

SHIELD-CAPTAIN IN ALLARUS TERMINATOR ARMOUR

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

⦿ 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

RULES - Deep Strike, Leader, Martial Ka'tah

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).

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).

