

M	T	Sv	W	LD	OC
6"	6	2+	7	5+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eagle's Scream ASSAULT	24"	2	2+	5	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Watcher's Axe	Melee	6	2+	10	-2	3

ABILITIES

CORE - Leader

- Captain-General**
While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or all modifiers to the Hit roll.
- Feel No Pain**
5+
- Moment Shackle**
Once per battle, at the start of the Fight phase, you can select one of the following to take effect until the end of the phase:
 - This model's Watcher's Axe melee weapon has an Attacks characteristic of 12.
 - This model has a 2+ invulnerable save.
- Leader**
This model can be attached to the following units:
 - Custodian Guard
 - Custodian Guard with Adrasite and Pyrrhite Spears
 - Custodian Wardens
 - Sagittarum Custodians

WEAPON ABILITIES

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

FACTION RULES

- Martial Ka'tah**
Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.
 - DACATARAI STANCE
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.
 - RENDAX STANCE
Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



AUFSTELLUNG

1x Trajann Valoris

Equipped with: Eagle's Scream, Watcher's Axe



KEYWORDS: Trajann Valoris, Epic Hero, Character, Infantry, Imperium, Leader

FACTION KEYWORDS: Adeptus Custodes

M	T	Sv	W	LD	OC
6"	6	2+	7	5+	2

INVULNERABLE
SAVE

4+

CORE RULES

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.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.