

New Roster (Warhammer 40,000 9th Edition) [37 PL, -1CP, 745pts]

Patrol Detachment 0CP (Imperium - Adeptus Astartes - Ultramarines) [37 PL, -1CP, 745pts]

Rules: *Angels of Death, Bolter Discipline, Shock Assault*

Configuration

****Chapter Selection****

Selections: Ultramarines

Categories: CONFIGURATION

Rules: *Codex Discipline*

Detachment Command Cost

Categories: CONFIGURATION

HQ [4 PL, -1CP, 80pts]

Primaris Techmarine [4 PL, -1CP, 80pts]

Selections: Forge bolter, Frag & Krak grenades, Grav-pistol, Mechadendrite, Nobility Made Manifest, Omnissian power axe, Rites of War, Seal of Oath, Servo-arm, Stratagem: Exemplar of the Chapter [-1CP], Warlord

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, INFANTRY, PRIMARIS, TECHMARINE, CHARACTER, HQ, WARLORD

Rules: *Angels of Death*

Abilities: *Awaken the Machine Spirits, Blessing of the Omnissiah, Nobility Made Manifest (Aura), Rites of War, Seal of Oath*, **Unit:** *Primaris Techmarine*, **Weapon:** *Forge bolter, Frag grenades, Grav-pistol, Krak grenades, Mechadendrite, Omnissian power axe, Servo-arm*

Abilities	Description	Ref
Awaken the Machine Spirits	In your command phase, this model can awaken one friendly <CHAPTER> VEHICLE model within 3" of it. Until the start of your next command phase, each time that VEHICLE model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.	
Blessing of the Omnissiah	At the end of your Movement phase this model can repair a one <CHAPTER> VEHICLE within 3". That VEHICLE regains D3 lost wounds. Each model can only be repaired once per turn.	
Nobility Made Manifest (Aura)	Friendly ULTRAMARINES INFANTRY units and ULTRAMARINES BIKER units can perform a Heroic Intervention as if they were CHARACTERS whilst they are within 6" of this Warlord.	
Rites of War	While a friendly <CHAPTER> CORE or <CHAPTER> CHARACTER unit is within 6" of this WARLORD, that unit has the Objective Secured ability.	
Seal of Oath	At the start of the first battle round, before the first turn begins, select one enemy unit. Until the end of the battle, the bearer has the following ability: 'Seal of Oath (Aura): While a friendly Ultramarines Core or Ultramarines Character unit is within 6" of the bearer, each time a model in that unit makes an attack against that enemy unit, you can re-roll that attack's hit roll and you can re-roll that attack's wound roll.'	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Primaris Techmarine	6"	3+	2+	4	4	5	4	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Forge bolter	24"	Assault 3	5	-1	2	Each time the bearer shoots, it can make attacks with this weapon even if it also makes attacks with Pistols or Grenades	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Grav-pistol	12"	Pistol 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Mechadendrite	Melee	Melee	+1	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon	
Omnissian power axe	Melee	Melee	+2	-2	2	-	
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.	

Troops [6 PL, 130pts]

Infiltrator Squad [6 PL, 130pts]

Selections: Helix gauntlet [10pts]

Categories: SMOKESCREEN, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, INFILTRATOR SQUAD, PHOBOS, FACTION: IMPERIUM, CORE, TROOPS

Rules: *Angels of Death*

Abilities: *Combat Squads, Concealed Positions, Helix gauntlet, Omni-scramblers*

4x Infiltrator [96pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades, 4x Marksman bolt carbine

Unit: *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Infiltrator Sergeant [24pts]

Selections: Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

Unit: *Infiltrator Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Abilities	Description	Ref
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.	
Concealed Positions	During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models	
Helix gauntlet	Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0.	
Omni-scramblers	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Infiltrator	6"	3+	3+	4	4	2	2	7	3+	
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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	-	
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).	

Elites [15 PL, 300pts]

Aggressor Squad [6 PL, 120pts]**Selections:** 2x Flamestorm Gauntlets, 2x Aggressor [80pts], Aggressor Sergeant [40pts]**Categories:** FACTION: ADEPTUS ASTARTES, AGGRESSOR SQUAD, FACTION: IMPERIUM, INFANTRY, Mk X GRAVIS, PRIMARIS, CORE, ELITES**Rules:** *Angels of Death***Abilities:** *Combat Squads*, **Unit:** *Aggressor, Aggressor Sergeant*, **Weapon:** *Flamestorm Gauntlets (Melee), Flamestorm Gauntlets (Shooting)*

Abilities	Description	Ref
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Aggressor	5"	3+	3+	4	5	3	3	7	3+	
Aggressor Sergeant	5"	3+	3+	4	5	3	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Flamestorm Gauntlets (Melee)	Melee	Melee	x2	-3	2	When attacking with this weapon, you must subtract 1 from the hit rolls.	
Flamestorm Gauntlets (Shooting)	12"	Assault D6	4	0	1	This weapon automatically hits its target.	

Redemptor Dreadnought [9 PL, 180pts]

Selections: 2x Fragstorm Grenade Launchers, Heavy flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod [5pts], Redemptor Fist

Categories: FACTION: ADEPTUS ASTARTES, DREADNOUGHT, FACTION: IMPERIUM, REDEMPTOR DREADNOUGHT, VEHICLE, CORE, ELITES

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

Abilities: *Duty Eternal*, **Unit:** *Redemptor Dreadnought*, **Weapon:** *Fragstorm Grenade Launcher, Heavy flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Redemptor Fist*, **Wound Track:** *Redemptor Dreadnought 1, Redemptor Dreadnought 2, Redemptor Dreadnought 3*

Abilities	Description	Ref
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	Blast	
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	
Heavy Onslaught Gatling Cannon	30"	Heavy 12	6	-1	1	-	
Icarus Rocket Pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.	
Redemptor Fist	Melee	Melee	x2	-3	D3+3	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Redemptor Dreadnought 1	7-13+	8"	3+	3+	
Redemptor Dreadnought 2	4-6	6"	4+	4+	
Redemptor Dreadnought 3	1-3	4"	5+	5+	

Fast Attack [5 PL, 100pts]

Suppressor Squad [5 PL, 100pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, INFANTRY, JUMP PACK, PRIMARIS, FLY, SUPPRESSOR SQUAD, FAST ATTACK, CORE, SMOKESCREEN

Rules: *Angels of Death*

Abilities: *Suppressing Fire*

2x Suppressor

Selections: 2x Accelerator autocannon, 2x Bolt pistol, 2x Frag & Krak grenades, 2x Grav-chute

Abilities: *Grav-chute*, **Unit:** *Suppressor*, **Weapon:** *Accelerator autocannon, Bolt pistol, Frag grenades, Krak grenades*

Suppressor Sergeant

Selections: Accelerator autocannon, Bolt pistol, Frag & Krak grenades, Grav-chute

Abilities: *Grav-chute, Smoke Launcher*, **Unit:** *Suppressor Sergeant*, **Weapon:** *Accelerator autocannon, Bolt pistol, Frag grenades, Krak grenades*

Abilities	Description	Ref
Grav-chute	During deployment, you can set up this unit in low altitude instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Smoke Launcher	Once per battle, instead of shooting any weapons in the Shooting phase, a Suppressor Sergeant can use its smoke launcher; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.	
Suppressing Fire	Each time a model in this unit makes an attack with an accelerator autocannon against an enemy INFANTRY unit, if a hit is scored, that enemy unit cannot fire overwatch this turn.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Suppressor	12"	3+	3+	4	4	2	2	7	3+	
Suppressor Sergeant	12"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Accelerator autocannon	48"	Heavy 3	7	-1	2	-	
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	-	

Heavy Support [7 PL, 135pts]

Eradicator Squad [7 PL, 135pts]

Selections: Melta rifle

Categories: PRIMARIS, Mk X GRAVIS, INFANTRY, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, ERADICATOR SQUAD, CORE, HEAVY SUPPORT

Rules: *Angels of Death*

Abilities: *Combat Squads, Total Obliteration, Weapon: Melta rifle*

2x Eradicator [90pts]

Selections: 2x Bolt pistol

Unit: *Eradicator, Weapon: Bolt pistol*

Eradicator Sgt [45pts]

Selections: Bolt pistol

Unit: *Eradicator Sgt, Weapon: Bolt pistol*

Abilities	Description	Ref
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.	
Total Obliteration	In your shooting phase, each time this unit is selected to shoot, if it has not Advanced this turn, it can unleash total obliteration. If it does, select one enemy unit; models in this unit can shoot twice this phase, but they can only make attacks that target that enemy unit (and only if that enemy unit is an eligible target for those attacks)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Eradicator	5"	3+	3+	4	5	3	2	7	3+	
Eradicator Sgt	5"	3+	3+	4	5	3	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref	
Bolt pistol	12"	Pistol	1	4	0	1	-	
Melta rifle	24"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2		

Force Rules

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. ()

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 that cannot FLY can shoot in a turn in which they Fell Back, but if they do, when resolving an attack made by a model in that unit in the Shooting phase of that turn, subtract 1 from the hit roll. ()

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. ()

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