

C O D E X

IMPERIUM - ULTRAMARINES

newvision

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DETACHMENT OVERVIEW

13 Detachments

Gladius Task Force

6 Stratagems · 4 Enhancements

Anvil Siege Force

6 Stratagems · 4 Enhancements

Ironstorm Spearhead

6 Stratagems · 4 Enhancements

Firestorm Assault Force

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Stormlance Task Force

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6 Stratagems · 4 Enhancements

Armoured Speartip

6 Stratagems · 4 Enhancements

Headhunter Task Force

6 Stratagems · 4 Enhancements

GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Artificer Armour

10 pts

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

The Honour Vehement

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 bearers melee weapons instead.

Adept of the Codex

20 pts

CAPTAIN model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that Combat Doctrine is active for the bearer's unit only, even if you have already selected that Combat Doctrine to be active for your army this battle.

Fire Discipline

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

The Codex Astartes has proven its worth as a superb treatise on warfare over countless battlefields, and has remained so even after ten thousand years. Many Space Marines hold its wisdom in awe, and exemplify its teachings, employing a flexible set of combat doctrines to eliminate their enemy. Few opponents can withstand the fury of such an onslaught. At the start of your Command phase, 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 can only select each Combat Doctrine once per battle.

Devastator Doctrine The Codex Astartes details the strategic value of overwhelming firepower applied to key targets while advancing into position to eliminate threats. This unit is eligible to shoot in a turn in which it Advanced.

Tactical Doctrine As the warring armies close upon one another and vicious fire-fights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower. This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Assault Doctrine The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end. This unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. Until the start of your next Command phase, that Combat Doctrine is active for that unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that doctrine this battle.

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

SQUAD TACTICS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of the enemy unit that just ended that move.

Effect: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

STORM OF FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

FIGHT

HONOUR THE CHAPTER

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

2 CP GLADIUS TASK FORCE – EPIC DEED STRATAGEM

FIGHT

ONLY IN DEATH DOES DUTY END

When: Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

ANVIL SIEGE FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Indomitable Fury

20 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Stoic Defender

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0.

Fleet Commander

15 pts

CAPTAIN model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the centre of the first marker, then draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+, that unit suffers D3 mortal wounds. Both markers are then removed.

Architect of War

25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

DETACHMENT RULE

Shield of the Imperium Across blood-drenched battlefields, within towering citadels and isolated orbital stations, the Angels of Death throw back tides of traitors, mutants, xenos and heretics, and purge enemy holdings of foes thanks to their disciplined strategies and fighting skills. All who oppose them are met with volleys of deadly accurate firepower long before they reach the battle-brothers' razor-sharp blades. Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [HEAVY] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

COMMAND

NOT ONE BACKWARDS STEP

When: Your Command phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army within range of an objective marker.

Effect: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BATTLE DRILL RECALL

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

2 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

2 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

NO THREAT TOO GREAT

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

RIGID DISCIPLINE

When: End of the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.

Effect: Your unit can immediately make a Fall Back move of up to 6".

Restriction: When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.

IRONSTORM SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Target Augury Web

30 pts

TECHMARINE model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that VEHICLE model have the [LETHAL HITS] ability.

The Flesh is Weak

10 pts

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

Adept of the Ommissiah

35 pts

TECHMARINE model only. Once per battle round, when a saving throw is failed for a friendly ADEPTUS ASTARTES VEHICLE model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

Master of Machine War

20 pts

ADEPTUS ASTARTES model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, that VEHICLE is eligible to shoot even if it Fell Back or Advanced this turn.

DETACHMENT RULE

Armoured WrathAn Ironstorm Spearhead's commanders guide their assault with pre-cogitated fire solutions, cycling data-gheist inloads and whispered binharic auguries. These ensure their warriors, and the belligerent machine spirits inhabiting their war engines, deliver their fire with inescapable accuracy. Once per phase for each ADEPTUS ASTARTES unit in your army, you can re-roll one Hit roll, one Wound roll or one Damage roll made for a model in that unit.

STRATAGEMS (6/6)

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM COMMAND

ANCIENT FURY

When: Your Command phase.

Target: One ADEPTUS ASTARTES WALKER model from your army.

Effect: Until the start of your next Command phase, improve your model's Move, Toughness, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM COMMAND

UNBOWED CONVICTION

When: Command phase.

Target: One ADEPTUS ASTARTES unit from your army that is below its Starting Strength.

Effect: Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

2 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, that attack has the [SUSTAINED HITS 1] ability, and when making such an attack, if the attacking model is a VEHICLE, a successful unmodified Hit roll of 5+ scores a Critical Hit.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM SHOOTING

POWER OF THE MACHINE SPIRIT

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES VEHICLE unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM ANY

VENGEFUL ANIMUS

When: Any phase, just after an ADEPTUS ASTARTES VEHICLE model from your army with the Deadly Demise ability is destroyed.

Target: That ADEPTUS ASTARTES VEHICLE model. You can use this Stratagem on that model even though it was just destroyed.

Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

FIRESTORM ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Champion of Humanity

10 pts

TACTICUS model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

War-tempered Artifice

25 pts

ADEPTUS ASTARTES INFANTRY model only. Add 3 to the Strength characteristic of the bearer’s melee weapons.

Forged in Battle

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, once per turn, after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

Adamantine Mantle

20 pts

ADEPTUS ASTARTES model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a Melta or Torrent weapon, change the Damage characteristic of that attack to 1 instead.

DETACHMENT RULE

Close-range EradicationThe Space Marines are the Emperor’s finest shock troops, striking at the foe before they can react. In their rapid, mechanised assaults, Space Marines smash aside the enemy, destroying them at close quarters without mercy.Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 12”, add 1 to the Strength characteristic of that attack.

STRATAGEMS (6/6)

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BURNING VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: One unit embarked within that TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

CRUCIBLE OF BATTLE

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

2 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

IMMOLATION PROTOCOLS

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ONSLAUGHT OF FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP FIRESTORM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

RAPID EMBARKATION

When: End of the Fight phase.

Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that has no models embarked within it, and one ADEPTUS ASTARTES INFANTRY unit from your army wholly within 6" of that TRANSPORT.

Effect: Your INFANTRY unit can embark within that TRANSPORT.

Restriction: You cannot target an INFANTRY unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that TRANSPORT, or that disembarked from a TRANSPORT this turn.

STORMLANCE TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Fury of the Storm

25 pts

ADEPTUS ASTARTES MOUNTED model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearers melee weapons by 2 instead.

Feinting Withdrawal

10 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

Portents of Wisdom

15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

Hunter's Instincts

25 pts

ADEPTUS ASTARTES MOUNTED model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Lightning AssaultThe warriors of a Stormlance Task Force employ high-speed tactics and hit-and-run warfare. They do battle on the move, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a thunderbolt the next.ADEPTUS ASTARTES units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

STRATAGEMS (6/6)

2 CP STORMLANCE TASK FORCE – WARGEAR STRATAGEM

MOVEMENT

FULL THROTTLE

When: Your Movement phase.

Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES VEHICLE unit (excluding WALKERS) from your army.

Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is MOUNTED.

1 CP STORMLANCE TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

WIND-SWIFT EVASION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BLITZING FUSILLADE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability. If such a weapon already has this ability, until the end of the phase, that weapon has the [SUSTAINED HITS 1] ability as well.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

RIDE HARD, RIDE FAST

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

CHARGE

SHOCK ASSAULT

When: Your Charge phase.

Target: One ADEPTUS ASTARTES MOUNTED unit from your army that has not declared a charge this phase.

Effect: Until the end of the turn, you can re-roll Charge rolls made for your unit and melee weapons equipped by models in that unit have the [LANCE] ability.

VANGUARD SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Blade Driven Deep

25 pts

ADEPTUS ASTARTES INFANTRY model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

Ghostweave Cloak

15 pts

ADEPTUS ASTARTES model only. The bearer has the Stealth and Lone Operative abilities.

Execute and Redeploy

20 pts

PHOBOS model only. In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge. This cannot allow the bearer's unit to move more than once in your Shooting phase.

Shadow War Veteran

30 pts

PHOBOS model only. Gain following ability:

Lord of Deceit (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.

DETACHMENT RULE

Shadow MastersThe warriors of a Vanguard Spearhead slip through the shadows, half-seen spectres barely visible to the foe. Enemies blaze away into the gloom with increasing panic, their shots flying wide as covert specialists encircle their victims and prepare to level the killing blow.Each time a ranged attack targets an ADEPTUS ASTARTES unit from your army, unless the attacking model is within 12", subtract 1 from the Hit roll and the target has the Benefit of Cover against that attack.

STRATAGEMS (6/6)

1 CP VANGUARD SPEARHEAD – WARGEAR STRATAGEM **COMMAND**

A DEADLY PRIZE

When: Start of the Command phase.

Target: One ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED unit from your army within range of an objective marker you control.

Effect: That objective marker is said to be Sabotaged, and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Sabotaged and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

STRIKE FROM THE SHADOWS

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit that is more than 12" away, improve the Ballistic Skill and Armour Penetration characteristics of that attack by 1. If one or more enemy models are destroyed as a result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM **CHARGE**

CALCULATED FEINT

When: Your opponent's Charge phase, just after an enemy unit declares a charge.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that was selected as a target of that charge.

Effect: Your unit can make a Normal move of up to D6", or up to 6" instead if it is a PHOBOS or Scout SQUAD unit.

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM **FIGHT**

GUERRILLA TACTICS

When: End of your opponent's Fight phase.

Target: Up to two PHOBOS and/or SCOUT SQUAD units from your army, or one other ADEPTUS ASTARTES INFANTRY unit from your army.

Effect: Remove those units from the battlefield and place them into Strategic Reserves.

Restriction: Each unit selected for this Stratagem must be more than 3" away from all enemy models.

2 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **FIGHT**

SURGICAL STRIKES

When: Fight phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1ST COMPANY TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Imperium's Sword

25 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristic of the bearers melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

Fear Made Manifest (Aura)

30 pts

ADEPTUS ASTARTES model only. While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

Rites of War

10 pts

ADEPTUS ASTARTES TERMINATOR model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

Iron Resolve

15 pts

ADEPTUS ASTARTES TERMINATOR model only. The bearer has the Feel No Pain 5+ ability. Once per battle, after the bearer's unit is selected as the target of one or more attacks, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 5+ ability.

DETACHMENT RULE

Extremis-level ThreatThe 1st Company's veterans have fought at the forefront of their Chapter's wars for many mortal lifespans. Experience has taught them to identify the foe's lethal threats and to lead their battle-brothers to purge them from existence. Once per battle, in your Command phase, you can use this ability. If you do, until the start of your next Command phase, each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll as well.

STRATAGEMS (6/6)

1 CP1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**MOVEMENT**

DUTY AND HONOUR

When: Your Movement phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within range of an objective marker you control.**Effect:** That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING**

HEROES OF THE CHAPTER

When: Your Shooting phase or the Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that has not been selected to shoot or fight this phase.**Effect:** Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is Below Half-strength, add 1 to the Wound roll as well.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**CHARGE**

LEGENDARY FORTITUDE

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within Engagement Range of that enemy unit.**Effect:** Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.**1 CP**1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

ORBITAL TELEPORTARIUM

When: End of your opponent's Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR unit from your army.**Effect:** Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.**Restriction:** You cannot select a unit that is within Engagement Range of one or more enemy units.**1 CP**1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

TERRIFYING PROFICIENCY

When: Your Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.**Effect:** In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

LIBRARIUS CONCLAVE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Prescience

25 pts

ADEPTUS ASTARTES PSYKER model only (excluding TERMINATOR models). Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer's unit, the bearer's unit can make a Normal move of up to D6", or up to 6" instead if the Divination Discipline is active for your army.

Celerity

30 pts

ADEPTUS ASTARTES PSYKER model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced, and if the Biomancy Discipline is active for your army, it is eligible to declare a charge in a turn in which it Fell Back.

Obfuscation

20 pts

ADEPTUS ASTARTES PSYKER model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit, and if the Telepathy Discipline is active for your army, the bearer's unit cannot be targeted by ranged attacks unless the attacking model is within 18".

Fusillade

35 pts

ADEPTUS ASTARTES PSYKER model only. Ranged weapons equipped by models in the bearer's unit have the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities, and:

The [SUSTAINED HITS 1] ability if the Pyromancy Discipline is active for your army. Add 6" to the Range characteristic of those weapons if the Telekinesis Discipline is active for your army.

DETACHMENT RULE

Psychic Disciplines Librarians spend their lives mastering psychic disciplines, learning how to manipulate the energies of the Immaterium to confound their foes and embolden their battle-brothers. At the start of the battle round, select one of the following Psychic Disciplines. Until the end of the battle round, that Psychic Discipline is active and its effects apply to all ADEPTUS ASTARTES PSYKER units from your army.

Biomancy Discipline

Add 2" to the Move characteristic of models in this unit.

Divination Discipline

Each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Pyromancy Discipline

Each time a ranged attack made by a model in this unit targets an enemy unit within 12", improve the Armour Penetration characteristic of that attack by 1.

Telekinesis Discipline

Each time a ranged attack targets this unit, subtract 1 from the Strength characteristic of that attack.

Telepathy Discipline

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Weapon Skill or Ballistic Skill characteristics and/or any or all modifiers to the Hit roll.

STRATAGEMS (6/6)

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY
STRATAGEM

COMMAND

SENSORY ASSAULT

When: Command phase.

Target: One Adeptus Astartes Psyker unit from your army.

Effect: Select one enemy unit that is within 18" of and visible to one PSYKER model in your unit. Until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it. In addition, if the Telepathy Discipline is active for your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY
STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

SHOOTING

ASSAIL

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that is eligible to shoot.

Effect: Select one enemy unit within 18" of and visible to one or more PSYKER models in your unit (excluding units with the Lone Operative ability), and roll six D6, adding 1 to each result if the Telekinesis Discipline is active for your army: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

SHOOTING

PRESCIENT PRECISION

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, that attack has the [LETHAL HITS] ability, and the [IGNORES COVER] ability as well if the Divination Discipline is active for your army.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

FIGHT

FIERY SHIELD

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 18" of one or more friendly Adeptus Astartes Psyker models, and that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll, and if the Pyromancy Discipline is active for your army, weapons that target your unit have the [HAZARDOUS] ability.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

FIGHT

IRON ARM

When: Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that is within 18" of one or more Adeptus Astartes Psyker models from your army and has not been selected to Fight this phase.

Effect: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit, or add 2 if the Biomancy Discipline is active for your army.

BASTION TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Eye of the Primarch

10 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by the bearer and BATTLELINE models in the bearer's unit have the [PRECISION] ability.

Blades of Valour

15 pts

ADEPTUS ASTARTES model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer and BATTLELINE models in the bearer's unit by 1.

Hero of the Chapter

20 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, the bearer has the BATTLELINE keyword.

Bombast Omnivox

15 pts

ADEPTUS ASTARTES model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if the bearer's unit has the BATTLELINE keyword: on a 4+, you gain 1CP.

DETACHMENT RULE

Interlocking TacticsEmploying the full breadth of combined arms tactics taught by the Codex Astartes, mainstay squads hit and fade, blunting enemy attacks while acquiring auspex data to guide the targeting of their more heavily armed comrades.ADEPTUS ASTARTES BATTLELINE units from your army:

Are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.Are eligible to start to perform an Action in a turn in which they Advanced or Fell Back.

Each time an ADEPTUS ASTARTES BATTLELINE unit from your army is selected to attack, after resolving those attacks, select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit is auspex scanned. Each time an ADEPTUS ASTARTES model from your army makes an attack that targets an auspex scanned unit, re-roll a Hit roll of 1.

STRATAGEMS (6/6)

1 CP

BASTION TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

All too aware of their vital role in holding the foe at

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes Battleline unit

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

1 CP

BASTION TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

An auspex-guided hail of shock charges blinds the

When: Your Shooting phase or the Fight phase, just

Target: That Adeptus Astartes Battleline unit.

Effect: When an enemy unit is auspex scanned

1 CP

BASTION TASK FORCE– STRATEGIC PLOY
STRATAGEM

SHOOTING

Employing auspex data to reveal weak points in the

When: Your Shooting phase or the Fight phase, just

Target: That Adeptus Astartes Battleline unit.

Effect: When an enemy unit is auspex scanned as

1 CP

BASTION TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

Holding to the teachings of the Codex Astartes, these

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

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

1 CP

BASTION TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

Tactical scans and cogitator analysis have revealed

When: Your Shooting phase or your Charge phase.

Target: One Adeptus Astartes unit (excluding

Effect: Until the end of the phase, your unit is

1 CP

BASTION TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

With their frailties exposed by the harsh glare of

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Select the [LETHAL HITS] or

ORBITAL ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Laurels of Thunder

15 pts

ADEPTUS ASTARTES model only. You can re-roll Charge rolls made for the bearer's unit in a turn in which it was set up on the battlefield.

Veteran of the Vanguard

20 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.

Orbital Uplink Reliquary

25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, 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 if you wish, regardless of how many units are already in Strategic Reserves.

Dedicated Gunship

15 pts

ADEPTUS ASTARTES TERMINATOR model only. Once per battle, at the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer's unit from the battlefield and place it into Strategic Reserves.

DETACHMENT RULE

Rapid-drop DeploymentThrough the use of teleportation, Drop Pods and gunship insertion, entire strike forces of Space Marines and even their armoured support can deploy from orbit in a matter of moments, a capability that in and of itself has won entire wars.At the start of the Declare Battle Formations step, select a number of ADEPTUS ASTARTES units (excluding TITANIC units) from your army based on the battle size, as shown below. Models in those units have the Deep Strike ability.

BATTLE SIZENUMBER OF UNITSIncursion2Strike Force3Onslaught4

Each time an ADEPTUS ASTARTES model from your army makes an attack, if it was set up on the battlefield this turn, re-roll a Wound roll of 1. If it disembarked from a DROP POD this turn, re-roll a Hit roll of 1 as well.

STRATAGEMS (6/6)

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM

COMMAND

As the Space Marines storm forward, their gunships

When: Command phase.

Target: One Adeptus Astartes unit from your army.

Effect: Select one enemy unit visible to and

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

Autolaunchers spit a precogitated spread of blind

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

Target: One Adeptus Astartes unit (excluding

Effect: Until the end of the phase, models in your

1 CP

ORBITAL ASSAULT FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

By binding the datafeeds from their auto-senses,

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Select the [LETHAL HITS] or

1 CP

ORBITAL ASSAULT FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

By rapidly eliminating localised enemy leaders, the

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Until the end of the phase, weapons

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM

FIGHT

The sheer devastating momentum of a Space

When: Fight phase.

Target: One Adeptus Astartes unit from your army

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

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM

FIGHT

There is always another battle to be fought, and the

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Infantry unit from

Effect: If your Adeptus Astartes unit is wholly

CERAMITE SENTINELS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Honour Indefatigable

25 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Spy-skull Data Link

15 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Castellum Omnivox

20 pts

ADEPTUS ASTARTES model only. Each time the bearer's unit makes a Fall Back move, select one of the following to apply to that unit until the end of the turn:

That unit is eligible to perform an Action in a turn in which it Fell Back. That unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Defensive Mastery

25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, 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.

DETACHMENT RULE

Adaptive Defence These Space Marines are experts in fighting from rapidly prepared defensive positions. They are able to maximise the potential of almost any terrain to serve as an ad-hoc strongpoint, rapidly assessing optimal firing lines and punishing the foe's every attempt to advance and dislodge them. Each time an ADEPTUS ASTARTES model from your army makes an attack, if that model's unit is within a terrain feature, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

ADEPTUS ASTARTES units from your army gain the ENTRENCHED keyword while all of the following are true:

That unit is within a terrain feature. That unit was not set up on the battlefield this turn. No model in that unit has moved more than 3" this turn.

STRATAGEMS (6/6)

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

COMMAND

Knowing that this strategically vital site must be

When: Command phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the start of your next Command phase,

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

Auto-sense targeting subroutines specially adapted

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Select either the [SUSTAINED HITS 1] or

1 CP CERAMITE SENTINELS – STRATEGIC PLOY STRATAGEM

SHOOTING

Codex doctrine when conducting an aggressive

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

Target: One Adeptus Astartes Infantry or

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

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

Eliminating key enemy assets is crucial to stalling

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Infantry or

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

1 CP CERAMITE SENTINELS – 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

1 CP CERAMITE SENTINELS – EPIC DEED STRATAGEM

FIGHT

Aware of how vital it is that the defence line holds,

When: Fight phase, just after an enemy unit has

Target: One Adeptus Astartes unit from your army

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

ARMoured SPEARTIP

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Liberator

15 pts

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any HEAVY TRANSPORT it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Shock Deployment

20 pts

ADEPTUS ASTARTES TERMINATOR or GRAVIS model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a TRANSPORT this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Tip of the Spear

40 pts

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a TRANSPORT, that TRANSPORT has the Scouts 6" ability.

Armoured Commander

25 pts

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly ADEPTUS ASTARTES TRANSPORT that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that TRANSPORT on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Rapid DeploymentLand Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle.Each time an ADEPTUS ASTARTES unit from your army disembarks from a TRANSPORT (excluding FLY) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that TRANSPORT is a HEAVY TRANSPORT (see below).

Keywords

ADEPTUS ASTARTES TRANSPORT units from your army (excluding FLY) that have a Wounds characteristic of 14+ have the HEAVY TRANSPORT keyword.

STRATAGEMS (6/6)

1 CP ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

Coaxing the utmost from roaring engines, transport

When: Your Movement phase.

Target: One Adeptus Astartes Transport unit

Effect: Until the end of the phase, units can

1 CP ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

The mightiest Space Marine transports are

When: Your Movement phase.

Target: One Adeptus Astartes Transport unit

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

1 CP ARMoured SPEARTIP – BATTLE TACTIC STRATAGEM

SHOOTING

Emerging from their transports, Space Marine

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

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

1 CP ARMoured SPEARTIP – STRATEGIC PLOY 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

1 CP ARMoured SPEARTIP – WARGEAR STRATAGEM

FIGHT

With steely discipline, Space Marine battle-brothers

When: End of the Fight phase.

Target: One Adeptus Astartes Infantry unit from

Effect: If your Adeptus Astartes Infantry unit

1 CP ARMoured SPEARTIP – EPIC DEED STRATAGEM

ANY

In a last act of vengeance, the doomed crew of this

When: Any phase, just after a Heavy Transport

Target: That Heavy Transport unit, if you rolled

Effect: Your unit can make a Normal or Fall Back

HEADHUNTER TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Redoubtable Machine Spirit

25 pts

ADEPTUS ASTARTES VEHICLE model only. The bearer has a 5+ invulnerable save and, at the end of your Command phase, the bearer regains 1 lost wound.

Firestorm Coordinators

20 pts

ADEPTUS ASTARTES VEHICLE model only. Ranged weapons equipped by the bearer have the [SUSTAINED HITS 1] ability.

Gunnery Honours

20 pts

ADEPTUS ASTARTES VEHICLE model only. Once per phase, you can re-roll one Hit roll, one Wound roll and one Damage roll for the bearer.

Astartes Tank Ace (Aura)

40 pts

ADEPTUS ASTARTES VEHICLE model only. In your Shooting phase, while a friendly ADEPTUS ASTARTES VEHICLE unit is within 6" of the bearer, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

DETACHMENT RULE

Target SightedSpace Marine crews are relentless in their pursuit of assigned targets, coaxing every last trace of power from their war machines and demonstrating exemplary gunnery even under heavy fire.Each time a TANK ACE unit from your army (see below) Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

Each time a TANK ACE unit from your army shoots in your Shooting phase, if that unit did not Advance this turn, you can re-roll the Damage roll.

KEYWORDS

ADEPTUS ASTARTES VEHICLE units from your army (excluding FORTIFICATIONS, DROP PODS, WALKERS and units that can FLY) have the TANK ACE keyword.

In the Muster Armies step, you can select up to three TANK ACE units from your army to gain the CHARACTER keyword.

Designer's Note: This means that the selected units can be given Enhancements, and one of them can be selected as your WARLORD.

STRATAGEMS (6/6)

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

Reacting swiftly to enemy movements, this tank's

When: Your opponent's Movement phase, just

Target: One Tank Ace unit from your army

Effect: Your unit can make a Normal move of up

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

Advanced targeting systems and the skill of

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, your unit is

1 CP

HEADHUNTER TASK FORCE – EPIC DEED
STRATAGEM

SHOOTING

Bellicose in the extreme, this vehicle's machine

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

Target: One Tank Ace unit from your army

Effect: Your unit can shoot as if it were your

1 CP

HEADHUNTER TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

Space Marines are ruthless in culling weakened foes.

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has

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

1 CP

HEADHUNTER TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

Targeting vulnerable joints or seams between

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has

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

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY
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

CAPTAIN SICARIUS

85 PTS



M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artisan Plasma Pistol PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Talassarian Tempest Blade LETHAL HITS	Melee	6	2+	5	-2	2

AUFSTELLUNG

1x Captain Sicarius

Equipped with: Artisan Plasma Pistol, Talassarian Tempest Blade

ABILITIES

CORE - Leader

Knight Champion of Macragge

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

Lead From the Front

While this model is leading a unit, models in that unit have the Scouts 6" ability and ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Leader

This model can be attached to the following units:

- Assault Intercessor Squad
- Bladeguard Veteran Squad
- Company Heroes
- Sternguard Veteran Squad
- Tactical Squad

WEAPON RULES

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.

CORE RULES

◆ 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.



CAPTAIN TITUS

100 PTS



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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolter ASSAULT HEAVY	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Chainsword ANTI-INFANTRY 2+	Melee	8	2+	5	-1	2

AUFSTELLUNG

1x Captain Titus

Equipped with: Master-crafted Bolter, Master-crafted Chainsword

ABILITIES

CORE - Leader

Honour of Ultramar

If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+,

do not remove it from play. This model can fight after the attacking unit has finished making its attacks. If one or more enemy models are destroyed as a result of those attacks, this model regains D3 lost wounds and is not destroyed; otherwise, it is removed from play.

Press the Attack

Weapons equipped by models in this model's unit have the [SUSTAINED HITS 1] ability

Leader

This model can be attached to the following units:

- **ASSAULT** INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- VICTRIX HONOUR GUARD
- WARDENS OF ULTRAMAR

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.



CORE RULES

◆ **Feel No Pain 5+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ **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.



CATO SICARIUS

105 PTS



M

6"

T

4

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artisan Plasma Pistol PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Talassarian Tempest Blade - Coup de Grace PRECISION	Melee	6	2+	5	-2	2
► Talassarian Tempest Blade - Strike DEVASTATING WOUNDS	Melee	4	2+	6	-3	3
► Talassarian Tempest Blade - Sweep SUSTAINED HITS 1	Melee	9	2+	5	-2	1

AUFSTELLUNG

1x Cato Sicarius

Equipped with: Artisan Plasma Pistol, ► Talassarian Tempest Blade - Coup de Grace, ► Talassarian Tempest Blade - Strike, ► Talassarian Tempest Blade - Sweep

ABILITIES

CORE - Support

Honour or Death

You can target this unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

Knight Champion of Macragge

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model's unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

Leader

This model can be attached to the following units:

- VICTRIX HONOUR GUARD

You can attach this model to the above unit even if a Marneus Calgar unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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

◇ 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.



IMPERIUM - ULTRAMARINES

CHAPLAIN CASSIUS

[LEGENDS]

80 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernus ANTI-INFANTRY 4+ DEVASTATING WOUNDS	12"	D6	N/A	4	-1	1
IGNORES COVER TORRENT						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer Crozius	Melee	5	2+	6	-1	2

AUFSTELLUNG

1x Chaplain Cassius [Legends]

Equipped with: Infernus, Artificer Crozius

ABILITIES

CORE - Leader

Catechism of Death

While this model is leading a unit, melee weapons equipped by models in that unit have the **DEVASTATING WOUNDS** ability.

Inspired Retribution

While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Leader

This model can be attached to the following units:

- Assault Squad
- Command Squad
- Sternguard Veteran Squad
- Tactical Squad
- Tyrannic War Veterans
- Vanguard Veteran Squad



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◆ 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.

IMPERIUM - ULTRAMARINES

CHIEF LIBRARIAN
TIGURIUS

85 PTS



M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Storm of the Emperor's Wrath - Focused Witchfire BLAST	18"	2D6	2+	6	-2	2
HAZARDOUS PSYCHIC						
► Storm of the Emperor's Wrath - Witchfire BLAST PSYCHIC	18"	D6	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of Tigurius PSYCHIC	Melee	5	3+	7	-2	D3

AUFSTELLUNG

1x Chief Librarian Tigurius

Equipped with: ► Storm of the Emperor's Wrath - Focused Witchfire, ► Storm of the Emperor's Wrath - Witchfire, Rod of Tigurius

ABILITIES

CORE - Leader

Hood of Hellfire

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks and mortal wounds.

Master of Prescience (Psychic)

- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.
- (Once per battle round, per army) When you target this unit with the Counteroffensive/Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.

Leader

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- DESOLATION SQUAD
- DEVASTATOR SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD



WEAPON RULES

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).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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

◆ 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.



IMPERIUM - ULTRAMARINES

LIEUTENANT TITUS

70 PTS



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

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	8	2+	4	-1	1

ANTI-INFANTRY 2+

AUFSTELLUNG

1x Lieutenant Titus

Equipped with: Astartes Chainsword

ABILITIES

CORE - Leader

Honour of the Chapter

If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. This model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Press the Attack

: Weapons equipped by models in this model's unit have the [SUSTAINED HITS 1] ability.

Leader

This model can be attached to the following units:

- Assault Intercessor Squad
- Bladeguard Veteran Squad
- Hellblaster Squad
- Infernus Squad
- Intercessor Squad
- Sternguard Veteran Squad

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

CORE RULES

◆ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ 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.



MARNEUS CALGAR

200 PTS



MARNEUS CALGAR

M	T	SV	W	LD	OC
6"	6	2+	6	6+	1

VICTRIX HONOUR GUARD

M	T	SV	W	LD	OC
6"	4	2+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauntlets of Ultramar	18"	4	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gauntlets of Ultramar	Melee	6	2+	8	-3	3
Victrix Power Sword	Melee	5	2+	5	-2	2

AUFSTELLUNG

- 1x Marneus Calgar - Equipped with: Gauntlets of Ultramar
- 2x Victrix Honour Guard - Equipped with: Victrix Power Sword

ABILITIES

CORE - Leader

Honour Guard of Macragge

While this unit contains one or more Victrix Honour Guard models, this unit's Marneus Calgar model has the Feel No Pain 4+ ability.

Inspiring Leader

While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Master Tactician

At the start of your Command phase, if this unit's Marneus Calgar model is your WARLORD and is on the battlefield, you gain 1CP.

Leader

This unit can be attached to the following units:

- Aggressor Squad
- Assault Intercessor Squad
- Bladeguard Veteran Squad
- Company Heroes
- Eradicator Squad
- Heavy Intercessor Squad
- Infernus Squad
- Intercessor Squad
- Sternguard Veteran Squad
- Tactical Squad



WEAPON RULES

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.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ 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.



MARNEUS CALGAR IN ARMOUR OF ANTILOCHUS

155 PTS



M	T	SV	W	LD	OC	
6"	6	2+	6	6+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauntlets of Ultramar PISTOL TWIN-LINKED	18"	4	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gauntlets of Ultramar TWIN-LINKED	Melee	6	2+	8	-3	3

AUFSTELLUNG

1x Marneus Calgar in Armour of Antilochus

Equipped with: Gauntlets of Ultramar

ABILITIES

CORE - Leader

Inspiring Leader

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

Master Tactician

At the start of your Command phase, if this unit's Marneus Calgar model is your Warlord and is on the battlefield, you gain 1CP.

Leader

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD
- VICTRIX HONOUR GUARD

WEAPON RULES

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.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ 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.



ROBOUTE GUILLIMAN

355 PTS

M

8"

T

9

SV

2+

W

10

LD

5+

OC

4

4+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand of Dominion RAPID FIRE 2	30"	2	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hand of Dominion LETHAL HITS	Melee	7	2+	14	-4	4
The Emperor's Sword DEVASTATING WOUNDS	Melee	14	2+	8	-3	2

AUFSTELLUNG

1x Roboute Guilliman
Equipped with: Hand of Dominion, The Emperor's Sword

ABILITIES

Armour of Fate

The first time this model is destroyed, roll one D6 at the end of the phase: on a 3+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with 6 wounds remaining.

Author of the Codex

At the Start of your Command phase, select two Author of the Codex abilities (see left). Until the start of your next Command phase, this model has those abilities.'

Primarch of the XIII (Aura): While a friendly Adeptus Astartes unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and you can re-roll Battle-shock and Leadership tests taken for that unit.

Master of Battle: After you have selected an enemy unit using the Oath of Moment ability, select a second enemy unit. Until the start of your next Command phase, if your Oath of Moment target is destroyed, that second enemy unit becomes your Oath of Moment target until you select a new one.

Supreme Strategist: Once per battle round, you can target one friendly ADEPTUS ASTARTES unit within 12" of this model with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Supreme Commander

If this model is in your army, it must be your Warlord.

Ultramarines Bodyguard

While this model is within 3" of one or more friendly Adeptus Astartes Infantry units, this model has the Lone Operative ability



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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).



IMPERIUM - ULTRAMARINES

SERGEANT CHRONUS

[LEGENDS]

75 PTS

M	T	SV	W	LD	OC
6"	4	2+	3	6+	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chronus' Servo-Arm	Melee	3	3+	8	-2	3

AUFSTELLUNG

1x Sergeant Chronus [Legends]
Equipped with: Chronus' Servo-Arm

ABILITIES

Chronus
When this model disembarks from a Vehicle model it was commanding, it has the Lone Operative ability until the end of the battle.

Tank Commander

- While this model is commanding a Vehicle model (see reverse):
- Ranged weapons equipped by that Vehicle model have a Ballistic Skill characteristic of 2+.
 - Each time that Vehicle model is selected to shoot, you can re-roll one Wound roll when resolving those attacks.

If your army includes one or more of the Vehicle models listed below, Sergeant Chronus must start the battle embarked within one of those models as if it were a Transport. Sergeant Chronus can only disembark from that Vehicle if it is destroyed. While embarked in this way, Sergeant Chronus is said to be commanding that Vehicle.

- Hunter
- Land Raider
- Land Raider Crusader
- Land Raider Redeemer
- Predator Annihilator
- Predator Destructor
- Stalker
- Vindicator
- Whirlwind



IMPERIUM - ULTRAMARINES

SERGEANT TELION

[LEGENDS]

70 PTS

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

➦ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Quietus PRECISION	36"	2	2+	4	-2	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	4	3+	4	0	1

AUFSTELLUNG

1x Sergeant Telion [Legends]
Equipped with: Quietus, Combat Knife

ABILITIES

CORE - Leader

Guiding Hand

While this model is leading a unit, each time that unit is selected to shoot or fight, select one of the following abilities to apply to weapons equipped by models in that unit until the end of the phase:

- [LETHAL HITS]
- **PRECISION**
- [SUSTAINED HITS 1]

Voice of Experience

While this model is leading a unit, improve the Objective Control characteristic of models in that unit by 1 and each time a model in that unit makes an attack, add 1 to the Hit roll.

Leader

This model can be attached to the following units:

- Scout Squad
- Scout Sniper Squad

WEAPON RULES

PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ 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.

◆ Scouts

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



TYRANNIC WAR VETERANS

[LEGENDS]

85 PTS



M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol ANTI-TYRANIDS 4+ PISTOL	12"	1	3+	4	0	1
Bolt Pistol ANTI-TYRANIDS 4+ PISTOL	12"	1	3+	4	0	1
Boltgun ANTI-TYRANIDS 4+	24"	2	3+	4	0	1
Boltgun ANTI-TYRANIDS 4+	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon ANTI-TYRANIDS 4+	Melee	3	3+	4	0	1
Close Combat Weapon ANTI-TYRANIDS 4+	Melee	3	3+	4	0	1

AUFSTELLUNG

5x Tyrannic War Veteran oder Veteran Sergeant
Equipped with: Bolt Pistol, Boltgun, Close Combat Weapon

ABILITIES

Tyrannic War Veterans

Weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability when targeting Tyranids units.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.



ULTRAMARINES HONOUR GUARD [LEGENDS]

155 PTS



COMPANY ANCIENT

M	T	SV	W	LD	OC
6"	4	2+	2	6+	1

COMPANY CHAMPION

M	T	SV	W	LD	OC
6"	4	2+	2	6+	1

HONOUR GUARD

M	T	SV	W	LD	OC
6"	4	2+	3	6+	1

AUFSTELLUNG

- 1x Company Ancient
- 1x Company Champion
- 2x Honour Guard

ABILITIES

Astartes Banner

While this unit contains a Company Ancient, add 1 to the Objective Control characteristic of models in this unit.

Honour Guard

While a Captain or Chapter Master model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

Honour Guard of Macragge

MARNEUS CALGAR can be attached to this unit. If a CAPTAIN model from your army with the Leader ability can be attached to a COMMAND SQUAD, it can be attached to this unit instead.

Honour or Death

While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.



URIEL VENTRIS

105 PTS

M6"

T4

SV3+

W5

LD6+

OC1

4+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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 Ventriss

Equipped with: 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
- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

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

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.



VICTRIX HONOUR GUARD

110–230 PTS

M	T	SV	W	LD	OC
6"	4	2+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Carbine	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blades of Honour PRECISION TWIN-LINKED	Melee	6	2+	5	-2	2

AUFSTELLUNG

1-6x Victrix Honour Guard oder Chapter Champion oder Chapter Ancient

Equipped with: Master-crafted Bolt Carbine, Blades of Honour

ABILITIES

Attached Unit

If a Captain or Chapter Master unit from your army can be attached to a Company Heroes unit, it can be attached to this unit instead.

Banner of Macragge

Once per battle, at the start of the Fight phase, the bearer can use this ability. If it does, until the end of the phase, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in the bearer's unit.



Glory of Ultramar

In your opponent's Shooting phase, each time an enemy unit has shot, if any models from this unit were destroyed as a result of those attacks, this unit can make a Surge move. To do so, roll one D6: models in this unit move a number of inches up to the result, but this unit must end that move as close as possible to the closest enemy unit (excluding Aircraft). When doing so, those models can be moved within Engagement Range of that enemy unit. This unit cannot make a Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Surge move per phase.

Ultramarines Honour Guard

While a Captain or Chapter Master model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll

WEAPON RULES

PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

TWIN-LINKED

Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.



IMPERIUM - ULTRAMARINES

WARDENS OF ULTRAMAR

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

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

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

FACTION: Adeptus Astartes, Ultramarines **120 PTS**

Power Weapon	Melee	4	2+	4	-2	1
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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

ABILITIES

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.

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.

WEAPON RULES

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.

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.



PUNKTELISTE

EINHEIT	PUNKTE
Captain Sicarius	85 pts
Captain Titus	100 pts
Cato Sicarius	105 pts
Chaplain Cassius [Legends]	80 pts
Chief Librarian Tigurius	85 pts
Lieutenant Titus	70 pts
Marneus Calgar	200 pts
Marneus Calgar in Armour of Antilochus	155 pts
Roboute Guilliman	355 pts
Sergeant Chronus [Legends]	75 pts
Sergeant Telion [Legends]	70 pts
Tyrannic War Veterans [Legends]	85 pts
Ultramarines Honour Guard [Legends]	155 pts
Uriel Ventris	105 pts

EINHEIT	PUNKTE
Victrix Honour Guard	110 pts (bis 3 Modelle) · 230 pts (ab 4 Modellen) · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Wardens of Ultramar	120 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	10 pts
The Honour Vehement	15 pts
Adept of the Codex	20 pts
Fire Discipline	25 pts

ENHANCEMENTS — ANVIL SIEGE FORCE

ENHANCEMENT	PUNKTE
Indomitable Fury	20 pts
Fleet Commander	15 pts
Stoic Defender	15 pts
Architect of War	25 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Target Augury Web	30 pts
The Flesh is Weak	10 pts
Adept of the Omnissiah	35 pts
Master of Machine War	20 pts

ENHANCEMENTS — FIRESTORM ASSAULT FORCE

ENHANCEMENT	PUNKTE
Champion of Humanity	10 pts
War-tempered Artifice	25 pts
Forged in Battle	15 pts
Adamantine Mantle	20 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Fury of the Storm	25 pts
Portents of Wisdom	15 pts

ENHANCEMENT	PUNKTE
Feinting Withdrawal	10 pts
Hunter's Instincts	25 pts

ENHANCEMENTS — VANGUARD SPEARHEAD

ENHANCEMENT	PUNKTE
The Blade Driven Deep	25 pts
Ghostweave Cloak	15 pts
Execute and Redeploy	20 pts
Shadow War Veteran	30 pts

ENHANCEMENTS — 1ST COMPANY TASK FORCE

ENHANCEMENT	PUNKTE
The Imperium's Sword	25 pts
Fear Made Manifest (Aura)	30 pts
Rites of War	10 pts
Iron Resolve	15 pts

ENHANCEMENTS — LIBRARIUS CONCLAVE

ENHANCEMENT	PUNKTE
Prescience	25 pts
Celerity	30 pts
Obfuscation	20 pts
Fusillade	35 pts

ENHANCEMENTS — BASTION TASK FORCE

ENHANCEMENT	PUNKTE
Eye of the Primarch	10 pts
Hero of the Chapter	20 pts
Blades of Valour	15 pts
Bombast Omnivox	15 pts

ENHANCEMENTS — ORBITAL ASSAULT FORCE

ENHANCEMENT	PUNKTE
Laurels of Thunder	15 pts
Veteran of the Vanguard	20 pts

ENHANCEMENT	PUNKTE
Orbital Uplink Reliquary	25 pts
Dedicated Gunship	15 pts

ENHANCEMENTS — CERAMITE SENTINELS

ENHANCEMENT	PUNKTE
Honour Indefatigable	25 pts
Castellum Omnivox	20 pts
Spy-skull Data Link	15 pts
Defensive Mastery	25 pts

ENHANCEMENTS — ARMOURED SPEARTIP

ENHANCEMENT	PUNKTE
Liberator	15 pts
Tip of the Spear	40 pts
Shock Deployment	20 pts
Armoured Commander	25 pts

ENHANCEMENTS — HEADHUNTER TASK FORCE

ENHANCEMENT	PUNKTE
Redoubtable Machine Spirit	25 pts
Gunnery Honours	20 pts
Firestorm Coordinators	20 pts
Astartes Tank Ace (Aura)	40 pts