Jame - Ultramarines [78 PL, 9CP, 1,496pts]

++ Battalion Detachment +5CP (Imperium - Space Marines) [47 PL, 10CP, 909pts] ++

Chapter Selection: Ultramarines

+ HQ +

Marneus Calgar [11 PL, 2CP, 200pts]: Warlord

Sergeant Chronus [2 PL, 30pts]: Calm Under Fire

+ Troops +

Intercessor Squad [5 PL, 86pts]: Auxiliary Grenade Launcher, Stalker Bolt Rifle
. 4x Intercessor
. Intercessor Sergeant

Intercessor Squad [5 PL, 86pts]: Auxiliary Grenade Launcher, Stalker Bolt Rifle
. 4x Intercessor
. Intercessor Sergeant

Scout Squad [4 PL, 69pts]: 4x Camo cloak
. Scout Sergeant: Bolt pistol, Boltgun, Sniper rifle
. 4x Scout w/Boltgun

+ Elites +

Aggressor Squad [5 PL, 111pts]: 2x Aggressor, Aggressor Sergeant
. Auto Boltstorm Gauntlets/Fragstorm Grenade Launcher

+ Heavy Support +

Repulsor Executioner [15 PL, 327pts]: 2x Fragstorm Grenade Launcher, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Ironhail Heavy Stubber, Macro Plasma Incinerator, 2x Storm bolter, Twin Heavy Bolter, Twin Icarus Ironhail Heavy Stubber

++ Spearhead Detachment +1CP (Imperium - Space Marines) [28 PL, -1CP, 591pts] ++

Chapter Selection: Long-range Marksmen, Stealthy, Ultramarines Successor

+ HQ +

Chapter Master in Phobos Armor [5 PL, -2CP, 99pts]: Camo cloak, Master-crafted instigator bolt carbine, Stratagem: Chapter Master

+ Heavy Support +

Eliminator Squad [4 PL, 72pts]
. Eliminator Sergeant: Bolt sniper rifle, Camo cloak
. 2x Eliminator with Bolt Sniper: 2x Bolt sniper rifle, 2x Camo cloak

Eliminator Squad [4 PL, 84pts]
. Eliminator Sergeant: Camo cloak, Las Fusil
. 2x Eliminator with Bolt Sniper: 2x Bolt sniper rifle, 2x Camo cloak

Repulsor Executioner [15 PL, 336pts]: 2x Fragstorm Grenade Launcher, Heavy Laser Destroyer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Ironhail Heavy Stubber, 2x Storm bolter, Twin Heavy Bolter, Twin Icarus Ironhail Heavy Stubber

++ Total: [75 PL, 9CP, 1,500pts] ++

Q1 League_Jame_Ultramarine.rosz (Warhammer 40,000 8th Edition) [75 PL, 9CP, 1,500pts]

Battalion Detachment +5CP (Imperium - Space Marines) [47 PL, 10CP, 909pts]

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

No Force Org Slot [8CP]

Chapter Selection

Selections: Ultramarines

Categories: No Force Org Slot

Rules: *Codex Discipline*

Battle-forged CP [3CP]

Categories: No Force Org Slot

Detachment CP [5CP]

Categories: No Force Org Slot

HQ [13 PL, 2CP, 230pts]

Marneus Calgar [11 PL, 2CP, 200pts]

Selections: Gauntlets of Ultramar, Warlord

Categories: Faction: Adeptus Astartes, Character, Chapter Master, Faction: Imperium, Infantry, Marneus Calgar, Ultramarines, Mk X Gravis, Primaris, HQ, Warlord

Rules: *Angels of Death*

Abilities: *Adept of the Codex, Armour of Heraclus, Chapter Master, Master Tactician*, **Unit:** *Marneus Calgar*, **Weapon:** *Gauntlets of Ultramar (melee), Gauntlets of Ultramar (shooting)*

Abilities	Description
Adept of the Codex	Whilst this Warlord is on the battlefield, you can roll one D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is refunded. You can only have 1 Command Point refunded per battle round by this Warlord Trait.
Armour of Heraclus	Marneus Calgar has a 4+ invulnerable save. In addition, all damage suffered by Marneus Calgar is halved (rounding up).
Chapter Master	You can re-roll hit rolls for friendly ULTRAMARINES units within 6" of Marneus Calgar.
Master Tactician	If your army is Battle-forged, you receive an additional 2 Command Points if Marneus Calgar is your Warlord.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Marneus Calgar	6"	2+	2+	4	5	8	6	9	2+

Weapon	Range	Type	S	AP	D	Abilities
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-

Sergeant Chronus [2 PL, 30pts]

Selections: Bolt pistol, Calm Under Fire, Frag & Krak grenades, Servo-arm

Categories: Faction: Adeptus Astartes, Character, Chronus, Faction: Imperium, Infantry, Ultramarines, HQ

Rules: *Angels of Death*

Abilities: *Calm Under Fire, Tank Commander*, **Unit:** *Sergeant Chronus (Infantry), Sergeant Chronus (Tank Commander)*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Servo-arm*

Abilities	Description
Calm Under Fire	When resolving an attack made with a ranged weapon by a friendly ULTRAMARINES model in a unit within 6" of this Warlord during a turn in which that model Fell Back, do not subtract 1 from the hit roll.
Tank Commander	Sergeant Chronus always begins the game commanding a vehicle. Whilst commanding the vehicle, use that vehicle's normal profile, weapons, abilities, keywords, and characteristics, with the exception of its Ballistic Skill - use Sergeant Chronus' Ballistic Skill of 2+ when firing with the vechicle instead. If Sergeant Chronus is commanding a vehicle at the start of your turn, he can restore one lost wounds it has suffered. If Sergeant Chronus' vehicle has been reduced to 0 wounds, set him up within 3" before removing the vehicle from the battlefield. He is treated as a passenger disembarking from a destroyed transport. Assuming he survives, Sergeant Chronus then uses the Infantry profile above and the keywords below. He is equipped with a bolt pistol, servo-arm, and frag and krak grenades.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Sergeant Chronus (Infantry)	6"	3+	2+	4	4	4	2	8	3+
Sergeant Chronus (Tank Commander)	-	-	2+	-	-	-	-	-	-

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.

Troops [14 PL, 241pts]

Intercessor Squad [5 PL, 86pts]

Selections: Auxiliary Grenade Launcher [1pts], Stalker Bolt Rifle

Categories: Faction: Adeptus Astartes, Faction: Imperium, Infantry, Intercessor Squad, Primaris, Troops

Rules: *Angels of Death*

Abilities: *Auxiliary Grenade Launcher, Combat Squads*, **Weapon:** *Stalker Bolt Rifle*

4x Intercessor [68pts]

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

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

Intercessor Sergeant [17pts]

Selections: Bolt pistol, Frag & Krak grenades

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

Abilities	Description
Auxiliary Grenade Launcher	If a model is armed with a auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30"
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
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
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-

Weapon	Range	Type	S	AP	D	Abilities
Krak grenade	6"	Grenade 1	6	-1	D3	-
Stalker Bolt Rifle	36"	Heavy 1	4	-2	2	-

Intercessor Squad [5 PL, 86pts]

Selections: Auxiliary Grenade Launcher [1pts], Stalker Bolt Rifle

Categories: Faction: Adeptus Astartes, Faction: Imperium, Infantry, Intercessor Squad, Primaris, Troops

Rules: *Angels of Death*

Abilities: *Auxiliary Grenade Launcher, Combat Squads*, **Weapon:** *Stalker Bolt Rifle*

4x Intercessor [68pts]

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

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

Intercessor Sergeant [17pts]

Selections: Bolt pistol, Frag & Krak grenades

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

Abilities	Description
Auxiliary Grenade Launcher	If a model is armed with a auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30"
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
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
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Stalker Bolt Rifle	36"	Heavy 1	4	-2	2	-

Scout Squad [4 PL, 69pts]

Selections: 4x Camo cloak [12pts]

Categories: Faction: Imperium, Infantry, Faction: Adeptus Astartes, Scout, Scout Squad, Troops

Rules: *Angels of Death*

Abilities: *Camo cloaks, Combat Squads, Concealed Positions*, **Unit:** *Scout, Scout Sergeant*

Scout Sergeant [13pts]

Selections: Bolt pistol, Boltgun, Frag & Krak grenades, Sniper rifle [2pts]

Weapon: *Bolt pistol, Boltgun, Frag grenade, Krak grenade, Sniper rifle*

4x Scout w/Boltgun [44pts]

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

Weapon: *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Abilities	Description
Camo cloaks	If every model in a unit has a camo cloak you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
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			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 and any enemy models.						

Unit	M	WS	BS	S	T	W	A	Ld	Save
Scout	6"	3+	3+	4	4	1	1	7	4+
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Sniper rifle	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.

Elites [5 PL, 111pts]

Aggressor Squad [5 PL, 111pts]

Selections: 2x Aggressor [42pts], Aggressor Sergeant [21pts]

Categories: Faction: Adeptus Astartes, Aggressor Squad, Faction: Imperium, Infantry, Mk X Gravis, Primaris, Elites

Rules: *Angels of Death*

Abilities: *Combat Squads, Fire Storm, Relentless Advance*, **Unit:** *Aggressor, Aggressor Sergeant*

Auto Boltstorm Gauntlets/Fragstorm Grenade Launcher [48pts]

Selections: Auto Boltstorm Gauntlets, Fragstorm Grenade Launcher

Weapon: *Auto Boltstorm Gauntlets (Melee), Auto Boltstorm Gauntlets (Shooting), Fragstorm Grenade Launcher*

Abilities	Description
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.
Fire Storm	When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.
Relentless Advance	Models in this unit do not suffer the penalty to their hit rolls for Advancing and firing Assault Weapons.

Unit	M	WS	BS	S	T	W	A	Ld	Save
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
Auto Boltstorm Gauntlets (Melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit rolls.
Auto Boltstorm Gauntlets (Shooting)	18"	Assault 6	4	0	1	-
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	-

Heavy Support [15 PL, 327pts]

Repulsor Executioner [15 PL, 327pts]

Selections: Auto Launchers, 2x Fragstorm Grenade Launcher [8pts], Heavy Onslaught Gatling Cannon [30pts], Icarus Rocket Pod [6pts], Ironhail Heavy Stubber [6pts], Macro Plasma Incinerator [31pts], 2x Storm bolter [4pts], Twin Heavy Bolter [17pts], Twin Icarus Ironhail Heavy Stubber [10pts]

Categories: Faction: Adeptus Astartes, Fly, Faction: Imperium, Repulsor, Vehicle, Transport, Heavy Support

Rules: *Angels of Death, Explodes (6"/D6)*

Abilities: *Aquilon Optics, Auto Launchers, Hover Tank, Power of the Machine Spirit, Repulsor Field*, **Transport:** *Transport*, **Unit:** *Repulsor Executioner*, **Weapon:** *Fragstorm Grenade Launcher, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Ironhail Heavy Stubber, Macro Plasma Incinerator, Standard, Macro Plasma Incinerator, Supercharged, Storm bolter, Twin Heavy Bolter, Twin Icarus Ironhail Heavy Stubber*, **Wound Track:** *Repulsor Executioner 1, Repulsor Executioner 2, Repulsor Executioner 3*

Abilities	Description
Aquilon Optics	If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characterisitc), it can shoot its heavy laser destroyer or macro plasma incinerator twice in the following Shooting phase (this weapon must target the same unit both times).
Auto Launchers	Instead of shooting any weapons in the Shooting phase, the vehicle can use its Auto Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
Hover Tank	Distances and ranges are always measured to and from this model's hull even though it has a base.
Power of the Machine Spirit	This model does not suffer he penalty to hit rolls for moving and firing Heavy Weapons.
Repulsor Field	Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulor.

Transport	Capacity
Transport	This model can transport 6 CHAPTER PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Repulsor Executioner	*	6+	*	8	8	16	*	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	-
Heavy Onslaught Gatling Cannon	30"	Heavy 12	5	-1	1	-
Icarus Rocket Pod	24"	Heavy D3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Ironhail Heavy Stubber	36"	Heavy 3	4	-1	1	-
Macro Plasma Incinerator, Standard	36"	Heavy D6	8	-4	1	-
Macro Plasma Incinerator, Supercharged	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin Heavy Bolter	36"	Heavy 6	5	-1	1	-
Twin Icarus Ironhail Heavy Stubber	36"	Heavy 6	4	-1	1	Add 1 to hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Repulsor Executioner 1	9-16+	10"	3+	6

Repulsor Executioner 2	5-8	5"	4+	D6
Repulsor Executioner 3	1-4	3"	5+	1

Spearhead Detachment +1CP (Imperium - Space Marines) [28 PL, -1CP, 591pts]

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

No Force Org Slot [1CP]

Chapter Selection

Selections: Long-range Marksmen, Stealthy, Ultramarines Successor

Categories: No Force Org Slot

Rules: *Scions of Gulliman*

Abilities: *Long-range Marksmen, Stealthy*

Abilities	Description
Long-range Marksmen	Add 3" to the Range characteristic of ranged weapons models with this tactic are equipped with.
Stealthy	When resolving an attack made with a ranged weapon against a unit with this tactic by a model that is more than 12" away, that unit is treated as having the benefit of cover to its saving throw.

Detachment CP [1CP]

Categories: No Force Org Slot

HQ [5 PL, -2CP, 99pts]

Chapter Master in Phobos Armor [5 PL, -2CP, 99pts]

Selections: Bolt pistol, Camo cloak [3pts], Combat knife, Frag & Krak grenades, Master-crafted instigator bolt carbine [6pts], Stratagem: Chapter Master [-2CP]

Categories: Faction: Imperium, Faction: Adeptus Astartes, Character, Infantry, Phobos, Primaris, HQ, Chapter Master

Rules: *Angels of Death*

Abilities: *Camo cloak, Chapter Master, Concealed Position, Iron Halo, Omni-scrambler*, **Unit:** *Chapter Master in Phobos Armor (Stratagem: Chapter Master)*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade, Master-crafted instigator bolt carbine*

Abilities	Description
Camo cloak	Add 2 to saving throws for this model when it receives the benefit of cover, instead of 1.
Chapter Master	You can re-roll hit rolls for attacks made by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.'
Concealed Position	When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.
Iron Halo	This model has a 4+ invulnerable save.
Omni-scrambler	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
Chapter Master in Phobos Armor (Stratagem: Chapter Master)	6"	2+	2+	4	4	6	5	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted instigator bolt carbine	30"	Assault 1	4	-2	3	This weapon can target a CHARACTER even if it it not the closest enemy unit.

Heavy Support [23 PL, 492pts]

Eliminator Squad [4 PL, 72pts]

Categories: Faction: Imperium, Faction: Adeptus Astartes, Infantry, Phobos, Primaris, Eliminator Squad, Heavy Support

Rules: *Angels of Death*

Abilities: *Concealed Positions, Covering Fire, Guided Aim*

Eliminator Sergeant [24pts]

Selections: Bolt pistol, Bolt sniper rifle [3pts], Camo cloak [3pts], Frag & Krak grenades

Abilities: *Camo cloaks*, **Unit:** *Eliminator Sergeant*, **Weapon:** *Bolt pistol, Bolt sniper rifle, Bolt sniper rifle - Executioner round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis round, Frag grenade, Krak grenade*

2x Eliminator with Bolt Sniper [48pts]

Selections: 2x Bolt pistol, 2x Bolt sniper rifle [6pts], 2x Camo cloak [6pts], 2x Frag & Krak grenades

Abilities: *Camo cloaks*, **Unit:** *Eliminator*, **Weapon:** *Bolt pistol, Bolt sniper rifle, Bolt sniper rifle - Executioner round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis round, Frag grenade, Krak grenade*

Abilities	Description
Camo cloaks	If every model in a unit has a camo cloak you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
Concealed Positions	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 and any enemy models.
Covering Fire	The first time this unit's Eliminator Sergeant fires Overwatch with an instigator bolt carbine in your opponent's turn, this unit can, after it has resolved its Overwatch, move as if it were your Movement phase (it cannot Advance as part of this move).
Guided Aim	Instead of shooting in your Shooting phase, this unit's Eliminator Sergeant can guide his squad's aim. Until the end of that phase, when resolving an attack made with a ranged weapon by a model in this unit, add 1 to the hit roll and wound roll.

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

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle	-	-	-	-	-	This weapon can target a CHARACTER even if it is not the closest enemy unit. In addition, when attacking with this weapon, choose one of the profiles below.
Bolt sniper rifle - Executioner round	36"	Heavy 1	5	-1	1	This weapon can target units that are not visible to the bearer, and can target a CHARACTERunit even if it is not the closest enemy unit. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw.
Bolt sniper rifle - Hyperfrag round	36"	Heavy D3	5	0	1	This weapon can target a CHARACTER unit even if it is not the closest enemy unit.
Bolt sniper rifle - Mortis round	36"	Heavy 1	5	-2	D3	This weapon can target a CHARACTERunit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.
Frag grenade	6"	Grenade D6	3	0	1	-

Weapon	Range	Type	S	AP	D	
Krak grenade	6"	Grenade 1	6	-1	D3	-

Eliminator Squad [4 PL, 84pts]

Categories: Faction: Imperium, Faction: Adeptus Astartes, Infantry, Phobos, Primaris, Eliminator Squad, Heavy Support

Rules: *Angels of Death*

Abilities: *Concealed Positions, Covering Fire, Guided Aim*

Eliminator Sergeant [36pts]

Selections: Bolt pistol, Camo cloak [3pts], Frag & Krak grenades, Las Fusil [15pts]

Abilities: *Camo cloaks*, Unit: *Eliminator Sergeant*, Weapon: *Bolt pistol, Frag grenade, Krak grenade, Las Fusil*

2x Eliminator with Bolt Sniper [48pts]

Selections: 2x Bolt pistol, 2x Bolt sniper rifle [6pts], 2x Camo cloak [6pts], 2x Frag & Krak grenades

Abilities: *Camo cloaks*, Unit: *Eliminator*, Weapon: *Bolt pistol, Bolt sniper rifle, Bolt sniper rifle - Executioner round, Bolt sniper rifle - Hyperfrag round, Bolt sniper rifle - Mortis round, Frag grenade, Krak grenade*

Abilities	Description
Camo cloaks	If every model in a unit has a camo cloak you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
Concealed Positions	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 and any enemy models.
Covering Fire	The first time this unit's Eliminator Sergeant fires Overwatch with an instigator bolt carbine in your opponent's turn, this unit can, after it has resolved its Overwatch, move as if it were your Movement phase (it cannot Advance as part of this move).
Guided Aim	Instead of shooting in your Shooting phase, this unit's Eliminator Sergeant can guide his squad's aim. Until the end of that phase, when resolving an attack made with a ranged weapon by a model in this unit, add 1 to the hit roll and wound roll.

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

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle	-	-	-	-	-	This weapon can target a CHARACTER even if it is not the closest enemy unit. In addition, when attacking with this weapon, choose one of the profiles below.
Bolt sniper rifle - Executioner round	36"	Heavy 1	5	-1	1	This weapon can target units that are not visible to the bearer, and can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw.
Bolt sniper rifle - Hyperfrag round	36"	Heavy D3	5	0	1	This weapon can target a CHARACTER unit even if it is not the closest enemy unit.
Bolt sniper rifle - Mortis round	36"	Heavy 1	5	-2	D3	This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Las Fusil	36"	Heavy 1	8	-3	3	-

Repulsor Executioner [15 PL, 336pts]

Selections: Auto Launchers, 2x Fragstorm Grenade Launcher [8pts], Heavy Laser Destroyer [40pts], Heavy Onslaught Gatling Cannon [30pts], Icarus Rocket Pod [6pts], Ironhail Heavy Stubber [6pts], 2x Storm bolter [4pts], Twin Heavy Bolter [17pts], Twin Icarus Ironhail Heavy Stubber [10pts]

Categories: Faction: Adeptus Astartes, Fly, Faction: Imperium, Repulsor, Vehicle, Transport, Heavy Support

Rules: *Angels of Death, Explodes (6"/D6)*

Abilities: *Aquilon Optics, Auto Launchers, Hover Tank, Power of the Machine Spirit, Repulsor Field*, **Transport:** *Transport*, **Unit:** *Repulsor Executioner*, **Weapon:** *Fragstorm Grenade Launcher, Heavy Laser Destroyer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Ironhail Heavy Stubber, Storm bolter, Twin Heavy Bolter, Twin Icarus Ironhail Heavy Stubber*, **Wound Track:** *Repulsor Executioner 1, Repulsor Executioner 2, Repulsor Executioner 3*

Abilities	Description
Aquilon Optics	If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characterisitc), it can shoot its heavy laser destroyer or macro plasma incinerator twice in the following Shooting phase (this weapon must target the same unit both times).
Auto Launchers	Instead of shooting any weapons in the Shooting phase, the vehicle can use its Auto Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
Hover Tank	Distances and ranges are always measured to and from this model's hull even though it has a base.
Power of the Machine Spirit	This model does not suffer he penalty to hit rolls for moving and firing Heavy Weapons.
Repulsor Field	Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulor.

Transport	Capacity
Transport	This model can transport 6 CHAPTER PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Repulsor Executioner	*	6+	*	8	8	16	*	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	-
Heavy Laser Destroyer	72"	Heavy 2	10	-4	D6	Damage rolls of 1 or 2 made for an attack with this weapon count as 3 instead.
Heavy Onslaught Gatling Cannon	30"	Heavy 12	5	-1	1	-
Icarus Rocket Pod	24"	Heavy D3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Ironhail Heavy Stubber	36"	Heavy 3	4	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin Heavy Bolter	36"	Heavy 6	5	-1	1	-
Twin Icarus Ironhail Heavy Stubber	36"	Heavy 6	4	-1	1	Add 1 to hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Repulsor Executioner 1	9-16+	10"	3+	6
Repulsor Executioner 2	5-8	5"	4+	D6
Repulsor Executioner 3	1-4	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: All ADEPTUS ASTARTES and HERETIC ASTARTES models gain this ability. Instead of following the normal rules for Rapid Fire weapons, Rapid Fire bolt weapons used by models with this ability make double the number of attacks if any of the following conditions apply: 1) The firing model's target is within half the weapon's maximum range. 2) The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase. 3) The firing model is a TERMINATOR, BIKER, CENTURION, or DREADNOUGHT. For the purposes of this ability a Rapid Fire Bolt weapon is any weapon with the Rapid Fire type whose name includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.) This also applies when firing the boltgun profile of a combi-weapon (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a rapid-fire weapon (e.g. Primarch's Wrath, Fury of Deimos, etc) The gauntlets of ultramar and the Talon of Horus are also considered Rapid Fire Bolt weapons, as is the guardian spear used by Deathwatch Watch Masters.

Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

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"/D6): If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Scions of Gulliman: Whilst the Tactical Doctrine is active, models with this ability that moved in your Movement phase, but did not Advance or Fall Back, can make attacks with ranged weapons in the following Shooting phase as if their unit had remained stationary this turn.

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