

1850 Pts - Ultramarines - 15th Overall Casey Christopher Nova Open 2014

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Inquisitor Coteaz (1 ⚔, 100 pts)												
Inquisitor Coteaz	1		4	4	3/6	3	3	4/1	3	10	2+	100
(C:GK, pg. 45); Infantry (Character); Assault Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Psyber-Eagle; Bolt Pistol; Master-crafted Nemesis Daemonhammer; I've Been Expecting You; Independent Character; Psyker (Mastery Level 2); Spy Network; Stubborn; Warlord												
HQ: Ordo Xenos Inquisitor (1 ⚔, 99 pts)												
Ordo Xenos Inquisitor	1		4	4	3	3	3	4	3/4	10	4+	99
(C:GK, pg. 44); Force Sword; Infantry (Character); Assault Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Digital Weapons; Psychotroke Grenades; Rad Grenades; Servo-skulls (x3); Bolt Pistol; Independent Character; Psyker (Mastery 1); Stubborn; Upgrade to Psyker												
Elite: Purifier Squad (5 ⚔, 145 pts)												
Purifier Squad	1											145
(C:GK, pg. 31); Infantry ; Brotherhood of Psykers; Combat Squads; Fearless; Preferred Enemy (Daemons); The Aegis; Cleansing Flame; Hammerhand												
Knight of the Flame	1		4	4	4/8	4	1	4/1	2	9	3+	[29]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Purifier	1		4	4	4/8	4	1	4/1	2	9	3+	[29]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Power Armour; Storm Bolter; Nemesis Daemonhammer												
Elite: Paladin Squad (5 ⚔, 275 pts)												
Paladin Squad	1											275
(C:GK, pg. 30); Infantry ; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5(i)	[55]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Daemonhammer; Bulky												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5(i)	[55]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Daemonhammer; Bulky												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5(i)	[55]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Daemonhammer; Bulky												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5(i)	[55]
Assault Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Daemonhammer; Bulky												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Inquisitorial Henchmen Warband (5 ⚔, 65 pts)												
Inquisitorial Henchmen Warband	1	⚔										65
	(C:GK, pg. 48-51); Infantry											
Death Cult Assassin	3		5	3	4	3	1	6	2/3	8	5+/5(i)	[45]
	(C:GK, pg. 49); Infantry ; Flak Armour; Power Sword (x2); Uncanny Reflexes											
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Troops: Inquisitorial Henchmen Warband (4 ⚔, 68 pts)												
Inquisitorial Henchmen Warband	1	⚔										68
	(C:GK, pg. 48-51); Infantry ; Razorback											
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Warrior Acolyte	2		3	3	3	3	1	3	1/2	8	5+	[8]
	(C:GK, pg. 51); Infantry ; Flak Armour; Chainsword; Laspistol											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3					[50]
	(C:GK, pg. 33); Vehicle (Transport, Tank); 6 model capacity; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude											
Troops: Inquisitorial Henchmen Warband (4 ⚔, 68 pts)												
Inquisitorial Henchmen Warband	1	⚔										68
	(C:GK, pg. 48-51); Infantry ; Razorback											
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Warrior Acolyte	2		3	3	3	3	1	3	1/2	8	5+	[8]
	(C:GK, pg. 51); Infantry ; Flak Armour; Chainsword; Laspistol											
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3					[50]
	(C:GK, pg. 33); Vehicle (Transport, Tank); 6 model capacity; Smoke Launchers; Psybolt Ammunition; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude											
Troops: Inquisitorial Henchmen Warband (4 ⚔, 58 pts)												
Inquisitorial Henchmen Warband	1	⚔										58
	(C:GK, pg. 48-51); Infantry ; Rhino											
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Warrior Acolyte	2		3	3	3	3	1	3	1/2	8	5+	[8]
	(C:GK, pg. 51); Infantry ; Flak Armour; Chainsword; Laspistol											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3					[40]
	(C:GK, pg. 33); Vehicle (Transport, Tank); 10 model capacity; Smoke Launchers; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude											
Troops: Inquisitorial Henchmen Warband (4 ⚔, 58 pts)												
Inquisitorial Henchmen Warband	1	⚔										58
	(C:GK, pg. 48-51); Infantry ; Rhino											
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Warrior Acolyte	2		3	3	3	3	1	3	1/2	8	5+	[8]
	(C:GK, pg. 51); Infantry ; Flak Armour; Chainsword; Laspistol											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3					[40]
	(C:GK, pg. 33); Vehicle (Transport, Tank); 10 model capacity; Smoke Launchers; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude											
Troops: Inquisitorial Henchmen Warband (4 ⚔, 58 pts)												
Inquisitorial Henchmen Warband	1	⚔										58
	(C:GK, pg. 48-51); Infantry ; Rhino											
Psyker	1		3	3	3	3	1	3	1	8	5+	[10]
	(C:GK, pg. 51); Infantry ; Flak Armour; Laspistol; Psychic Barrage											
Warrior Acolyte	2		3	3	3	3	1	3	1/2	8	5+	[8]
	(C:GK, pg. 51); Infantry ; Flak Armour; Chainsword; Laspistol											
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3					[40]
	(C:GK, pg. 33); Vehicle (Transport, Tank); 10 model capacity; Smoke Launchers; Storm Bolter; Psychic Pilot; Repair; The Aegis; Fortitude											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Stormraven Gunship (1 ⚔, 205 pts)												
Stormraven Gunship	1	Grp: ⚔	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3					205
(C:GK, pg. 37); (DFTS, pgs. 56 & 68); Vehicle (Flyer w/ Hover mode, Transport); 12 model capacity, and/or; One Dreadnought capacity; Ceramite Plating; 4x Mindstrike Missiles; Twin-Linked Lascannon; Twin-Linked Multi-melta; Assault Vehicle; Power of the Machine Spirit; Psychic Pilot; Skies of Fury; The Aegis; Fortitude												
Fast Attack: Stormraven Gunship (1 ⚔, 205 pts)												
Stormraven Gunship	1	Grp: ⚔	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3					205
(C:GK, pg. 37); (DFTS, pgs. 56 & 68); Vehicle (Flyer w/ Hover mode, Transport); 12 model capacity, and/or; One Dreadnought capacity; Ceramite Plating; 4x Mindstrike Missiles; Twin-Linked Lascannon; Twin-Linked Multi-melta; Assault Vehicle; Power of the Machine Spirit; Psychic Pilot; Skies of Fury; The Aegis; Fortitude												
Fast Attack: Stormraven Gunship (1 ⚔, 205 pts)												
Stormraven Gunship	1	Grp: ⚔	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3					205
(C:GK, pg. 37); (DFTS, pgs. 56 & 68); Vehicle (Flyer w/ Hover mode, Transport); 12 model capacity, and/or; One Dreadnought capacity; Ceramite Plating; 4x Mindstrike Missiles; Twin-Linked Lascannon; Twin-Linked Multi-melta; Assault Vehicle; Power of the Machine Spirit; Psychic Pilot; Skies of Fury; The Aegis; Fortitude												
HQ: Chief Librarian Tigurius (1 ⚔, 165 pts)												
Chief Librarian Tigurius (HQ) [UM]	1		5	4	4/6	4	3	4	2/3	10	3+	165
(C:SM, pgs. 107 & 160); Infantry (Character); Frag Grenades; Krak Grenades; Hood of Hellfire; Power Armour; Bolt Pistol; Rod of Tigurius; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Independent Character; Psyker (Mastery Level 3)												
Troops: Tactical Squad (5 ⚔, 75 pts)												
Tactical Squad (Troops) [UM]	4		4	4	4	4	1	4	1	8	3+	75
(C:SM, pp. 83 & 167); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x4); And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Sergeant [UM]	1		4	4	4	4	1	4	1	8	3+	[19]
Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Boltgun; Melta Bombs; And They Shall Know No Fear; Chapter Tactics (Ultramarines); Combat Squads												
Total Cost:												1849

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Psychic Powers	
Cleansing Flame	Cleansing Flame (see C:GK, pg. 31, note FAQ update).
Fortitude	Fortitude (see C:GK, pg. 33).
Hammerhand	Hammerhand (see C:GK, pg. 25, note FAQ update).
Holocaust	Holocaust (see C:GK, pg. 30).
Psychic Barrage	Psychic Barrage (see C:GK, pg. 51).
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 33).
Assault Vehicle	Assault Vehicle (see WH40k, pg. 33).
Brotherhood of Psykers	Brotherhood of Psykers (see C:GK, pg. 21).
Bulky	Bulky (see WH40k, pg. 35).
Chapter Tactics (Ultramarines)	Chapter Tactics (Ultramarines) (see C:SM, pg. 78).
Combat Squads	Combat Squads; see (C:SM, pg. 51).
Fearless	Fearless (see WH40k, pg. 35).
Gift of Prescience	Gift of Prescience (see C:SM, pg. 107).
I've Been Expecting You	I've Been Expecting You (see C:GK, pg. 45).
Independent Character	Independent Character (see WH40k, pg. 39).
Master Psyker	Master Psyker (see C:SM, pg. 107).
Power of the Machine Spirit	Power of the Machine Spirit (see WH40k, pg. 40).

Preferred Enemy (Daemons)	Preferred Enemy (see WH40k, pg. 40).
Psychic Pilot	Psychic Pilot (see C:GK, pg. 21).
Psyker (Mastery 1)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Psyker (Mastery Level 2)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Repair	If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shoting phase, and on a 6 the vehicle is no longer immobilized.
Skies of Fury	Skies of Fury.
Spy Network	Spy Network (see C:GK, pg. 45).
Stubborn	Stubborn (see WH40k, pg. 43).
The Aegis	The Aegis (see C:GK, pg. 21).
Uncanny Reflexes	Uncanny Reflexes (see C:GK, pg. 49).
Upgrades	
Upgrade to Psyker	
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer w/ Hover mode, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Tank)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Carapace Armour	Confers a 4+ Armour Save.
Ceramite Plating	Ceramite Plating (see C:GK, pg. 37).
Digital Weapons	Digital Weapons; see (C:SM, pg. 98).
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Hood of Hellfire	Hood of Hellfire (see C:SM, pg. 107)
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 62).
Power Armour	Confers a 3+ Armour Save.
Psyber-Eagle	24" Range; S4; AP-; Assault D6.
Psybolt Ammunition	Psybolt Ammunition (see C:GK, pg. 62).
Psychotroke Grenades	Psychotroke Grenades (see C:GK, pg 60).
Psyk-out Grenades	Psyk-out Grenades (see C:GK, pg. 61).
Rad Grenades	Rad Grenades (see C:GK, pg. 61).
Servo-skulls	Servo-skulls (see C:GK, pg. 62).
Smoke Launchers	(see WH40k, pg. 87).
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Weapons	
4x Mindstrike Missiles	72" Range; S4; AP5; Heavy1, Blast, One shot, Psi-shock, see C:GK, pg. 57.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Chainsword	S User; AP - ; Melee.
Force Sword	S User; AP 3; Melee, Force.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Master-crafted Nemesis Daemonhammer	Master-crafted Nemesis (see C:GK, pg. 54).
Nemesis Daemonhammer	S x2; AP2; Melee, Concussive, Daemonbane, Force, Specialist Weapon, Unwieldy (see C:GK, pg. 54 & 6E GK FAQ).
Power Sword	S User; AP 3; Melee.
Rod of Tigurius	S +2; AP 4; Melee, Master-crafted, Force, Concussive, Soul-blaze (see C:SM, pg. 107).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked
Twin-Linked Multi-melta	24" Range; S8; AP1; Heavy 1 Linked Melta

Roster Design Information

Grey Knights Special Rules:

Brotherhood of Psykers (Codex: GK, pg. 21)

Psyker Mastery Levels (Codex: GK, pg. 21)

Psychic Pilot (Codex: GK, pg. 21)

Preferred Enemy (Daemons) (Codex: GK, pg. 21)

And They Shall Know No Fear (Codex: GK, pg. 21)

Combat Squads (Codex: GK, pg. 21)

The Aegis (Codex: GK, pg. 21)