



Leader

Combat Doctrines

1KOMMANDO

2BEWEGUNG

Knight Champion of Macragge
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".
Lead From the Front
While this model is leading a unit, models in that unit have the Scouts 6" ability and ranged weapons equipped by models in that unit have the [ASSAULT] ability.

3BESCHUSS

Artisan Plasma Pistol **PISTOL**

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
------------	------------	----------	-------------	------------

4ANGRIFF

5NAHKAMPF

Talassarian Tempest Blade **LETHAL HITS**

R	A	WS	S	AP	D
Melee	6	2+	5	-2	2

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
------------	------------	----------	------------	------------

VERTEIDIGUNG

IMMER / EINMALIG

Invulnerable Save
4+

GEGEN DIESE EINHEIT
W4 · RW 2+ · 5 LP je Modell
WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
-----------	------------	----------	----------	------------

RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+
------------	-------------	-------------	-------------	-------------

REGELN & KEYWORDS KURZ
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.
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.
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG
1x Captain Sicarius
Ausrüstung: Artisan Plasma Pistol, Talassarian Tempest Blade
Anführer
This model can be attached to the following units:

- Assault Intercessor Squad
- Bladeguard Veteran Squad
- Company Heroes
- Sternguard Veteran Squad
- Tactical Squad