

WARDENS OF ULTRAMAR

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

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, Ultramarine Combat Weapons
Basegrößen: Ancient Gadriel, Veteran Sergeant Metaurus
40mm, Gaius Silva, Aemelia Minervas, Dainal Kornelius, 28.5mm



⚙ 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
Ultramarine Combat Weapons	Melee	4	3+	4	0	1

ABILITIES

CORE - Support

RULES - Close-quarters, 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 RULES

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.

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).