

CATO SICARIUS - IMPERIUM -
ULTRAMARINES

115 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Cato Sicarius (40mm)

Equipped with: Artisan Plasma Pistol, ▶ Talassarian Tempest Blade - Coup de Grace, ▶ Talassarian Tempest Blade - Strike, ▶ Talassarian Tempest Blade - Sweep

KEYWORDS:

Character, Epic Hero, Infantry, Captain, Imperium, Tacticus, Sicarius, Cato, Leader, Explosives

FACTION KEYWORDS:

Adeptus Astartes, Ultramarines

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artisan Plasma Pistol CLOSE-QUARTERS	12"	1	2+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
▶ Talassarian Tempest Blade - Coup de Grace PRECISION	Melee	7	2+	5	-2	2
▶ Talassarian Tempest Blade - Strike DEVASTATING WOUNDS	Melee	5	2+	6	-3	3
▶ Talassarian Tempest Blade - Sweep SUSTAINED HITS 1	Melee	9	2+	5	-2	1

ABILITIES

CORE - Support

Captain of the Honour Guard

If your army includes a Marneus Calgar unit, replace this unit's Leader ability with the Support ability (this unit can still be attached to the same units).

Honour or Death

When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

Knight Champion of Macragge

(Once per phase, per army)

In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to 6".

Leader

This model can be attached to the following units:

VICTRIX HONOUR GUARD

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters

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.