

SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR

M	T	SV	W	LD	OC	
7"	8	2+	9	5+	2	

AUFSTELLUNG

1x Shield-Captain in Allarus Terminator Armour (40mm)

Equipped with: Balistus grenade launcher, Castellan Axe, Guardian Spear

Wargear Options:

- This model can replace its Guardian Spear with Castellan Axe.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher ASSAULT, BLAST 1	18"	3	2+	5	-1	1
Castellan Axe ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2
Guardian Spear ASSAULT, RAPID FIRE 2	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan Axe	Melee	5	2+	10	-2	4
Guardian Spear CLEAVE 1	Melee	8	2+	8	-2	2

ABILITIES

CORE - Leader

RULES - Aegis of the Emperor, Aquila Commander, Cleave, Deep Strike, Leader, Martial Ka'tah

Archeotech Teleport-shunter

(Once per battle, per unit)

In your Movement phase, if this unit is unengaged and has not been selected to move this phase, you can use this ability. If you do, place this unit in strategic reserves and this unit must make an ingress move this phase.

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.



Leader

This model can be attached to the following units: ALLARUS CUSTODIANS, AQUILON CUSTODIANS

WEAPON RULES

Assault

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

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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).

