

SHIELD-CAPTAIN IN ALLARUS
TERMINATOR ARMOUR - IMPERIUM -
ADEPTUS CUSTODES

130 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Shield-Captain in Allarus Terminator Armour
Equipped with: Balistus grenade launcher, Castellan axe, Guardian Spear
Wargear Options:
■ This model can replace its Guardian Spear with Castellan Axe.

KEYWORDS: Terminator, Shield-Captain, Infantry, Imperium, Character, Leader
FACTION KEYWORDS: Adeptus Custodes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balistus grenade launcher BLAST	18"	D6	2+	4	-1	1
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian Spear ASSAULT	24"	2	2+	4	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Castellan axe	Melee	6	2+	9	-1	3
Guardian Spear	Melee	7	2+	7	-2	2

ABILITIES

CORE - Leader

Auramite and Adamantite
Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, each time an attack is allocated to this model, change the Damage characteristic of that attack to 1.

Strategic Mastery
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Leader
This model can be attached to the following units:
- Allarus Custodians
- Aquilon Custodians

WEAPON ABILITIES

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).

FACTION RULES

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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.

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.

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.