

WARDENS OF ULTRAMAR

Support Close-quarters

ANCIENT GADRIEL	M	T	SV	W	LD	OC
	6"	5	3+	4	6+	2
VETERAN SERGEANT METAEURUS	M	T	SV	W	LD	RW
	6"	5	3+	4	6+	4+
GAIUS SILVA	M	T	SV	W	LD	OC
	6"	3	4+	3	6+	5+
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

115 PTS

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



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BESCHUSS

Archeotech Laspistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	4	-1	1

Astropathic Blast

BLAST 1

PSYCHIC

R	A	BS	S	AP	D
12"	3	3+	4	-1	1

Heavy Bolt Pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

► Bolt Rifle - Focused Fire

HEAVY

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	6	-1	2

► Bolt Rifle - Saturation

ASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

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NAHKAMPF

Ceramite Fists

R	A	WS	S	AP	D
Melee	4	3+	5	0	1

Force Stave

PSYCHIC

R	A	WS	S	AP	D
Melee	1	2+	5	-2	2

Master-crafted power weapon

R	A	WS	S	AP	D
Melee	5	2+	5	-2	2

Power Weapon

R	A	WS	S	AP	D
Melee	4	2+	4	-2	1

Ultramarine Combat Weapons

R	A	WS	S	AP	D
Melee	4	3+	4	0	1

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+	-	-

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KOMMANDO

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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.

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ANGRIFF

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VERTEIDIGUNG

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IMMER / EINMALIG

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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 rol 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 rol...

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