IMPERIUM - ADEPTUS CUSTODES

SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR

185 PTS

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

4+

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

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.

ABILITIES

CORE - Leader

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).

CORE 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.