

SHIELD-CAPTAIN

M	T	SV	W	LD	OC	
6"	6	2+	6	6+	2	

AUFSTELLUNG

1x Shield-Captain

Equipped with: Castellan axe, Guardian Spear, Pyriothite Spear, Sentinel Blade

Wargear Options:

- This model can replace its Guardian Spear with Castellan Axe, Sentinel Blade & Praesidium Shield, Sentinel Blade or Pyriothite Spear & Praesidium shield.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castellan axe ASSAULT	24"	2	2+	4	-1	2
Guardian Spear ASSAULT	24"	2	2+	4	-1	2
Pyriothite Spear MELTA 2	12"	1	2+	9	-4	D6
Sentinel Blade ASSAULT, PISTOL	12"	2	2+	4	-1	2
Sentinel Blade ASSAULT, PISTOL	12"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, Martial Ka'tah

Master of the Stances

Once per battle, when this model's unit is selected to fight, it can use this ability. If it does, until that fight is resolved, both Ka'tah Stances are active for that unit, instead of only one.

Praesidium Shield

Add 1 to the bearer's Wounds characteristic.

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.



Castellan axe	Melee	6	2+	9	-1	3
Guardian Spear	Melee	7	2+	7	-2	2
Pyrrhite Spear	Melee	7	2+	7	-2	2
Sentinel Blade	Melee	7	2+	6	-2	1
Sentinel Blade	Melee	7	2+	6	-2	1

Leader

This model can be attached to the following units:

- Custodian Guard
- Custodian Guard with Adrasite and Pyrrhite Spears
- Custodian Wardens
- Sagittarum Custodians

WEAPON RULES

Assault

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

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

