

WARDENS OF ULTRAMAR - IMPERIUM -
ULTRAMARINES

120 PTS

ANCIENT GADRIEL

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

VETERAN SERGEANT METAURUS

M	T	Sv	W	LD	OC
6"	4	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: Close combat weapon
1x Veteran Sergeant Metaurus
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, Close combat weapon

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Archeotech Laspistol PISTOL	12"	1	3+	4	-1	1
Astropathic Blast BLAST, PSYCHIC	12"	D6	3+	4	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	2+	4	0	1

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Close combat weapon	Melee	4	2+	4	0	1
Force Stave PSYCHIC	Melee	1	2+	5	-2	2
Power Weapon	Melee	4	2+	4	-2	1

ABILITIES

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Heroes of Ultramar

At the start of the Declare Battle Formations step, this unit can join one of the following units. This unit then counts as part of that unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

This unit cannot join an Attached unit, and only Captain Titus can join a unit this unit has joined.

Refractor Field

The bearer has a 5+ invulnerable save.

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Second Company Banner

While this unit contains Ancient Gadriel, add 1 to the Objective Control characteristic of models in this unit. While this unit contains Ancient Gadriel and Captain Titus, improve the Leadership characteristic of models in this unit by 1 as well.

Storm Shield

The bearer has a 4+ Invulnerable save.

Strategium Command

After both players have deployed their armies, if this unit is on the battlefield (or any Transport it is embarked within is on the battlefield), select up to three Adeptus Astartes units from your army and redeploy them. 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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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).

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

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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).

CORE RULES

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.