

CATO SICARIUS - IMPERIUM -
ULTRAMARINES

105 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Cato Sicarius

Equipped with: Artisan Plasma Pistol, ➤ Talassarian Tempest Blade - Coup de Grace, ➤ Talassarian Tempest Blade - Strike, ➤ Talassarian Tempest Blade - Sweep

KEYWORDS: Character, Epic Hero, Infantry, Captain, Imperium, Tacticus, Sicarius, Cato, Leader

FACTION KEYWORDS: Adeptus Astartes, Ultramarines

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 - Coup de Grace PRECISION	Melee	6	2+	5	-2	2
➤ Talassarian Tempest Blade - Strike DEVASTATING WOUNDS	Melee	4	2+	6	-3	3
➤ Talassarian Tempest Blade - Sweep SUSTAINED HITS 1	Melee	9	2+	5	-2	1

ABILITIES

CORE - Support

Honour or Death

You can target this unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

Knight Champion of Macragge

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model's unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

Leader

This model can be attached to the following units:

- VICTRIX HONOUR GUARD

You can attach this model to the above unit even if a Marneus Calgar unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths

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.

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.

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Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

CORE RULES

Support

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.