

**A** Super-Heavy Auxiliary Detachment (Imperium - Space Marines) [18 PL, 360pts]

Lord of War

Roboute Guilliman [18 PL, 360pts]

**Warlord**

**B** Battalion Detachment +3CP (Imperium - Space Marines) [92 PL, 1640pts]

HQ

**Techmarine [5 PL, 82pts]**

Bolt pistol, Conversion beamer, Power sword

<Ultramarines>

**Techmarine [5 PL, 82pts]**

Bolt pistol, Conversion beamer, Power sword

<Ultramarines>

Troops

**Scout Squad [6 PL, 75pts]**

**Scout Sergeant**

Bolt pistol, Sniper rifle

<Ultramarines>

**4x Scout w/Sniper Rifle**

4x Sniper rifle

**Scout Squad [6 PL, 75pts]**

**Scout Sergeant**

Bolt pistol, Sniper rifle

<Ultramarines>

**4x Scout w/Sniper Rifle**

4x Sniper rifle

**Scout Squad [6 PL, 75pts]**

**Scout Sergeant**

Bolt pistol, Sniper rifle

<Ultramarines>

**4x Scout w/Sniper Rifle**

4x Sniper rifle

**Scout Squad [6 PL, 75pts]**

**Scout Sergeant**

Bolt pistol, Sniper rifle

<Ultramarines>

**4x Scout w/Sniper Rifle**

4x Sniper rifle

**Scout Squad [6 PL, 75pts]**

<Ultramarines>

Bolt pistol, Sniper rifle

**4x Scout w/Sniper Rifle**

4x Sniper rifle

**Scout Squad [6 PL, 75pts]**

**Scout Sergeant**

Bolt pistol, Sniper rifle

<Ultramarines>

**4x Scout w/Sniper Rifle**

4x Sniper rifle

**Elites**

**Cenobyte Servitors [1 PL, 6pts]**

3x Cenobyte Servitor

**Dedicated Transport**

**Razorback [5 PL, 121pts]**

Hunter-killer missile, Twin lascannon

<Ultramarines>

**Razorback [5 PL, 121pts]**

Hunter-killer missile, Twin lascannon

<Ultramarines>

**Razorback [5 PL, 121pts]**

Hunter-killer missile, Twin lascannon

<Ultramarines>

**Razorback [5 PL, 121pts]**

Hunter-killer missile, Twin lascannon

<Ultramarines>

**Razorback [5 PL, 106pts]**

Hunter-killer missile, Twin assault cannon

<Ultramarines>

**Razorback [5 PL, 106pts]**

Hunter-killer missile, Twin assault cannon

<Black Templars>

**Razorback [5 PL, 108pts]**

Hunter-killer missile, Storm bolter, Twin assault cannon

<Ultramarines>

**Razorback [5 PL, 108pts]**

Hunter-killer missile, Storm bolter, Twin assault cannon

<Ultramarines>

**Razorback [5 PL, 108pts]**

Hunter-killer missile, Storm bolter, Twin assault cannon

<Ultramarines>

**Scout Sergeant**

## Abilities

Name	Description	Ref
<b>Armour of Fate</b>	Roboute Guilliman has a 3+ invulnerable save. In addition, the first time this model is reduced to 0 wounds, roll a D6. On a 4+ set him up again at the end of the phase, as close as possible to his previous position and more than 1" away from any enemies, with D6 wounds remaining.	
<b>Author of the Codex</b>	If your army is Battle-forged, you receive an additional 3 Command Points if Roboute Guilliman is your Warlord.	
<b>Blessing of the Omnissiah</b>	At the end of your Movement phase this model can repair a single <CHAPTER> VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.	
<b>Combat Squads</b>	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.	
<b>Concealed Positions</b>	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone.	
<b>Master of Battle</b>	You can add 1 to Advance and charge rolls for friendly IMPERIUM units within 12" of Roboute Guilliman, and re-roll hit rolls of 1 and failed Morale tests for these units.	
<b>Mindwiped</b>	Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 9, whilst they are within 6" of Chaplain Grimaldus.	
<b>Relic of Helsreach</b>	Friendly BLACK TEMPLARS units automatically pass Morale tests whilst they are within 12" of any models from this unit.	
<b>XIII Primarch</b>	You can re-roll any failed hit and wound rolls for friendly ULTRAMARINES units within 6" of Roboute Guilliman.	

## Transport

Name	Capacity	Ref
<b>Transport</b>	This model can transport 6 CHAPTER INFANTRY models. It cannot transport JUMP PACK, TERMINATORS, PRIMARIS, or CENTURION models.	

## Unit

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Cenobyte Servitors</b>	5"	5+	5+	3	3	1	1	6	4+	
<b>Razorback</b>	*	6+	*	6	7	10	*	8	3+	
<b>Roboute Guilliman</b>	8"	2+	2+	6	6	9	6	10	2+	
<b>Scout</b>	6"	3+	3+	4	4	1	1	7	4+	
<b>Scout Sergeant</b>	6"	3+	3+	4	4	1	2	8	4+	
<b>Techmarine</b>	6"	3+	2+	4	4	4	3	8	2+	

## Weapon

Name	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Close Combat Weapon</b>	Melee	Melee	User	0	1	-	
<b>Conversion beamer</b>	42"	Heavy D3	6	0	1	Attacks from a conversion beamer that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.	
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-	
<b>Hand of Dominion (Melee)</b>	Melee	Melee	x2	-3	3	-	
<b>Hand of Dominion (Shooting)</b>	24"	Rapid Fire 3	6	-1	2		

<b>Hunter-killer missile</b>	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter killer missiles once per battle.
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Power sword</b>	Melee	Melee	User	-3	1	-
<b>Sniper rifle</b>	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
<b>Storm bolter</b>	24"	Rapid Fire 2	4	0	1	-
<b>The Emperor's Sword</b>	Melee	Melee	+2	-4	3	If you roll a wound roll of 6+ for this weapon, it inflicts D3 mortal wounds in addition to its normal damage.
<b>Twin assault cannon</b>	24"	Heavy 12	6	-1	1	-
<b>Twin lascannon</b>	48"	Heavy 2	9	-3	D6	-

## Wound Track

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
<b>Row 1</b>	6-10+	12"	3+	3	
<b>Row 2</b>	3-5	6"	4+	D3	
<b>Row 3</b>	1-2	3"	5+	1	

Created with [BattleScribe](#)