

CAPTAIN SICARIUS - IMPERIUM -
ULTRAMARINES

85 PTS

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

AUFSTELLUNG 1x Captain Sicarius Equipped with: Artisan Plasma Pistol, Talassarian Tempest Blade	KEYWORDS: Epic Hero, Character, Infantry, Captain, Imperium, Sicarius FACTION KEYWORDS: Adeptus Astartes, Ultramarines
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⚙ 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

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 ABILITIES

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. <i>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].</i>
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.

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
