

ROBOUTE GUILLIMAN

355 PTS

M	T	Sv	W	LD	OC
8"	9	2+	10	5+	4

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand of Dominion RAPID FIRE 2	30"	2	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 DEVASTATING WOUNDS	Melee	14	2+	8	-3	2

ABILITIES

Armour of Fate

The first time this model is destroyed, roll one D6 at the end of the phase: on a 3+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with 6 wounds remaining.

Author of the Codex

At the Start of your Command phase, select two Author of the Codex abilities (see left). Until the start of your next Command phase, this model has those abilities.'

Primarch of the XIII (Aura): While a friendly Adeptus Astartes unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and you can re-roll Battle-shock and Leadership tests taken for that unit.

Master of Battle: After you have selected an enemy unit using the Oath of Moment ability, select a second enemy unit. Until the start of your next Command phase, if your Oath of Moment target is destroyed, that second enemy unit becomes your Oath of Moment target until you select a new one.

Supreme Strategist: Once per battle round, you can target one friendly ADEPTUS ASTARTES unit within 12" of this model with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Supreme Commander

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

Ultramarines Bodyguard

While this model is within 3" of one or more friendly Adeptus Astartes Infantry units, this model has the Lone Operative ability

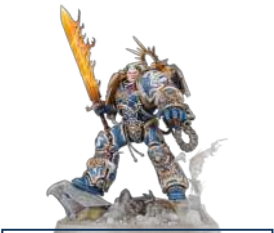


AUFSTELLUNG

1x Roboute Guilliman

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





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

FACTION KEYWORDS: Adeptus Astartes, Ultramarines

WEAPON ABILITIES

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).*

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