

IMPERIUM - ULTRAMARINES

LEUTENANT TITUS

Leader

Close-quarters

Combat Doctrines

Feel No Pain 5+

M6"

T4

SV3+

W5

LD6+

OC1

70 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy Bolt PistolCLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	2+	5	-1	1

VERWUNDET

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

5NAHKAMPF

Astartes ChainswordANTI-INFANTRY 2+

R	A	WS	S	AP	D
Melee	8	2+	4	-1	1

VERWUNDET

2+T1-2	3+T3	4+T4	5+T5-7	6+T8+
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VERTEIDIGUNG

IMMER / EINMALIG

Honour of the Chapter

If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. This model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Press the Attack

: Weapons equipped by models in this model's unit have the [SUSTAINED HITS 1] ability.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

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

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

Feel No Pain 5+ gegen jeden verlorenen LP

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.

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

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.

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

AUFSTELLUNG

1x Lieutenant Titus

Ausrüstung: Heavy Bolt Pistol, Astartes 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