTODIAN WARDENS200–250 PTS

M	T	Sv	W	LD	OC
6"	6	2+	3	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian Spear ASSAULT	24"	2	2+	4	-1	2
Guardian Spear ASSAULT	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	4	2+	9	-1	3
Castellan axe	Melee	4	2+	9	-1	3
Guardian Spear	Melee	5	2+	7	-2	2
Guardian Spear	Melee	5	2+	7	-2	2

ABILITIES

- Living Fortress**
Once per battle, at the start of any phase, this unit can use this ability. If it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability.
- Resolute Will**
While a CHARACTER is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.
- Vexilla**
Add 1 to the Objective Control characteristic of models in the bearer's unit.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

FACTION RULES

- Martial Ka'tah**
Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.
 - DACATARAI STANCE
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.
 - RENDAX STANCE
Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



- AUFSTELLUNG
- 4-5x Custodian Warden (Guardian Spear) oder Custodian Warden (Castellan axe) oder Custodian Warden w/ Vexilla
- Equipped with: Castellan axe, Guardian Spear
- Wargear Options:
 - Each Custodian Warden w/ Vexilla can replace its Guardian Spear with Castellan Axe.



KEYWORDS: Custodian Wardens, Infantry, Imperium

FACTION KEYWORDS: Adeptus Custodes

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CORE RULES

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.

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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