

BLADE OF ULTRAMAR

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Armour of Antoninus

20 pts

Adeptus Astartes model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

Oath of Macragge

15 pts

Adeptus Astartes model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

Student of the Codex

20 pts

Adeptus Astartes model only. At the start of your Command phase, if the bearer is on the battlefield, it

can use this Enhancement. If it does, until the start of your next Command phase, the Tactical doctrine is active for this unit (instead of any other Combat Doctrine you select to be active for your army, and even if there is no Combat Doctrine active for your army).

Veteran of Behemoth

25 pts

Adeptus Astartes model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, , you can reroll Advance rolls made for that unit.

DETACHMENT RULE

At the start of up to three of your Command phases, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all Adeptus Astartes units from your army. You cannot select a Combat Doctrine you have already selected this battle, unless a friendly Marneus Calgar model is on the battlefield.

DEVASTATOR DOCTRINE

This unit is eligible to shoot in a turn in which it Advanced.

TACTICAL DOCTRINE

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

ASSAULT DOCTRINE

This unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS (6/6)

1 CP BLADE OF ULTRAMAR – STRATEGIC PLOY STRATAGEM

COMMAND

No Chapter's warriors know better the breadth –

When: Your Command phase.

Target: One Adeptus Astartes unit from your army.

Effect: Select the Devastator Doctrine, Tactical

1 CP BLADE OF ULTRAMAR – STRATEGIC PLOY STRATAGEM

MOVEMENT

After rapidly making a theoretical assessment of the

When: Your opponent's Movement phase, just after an

Target: One Adeptus Astartes Infantry or Adeptus

Effect: Your unit can make a Normal move of up to

1 CP BLADE OF ULTRAMAR – BATTLE TACTIC STRATAGEM

SHOOTING

Long have the Ultramarines guarded both Ultramar

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, ranged

1 CP BLADE OF ULTRAMAR – BATTLE TACTIC STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making its

1 CP BLADE OF ULTRAMAR – EPIC DEED STRATAGEM

SHOOTING

With the enemy's countermeasures and responses

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, each time an

1 CP BLADE OF ULTRAMAR – BATTLE TACTIC STRATAGEM

FIGHT

Roaring their famed battle cry, the Ultramarines

When: Fight phase.

Target: One Adeptus Astartes unit from your army.

Effect: Until the end of the phase, melee weapons