

SHIELD-CAPTAIN

110 PTS



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

4+

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

AUFSTELLUNG

1x Shield-Captain

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

Wargear Options:

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

ABILITIES

CORE - Leader

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.

Leader

This model can be attached to the following units:

- Custodian Guard
- Custodian Guard with Adrasite and Pyrithite 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.

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.

◆ 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.