

# CAPTAIN SICARIUS

85 PTS



| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 2+ | 5 | 6+ | 1  |

## RANGED WEAPONS

| WEAPON                              | RANGE | A | BS | S | AP | D |
|-------------------------------------|-------|---|----|---|----|---|
| Artisan Plasma Pistol <b>PISTOL</b> | 12"   | 1 | 2+ | 8 | -3 | 2 |

## MELEE WEAPONS

| WEAPON                                       | RANGE | A | WS | S | AP | D |
|----------------------------------------------|-------|---|----|---|----|---|
| Talassarian Tempest Blade <b>LETHAL HITS</b> | Melee | 6 | 2+ | 5 | -2 | 2 |

### AUFSTELLUNG

1x Captain Sicarius

Equipped with: Artisan Plasma Pistol, Talassarian Tempest Blade

## 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 RULES

### 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].*

### 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.

