

WARDENS OF ULTRAMAR115 PTS

ANCIENT GADRIEL

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	2

VETERAN SERGEANT METAURUS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

GAIUS SILVA

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

AEMELIA MINERVAS

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

DAINAL KORNELIUS

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

LUCIA VESTHA

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Archeotech Laspistol CLOSE-QUARTERS	12"	1	3+	4	-1	1
Astropathic Blast BLAST 1 PSYCHIC	12"	3	3+	4	-1	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
► Bolt Rifle - Focused Fire HEAVY RAPID FIRE 1	24"	1	3+	6	-1	2
► Bolt Rifle - Saturation ASSAULT RAPID FIRE 1	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	4	3+	5	0	1
Force Stave PSYCHIC	Melee	1	2+	5	-2	2
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power Weapon	Melee	4	2+	4	-2	1
Ultramarian Combat Weapons	Melee	4	3+	4	0	1



AUFSTELLUNG

- 1x Ancient Gadriel - Equipped with: ► Bolt Rifle - Focused Fire, ► Bolt Rifle - Saturation, Ceramite Fists
- 1x Veteran Sergeant Metaurus - Equipped with: Heavy Bolt Pistol, Master-crafted power weapon
- 1x Gaius Silva - Equipped with: Archeotech Laspistol, Power Weapon
- 1x Aemelia Minervas - Equipped with: Archeotech Laspistol, Power Weapon
- 1x Dainal Kornelius - Equipped with: Astropathic Blast, Force Stave
- 1x Lucia Vestha - Equipped with: Archeotech Laspistol, Ultramarian Combat Weapons



Dainal Kornelius KEYWORDS: Psyker
KEYWORDS: Infantry, Epic Hero, Imperium, Tacticus, Wardens of Ultramar, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes, Ultramarines

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INVULNERABLE
SAVE



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ABILITIES

CORE - Support

Raise the Banner

At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

Strategium Command

When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Leader

This model can be attached to the following units: **ASSAULT** INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

WEAPON ABILITIES

Assault

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

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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.

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KEYWORDS: Infantry, Epic Hero, Imperium, Tacticus, Wardens of Ultramar, Support, Explosives
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Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Close-quarters

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.

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.

Dainal Kornelius KEYWORDS:
Psyker
KEYWORDS: Infantry, Epic Hero,
Imperium, Tacticus, Wardens of
Ultramar, Support, Explosives
FACTION KEYWORDS: Adeptus
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