LIEUTENANT TITUS

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

AUFSTELLUNG

1x Lieutenant Titus

Equipped with: Heavy Bolt Pistol, Astartes Chainsword

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword ANTI-INFANTRY 2+	Melee	8	2+	4	-1	1

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Feel No Pain 5+, Leader

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.

Leader
This model can be attached to the following units:

- Assault Intercessor Squad
- Bladeguard Veteran Squad
- Hellblaster Squad
- Infernus Squad
- Intercessor Squad
- Sternguard Veteran Squad

KEYWORDS: Infantry, Character, Imperium, Grenades, Epic Hero, Lieutenant, Titus, Tacticus

FACTION: Adeptus Astartes, Ultramarines **70 PTS**

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*