

CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS

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

AUFSTELLUNG

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

Equipped with: Adrasite spear, Pyrithite spear

⦿ 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

RULES - Deep Strike, Martial Ka'tah

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 RULES

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.