

Tournament list (Warhammer 40,000 9th Edition) [50 PL, 1,000pts]

Battalion Detachment OCP (Imperium - Adeptus Astartes - Ultramarines) [50 PL, 1,000pts]

Rules: Angels of Death, Bolter Discipline, Shock Assault

Configuration

Chapter Selector

Selections: Ultramarines

Categories: PC: UM, CONFIGURATION

Rules: Codex Discipline

Detachment Command Cost

Categories: CONFIGURATION

HQ [13 PL, 250pts]

Captain in Gravis Armour [6 PL, 115pts]

Selections: Boltstorm gauntlet, Master-crafted power sword, The Imperium's Sword, The Sanctic Halo, Warlord

Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, FACTION: IMPERIUM, INFANTRY, CAPTAIN, MK X GRAVIS, PRIMARIS, HQ, WARLORD

Rules: Angels of Death

Abilities: Iron Halo, Rites of Battle, The Imperium's Sword, The Sanctic Halo, **Unit:** Captain in Gravis Armour, **Weapon:** Boltstorm gauntlet (melee), Boltstorm gauntlet (shooting), Master-crafted power sword

Abilities	Description	Ref
Iron Halo	This model has a 4+ invulnerable save.	
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	
The Imperium's Sword	You can re-roll charge rolls made for this WARLORD Each time this WARLORD fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight phase is resolved, add 1 to its Strength and Attacks characteristics	
The Sanctic Halo	The bearer of the Santic Halo has a 3+ invulnerable save and can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a Psyker.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Captain in Gravis Armour	5"	2+	2+	4	5	7	5	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	-1	1	-	
Master-crafted power sword	Melee	Melee	+1	-3	2	-	

Chief Librarian Tigurius [7 PL, 135pts]

Selections: 2) Might of Heroes, 3) Null Zone (Aura), 6) Psychic Fortress (Aura), Bolt pistol, Frag & Krak grenades, Rod of Tigurius

Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, FACTION: IMPERIUM, INFANTRY, LIBRARIAN, PSYKER, TIGURIUS, FACTION: ULTRAMARINES, CHIEF LIBRARIAN, PRIMARIS, HQ

Rules: *Angels of Death*

Abilities: *Hood of Hellfire*, *Master of Prescience*, **Psychic Power:** 2) *Might of Heroes*, 3) *Null Zone (Aura)*, 6) *Psychic Fortress (Aura)*, **Psyker:** *Psyker*, **Unit:** *Chief Librarian Tigurius*, **Weapon:** *Bolt pistol*, *Frag grenades*, *Krak grenades*, *Rod of Tigurius*

Abilities	Description	Ref
Hood of Hellfire	When a Psychic test is taken for this model, you can re-roll the result. When a Psychic test or a Deny the Witch test is taken for this model, add 1 to the total.	
Master of Prescience	At the start of the battle round, you can select one friendly ULTRAMARINES CORE or ULTRAMARINES CHARACTER unit within 6" of this model. Until the end of that battle round, when resolving an attack against that unit, subtract 1 from that attack's hit roll.	

Psychic Power	Warp Charge	Range	Details	Ref
2) Might of Heroes	6	12"	Details: Blessing: Might of Heroes has a warp charge value of 6. If manifested, select one friendly <Chapter> Core or <Chapter> Character model within 12" of this Psyker. Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness, and Attacks characteristics (if a unit has more than one Toughness characteristic, use the lowest Toughness characteristic when resolving any rules).	
3) Null Zone (Aura)	7	Self	Details: Blessing (Aura): Null Zone has a warp charge value of 7. If manifested, then: - Until the start of your next Psychic phase, while a unit is within 6" of this Psyker, each time an attack is made against that unit, invulnerable saving throws cannot be made against that attack. - Until the start of your next Psychic phase, while an enemy Psyker unit is within 6" of this Psyker, halve the total of Psychic tests taken for that unit.	
6) Psychic Fortress (Aura)	6	18"	Details: Blessing (Aura): Psychic Fortress has a warp charge value of 6. If manifested, then until the start of your next Psychic phase, while a friendly <Chapter> unit is within 6" of this Psyker, models in that unit have a 5+ invulnerable save.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	2	2	Smite & 3 Librarian or Indomitus	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chief Librarian Tigurius	6"	3+	3+	4	4	5	4	9	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	-	
Rod of Tigurius	Melee	Melee	+3	-3	D3	-	

Troops [16 PL, 320pts]

Infiltrator Squad [6 PL, 120pts]

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

Rules: *Angels of Death, Combat Squads, Concealed Positions*

Abilities: *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
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).	

Intercessor Squad [5 PL, 100pts]

Selections: Bolt rifle

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

Rules: *Angels of Death, Combat Squads*

Weapon: *Bolt rifle*

4x Intercessor [80pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades

Unit: *Intercessor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Intercessor Sergeant [20pts]

Selections: Bolt pistol, Frag & Krak grenades

Unit: *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Intercessor 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	-	
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Intercessor Squad [5 PL, 100pts]

Selections: Bolt rifle

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

Rules: *Angels of Death, Combat Squads*

Weapon: *Bolt rifle*

4x Intercessor [80pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades

Unit: *Intercessor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Intercessor Sergeant [20pts]

Selections: Bolt pistol, Frag & Krak grenades

Unit: *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Intercessor 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	-	
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Heavy Support [15 PL, 300pts]

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, Combat Squads*

Abilities: *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
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	

Hellblaster Squad [8 PL, 165pts]

Selections: Plasma incinerator

Categories: FACTION: ADEPTUS ASTARTES, HELLBLASTER SQUAD, FACTION: IMPERIUM, INFANTRY, PRIMARIS, CORE, HEAVY SUPPORT

Rules: *Angels of Death, Combat Squads*

Unit: *Hellblaster, Hellblaster Sergeant, Weapon: Plasma incinerator, Standard, Plasma incinerator, Supercharge*

4x Hellblaster [132pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades

Weapon: *Bolt pistol, Frag grenades, Krak grenades*

Hellblaster Sergeant [33pts]

Selections: Bolt pistol, Frag & Krak grenades

Weapon: *Bolt pistol, Frag grenades, Krak grenades*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hellblaster	6"	3+	3+	4	4	2	2	7	3+	
Hellblaster 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	-	
Plasma incinerator, Standard	30"	Rapid Fire 1	7	-4	1	-	
Plasma incinerator, Supercharge	30"	Rapid Fire 1	8	-4	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	

Dedicated Transport [6 PL, 130pts]

Razorback [6 PL, 130pts]

Selections: Storm bolter [5pts], Twin assault cannon [15pts]

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

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

Transport: *Transport*, **Unit:** *Razorback*, **Weapon:** *Storm bolter, Twin assault cannon*, **Wound Track:** *Razorback 1, Razorback 2, Razorback 3*

Transport	Capacity	Ref
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	Ref
Razorback	*	6+	*	6	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Twin assault cannon	24"	Heavy 12	6	-1	1	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Razorback 1	6-10+	12"	3+	3	
Razorback 2	3-5	6"	4+	D3	
Razorback 3	1-2	3"	5+	1	

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 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. ()

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 ()

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. ()