




## Ultramarines (650 pts, 38 PL, 3 CP)




Imperium - Adeptus Astartes - Ultramarines Patrol Detachment OCP (Ultramarines)




- *PC: UM - \*\*Chapter Selector\*\*:* Ultramarines
- *Game Type:* Open
- *Battle Size:* 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3 CP]

NAME	ROLE	MODELS	POINTS	POWER
Primaris Chapter Master	HQ	Primaris Chapter Master (Heavy Bolt Pistol, Master-crafted power sword, Frag & Krak grenades, Chapter Command: Chapter Master, Master of the Codex, Relic Shield, Warlord)	115	7
Primaris Lieutenant	HQ	Primaris Lieutenant (Bolt pistol, Master-crafted auto bolt rifle, Frag & Krak grenades)	65	4
Assault Intercessor Squad	Troops	4x Assault Intercessor (Heavy Bolt Pistol, Astartes Chainsword, Frag & Krak grenades) Assault Intercessor Sgt (Heavy Bolt Pistol, Astartes Chainsword, Frag & Krak grenades)	85	5
Assault Intercessor Squad	Troops	4x Assault Intercessor (Heavy Bolt Pistol, Astartes Chainsword, Frag & Krak grenades) Assault Intercessor Sgt (Heavy Bolt Pistol, Astartes Chainsword, Frag & Krak grenades)	85	5
Outrider Squad	Fast Attack	2x Outrider (Heavy Bolt Pistol, Twin Bolt rifle, Astartes Chainsword, Frag & Krak grenades) Outrider Sgt (Heavy Bolt Pistol, Twin Bolt rifle, Astartes Chainsword, Frag & Krak grenades)	105	6
Razorback PrettyScribe	Dedicated Transport Ultramarines (650 pts, 38 PL, 3 CP)	Razorback (Hunter-killer missile, Storm bolter, Twin heavy bolter)	105	6
Vindicare Assassin	Agent of the Imperium	Vindicare Assassin (Exitus Pistol, Exitus Rifle, Blind Grenades)	90	5

# Imperium - Adeptus Astartes - Ultramarines (Ultramarines)

   <b>PRIMARIS CHAPTER MASTER</b>										
MODEL	M	WS	BS	S	T	W	A	LD	SAVE	
Primaris Captain	6"	2+	2+	4	4	6	5	9	3+	
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Bolt Pistol	18"	Pistol 1		4	-1	1	-			
Master-crafted power sword	Melee	Melee		+1	-3	2	-			
Frag grenades	6"	Grenade D6		3	0	1	Blast.			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
<b>ABILITIES</b>	<b>Angels of Death</b>									
	<b>CHAPTER MASTER:</b> In your Command phase select one friendly <CHAPTER> CORE or <CHAPTER> CHARACTER within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll. <b>IRON HALO:</b> This model has a 4+ invulnerable save. <b>MASTER OF THE CODEX:</b> At the start of your Command phase if this WARLORD is on the battlefield, roll one D6; on a 4+ you gain 1 command point <b>RELIC SHIELD:</b> Each time the bearer suffers a mortal wound, roll a D6; on a 4+, that mortal wound is ignored. Add 1 to armour saving throws made for the bearer. <b>RITES OF BATTLE:</b> While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of									
<b>FACTIONS</b>	ADEPTUS ASTARTES, IMPERIUM									
<b>KEYWORDS</b>	CAPTAIN, CHAPTER MASTER, CHARACTER, INFANTRY, PRIMARIS, WARLORD									
<b>MODELS</b>	Primaris Chapter Master (Heavy Bolt Pistol, Master-crafted power sword, Frag & Krak grenades, Chapter Command: Chapter Master, Master of the Code Relic Shield, Warlord)									

   <b>PRIMARIS LIEUTENANT</b>										
MODEL	M	WS	BS	S	T	W	A	LD	SAVE	
Primaris Lieutenant	6"	2+	2+	4	4	5	4	8	3+	
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Master-crafted auto bolt rifle	24"	Assault 3		4	0	2	-			
Frag grenades	6"	Grenade D6		3	0	1	Blast.			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
<b>ABILITIES</b>	<b>Angels of Death</b>									
	<b>COMPANY HEROES:</b> If your army is Battle-forged, then for each LIEUTENANT unit included in a Detachment, a second LIEUTENANT unit can be included in that Detachment without taking up an additional Battlefield Role slot. <b>TACTICAL PRECISION:</b> While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1									
<b>FACTIONS</b>	ADEPTUS ASTARTES, IMPERIUM									
<b>KEYWORDS</b>	CHARACTER, INFANTRY, LIEUTENANT, PRIMARIS									
<b>MODELS</b>	Primaris Lieutenant (Bolt pistol, Master-crafted auto bolt rifle, Frag & Krak grenades)									

   <b>ASSAULT INTERCESSOR SQUAD (2)</b>										
MODEL	M	WS	BS	S	T	W	A	LD	SAVE	
Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Assault Intercessor Sgt	6"	3+	3+	4	4	2	3	8	3+	
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Bolt Pistol	18"	Pistol 1		4	-1	1	-			
Astartes Chainsword	Melee	Melee		User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.			
Frag grenades	6"	Grenade D6		3	0	1	Blast.			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
<b>ABILITIES</b>	<b>Angels of Death, Combat Squads</b>									
<b>FACTIONS</b>	ADEPTUS ASTARTES, IMPERIUM									
<b>KEYWORDS</b>	ASSAULT INTERCESSOR SQUAD, CORE, INFANTRY, INTERCESSORS, PRIMARIS									
<b>MODELS</b>	4x Assault Intercessor (Heavy Bolt Pistol, Astartes Chainsword, Frag & Krak grenades) Assault Intercessor Sgt (Heavy Bolt Pistol, Astartes Chainsword, Frag & Krak grenades)									



## OUTRIDER SQUAD

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Outrider	14"	3+	3+	4	5	4	2	7	3+
Outrider Sgt	14"	3+	3+	4	5	4	3	8	3+
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy Bolt Pistol	18"	Pistol 1		4	-1	1	-		
Twin Bolt rifle	30"	Rapid Fire 2		4	-1	1	-		
Astartes Chainsword	Melee	Melee		User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.		
Frag grenades	6"	Grenade D6		3	0	1	Blast.		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
<b>ABILITIES</b>	<b>Angels of Death</b>								
	<b>DEVASTATING CHARGE:</b> Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 2 to the Attacks characteristic models in this unit								
	<b>TURBO-BOOST:</b> When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.								
<b>FACTIONS</b>	ADEPTUS ASTARTES, IMPERIUM								
<b>KEYWORDS</b>	BIKER, CORE, OUTRIDER SQUAD, PRIMARIS								
<b>MODELS</b>	2x Outrider (Heavy Bolt Pistol, Twin Bolt rifle, Astartes Chainsword, Frag & Krak grenades) Outrider Sgt (Heavy Bolt Pistol, Twin Bolt rifle, Astartes Chainsword, Frag & Krak grenades)								



## RAZORBACK

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Razorback [1] (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
Razorback [2] (3-5 wounds remaining)	6"	6+	4+	6	7	NaN	D3	8	3+
Razorback [3] (1-2 wounds remaining)	3"	6+	5+	6	7	NaN	1	8	3+
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES		
Hunter-killer missile	48"	Heavy 1		10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Twin heavy bolter	36"	Heavy 6		5	-1	2	-		
<b>ABILITIES</b>	<b>Angels of Death, Explodes (6"/D3)</b>								
<b>TRANSPORT</b>	<b>TRANSPORT:</b> This model can transport 6 CHAPTER INFANTRY models. It cannot transport JUMP PACK, TERMINATORS, PRIMARIS, WULFEN or CENTURION models.								
<b>FACTIONS</b>	ADEPTUS ASTARTES, IMPERIUM								
<b>KEYWORDS</b>	RAZORBACK, SMOKESCREEN, TRANSPORT, VEHICLE								
<b>MODELS</b>	Razorback (Hunter-killer missile, Storm bolter, Twin heavy bolter)								

## VINDICARE ASSASSIN

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Vindicare Assassin	7"	2+	2+	4	4	5	5	9	6+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Exitus Pistol	12"	Pistol 1	4	-3	D3	When resolving an attack made with this weapon, an invulnerable saving throw cannot be made. Attacks made with this weapon wound INFANTRY units on a 2+.			
Exitus Rifle	72"	Heavy 1	5	-3	D3	When resolving an attack made with this weapon, an invulnerable saving throw cannot be made. Attacks made with this weapon wound INFANTRY units on a 2+.			
Blind Grenades	12"	Grenade D6	*	*	*	This weapon does not inflict any damage (do not make any wound rolls). Instead, if a unit is hit by any blind grenades, subtract 1 from all hit rolls for attacks made by that unit until the end of the turn. Blast.			
ABILITIES	<p><b>Independent Operative</b></p> <p><b>AGENTS OF THE IMPERIUM:</b> If your army is Battle-forged, you can include one Agent of the Imperium unit in each Imperium (excluding Fallen units) Patrol, Boarding Patrol, Battalion, Brigade and Arks of Omen Detachment in your army without those units taking up Battlefield Role slots in those Detachments. Inclusion of an Agent of the Imperium unit does not prevent other units from their Detachment benefiting from Detachment abilities (e.g. Chapter Tactics), it does not prevent other units from your army benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines). A Agent of the Imperium unit included in a Patrol, Boarding Patrol, Battalion, Brigade or Arks of Omen Detachment in this manner is ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game), and when determining your Army Faction. An Agent of the Imperium unit can never be included in a Brood Brothers Detachment</p> <p><b>DEADSHOT:</b> Each time you make a ranged attack, you can ignore the Look Out, Sir rule. In addition, on an unmodified wound roll of 6 for an attack made with an exitus pistol or exitus rifle, change the Damage characteristic of that weapon to D6 for that attack.</p> <p><b>FAULTLESS AIM:</b> Attacks made with ranged weapons by this model always hit on a 2+ if this model did not move this turn (hit rolls of 6 are still required when firing Overwatch).</p> <p><b>HEAD SHOT:</b> If, after resolving an attack with an exitus pistol or exitus rifle by this model, a model in an enemy unit lost any wounds as a result of that attack but was not destroyed, roll one D6; on a 3+ that model suffers 1 mortal wound and, if that model is not destroyed, you can roll one more D6. This time, the model suffers 1 mortal wound on a 4+. Keep rolling one D6, increasing the result required to cause a mortal wound by 1 each time, until the model in the enemy unit being rolled for is destroyed or the roll is failed.</p> <p><b>LIGHTNING REFLEXES:</b> This model has a 4+ invulnerable save.</p> <p><b>SPYMASK:</b> When resolving an attack made with a ranged weapon by this model, the target does not receive the benefit of Light cover.</p> <p><b>STEALTH SUIT:</b> When resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll. If this model is on or in a terrain feature, subtract 2 from the hit roll instead.</p>								
FACTIONS	AGENTS OF THE IMPERIUM, IMPERIUM, OFFICIO ASSASSINORUM								
KEYWORDS	CHARACTER, INFANTRY, VINDICARE ASSASSIN								
MODELS	Vindicare Assassin (Exitus Pistol, Exitus Rifle, Blind Grenades)								

## Imperium - Adeptus Astartes - Ultramarines

### Combat Doctrines

(See page 125 of Codex Space Marines)

### And They Shall Know No Fear

Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers

### Bolter Discipline

Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type.

### Angels of Death

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

### Shock Assault

Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

### Combat Squads

Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.

### Explodes (6"/D3)

When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

### Independent Operative

- This unit can never have a Warlord Trait.
- During deployment, you can set up this unit in concealment instead of placing it on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

## Ultramarines

### Codex Discipline

- Add 1 to the Leadership characteristic of models with this tactic.
- Units with this tactic are eligible to shoot in a turn in which they Fell Back, but if they do, then until the end of the turn, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.