

SHIELD-CAPTAIN

M	T	SV	W	LD	OC	
8"	7	2+	8	5+	2	4+

AUFSTELLUNG

1x Shield-Captain (40mm)

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

Wargear Options:

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

⚔ 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
Pyrihite 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

ABILITIES

CORE - Leader

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

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"



Guardian Spear	Melee	8	2+	8	-2	2
CLEAVE 1						
Pyrithite Spear	Melee	8	2+	8	-2	2
CLEAVE 1						

Leader

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



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).*

