

CAPTAIN SICARIUS

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

AUFSTELLUNG

1x Captain Sicarius

Equipped with: Artisan Plasma Pistol, Talassarian Tempest Blade

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Talassarian Tempest Blade LETHAL HITS	Melee	6	2+	5	-2	2

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Leader

Invulnerable Save

4+

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.



Leader

This model can be attached to the following units:

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

WEAPON RULES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

