

## Ultramarines 10E (655 pts)

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Imperium - Adeptus Astartes - Ultramarines Army Roster (Legends are visible)


- *Show/Hide Options: Legends are visible, Unaligned Forces are visible, Unaligned Fortifications are visible, Imperial Knights are visible, Agents of the Imperium are visible, Titans are visible*
- *Battle Size: 1. Incursion (1000 Point limit)*
- *Detachment: Gladius Task Force*

<b>NAME</b>	<b>ROLE</b>	<b>MODELS</b>	<b>POINTS</b>
Assault Intercessor Squad	Battleline	Assault Intercessor Sergeant (Astartes Chainsword, Heavy Bolt Pistol) 4x Assault Intercessors (Astartes Chainsword, Heavy Bolt Pistol)	80
Assault Intercessor Squad	Battleline	Assault Intercessor Sergeant (Astartes Chainsword, Heavy Bolt Pistol) 4x Assault Intercessors (Astartes Chainsword, Heavy Bolt Pistol)	80
Eliminator Squad	Infantry	2x Eliminator (Bolt Pistol, Bolt Sniper Rifle, Close Combat Weapon) Eliminator Sergeant (Bolt Pistol, Bolt Sniper Rifle, Close Combat Weapon)	75
Lieutenant in Phobos Armour	Infantry	Lieutenant in Phobos Armour (Bolt Pistol, Master-crafted Scoped Bolt Carbine, Paired Combat Blades)	60
Primaris Captain	Infantry	Primaris Captain (Bolt Pistol, Close Combat Weapon, Master-crafted Bolt Rifle, Warlord)	80
Primaris Lieutenant	Infantry	Primaris Lieutenant (Bolt Pistol, Close Combat Weapon, Master-crafted Bolt Rifle)	75
Outrider Squad	Mounted	2x Outrider (Astartes Chainsword, Heavy Bolt Pistol, Twin Bolt Rifle) Outrider Sergeant (Astartes Chainsword, Heavy Bolt Pistol, Twin Bolt Rifle)	105
Razorback	Dedicated Transport	Razorback (Armoured Tracks, Hunter Killer Missile, Twin Heavy Bolter)	100

Imperium - Adeptus Astartes - Ultramarines (Legends are visible)

 <b>ASSAULT INTERCESSOR SQUAD (2)</b>							
RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Heavy Bolt Pistol	18"	1	3+	4	-1	1	Pistol
Heavy Bolt Pistol	18"	1	3+	4	-1	1	Pistol
MELEE WEAPONS	RANGE	A	WS	S	AP	D	KEYWORDS
Astartes Chainsword	Melee	4	3+	4	-1	1	
Astartes Chainsword	Melee	4	3+	4	-1	1	
<b>ABILITIES</b>	<b>Oath of Moment, Pistol</b> <b>SHOCK ASSAULT:</b> Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of objective marker, you can re-roll the Wound roll instead.						
<b>FACTIONS</b>	ADEPTUS ASTARTES						
<b>KEYWORDS</b>	ASSAULT INTERCESSOR SQUAD, BATTLELINE, GRENADES, IMPERIUM, INFANTRY, TACTICUS						
<b>MODELS</b>	Assault Intercessor Sergeant (Astartes Chainsword, Heavy Bolt Pistol) 4x Assault Intercessors (Astartes Chainsword, Heavy Bolt Pistol)						

 <b>ELIMINATOR SQUAD</b>							
RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Bolt Pistol	12"	1	3+	4	0	1	Pistol
Bolt Sniper Rifle	36"	1	3+	5	-2	3	Heavy, Precision
Bolt Pistol	12"	1	3+	4	0	1	Pistol
Bolt Sniper Rifle	36"	1	3+	5	-2	3	Heavy, Precision
MELEE WEAPONS	RANGE	A	WS	S	AP	D	KEYWORDS
Close Combat Weapon	Melee	3	3+	4	0	1	-
Close Combat Weapon	Melee	3	3+	4	0	1	-
<b>ABILITIES</b>	<b>Heavy, Infiltrators, Oath of Moment, Pistol, Precision, Stealth</b> <b>MARK THE TARGET:</b> Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability. <b>REPOSITION UNDER COVERING FIRE:</b> In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator carbine, this unit can make a Normal move. If it does so, until the end of the turn, this unit is not eligible to declare a charge.						
<b>FACTIONS</b>	ADEPTUS ASTARTES						
<b>KEYWORDS</b>	ELIMINATOR SQUAD, GRENADES, IMPERIUM, INFANTRY, PHOBOS						
<b>MODELS</b>	2x Eliminator (Bolt Pistol, Bolt Sniper Rifle, Close Combat Weapon) Eliminator Sergeant (Bolt Pistol, Bolt Sniper Rifle, Close Combat Weapon)						

 <b>LIEUTENANT IN PHOBOS ARMOUR</b>							
UNIT	M	T	SV	W	LD	OC	
Lieutenant in Phobos Armour	6"	4	3+	4	6+	1	
RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Master-crafted Scoped Bolt Carbine	24"	2	2+	4	0	2	
Bolt Pistol	12"	1	2+	4	0	1	Pistol
MELEE WEAPONS	RANGE	A	WS	S	AP	D	KEYWORDS
Paired Combat Blades	Melee	5	2+	4	0	1	Sustained Hits 1
<b>ABILITIES</b>	<b>Deep Strike, Infiltrators, Leader, Oath of Moment, Pistol, Scouts 6", Sustained Hits</b> <b>LEADER:</b> This model can be attached to the following units: ■ Incursor Squad ■ Infiltrator Squad ■ Reiver Squad You can attach this model to one of the above units even if one Captain or Chapter Master model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader unit attached to it become separate units, with their original Starting Strengths. <b>SHOOT AND FADE:</b> In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy models, it can make a Normal move of up to D6" <b>TACTICAL PRECISION:</b> While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.						
<b>FACTIONS</b>	ADEPTUS ASTARTES						
<b>KEYWORDS</b>	CHARACTER, GRENADES, IMPERIUM, INFANTRY, LIEUTENANT, PHOBOS						
<b>MODELS</b>	Lieutenant in Phobos Armour (Bolt Pistol, Master-crafted Scoped Bolt Carbine, Paired Combat Blades)						



## PRIMARIS CAPTAIN

UNIT	M	T	SV	W	LD	OC	
Primaris Captain	6"	4	3+	5	6+	1	
RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Bolt Pistol	12"	1	2+	4	0	1	Pistol
Master-crafted Bolt Rifle	24"	2	2+	4	-1	2	
MELEE WEAPONS	RANGE	A	WS	S	AP	D	
Close Combat Weapon	Melee	6	2+	4	0	1	
<b>ABILITIES</b>	<b>Leader, Oath of Moment, Pistol</b>						
	<b>FINEST HOUR:</b> Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.						
	<b>INVULNERABLE SAVE:</b> 4+						
	<b>LEADER:</b> This model can be attached to the following units: ■ Assault Intercessor Squad ■ Bladeguard Veteran Squad* ■ Hellblaster Squad* ■ Infern Squad ■ Intercessor Squad ■ Sternguard Veteran Squad * This model cannot be attached to a Bladeguard Veteran Squad unless it is equipped with a r shield, and cannot be attached to a Hellblaster Squad unless it is equipped with a plasma pistol.						
	<b>rites of Battle:</b> Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from you army has already been targeted by that Stratagem this phase.						
<b>FACTIONS</b>	ADEPTUS ASTARTES						
<b>KEYWORDS</b>	CAPTAIN, CHARACTER, GRENADES, IMPERIUM, INFANTRY, TACTICUS, WARLORD						
<b>MODELS</b>	Primaris Captain (Bolt Pistol, Close Combat Weapon, Master-crafted Bolt Rifle, Warlord)						



## PRIMARIS LIEUTENANT

UNIT	M	T	SV	W	LD	OC	
Primaris Lieutenant	6"	4	3+	4	6+	1	
RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Bolt Pistol	12"	1	2+	4	0	1	Pistol
Master-crafted Bolt Rifle	24"	2	2+	4	-1	2	
MELEE WEAPONS	RANGE	A	WS	S	AP	D	
Close Combat Weapon	Melee	6	2+	4	0	1	
<b>ABILITIES</b>	<b>Leader, Oath of Moment, Pistol</b>						
	<b>LEADER:</b> This model can be attached to the following units: ■ Assault Intercessor Squad ■ Bladeguard Veteran Squad ■ Hellblaster Squad ■ Infernus Squad ■ Intercessor Squad ■ Sternguard Veteran Squad You can attach this model to one of the above units even if one Captain or Chapter Master mo 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.						
	<b>TACTICAL PRECISION:</b> While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.						
	<b>TARGET PRIORITY:</b> This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back						
<b>FACTIONS</b>	ADEPTUS ASTARTES						
<b>KEYWORDS</b>	CHARACTER, GRENADES, IMPERIUM, INFANTRY, PRIMARIS LIEUTENANT, TACTICUS						
<b>MODELS</b>	Primaris Lieutenant (Bolt Pistol, Close Combat Weapon, Master-crafted Bolt Rifle)						



## OUTRIDER SQUAD

RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Heavy Bolt Pistol	18"	1	3+	4	-1	1	Pistol
Twin Bolt Rifle	24"	2	3+	4	-1	1	Twin-linked
Heavy Bolt Pistol	18"	1	3+	4	-1	1	Pistol
Twin Bolt Rifle	24"	2	3+	4	-1	1	Twin-linked
MELEE WEAPONS	RANGE	A	WS	S	AP	D	
Astartes Chainsword	Melee	4	3+	4	-1	1	
Astartes Chainsword	Melee	4	3+	4	-1	1	
<b>ABILITIES</b>	<b>Oath of Moment, Pistol, Twin-linked</b>						
	<b>TURBO BOOST:</b> Each time this 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 this unit						
<b>FACTIONS</b>	ADEPTUS ASTARTES						
<b>KEYWORDS</b>	GRENADES, IMPERIUM, MOUNTED, OUTRIDER SQUAD						
<b>MODELS</b>	2x Outrider (Astartes Chainsword, Heavy Bolt Pistol, Twin Bolt Rifle)						
	Outrider Sergeant (Astartes Chainsword, Heavy Bolt Pistol, Twin Bolt Rifle)						



## RAZORBACK

UNIT	M	T	SV	W	LD	OC	
Razorback	12"	9	3+	10	6+	2	
RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Twin Heavy Bolter	36"	3	3+	5	-1	2	Sustained Hits 1, Twin-linked
Hunter Killer Missile	48"	1	2+	14	-3	D6	One Shot
MELEE WEAPONS	RANGE	A	WS	S	AP	D	
Armoured Tracks	Melee	3	4+	6	0	1	
<b>ABILITIES</b>	<b>Deadly Demise D3, Oath of Moment, One Shot, Sustained Hits, Twin-linked</b>						
	<b>FIRE SUPPORT:</b> In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound rolls.						
	<b>TRANSPORT:</b> This model has a transport capacity of 6 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Tacticus, Phobos, Grav Centurion or Terminator models.						
<b>FACTIONS</b>	ADEPTUS ASTARTES						
<b>KEYWORDS</b>	DEDICATED TRANSPORT, IMPERIUM, RAZORBACK, SMOKE, TRANSPORT, VEHICLE						
<b>MODELS</b>	Razorback (Armoured Tracks, Hunter Killer Missile, Twin Heavy Bolter)						

# Imperium - Adeptus Astartes - Ultramarines

## Oath of Moment

If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

## Pistol

Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

## Twin-linked

Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.

## Leader

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.

## Sustained Hits

Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'

## One Shot

The bearer can only shoot with this weapon once per battle.

## Deadly Demise D3

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").

## Precision

Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.

## Heavy

Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.

## Infiltrators

During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.

## Stealth

If every model in a unit has this ability, then each time a ranged attack is made against it, subtract 1 from that attack's Hit roll.

## Scouts 6"

Some units have 'Scouts x' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x" as if it were your Movement phase – as can any DEDICATED TRANSPORT model such a unit starts the battle embarked within (provided only models with this ability are embarked within that DEDICATED TRANSPORT model). A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

## Deep Strike

During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, 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" horizontally away from all enemy models.

## Legends are visible

### Combat Doctrines

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 with this ability. You can only select each Combat Doctrine once per battle.

#### DEVASTATOR DOCTRINE

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

#### TACTICAL DOCTRINE

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

**ASSAULT DOCTRINE**

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