



# SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR

130 PTS

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 5" | 7 | 2+ | 7 | 6+ | 2  |



## 🎯 RANGED WEAPONS

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

#### Assault

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



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## AUFSTELLUNG

1x Shield-Captain in Allarus Terminator Armour

**Equipped with:** Balistus grenade launcher, Castellán axe, Guardian Spear

### Wargear Options:

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

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## 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).*

## 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.



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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.