Ultramarines

“And we shall know no fear!”

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What are the Space Marines? The Space Marines are the Emperor’s Angels of Death. They are genetically, biologically, and mechanically augmented to be the most elite warriors capable of delivering the Emperor’s wrath to the enemies of mankind. They are few in number compared to the untold trillions that make up the Imperium, but their legends are known by all. Space Marines go to war with heavy power armour and a variety of weapons for to handle any foe.
Army Difficulty 1-5: 1. Space Marines are incredibly durable. They can specialize to focus on one aspect of warfare, or bring versatile units that can handle nearly any situation. The only difficulty is for a new player to decide which units to use out of the enormous quantity added to their roster throughout the many years of 40k!
Strengths: This army is incredibly durable and versatile. Your Firstborn Marines can swap weapons during deployment, allowing for maximum flexibility and most can score any objective, even when outnumbered and surrounded on all sides! The Primaris are more durable, resisting Ld debuffs, being overwhelmed in combat, and can shrug off the worse of injuries thanks to their Transhuman Physiology!
Weaknesses: The army does not have any sacrificial units or cannon fodder to draw the enemy into traps. Using the many specialty units and the overall flexibility of this army will allow you to hold the enemy in position until you are ready to strike, or to pull back and fight on your own terms.
Army Abilities: The Space Marines have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.
Adjusted Tactics – During Deployment, after you have seen the Army Roster your opponent is bringing, this model may swap its current upgrade(s) for legal upgrade options equal to or less than the current point costs. For example, a Tactical Marine may swap its Plasma Gun for a Flamer because it costs less points.
Bolter Discipline – This model always counts as being in half range when firing Rapid Fire weapons that have Bolter as long as it did not Move or does not count as Moving during your Movement Phase.
Know No Fear - This unit automatically passes Pinning Tests, Rally Tests, and Fear Tests. They still will fall back if they lose Combat Resolution.

Tactical Squads - Each unit with this rule may declare they are forming their own units during your Command Phase. They may split up as low as two models per unit. Units must be placed within Unit Coherency during Deployment.
They may instead merge back into bigger units but may not exceed maximum unit size or merge with units other than their own unit name. If they do so, all suffered Wounds stack onto the most wounded models in the form of Mortal Wounds. If there are more to stack then remaining Wounds on a model, nominate another model to suffer these remaining Mortal Wounds. Independent Characters can never pass on Wounds or take on Wounds for a unit in this fashion.
Transhuman Physiology – This model has a 5+ Feel No Pain.

Common Wargear
In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade – Reroll Dangerous Terrain Tests and failed Moved through Cover.
- Extra Armour – You may treat all Crew Stun Results as Weapon Disabled.
- Iron Halo – This model has a 4+ Invulnerability Save.
- Recovery Gear – Roll a d6, on 5+ repair Immobilized or Crew Stun result.
- Refractor Field – This model has a 5+ Invulnerability Save.
- Rosarius – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
    - 6" Aura, this model and target unit may reroll failed Ld Tests.
    - 6" Aura, this model and target unit gain A+1.
- Stormshield – This model gains Sv-1 (Improves by 1) and a 4+ Invulnerability Save.
- Terminator Honours – This model gains a 5+ Invulnerability Save.

Chapters
Space Marines form Chapters, each with their own traditions and combat doctrines that dictate how they conduct war in the 40k universe. Each Chapter has specialty rules that make the army more immersive to their lore and specialize their abilities on the battlefield. Your entire army MUST be from the same Chapter. Unique models will have the key word for which Chapter they must belong to if any.

Ultramarines:

- Emperor's Finest: You may reroll one Objective during your Command Phase, even if it has already been rerolled.

HQ 1-2 Slots

Captain Sicarius Sicarius	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 10 3+	**Points: 259** **Composition:** **1 Sicarius**
Wargear Sicarius: Plasma Pistol Talassarian Tempest Blade Frag Grenades Krak Grenades Vortex Grenade Iron Halo	**Options** May take one B	**Rules** Sicarius: Independent Character Infantry Unique Ultramarines Know No Fear Deepstrike Furious Charge Objective Secured Shock Assault Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Battle Forged Heroes – 6" Aura, this model and target unit gain Counterattack. Indomitable Will – This model has a 5+ Feel No Pain. Master Duelist – This model may choose the target of its Challenge. The target may not deny the Challenge. Surprise Attack – This model and its unit do not Scatter when arriving from Deepstrike
Special Wargear:	**Special Wargear Upgrades:** B Rubicon Primaris +14 points	A+1. Gain Transhuman Physiology, Stubborn, Bulky. Lose Objective Secured.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Talassarian Tempest Blade	Melee	+1 Or D	3+ Or 2+	Extra Attack 1 Or Destroyer, Monsterbane, Auxiliary

G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G	Vortex Grenade	8	D	1+	Grenade 1, Nonblast, Destroyer, Monsterbane, One Use Only

Captain Uriel Ventris Ventris	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 10 3+	**Points: 233** **Composition:** **1 Ventris**
Wargear Ventris: Invictus Bolt Pistol Sword of Idaeus Frag Grenades Krak Grenades Iron Halo	**Options** May take one B	**Rules** Ventris: Independent Character Infantry Bolter Discipline Know No Fear Night Vision Objective Secured Shock Assault Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. One Man Army – When Ventris is outnumbered in Melee, he gains A+d3 and successful Saves (Feel No Pains are no Saves) against his Attacks must be rerolled.
Special Wargear:	**Special Wargear Upgrades:** B Rubicon Primaris +17 points	A+1. Gain Bulky, Transhuman Physiology, Stubborn. Lose Objective Secured, Grenades.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Victus	24	5	4+	Rapid Fire 1, Bolter
P	Bolt Pistol	12	4	5+	Pistol 1
M	Sword of Idaeus	Melee	+2	3+	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Chaplain Cassius Cassius	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 6 4 5 10 3+	**Points: 285** **Composition:** **1 Cassius**
Wargear Cassius: Infernus Bolt Pistol Crozium Arcanum Frag Grenades Krak Grenades Rosarius	**Options** May take one H	**Rules** Cassius: Independent Character Infantry Unique Chief Chaplain Ultramarines Adjusted Tactics Bolter Discipline Know No Fear Night Vision Objective Secured Shock Assault Canticle of Hate – 6” Aura, this model and target unit treat Rapid Fire # weapons as Assault # weapons. Exhortation of Rage - 6” Aura, this model and target Unit gain A+1 and reroll 1s To Wound in Melee. Fearsome – 6” Aura, target unit suffers Ld-1. Zealot – This model may reroll all failed To Hit rolls on the Phase it Charged or was Charged.
Special Wargear:	**Special Wargear Upgrades:** H Omen of Potency +18 points H Litany of Intimidation +20 points H Litany of Faith +40 points H True Sight +50 points	 This model gains A+3 6” Aura, target unit takes Ld Tests on 3d6, discarding the lowest die. 6” Aura, target Unit gain 5+ Invulnerability Save. 6” Aura, this model and Target unit gain BS-1 (Improves by 1).

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Infernus	Flame Or 24	4 Or 3	5+ Or 3+	Assault 1 Or Rapid Fire 1, Poisoned (3+)
P	Bolt Pistol	12	4	5+	Pistol 1
M	Crozium Arcanum	Melee And	+2 And	4+ And	Concussion And

		Flame	5	4+	Assault 1, One Use Only
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Captain Sicarius Sicarius	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 10 3+	**Points: 259** **Composition:** **1 Sicarius**
Wargear Sicarius: Plasma Pistol Talassarian Tempest Blade Frag Grenades Krak Grenades Vortex Grenade Iron Halo	**Options** May take one B	**Rules** Sicarius: Independent Character Infantry Unique Ultramarines Know No Fear Deepstrike Furious Charge Objective Secured Shock Assault Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. Battle Forged Heroes – 6” Aura, this model and target unit gain Counterattack. Indomitable Will – This model has a 5+ Feel No Pain. Master Duelist – This model may choose the target of its Challenge. The target may not deny the Challenge. Surprise Attack – This model and its unit do not Scatter when arriving from Deepstrike
Special Wargear:	**Special Wargear Upgrades:** B Rubicon Primaris +14 points	A+1. Gain Transhuman Physiology, Stubborn, Bulky. Lose Objective Secured.

Selection	Name	Range	S	AP	Rules
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Talassarian Tempest Blade	Melee	+1 Or D	3+ Or 2+	Extra Attack 1 Or Destroyer, Monsterbane, Auxiliary
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

G	Vortex Grenade	8	D	1+	Grenade 1, Nonblast, Destroyer, Monsterbane, One Use Only

Lieutenant Titus	**M WS BS S T W I A Ld Sv**	**Points: 213**
Titus	6 2+ 2+ 4 4 5 4 4 10 3+	**Composition:**
Gadriel	6 2+ 2+ 4 4 4 4 4 10 3+	**1 Titus**
Metaurus	6 2+ 2+ 4 4 4 4 4 10 3+	**0-1 Gadriel**
Gaius Silva	6 3+ 3+ 3 3 4 3 3 9 5+	**0-1 Metaurus**
Minervas	6 3+ 3+ 3 3 4 3 3 9 4+	**0-1 Gaius Silva**
Kornelius	6 3+ 3+ 3 3 4 3 3 9 -	**0-1 Minervas**
Vestha	6 3+ 3+ 3 3 4 3 3 9 4+	**0-1 Kornelius**
		0-1 Vestha
Wargear	**Options**	**Rules**
Titus:	Titus may swap Boltgun for R	Titus:
Boltgun	Titus may take one B	Independent Character
Bolt Pistol	Titus may take one C	Infantry
Chainsword	May take Gadriel for +203 points	Unique
Frag Grenades	May take Metaurus for +233 points	Ultramarines
Krak Grenades	May take Gaius Silva for +194 points	Bolter Discipline
Iron Halo	May take Minervas for +46 points	Know No Fear
Gadriel:	May take Kornelius for +87 points	Objective Secured
Bolt Rifle	Kornelius may purchase one Spell	Shock Assault
Combat Knife	May take Vestha for +56 points	Hand to Hand Drills – 6” Aura, this model and target unit may Reroll 1s To Wound.
Standard		Incorruptible – This model cannot be harmed or affected by Spells.
Metaurus:		Indomitable Will – This model has a 5+ Feel No Pain. This improves to a 4+ with Transhuman Physiology.
Heavy Bolt Pistol		Gadriel:
Power Sword		Character
Storm Shield		Infantry
Gaius Silva:		Unique
Las Pistol		Ultramarines
Power Sword		Bolter Discipline
Orbital Strike		Know No Fear
Refractor Field		Bulky
Minervas:		Shock Assault
Las Pistol		Stubborn
Power Sword		Transhuman Physiology
Kornelius:		Against Impossible Odds – 6” Aura, this model and target unit gain may reroll 1s for failed Saves (Feel No Pains are
Force Staff		
Formidable Astropath		
Vestha:		
Las Pistol		
Combat Knife		

		not Saves). Metaurus: Character Infantry Unique Ultramarines Know No Fear Bulky Shock Assault Stubborn Transhuman Physiology Mentor of Titus – 6” Aura, this model and Titus may reroll failed Feel No Pains. Gaius Silva: Character Infantry Unique Ultramarines Fleet Interference – Aura, Target enemy unit arriving from Deepstrike must reroll their Scatter Dice. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase. Minervas: Character Infantry Unique Ultramarines Imperial Guard Liaison – You may purchase Imperial Guard Platoons as Troop Slots (See Imperial Guard Codex). They will use the PDF Regiment Rules only instead of Ultramarines.

		Kornelius: Character Infantry Unique Ultramarines Psychic Mastery Level 2 Master Astropath – 24" Aura, target unit does not Scatter when arriving from Deepstrike. Vestha: Character Infantry Unique Ultramarines Plenipotentiary – 6" Aura, this model and target unit gain Objective Secured.
Special Wargear:	**Special Wargear Upgrades:** B Rubicon Primaris +14 points C Promotion to Captain +30 points	A+1. Gain Transhuman Physiology, Stubborn, Bulky. Lose Objective Secured. Battle Drills – 6" Aura, this model and target unit may reroll 1s To Hit.

Selection	Name	Range	S	AP	Rules
R	Boltgun	24	4	5+	Rapid Fire 1, Bolter
R +2 points	Bolt Rifle	30	4	4+	Rapid Fire 1, Bolter
P	Laspistol	12	3	-	Pistol 1
P	Bolt Pistol	12	4	5+	Pistol 1
P	Heavy Bolt Pistol	18	4	4+	Pistol 1
M	Combat Knife	Melee	User	-	Extra Attack 1
M	Chainsword	Melee	User	6+	Rending
M	Power Sword	Melee	+1	3+	None
M	Force Staff	Melee	+2	4+	Concussion, Psychicbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
Spell Cast 8+	Formidable Astropath	24	-	-	Target Psychic Mastery Model suffers Psychic Mastery Level -1 until your next Psychic Phase.
O	Orbital Strike	12-240	D/10/8	1+/1+/1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only

Marneus Calgar Marneus Calgar Maximus	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 6 4 5 10 3+ **M WS BS S FA SA RA W I A Ld Sv** 6 4+ 2+ 8 14 14 14 16 1 6 10 3+	**Points: 385** **Composition:** **1 Marneus Calgar** **0-1 Maximus**
Wargear Marneus Calgar: Gauntlets of Ultramar Orbital Strike Iron Halo Maximus: 2 Linked Heavy Bolters 2 Hurricane Bolters	**Options** Marneus Calgar may take one B Marneus Calgar may take Maximus as a Dedicated Transport for +325 points Maximus may swap 2 Linked Heavy Bolters for T Maximus may swap 2 Hurricane Bolters for S Maximus may take one D Maximus may take one M Maximus may take one P Maximus may take up to one of each E	**Rules** Marneus Calgar: Independent Character Infantry Unique Chapter Master Ultramarines Fearless Night Vision Shock Assault Stubborn Battle Drills – 6” Aura, this model and target unit may Reroll 1s To Hit. God of War – This model rerolls all failed To Wound rolls. Master Tactician – After the Deployment Phase, but before Turn 1, you may redeploy d3 units. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase. Maximus: Independent Character Vehicle Tank Adjusted Tactics Bolter Discipline Know No Fear Night Vision

		Shock Assault Transport 16 – Access Front, Assault Ramps. Venerable – This model is immune to Weapon Disabled and Crew Stun side effects, but still takes the additional damage.
Special Wargear:	**Special Wargear Upgrades:** B Armour of Antilochus +24 points B Primaris Armour of Heracles +22 points E Extra Armour +5 points E Frag Launchers +10 points E Smoke Launchers +10 points	 M-2, W+1, gain Deepstrike, Steady, Very Bulky, 5+ Feel No Pain. Lose Objective Secured. W+1, gain Deepstrike, Very Bulky, 5+ Feel No Pain. Lose Objective Secured 6” Aura, this model and target unit count as being armed with Grenades for the purposes of Charging.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Gauntlet of Ultramar	24 Or Melee	4 Or X2	2+ Or 2+	Assault 6 Or Slow, Monsterbane, Extra Attack 1
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only
T	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
T +32 points	2 Linked Assault Cannons	36	6	4+	Assault 6 x2, Rending, Hull, Primary
S	2 Hurricane Bolters	24	4	5+	Rapid Fire 6, Sponson, Bolter
S +18 points	2 Flamestorm Cannons	Flame	6	3+	Assault 1 x2, Sponson
S +22 points	2 Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Sponson
S +50 points	2 Sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson

S +52 points	2 Sets of 4 Heavy Bolters	36	5	4+	Heavy 3 x4 (x2), Sponson
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +24 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Turret
P +27 points	2 Linked Icarus Rocket Pods	48	7	4+	Heavy 2 x2, AA, Monsterbane, Turret

Roboute Guilliman Roboute Guilliman	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 6 6 9 6 6 10 3+	**Points: 765** **Composition:** **1 Roboute Guilliman**
Wargear Roboute Guilliman: Hand of Dominion The Emperor's Sword Orbital Strike Armour of Fate Iron Halo	**Options**	**Rules** Roboute Guilliman: Independent Character Monster Unique Ultramarines Fearless Shock Assault Stubborn Adamantium Will – This model may deny the witch as if it were Psychic Mastery Level 1. Battle Drills – 6" Aura, this model and target unit may Reroll 1s To Hit. Intimidating Presence – 12" Ture Aura, all enemy units use their lowest Ld score instead of their highest. Inspiring Presence – 12" Ture Aura, all friendly units use this models Ld in place of their own. Lord Commander of the Imperium – 12" True Aura, all friendly units may reroll failed Ld tests. Master of the Vanguard – 12" True Aura, all friendly units may reroll failed Charge rolls. The Hour is Nigh – When the weapon is fired, place a marker

		on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear: Armour of Fate – 4+ Feel No Pain	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	The Hand of Dominion	24 Or Melee	6 Or X2	4+ Or 2+	Assault 6 Or Slow, Monsterbane
M	The Emperor's Sword	Melee	D	1+	Slow, Destroyer, Monsterbane
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only

Tigurius Tigurius	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 4 4 7 4 5 10 3+	**Points: 312** **Composition:** **1 Tigurius**
Wargear Tigurius: Bolt Pistol Rod of Tigurius Iron Halo Hood of Hellfire Revelation	**Options** May take up to two S May take one B	**Rules** Tigurius: Independent Character Monstrous Infantry Unique Chief Librarian Ultramarines Adjusted Tactics Know No Fear Deepstrike Night Vision Psychic Mastery 3 Shock Assault Steady Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

Hood of Hellfire – This model gains +1 to Deny the Witch, may Deny the Witch twice per Psychic Phase, and may reroll any failed Cast roll.	B Rubicon Primaris +25 points	A+1. Gain Transhuman Physiology, Stubborn.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
M	Rod of Tigurius	Melee	+2	2+	Psychic Bane, Concussion
S	Revelation	18	-	-	Target unit gains a 4+ Cover Save until the beginning of your next Psychic Phase.
S +10 points	Cause Misfortune Cast 7+	18	-	-	Target unit gains Rending on all Ranged and Melee Attacks until your next Psychic Phase
S +10 points	Forewarning Cast 6+	18	-	-	Target unit gains 4+ Cover Save until your next Psychic Phase
S +15 points	Bolster Cast 6+	18	-	-	Target unit counts as having not Moved for the purposes of Shooting until your next Psychic Phase
S +20 points	Enfeeble Cast 8+	18	-	-	Target unit suffers T-1 until your next Psychic Phase
S +20 points	Endurance Cast 7+	18	-	-	Target unit gains T+1 until your next Psychic Phase
S +22 points	Melting Beam Cast 7+	18	8	1+	Assault 1, Armourbane, Beam

Advisor 0-3 Per Troop Choice

Kaius Konorius Konorius	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 7 6 9 3+	**Points: 251** **Composition:** **1 Konorius**
Wargear Konorius: Severance Rebuke Heavy Bolt Pistol Iron Halo	**Options**	**Rules** Konorius: Independent Character Unique Infantry Chapter Champion Ultramarines Know No Fear Transhuman Physiology Bodyguard Counterattack Night Vision Shock Assault Stubborn Bulky Chapter Champion – This model may reroll all failed To Hit and To Wound rolls. Glory Hunter – This model may choose the target of its Challenge. The target may not deny the Challenge. Old Allies – If this model is within 6" of Calgar or Cassius, those models and this model gain a 5+ Feel No Pain, or if they already have a Feel No Pain, reroll 1s for Feel No Pain.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Severance	Melee	+1	2+	None
M	Rebuke	Melee	+2	4+	Extra Attack 2
P	Heavy Bolt Pistol	18	4	4+	Pistol 1

Sergeant Chronus Chronus	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 4 4 3 9 3+	**Points: 140** **Composition:** **1 Chronus**
Wargear Chronus: Bolt Pistol Combat Knife Servo Arm Frag Grenades Krak Grenades	**Options**	**Rules** Chronus: Independent Character Infantry Unique Ultramarines Know No Fear Objective Secured Shock Assault Ejector Seat – If the Vehicle this model is Commanding is destroyed, Disembark this model instead of Force Disembarking it. Repair – Repair 1 Wound on Target Vehicle. Roll a d6, on a 5+, restore a Weapon Disabled, Destroyed, Crew Stun, or Immobilize secondary result. Ultramarines Tank Commander – This model may embark for 0 Tranpsort space on any non-Titanic Tank, even if it is not a Transport. While Chronus is Commanding the Tank, it uses his WS, BS, and Ld.
Special Wargear: Servo Arm – gain +1 To Repair rolls.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Servo Arm	Melee	X2	2+	Slow, Monsterbane, Auxiliary, Servo Arm
M	Combat Knife	Melee	User	-	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Sergeant Telion Telion	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 4 4 3 9 3+	**Points: 231** **Composition:** **1 Telion**
Wargear Telion: Qietus Bolt Pistol Combat Knife Frag Grenades Krak Grenades	**Options**	**Rules** Telion: Independent Character Infantry Unique Ultramarines Know No Fear Infiltrate Objective Secured Shock Assault Stealth Scout Sergeant – 6” Aura, this model and target unit forces enemy units making Cover Saves to reroll Successful Cover Saves. Voice of Experience – 6” Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Quietus	36	4	3+	Heavy 2, Sniper (2+)
P	Bolt Pistol	12	4	5+	Pistol 1
M	Combat Knife	Melee	User	-	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast