

SAGITTARUM CUSTODIANS - IMPERIUM -
ADEPTUS CUSTODES

225 PTS

SAGITTARUM CUSTODIAN

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
5x Sagittarum Custodian - Equipped with: Adrastus bolt caliver, Misericordia

KEYWORDS: Infantry, Imperium, Sagittarum Custodians
FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrastus bolt caliver SUSTAINED HITS 1	36"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Misericordia	Melee	4	2+	5	-2	1

ABILITIES

Disintegration Beams
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 Devastating Wounds ability.

Saturation Volleys
In your Shooting phase, after this unit has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield. that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the hit roll.

WEAPON ABILITIES

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).

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

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.