

Ultramarines 10E (Warhammer 40,000 10th Edition) [810pts]

Army Roster (Imperium - Adeptus Astartes - Ultramarines) [810pts]

Rules: *Oath of Moment*

Configuration

Battle Size

Selections: 1. Incursion (1000 Point limit)

Categories: CONFIGURATION

Detachment

Selections: Gladius Task Force

Categories: CONFIGURATION, GRENADES

Abilities: *Combat Doctrines*

Abilities	Description
	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.
Combat Doctrines	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.

Show/Hide Options

Selections: Agents of the Imperium are visible, Imperial Knights are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

Categories: CONFIGURATION

Character [215pts]

Lieutenant in Phobos Armour [60pts]

Selections: Bolt Pistol, Master-crafted Scoped Bolt Carbine, Paired Combat Blades

Categories: CHARACTER, INFANTRY, GRENADES, IMPERIUM, PHOBOS, FACTION: ADEPTUS ASTARTES, LIEUTENANT

Rules: *Deep Strike, Infiltrators, Leader, Oath of Moment, Pistol, Scouts 6", Sustained Hits*

Abilities: *Leader, Shoot and Fade, Tactical Precision*, **Melee Weapons:** *Paired Combat Blades*, **Ranged Weapons:** *Bolt Pistol, Master-crafted Scoped Bolt Carbine*, **Unit:** *Lieutenant in Phobos Armor*

Abilities	Description
	This model can be attached to the following units: <ul style="list-style-type: none"> â– Incurator Squad â– Infiltrator Squad â– Reiver Squad
Leader	You can attach this model to one of the above units even if a one Captain or Chapter Master model 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.
Shoot and Fade	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"
Tactical Precision	While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Paired Combat Blades	Melee	5	2+	4	0	1	Sustained Hits 1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Bolt Pistol	12"	1	2+	4	0	1	Pistol
Master-crafted Scoped Bolt Carbine	24"	2	2+	4	0	2	

Unit	M	T	SV	W	LD	OC
Lieutenant in Phobos Armor	6"	4	3+	4	6+	1

Primaris Captain [80pts]

Selections: Warlord

Categories: CHARACTER, INFANTRY, CAPTAIN, GRENADES, IMPERIUM, TACTICUS, FACTION: ADEPTUS ASTARTES, WARLORD

Rules: *Leader, Oath of Moment*

Abilities: *Finest Hour, Invulnerable Save, Leader, Rites of Battle*, **Unit:** *Primaris Captain*

Bolt Pistol, Master-crafted Bolt Rifle, Melee Weapon

Selections: Bolt Pistol, Close Combat Weapon, Master-crafted Bolt Rifle

Rules: *Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Master-crafted Bolt Rifle*

Abilities	Description
Finest Hour	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.
Invulnerable Save	4+
Leader	<p>This model can be attached to the following units:</p> <ul style="list-style-type: none"> â– Assault Intercessor Squad â– Bladeguard Veteran Squad* â– Hellblaster Squad* â– Infernus Squad â– Intercessor Squad â– Sternguard Veteran Squad <p>* This model cannot be attached to a Bladeguard Veteran Squad unless it is equipped with a relic shield, and cannot be attached to a Hellblaster Squad unless it is equipped with a plasma pistol.</p>
Rites of Battle	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 your army has already been targeted by that Stratagem this phase.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Close Combat Weapon	Melee	6	2+	4	0	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	

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

Primaris Lieutenant [75pts]

Categories: CHARACTER, INFANTRY, GRENADES, IMPERIUM, TACTICUS, FACTION: ADEPTUS ASTARTES, PRIMARIS LIEUTENANT

Rules: *Leader, Oath of Moment*

Abilities: *Leader, Tactical Precision, Target Priority*, **Unit:** *Primaris Lieutenant*

Pistol, Master-crafted Bolt Rifle & Melee Weapon

Selections: Bolt Pistol, Close Combat Weapon, Master-crafted Bolt Rifle

Rules: *Pistol*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Master-crafted Bolt Rifle*

Abilities	Description
Leader	This model can be attached to the following units: <ul style="list-style-type: none"> â– Assault Intercessor Squad â– Bladeguard Veteran Squad â– Hellblaster Squad â– Infernus Squad â– Intercessor Squad â– Sternguard Veteran Squad <p>You can attach this model to one of the above units even if a one Captain or Chapter Master model 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.</p>
	Tactical Precision While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.
Target Priority	This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Close Combat Weapon	Melee	6	2+	4	0	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	

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

Battleline [160pts]

Assault Intercessor Squad [80pts]

Categories: INFANTRY, BATTLELINE, GRENADES, FACTION: ADEPTUS ASTARTES, IMPERIUM, ASSAULT INTERCESSOR SQUAD, TACTICUS

Rules: *Oath of Moment*

Abilities: *Shock Assault*, **Unit:** *Assault Intercessor Squad*

Assault Intercessor Sergeant

Selections: Astartes Chainsword, Heavy Bolt Pistol

Rules: *Pistol*

Melee Weapons: *Astartes Chainsword*, **Ranged Weapons:** *Heavy Bolt Pistol*

4x Assault Intercessors

Selections: 4x Astartes Chainsword, 4x Heavy Bolt Pistol

Rules: *Pistol*

Melee Weapons: *Astartes Chainsword*, **Ranged Weapons:** *Heavy Bolt Pistol*

Abilities	Description
Shock Assault	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 an objective marker, you can re-roll the Wound roll instead.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Astartes Chainsword	Melee	4	3+	4	-1	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Heavy Bolt Pistol	18"	1	3+	4	-1	1	Pistol

Unit	M	T	SV	W	LD	OC
Assault Intercessor Squad	6"	4	3+	2	6+	2

Assault Intercessor Squad [80pts]

Categories: INFANTRY, BATTLELINE, GRENADES, FACTION: ADEPTUS ASTARTES, IMPERIUM, ASSAULT INTERCESSOR SQUAD, TACTICUS

Rules: *Oath of Moment*

Abilities: *Shock Assault*, **Unit:** *Assault Intercessor Squad*

Assault Intercessor Sergeant

Selections: Astartes Chainsword, Heavy Bolt Pistol

Rules: *Pistol*

Melee Weapons: *Astartes Chainsword*, **Ranged Weapons:** *Heavy Bolt Pistol*

4x Assault Intercessors

Selections: 4x Astartes Chainsword, 4x Heavy Bolt Pistol

Rules: *Pistol*

Melee Weapons: *Astartes Chainsword*, **Ranged Weapons:** *Heavy Bolt Pistol*

Abilities	Description
Shock Assault	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 an objective marker, you can re-roll the Wound roll instead.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Astartes Chainsword	Melee	4	3+	4	-1	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Heavy Bolt Pistol	18"	1	3+	4	-1	1	Pistol

Unit	M	T	SV	W	LD	OC
Assault Intercessor Squad	6"	4	3+	2	6+	2

Infantry [75pts]

Eliminator Squad [75pts]

Categories: INFANTRY, IMPERIUM, GRENADES, PHOBOS, FACTION: ADEPTUS ASTARTES, ELIMINATOR SQUAD

Rules: *Infiltrators, Oath of Moment, Stealth*

Abilities: *Mark the Target, Reposition Under Covering Fire*, **Unit:** *Eliminator Squad*

2x Eliminator

Selections: 2x Bolt Pistol, 2x Bolt Sniper Rifle, 2x Close Combat Weapon

Rules: *Heavy, Pistol, Precision*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Bolt Sniper Rifle*

Eliminator Sergeant

Selections: Bolt Pistol, Bolt Sniper Rifle, Close Combat Weapon

Rules: *Heavy, Pistol, Precision*

Melee Weapons: *Close Combat Weapon*, **Ranged Weapons:** *Bolt Pistol, Bolt Sniper Rifle*

Abilities	Description
Mark the Target	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.
Reposition Under Covering Fire	In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt 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.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Close Combat Weapon	Melee	3	3+	4	0	1	-

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

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

Mounted [105pts]

Outrider Squad [105pts]

Categories: MOUNTED, GRENADES, IMPERIUM, OUTRIDER SQUAD, FACTION: ADEPTUS ASTARTES

Rules: *Oath of Moment*

Abilities: *Turbo Boost*, **Unit:** *Outrider Squad*

2x Outrider

Selections: 2x Astartes Chainsword, 2x Heavy Bolt Pistol, 2x Twin Bolt Rifle

Rules: *Pistol, Twin-linked*

Melee Weapons: *Astartes Chainsword*, **Ranged Weapons:** *Heavy Bolt Pistol, Twin Bolt Rifle*

Outrider Sergeant

Selections: Astartes Chainsword, Heavy Bolt Pistol, Twin Bolt Rifle

Rules: *Pistol, Twin-linked*

Melee Weapons: *Astartes Chainsword*, **Ranged Weapons:** *Heavy Bolt Pistol, Twin Bolt Rifle*

Abilities	Description
Turbo Boost	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

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Astartes Chainsword	Melee	4	3+	4	-1	1	

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

Unit	M	T	SV	W	LD	OC
Outrider Squad	12"	5	3+	4	6+	2

Dedicated Transport [255pts]

Impulsor [85pts]

Selections: 2 Fragstorm Grenade Launchers, Armoured Hull, Bellicatus Missile Array, Ironhail Heavy Stubber

Categories: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, FACTION: ADEPTUS ASTARTES, IMPULSOR

Rules: *Anti-, Blast, Deadly Demise D3, Firing Deck 6, Oath of Moment, Rapid Fire*

Abilities: *Assault Vehicle, Transport*, **Melee Weapons:** *Armoured Tracks*, **Ranged Weapons:** *Fragstorm Grenade Launcher, Ironhail Heavy Stubber, ⚔ Bellicatus Missile Array - Frag, ⚔ Bellicatus Missile Array - Icarus, ⚔ Bellicatus Missile Array - Krak*, **Unit:** *Impulsor*

Abilities	Description
Assault Vehicle	Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.
Transport	This model has a transport capacity of 6 Tacticus or Phobos Infantry models. It cannot transport Jump Pack models.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Armoured Tracks	Melee	3	4+	6	0	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Fragstorm Grenade Launcher	18"	D6	3+	4	0	1	Blast
Ironhail Heavy Stubber	36"	3	3+	4	0	1	Rapid Fire 3
⚔ Bellicatus Missile Array - Frag	48"	D6	3+	4	0	1	Blast
⚔ Bellicatus Missile Array - Icarus	48"	D3	3+	8	-1	2	Anti-Fly 2+
⚔ Bellicatus Missile Array - Krak	48"	1	3+	8	-2	D6	

Unit	M	T	SV	W	LD	OC
Impulsor	12"	9	3+	11	6+	2

Land Speeder Storm [70pts]

Selections: Cerberus Launcher, Heavy Bolter

Categories: VEHICLE, FLY, DEDICATED TRANSPORT, TRANSPORT, IMPERIUM, LAND SPEEDER STORM, FACTION: ADEPTUS ASTARTES

Rules: Blast, Deadly Demise 1, Firing Deck 6, Oath of Moment, Sustained Hits

Abilities: Storm Assault, Transport, **Ranged Weapons:** Cerberus Launcher, Heavy Bolter, **Unit:** Land Speeder Storm

Abilities	Description
Storm Assault	Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
Transport	This model has a transport capacity of 6 models. It can only transport Scout Squad, Scout Sniper Squad and Sergeant Telion models.

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Cerberus Launcher	18"	D6+3	3+	4	0	1	Blast
Heavy Bolter	36"	3	3+	5	-1	2	Sustained Hits 1

Unit	M	T	SV	W	LD	OC
Land Speeder Storm	14"	7	4+	7	6+	1

Razorback [100pts]

Selections: Armoured Tracks, Hunter Killer Missile, Storm Bolter, Twin Heavy Bolter

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

Rules: Deadly Demise D3, Oath of Moment, One Shot, Rapid Fire, Sustained Hits, Twin-linked

Abilities: Fire Support, Transport, **Melee Weapons:** Armoured Tracks, **Ranged Weapons:** Hunter Killer Missile, Storm Bolter, Twin Heavy Bolter, **Unit:** Razorback

Abilities	Description
Fire Support	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 roll.
Transport	This model has a transport capacity of 6 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Tacticus, Phobos, Gravis, Centurion or Terminator models.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Armoured Tracks	Melee	3	4+	6	0	1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Hunter Killer Missile	48"	1	2+	14	-3	D6	One Shot
Storm Bolter	24"	2	3+	4	0	1	Rapid Fire 2
Twin Heavy Bolter	36"	3	3+	5	-1	2	Sustained Hits 1, Twin-linked

Unit	M	T	SV	W	LD	OC
Razorback	12"	9	3+	10	6+	2

Force Rules

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.

Selection Rules

Anti-: Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word "Anti-", an unmodified Wound roll of 'x+' scores a Critical Wound.

Blast: Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

Deadly Demise 1: 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").

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").

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.

Firing Deck 6: Some TRANSPORT models have "Firing Deck x" listed in their abilities. Each time such a model is selected to shoot in the Shooting phase, you can select up to "x" models embarked within it. Then, for each of those embarked models, you can select one ranged weapon that embarked model is equipped with. Until that TRANSPORT model has resolved all of its attacks, it counts as being equipped with all of the weapons you selected in this way, in addition to its other weapons.

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.

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.

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.

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

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.

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.

Rapid Fire: Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by X.

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.

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.

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.

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.

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