

CUSTODIAN GUARD

170–215 PTS



M

6"

T

6

SV

2+

W

3

LD

6+

OC

2

4+

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

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

ABILITIES

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.



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.

◆ 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.

