

Ultramarines (Warhammer 40,000 9th Edition) [38 PL, 3CP, 650pts]

Patrol Detachment 0CP (Imperium - Adeptus Astartes - Ultramarines) [38 PL, 650pts, 3CP]

Rules: *And They Shall Know No Fear, Angels of Death, Bolter Discipline, Combat Doctrines, Shock Assault*

Configuration [3CP]

****Chapter Selector****

Selections: Ultramarines

Categories: PC: UM, CONFIGURATION

Rules: *Codex Discipline*

Battle Size [3CP]

Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Game Type

Selections: Open

Categories: CONFIGURATION

Agents of the Imperium [5 PL, 90pts]

Vindicare Assassin [5 PL, 90pts]

Selections: Blind Grenades, Exitus Pistol, Exitus Rifle

Categories: CHARACTER, VINDICARE ASSASSIN, FACTION: OFFICIO ASSASSINORUM, INFANTRY, FACTION: IMPERIUM, FACTION: AGENTS OF THE IMPERIUM, AGENT OF THE IMPERIUM

Rules: *Independent Operative*

Abilities: *Agents of the Imperium, Deadshot, Faultless Aim, Head Shot, Lightning Reflexes, Splymask, Stealth Suit,*

Unit: *Vindicare Assassin, Weapon:* *Blind Grenades, Exitus Pistol, Exitus Rifle*

| Abilities | Description |
|-------------------------------|---|
| Agents of the Imperium | <p>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. The inclusion of an Agent of the Imperium unit does not prevent other units from their Detachment benefiting from Detachment abilities (e.g. Chapter Tactics), and 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). An 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.</p> <p>An Agent of the Imperium unit can never be included in a Brood Brothers Detachment</p> |
| Deadshot | 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. |
| Faultless Aim | 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). |
| Head Shot | 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, that 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. |
| Lightning Reflexes | This model has a 4+ invulnerable save. |
| Spymask | When resolving an attack made with a ranged weapon by this model, the target does not receive the benefit of Light cover. |
| Stealth Suit | 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. |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---------------------------|----|----|----|---|---|---|---|----|------|
| Vindicare Assassin | 7" | 2+ | 2+ | 4 | 4 | 5 | 5 | 9 | 6+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|-----------------------|-------|---------------|---|----|----|---|
| 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. |
| 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+. |

HQ [11 PL, 180pts]

Primaris Chapter Master [7 PL, 115pts]

Selections: Chapter Command: Chapter Master [2 PL, 35pts], Frag & Krak grenades, Master of the Codex, Warlord

Categories: FACTION: ADEPTUS ASTARTES, CAPTAIN, CHARACTER, FACTION: IMPERIUM, INFANTRY, PRIMARIS, HQ, WARLORD, CHAPTER MASTER

Rules: *Angels of Death*

Abilities: *Chapter Master, Iron Halo, Master of the Codex, Rites of Battle*, **Unit:** *Primaris Captain*, **Weapon:** *Frag grenades, Krak grenades*

Heavy bolt pistol, Master-crafted power sword and Relic shield

Selections: Heavy Bolt Pistol, Master-crafted power sword, Relic Shield

Abilities: *Relic Shield*, **Weapon:** *Heavy Bolt Pistol, Master-crafted power sword*

| Abilities | Description |
|----------------------------|--|
| Chapter Master | 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. |
| Iron Halo | This model has a 4+ invulnerable save. |
| Master of the Codex | 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 |
| Relic Shield | 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. |
| Rites of Battle | 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 1 |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|-------------------------|----|----|----|---|---|---|---|----|------|
| Primaris Captain | 6" | 2+ | 2+ | 4 | 4 | 6 | 5 | 9 | 3+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|-----------------------------------|-------|---------|----|----|----|-----------|
| Frag grenades | 6" | Grenade | D6 | 3 | 0 | 1 Blast. |
| Heavy Bolt Pistol | 18" | Pistol | 1 | 4 | -1 | 1 - |
| Krak grenades | 6" | Grenade | 1 | 6 | -1 | D3 - |
| Master-crafted power sword | Melee | Melee | | +1 | -3 | 2 - |

Primaris Lieutenant [4 PL, 65pts]

Selections: Bolt pistol, Frag & Krak grenades, Master-crafted auto bolt rifle

Categories: CHARACTER, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, LIEUTENANT, HQ

Rules: *Angels of Death*

Abilities: *Company Heroes, Tactical Precision*, **Unit:** *Primaris Lieutenant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Master-crafted auto bolt rifle*

| Abilities | Description |
|---------------------------|---|
| Company Heroes | 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. |
| Tactical Precision | 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 |

| Unit | M | WS | BS | S | T | W | A | Ld | Save |
|---------------------|----|----|----|---|---|---|---|----|------|
| Primaris Lieutenant | 6" | 2+ | 2+ | 4 | 4 | 5 | 4 | 8 | 3+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|--------------------------------|-------|------------|---|----|----|-----------|
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | - |
| Frag grenades | 6" | Grenade D6 | 3 | 0 | 1 | Blast. |
| Krak grenades | 6" | Grenade 1 | 6 | -1 | D3 | - |
| Master-crafted auto bolt rifle | 24" | Assault 3 | 4 | 0 | 2 | - |

Troops [10 PL, 170pts]

Assault Intercessor Squad [5 PL, 85pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, ASSAULT INTERCESSOR SQUAD, CORE, INTERCESSORS, TROOPS

Rules: *Angels of Death, Combat Squads*

4x Assault Intercessor [68pts]

Selections: 4x Astartes Chainsword, 4x Frag & Krak grenades, 4x Heavy Bolt Pistol

Unit: *Assault Intercessor*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades*

Assault Intercessor Sgt [17pts]

Selections: Astartes Chainsword, Frag & Krak grenades, Heavy Bolt Pistol

Unit: *Assault Intercessor Sgt*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades*

| Unit | 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+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---------------------|-------|------------|------|----|----|--|
| 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. |
| Heavy Bolt Pistol | 18" | Pistol 1 | 4 | -1 | 1 | - |
| Krak grenades | 6" | Grenade 1 | 6 | -1 | D3 | - |

Assault Intercessor Squad [5 PL, 85pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, ASSAULT INTERCESSOR SQUAD, CORE, INTERCESSORS, TROOPS

Rules: *Angels of Death, Combat Squads*

4x Assault Intercessor [68pts]

Selections: 4x Astartes Chainsword, 4x Frag & Krak grenades, 4x Heavy Bolt Pistol

Unit: *Assault Intercessor*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades*

Assault Intercessor Sgt [17pts]

Selections: Astartes Chainsword, Frag & Krak grenades, Heavy Bolt Pistol

Unit: *Assault Intercessor Sgt*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades*

| Unit | 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+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|---------------------|-------|---------------|------|----|----|--|
| 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. |
| Heavy Bolt Pistol | 18" | Pistol 1 | 4 | -1 | 1 | - |
| Krak grenades | 6" | Grenade 1 | 6 | -1 | D3 | - |

Fast Attack [6 PL, 105pts]

Outrider Squad [6 PL, 105pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, BIKER, PRIMARIS, OUTRIDER SQUAD, CORE, FAST ATTACK

Rules: *Angels of Death*

Abilities: *Devastating Charge, Turbo-boost*

2x Outrider [70pts]

Selections: 2x Astartes Chainsword, 2x Frag & Krak grenades, 2x Heavy Bolt Pistol, 2x Twin Bolt rifle

Unit: *Outrider*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades, Twin Bolt rifle*

Outrider Sgt [35pts]

Selections: Astartes Chainsword, Frag & Krak grenades, Heavy Bolt Pistol, Twin Bolt rifle

Unit: *Outrider Sgt*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades, Twin Bolt rifle*

| Abilities | Description |
|---------------------------|---|
| Devastating Charge | 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 of models in this unit |
| Turbo-boost | When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. |

| Unit | 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+ |

| Weapon | Range | Type | S | AP | D | Abilities |
|----------------------------|-------|--------------|------|----|----|--|
| 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. |
| Heavy Bolt Pistol | 18" | Pistol 1 | 4 | -1 | 1 | - |
| Krak grenades | 6" | Grenade 1 | 6 | -1 | D3 | - |
| Twin Bolt rifle | 30" | Rapid Fire 2 | 4 | -1 | 1 | |

Dedicated Transport [6 PL, 105pts]

Razorback [6 PL, 105pts]

Selections: Hunter-killer missile [5pts], Storm bolter, Twin heavy bolter

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, VEHICLE, TRANSPORT, RAZORBACK, SMOKESCREEN, DEDICATED TRANSPORT

Rules: *Angels of Death, Explodes (6"/D3)*

Transport: *Transport*, **Unit:** *Razorback [1] (6+ wounds remaining), Razorback [2] (3-5 wounds remaining), Razorback [3] (1-2 wounds remaining)*, **Weapon:** *Hunter-killer missile, Storm bolter, Twin heavy bolter*

Transport Capacity

Transport This model can transport 6 CHAPTER INFANTRY models. It cannot transport JUMP PACK, TERMINATORS, PRIMARIS, WULFEN or CENTURION models.

| Unit | 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 | N/A | D3 | 8 | 3+ |
| Razorback [3] (1-2 wounds remaining) | 3''' | 6+ | 5+ | 6 | 7 | N/A | 1 | 8 | 3+ |

| Weapon | 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 | - |

Force Rules

And They Shall Know No Fear: Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers

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

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.

Combat Doctrines: (See page 125 of Codex Space Marines)

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.

Selection Rules

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

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.

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.

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