

Unit	Stats	Loadout	Special Rules
Master Destroyer [1] - 295pts	Qua 3+ Def 2+	1x Shot-Mount (12", A2, AP(1)) 1x Axe (A2, Blast(3)) 1x Wrist-GL (12", A1, Blast(3))	Ambush, Fearless, Hero, Tough(9), 1x Captain(Custodian Tactics), 1x Combat Shield(Heavy Shield)
Custodian Brothers [3] - 305pts	Qua 3+ Def 2+	3x Fuse-Mount (12", A1, AP(4), Deadly(3)) 3x Axe (A1, Blast(3))	Fearless, Tough(3), Combat Shields(Heavy Shield)
Custodian Jetbikers [1] - 245pts	Qua 3+ Def 2+	1x Energy Lance (A3, AP(1), Lance) 1x Twin Devastator (24", A4, AP(3))	Fast, Fearless, Strider, Tough(6)
Prosecution Sisters [5] - 155pts	Qua 4+ Def 3+	5x CCWs (A1) 5x Prosecution Rifles (24", A2)	Fearless, Relentless

Special Rules

- AP: Targets get -X to Defense rolls when blocking hits.
- Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9” away from enemy units. If both players have Ambush, roll-off to see who goes first, and alternate deploying units. Units that deploy like this on the last round can’t seize or contest objective markers.
- Blast: Each attack ignores cover and multiplies hits by X, but can’t deal more hits than models in the target unit.
- Custodian Tactics: Once per activation, before attacking, pick one other friendly unit within 12”, which may move by up to 6".
- Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the target is killed.
- Defense: Gets +X to Defense rolls.
- Fast: Moves +2” when using Advance, and +4” when using Rush/Charge.
- Fearless: When failing a morale test, roll one die. On a 4+ it’s passed instead.
- Heavy Shield: Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0).
- Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit’s Defense until all other models have been killed.
- Lance: Gets AP(+2) when charging.
- Relentless: When using Hold actions and shooting, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).
- Strider: May ignore the effects of difficult terrain when moving.
- Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).