

CAPTAIN TITUS

100 PTS



M

6"

T

4

SV

3+

W

6

LD

6+

OC

1

4+

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

AUFSTELLUNG

1x Captain Titus

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

ABILITIES

CORE - 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.



CORE RULES

◆ **Feel No Pain 5+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ **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.

