ROBOUTE GUILLIMAN

M	T	SV	W	LD	OC	
8"	10	2+	16	5+	4	4+

AUFSTELLUNG

1x Roboute Guilliman (60mm)

Equipped with: Hand of Dominion, The Emperor's Sword

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand of Dominion RAPID FIRE 2, SUSTAINED HITS 1	36"	4	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hand of Dominion LETHAL HITS	Melee	7	2+	14	-4	4
The Emperor's Sword CLEAVE 2, DEVASTATING WOUNDS	Melee	10	2+	10	-3	2

ABILITIES

RULES - Cleave, Combat Doctrines, Transhuman Strategist

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.

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

KEYWORDS: Epic Hero, Character, Imperium, Primarch, Roboute Guilliman, Monster, Mobile

FACTION: Adeptus Astartes, Ultramarines **415 PTS**

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

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WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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**].*

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*