IMPERIUM - ULTRAMARINES

CAPTAIN TITUS

Leader | Close-quarters | Combat Doctrines | Transhuman Strategist

M	T	SV	W	LD	OC	RW
6"	5	3+	6	6+	1	4+

115 PTS
Base 40mm

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Bolt pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Master-crafted Bolter — ASSAULT | HEAVY | RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

—

5 NAHKAMPF

Master-crafted Chainsword — ANTI-NON-MONSTER/VEHICLE 2+

R	A	WS	S	AP	D
Melee	8	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Honour of Ultramar

n the fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Press the Attack

This unit's melee attacks have:

- [Sustained Hits 1: non-Monster/Vehicle].
- Or: If the assault doctrine is active for this unit, [Sustained Hits 1].

Righteous Fury

(Once per battle, per army)

In the Fight phase, you can use this ability. If you do, this unit's melee attacks have +1 S, and when this unit has fought:

- This model heals D3 wounds.
- Or: If this model destroyed an enemy model this phase, this model heals 2D3 wounds

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

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

ANTI This ability always takes the form [ANTI-X Y+].

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

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Captain Titus

Ausrüstung: Bolt pistol, Master-crafted Bolter, Master-crafted Chainsword

Anführer

This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

KEYWORDS Titus, Infantry, Character, Epic Hero, Imperium, Tacticus, Captain, Leader, Explosives · **FRAKTION** Adeptus Astartes, Ultramarines