

ALLARUS CUSTODIANS

M	T	SV	W	LD	OC	
5"	7	2+	4	6+	2	4+

AUFSTELLUNG

2-6x Allarus Custodian (Guardian Spear) oder Allarus Custodian (Castellan Axe) oder Allarus Custodian (Vexilla & Misericordia)

Equipped with: Balistus grenade launcher, Castellan axe, Guardian Spear, Misericordia

⦿ 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	4	2+	9	-1	3
Guardian Spear	Melee	5	2+	7	-2	2
Misericordia	Melee	5	2+	5	-2	1

ABILITIES

RULES - Deep Strike, Martial Ka'tah

From Golden Light

Once per battle, at the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

Slayers of Tyrants

Each time a model in this unit makes an attack that targets a Character, Monster or Vehicle unit, you can re-roll the Wound roll.

Vexilla

Add 1 to the Objective Control characteristic of models in the bearer's unit.



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).

