

SHIELD-CAPTAIN ON DAWNEAGLE JETBIKE

140 PTS



M	T	SV	W	LD	OC	
12"	7	2+	8	6+	2	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Salvo launcher TWIN-LINKED	24"	1	2+	10	-3	D6+1
Vertus hurricane bolter RAPID FIRE 3 TWIN-LINKED	18"	3	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor lance LANCE	Melee	6	2+	7	-2	2

AUFSTELLUNG

1x Shield-Captain on Dawneagle Jetbike

Equipped with: Salvo launcher, Vertus hurricane bolter, Interceptor lance

Wargear Options:

- This model can replace its Salvo launcher with Vertus hurricane bolter.

ABILITIES

CORE - Leader

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.

Sweeping Advance

Once per battle, at the end of the Fight phase, if this model's unit fought this phase, if it is within Engagement Range of one or more enemy units, it can make a Fall Back move or, if it is not within Engagement Range of one or more enemy units, it can make a Normal move.

Leader

This model can be attached to the following units:

- Agamatus Custodians
- Vertus Praetors

WEAPON RULES

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



CORE RULES

◆ 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.

◆ 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.

