

CUSTODIAN WARDENS

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

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.

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

ABILITIES

RULES - Deep Strike, Feel No Pain, Martial Ka'tah

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.



Guardian Spear	Melee	5	2+	7	-2	2
Guardian Spear	Melee	5	2+	7	-2	2

WEAPON RULES

Assault

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

