

IMPERIUM - ULTRAMARINES

ROBOUTE GUILLIMAN

Cleave

Combat Doctrines

Transhuman Strategist

M8"

T10

SV2+

W16

LD5+

OC4

RW4+

415 PTS

Base 60mm



1KOMMANDO

2BEWEGUNG

Author of the Codex

In your Movement phase, you can select one visible friendly ADEPTUS ASTARTES unit within 12" of this model, and select one Combat Doctrine. That Combat Doctrine is active for that unit in addition to any other Combat Doctrines that are active for that unit until the start of your next Command phase.

3BESCHUSS

Hand of Dominion **RAPID FIRE 2**

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	2+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

4ANGRIFF

5NAHKAMPF

Hand of Dominion **LETHAL HITS**

R	A	WS	S	AP	D
Melee	7	2+	14	-4	4

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

The Emperor's Sword **CLEAVE 2**

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	10	2+	10	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

VERTEIDIGUNG

IMMER / EINMALIG

Codex Adept

The Assault Doctrine, Devastator Doctrine, and Tactical Doctrine are active for this unit.

Leader of Astartes

While this unit is within 3" of a friendly Adeptus Astartes Infantry unit, this unit has Lone Operative.

Primarch of the XIII (Aura)

While a Friendly ADEPTUS ASTARTES unit is within 6" of this unit, that unit's attacks can:

- Re-roll hit rolls of 1
- Re-roll wound rolls of 1

Supreme Commander

If this model is in your army, it must be your Warlord.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 4++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	4++	4++

REGELN & KEYWORDS KURZ

Cleave This ability always takes the form [CLEAVE X].

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

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

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...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Roboute Guilliman

Ausrüstung: Hand of Dominion, The Emperor's Sword

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