

ALLARUS CUSTODIANS

110–330 PTS



M

5"

T

7

SV

2+

W

4

LD

6+

OC

2

4+

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

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

ABILITIES

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).*



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.

◆ 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.

