

CUSTODIAN GUARD

M	T	SV	W	LD	OC	
6"	6	2+	3	6+	2	4+

AUFSTELLUNG

4-5x Custodian Guard (Guardian Spear) oder Custodian Guard (Sentinel Blade & Praesidium Shield) oder Custodian Guard (Vexilla, Praesidium Shield & Misericordia)

Equipped with: Guardian Spear, Sentinel Blade, Misericordia

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Guardian Spear ASSAULT	24"	2	2+	4	-1	2
Sentinel Blade ASSAULT, PISTOL	12"	2	2+	4	-1	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Guardian Spear	Melee	5	2+	7	-2	2
Misericordia	Melee	5	2+	5	-2	1
Sentinel Blade	Melee	5	2+	6	-2	1

ABILITIES

RULES - Deep Strike, Martial Ka'tah

Praesidium Shield

Add 1 to the bearer's Wounds characteristic.

Sentinel Storm

Once per battle, in your Shooting phase, after the unit has shot, it can shoot again.

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.

Vexilla

Add 1 to the Objective Control characteristic of models in the bearer's unit.



WEAPON RULES

Assault

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

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.