

CAPTAIN TITUS

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

AUFSTELLUNG

1x Captain Titus

Equipped with: Master-crafted Bolter, Master-crafted Chainsword

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolter ASSAULT, HEAVY	24"	2	2+	4	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Chainsword ANTI-INFANTRY 2+	Melee	8	2+	5	-1	2

ABILITIES

CORE - Leader

RULES - Feel No Pain 5+, Leader

Honour of Ultramar

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. If one or more enemy models are destroyed as a result of those attacks, this model regains D3 lost wounds and is not destroyed; otherwise, it is 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
- COMPANY HEROES
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- VICTRIX HONOUR GUARD
- WARDENS OF ULTRAMAR

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+.*

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).



Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

