IMPERIUM - ULTRAMARINES

URIEL VENTRIS

105 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Invictus	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sword of Idaeus SUSTAINED HITS 1	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Uriel Ventris (40mm)

Equipped with: Bolt pistol, Invictus, Sword of Idaeus

ABILITIES

CORE - Leader

Master of the Fleet
During the Declare Battle Formations step, if your army includes this model, select one Phobos, Gravis, or Tacticus Adeptus Astartes Infantry unit from your army. That unit gains the Deep Strike ability.

Unorthodox Strategist [Aura]
Each time your opponent targets a unit from their army with a stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP (this is not cumulative with any other rules that would increase the CP cost of that Stratagem).

Leader
This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, ASSAULT SQUAD, BLADEGUARD VETERAN SQUAD, COMMAND SQUAD, COMPANY HEROES, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD, VANGUARD VETERAN SQUAD, VICTRIX HONOUR GUARD

WEAPON RULES

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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.