SHIELD-CAPTAIN

180 PTS

M	T	SV	W	LD	OC
8"	7	2+	8	5+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castellan Axe ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2
Guardian Spear ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2
Pyrithite Spear ASSAULT, MELTA 2	12"	1	2+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan Axe	Melee	5	2+	10	-2	4
Eternity-pattern Paragon Blade PRECISION	Melee	6	2+	10	-3	3
Guardian Spear CLEAVE 1	Melee	8	2+	8	-2	2
Pyrithite Spear CLEAVE 1	Melee	8	2+	8	-2	2

ABILITIES

CORE - Leader

Master of the Ka'tahs
(Once per battle round, per unit)

If this unit is not readied, you can use this ability. If you do, this unit is readied.

Praesidium Shield
Attacks allocated to this model have -1 D.

Vengeful Surge
(Once per battle, per unit)

In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit lost a wound as a result of those attacks, this unit can make a surge move of up to D6+2"

Leader
This model can be attached to the following units: CUSTODIAN GUARD, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS, CUSTODIAN WARDENS, SAGITTARUM CUSTODIANS

KEYWORDS: Shield-Captain, Imperium, Character, Infantry, Leader, Emissaries

FACTION: Adeptus Custodes

AUFSTELLUNG

1x Shield-Captain (40mm)

Equipped with: Castellan Axe, Guardian Spear, Pyrithite Spear, Eternity-pattern Paragon Blade

Wargear Options:

- This model can replace its Pyrithite Spear & Praesidium shield with Paragon Blade & Praesidium Shield, Guardian Spear or Castellan Axe.

WEAPON RULES

Assault

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

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.*

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Aquila Commander
At the start of the battle round, if a model with this ability is your Warlord, gain 1CP.

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

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.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Martial Ka'tah
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

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