

IMPERIUM - ULTRAMARINES

WARDENS OF ULTRAMAR

Support

Close-quarters

	M	T	SV	W	LD	OC
ANCIENT GADRIEL	6"	5	3+	4	6+	2
	M	T	SV	W	LD	OC
VETERAN SERGEANT METAURUS	6"	5	3+	4	6+	1
	M	T	SV	W	LD	OC
GAIUS SILVA	6"	3	4+	3	6+	1
	M	T	SV	W	LD	OC
AEMELIA MINERVAS	6"	3	4+	3	6+	1
	M	T	SV	W	LD	OC
DAINAL KORNELIUS	6"	3	4+	3	6+	1
	M	T	SV	W	LD	OC
LUCIA VESTHA	6"	3	4+	3	6+	1

115 PTS

Base Ancient Gadriel, Veteran Sergeant
Metaurus: 40mm, Gaius Silva, Aemelia Minervas,
Dainal Kornelius,: 28.5mm



1

KOMMANDO

—

2 BEWEGUNG

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.

3 BESCHUSS

Archeotech Laspistol

CLOSE-QUARTERS

R

A

BS

S

AP

D

12"

1

3+

4

-1

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Astropathic Blast

BLAST 1

PSYCHIC

R

A

BS

S

AP

D

12"

3

3+

4

-1

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Heavy Bolt Pistol

CLOSE-QUARTERS

R

A

BS

S

AP

D

18"

1

3+

5

-1

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

► Bolt Rifle - Focused Fire

HEAVY

RAPID FIRE 1

R

A

BS

S

AP

D

24"

1

3+

6

-1

2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

► Bolt Rifle - Saturation

ASSAULT

RAPID FIRE 1

R

A

BS

S

AP

D

24"

2

3+

5

-1

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

4

ANGRIFF

—

5 NAHKAMPF

Ceramite Fists

R

A

WS

S

AP

D

Melee

4

3+

5

0

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Force Stave

PSYCHIC

R

A

WS

S

AP

D

Melee

1

2+

5

-2

2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Master-crafted power weapon

R

A

WS

S

AP

D

Melee

5

2+

5

-2

2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Power Weapon

R

A

WS

S

AP

D

Melee

4

2+

4

-2

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Ultramarian Combat Weapons

R

A

WS

S

AP

D

Melee

4

3+

4

0

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT				
Ancient Gadriel				
W5 · RW 3+ · 4 LP je Modell				
WIRD VERWUNDET MIT				
2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-
Veteran Sergeant Metaurus				
W5 · RW 3+ · 4++ · 4 LP je Modell				
WIRD VERWUNDET MIT				
2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	4++	4++	4++
Gaius Silva				
W3 · RW 4+ · 5++ · 3 LP je Modell				
WIRD VERWUNDET MIT				
2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	5++	5++	5++
Aemelia Minervas				
W3 · RW 4+ · 3 LP je Modell				
WIRD VERWUNDET MIT				
2+	3+	4+	5+	6+
S6+	S4-5	S3	S2	S1
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	-	-

REGELN & KEYWORDS KURZ	
Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).	
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.	
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 (roun...	
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 unen...	
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...	
RAPID FIRE This ability always takes the form [RAPID FIRE X].	

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

KEYWORDS Infantry, Epic Hero, Imperium, Tacitus, Wardens of Ultramar, Support, Explosives · FRAKTION Adeptus Astartes, Ultramarines · DAINAL KORNELIUS Psyker