

CUSTODIAN GUARD WITH ADRASITE AND
PYRITHITE SPEARS - IMPERIUM - ADEPTUS
CUSTODES

250 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

5x Custodian Guard (Adrasite spear) oder Custodian Guard (Pyrithite spear)

Equipped with: Adrasite spear, Pyrithite spear

KEYWORDS: Custodian Guard, Infantry, Imperium

FACTION KEYWORDS: Adeptus Custodes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrasite spear	18"	1	2+	5	-2	3
Pyrithite spear MELTA 2	12"	1	2+	9	-4	D6

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Adrasite spear	Melee	5	2+	7	-2	2
Pyrithite spear	Melee	5	2+	7	-2	2

ABILITIES

No Foe Shall Stand

Once per battle, at the start of your Shooting phase, this unit can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] and [IGNORES COVER abilities].

Stand Vigil

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. While this unit is within range of an objective marker you control, you can re-roll the Wound roll instead.

WEAPON ABILITIES

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.

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.

CORE RULES

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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.