Atcbc1.3 (1850pts)

Space Marines: Codex (2015) (Gladius Strike Force) (1850pts)

(No Category)

Chapter Tactics *
Ultramarines

Core (1380pts)

Battle Demi Company * (730pts)
Objective Secured, Tactical Flexibility

Centurion Devastator Squad (250pts)
*And They Shall Know no Fear, Chapter Tactics *, Decimator Protocols, Slow and Purposeful*

Centurion (80pts)
Grav-cannon and Grav-amp (25pts), Hurricane Bolter

Centurion (80pts)
Grav-cannon and Grav-amp (25pts), Hurricane Bolter

Centurion Sergeant (90pts)
Grav-cannon and Grav-amp (25pts), Hurricane Bolter, Omniscope (10pts)

Chaplain (95pts)
*Chapter Tactics *, Independant Character, Zealot*

Power Armour (5pts)
Bolt Pistol, Crozius Arcanum, Melta Bombs (5pts)

Land Speeders (70pts)

Land Speeder (70pts)
Multi-melta (10pts), Multi-melta (15pts)
Deep Strike

Tactical Squad (105pts)
Missile Launcher (Frag & Krak) (15pts), 4x Space Marines (56pts)
*And They Shall Know no Fear, Chapter Tactics *, Combat Squads*

Razorback (20pts)
Lascannon and Twin-linked Plasma Gun (20pts)

Space Marine Sergeant (14pts)
Bolt Pistol, Boltgun

Tactical Squad (105pts)
Missile Launcher (Frag & Krak) (15pts), 4x Space Marines (56pts)
*And They Shall Know no Fear, Chapter Tactics *, Combat Squads*

Razorback (20pts)
Lascannon and Twin-linked Plasma Gun (20pts)

Space Marine Sergeant (14pts)
Bolt Pistol, Boltgun

Tactical Squad (105pts)
Missile Launcher (Frag & Krak) (15pts), 4x Space Marines (56pts)
*And They Shall Know no Fear, Chapter Tactics *, Combat Squads*

Razorback (20pts)

Lascannon and Twin-linked Plasma Gun (20pts)

Space Marine Sergeant (14pts)

Bolt Pistol, Boltgun

Battle Demi Company * (650pts)

Objective Secured, Tactical Flexibility

Assault Squad (100pts)

2x Flamer (10pts), 4x Space Marines (56pts)

Razorback (20pts)

Twin-linked Assault Cannon (20pts)

Space Marine Sergeant (14pts)

Bolt Pistol, Chainsword

Captain (125pts)

Captain (125pts)

Power Armour (35pts)

Auspex (5pts), Bolt Pistol, Melta Bombs (5pts), Power Fist (25pts)

Devastator Squad (130pts)

2x Lascannon (40pts), 4x Space Marines (56pts)

*And They Shall Know no Fear, Chapter Tactics *, Combat Squads*

Razorback (20pts)

Lascannon and Twin-linked Plasma Gun (20pts)

Space Marine Sergeant (14pts)

Bolt Pistol, Boltgun

Tactical Squad (110pts)

Meltagun (10pts), 4x Space Marines (56pts)

*And They Shall Know no Fear, Chapter Tactics *, Combat Squads*

Razorback (20pts)

Twin-linked Assault Cannon (20pts)

Space Marine Sergeant (24pts)

Bolt Pistol, Combi-melta (10pts)

Tactical Squad (105pts)

Missile Launcher (Frag & Krak) (15pts), 4x Space Marines (56pts)

*And They Shall Know no Fear, Chapter Tactics *, Combat Squads*

Razorback (20pts)

Lascannon and Twin-linked Plasma Gun (20pts)

Space Marine Sergeant (14pts)

Bolt Pistol, Boltgun

Tactical Squad (80pts)

Multi-melta (10pts), 4x Space Marines (56pts)

*And They Shall Know no Fear, Chapter Tactics *, Combat Squads*

Razorback

Twin-linked Heavy Bolter

Space Marine Sergeant (14pts)

Bolt Pistol, Boltgun

Auxiliary (175pts)

10th Company Task Force * (175pts)

Concealed Positions, The Trap is Sprung

Scout Squad (63pts)

3x Boltgun, Heavy Bolter (8pts), 4x Scouts (44pts)

*And They Shall Know no Fear, Chapter Tactics *, Combat Squads, Infiltrate *, Move Through Cover, Scout*

Scout Sergeant (11pts)

Bolt Pistol, Boltgun

Scout Squad (56pts)

4x Boltgun, 4x Scouts (44pts)

*And They Shall Know no Fear, Chapter Tactics *, Combat Squads, Infiltrate *, Move Through Cover, Scout*

Scout Sergeant (12pts)

Bolt Pistol, Sniper Rifle (1pts)

Scout Squad (56pts)

4x Close Combat Weapon, 4x Scouts (44pts)

*And They Shall Know no Fear, Chapter Tactics *, Combat Squads, Infiltrate *, Move Through Cover, Scout*

Scout Sergeant (12pts)

Bolt Pistol, Sniper Rifle (1pts)

Command (295pts)

Librarius Conclave * (295pts)

Empyric Channelling

Chief Librarian Tigurius (165pts)

Bolt Pistol, Rod of Tigurius

And They Shall Know no Fear, Independant Character, Master of Prescience, Psyker, Psyker (Mastery Level 3)

Librarian (65pts)

Mastery Level 1

*And They Shall Know no Fear, Chapter Tactics *, Independant Character*

Power Armour

Bolt Pistol, Force Sword

Librarian (65pts)

Mastery Level 1

*And They Shall Know no Fear, Chapter Tactics *, Independant Character*

Power Armour

Bolt Pistol, Force Stave

Profile Summary

Unit

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Captain	Infantry (Character)	6	5	4	4	3	4	3	10	3+
Centurion	Infantry	4	4	5	5	2	4	1	8	2+
Centurion Sergeant	Infantry (Character)	4	4	5	5	2	4	1	8	2+

Chaplain	Infantry (Character)	5	4	4	4	2	4	2	10	3+
Chief Librarian Tigurius	Infantry (Character)	5	4	4	4	3	4	2	10	3+
Librarian	Infantry (Character)	5	4	4	4	2	4	2	10	3+
Scout	Infantry		4	4	4	4	1	4	1	8	4+
Scout Sergeant	Infantry (Character)	4	4	4	4	1	4	1	8	4+
Space Marine Sergeant	Infantry (Character)	4	4	4	4	1	4	1	8	3+
Space Marines	Infantry		4	4	4	4	1	4	1	8	3+

Vehicle

Name	BS	Front	Side	Rear	HP	Type
Land Speeder	4	10	10	10	2	Vehicle (Skimmer, Fast)
Razorback	4	11	11	10	3	Vehicle (Tank, Transport)

Wargear Item

Name	Description	
Auspex *	Forego shooting to make an enemy unit within 12" reduce it's cover save by 1, untill the end of the phase	
Grav-amp	When rolling to wound with a grav-weapon, or to determine the effect on a vehicle, the bearer may re-roll the result.	
Hood of Hellfire	The Hood of Hellfire is a psychic hood. Furthermore, it enables Tigurius to re-roll failed Psychic tests.	
Omniscope *	Night Vision and Split Fire-rule	
Psychic Hood	Each Time a unit (or model) is targeted by an enemy psychic power and is within 6" of a frieldly model with a psychic hood, the wearer may attempt to deny the witch as if he were in the unit.	BRB p68
Rosarius *	4++	
Searchlight *	After firing all weapons can illuninate the unit it shot at and it's self during night fighting	BRB p87
Smoke Launchers *	Once per game, instead of shooting or moving flat out, may gain a 5+ cover save	BRB p87

Weapon

Name	Range	Strength	AP	Type	
Assault Cannon	24"	6	4	Heavy 4, Rending	
Bolt Pistol	12"	4	5	Pistol	BRB p56
Boltgun	24"	4	5	Rapid Fire	BRB p56
Chainsword	-	User	-	Melee	
Combat Knife	-	User	-	Melee	
Combi-melta	24" (Bolter)/ 12" (Melta)	4 (Bolter)/ 8 (Melta)	5 (Bolter) / 1 (Melta)	Rapid Fire (Bolter) / Assault 1, Melta, One Shot (Melta)	BRB p57
Crozius Arcanum *	-	+2	4	Melee, Concussive (replaces chain sword in the options)	BRB p61
Flamer	Template	4	5	Assault 1	BRB p56
Force Stave	-	+2	4	Melee, Concussive, Force	
Force Sword	-	User	3	Melee, Force	

Weapon	Range	S	AP	Type	
Frag Grenades	8"	3	-	Assault 1, Blast, Don't suffer Initiative penalty for charging through cover	BRB p61
Grav-cannon	24"	*	2	Salvo 3/5, Concussive, Graviton	
Heavy Bolter	36"	5	4	Heavy 3	BRB p56
Hurricane Bolter *	24"	4	5	3x Rapid Fire, Twin Linked	
Krak Grenades	8" (thrown)/- (Melee)	6	4	Assault 1(Thrown)/Only on Vehicles and MCs (Melee)	BRB p62
Lascannon	48"	9	2	Heavy 1	
Melta Bombs	-	8	1	Armourbane, Unwieldy	BRB p62
Meltagun	12"	8	1	Assault 1, Melta	BRB p57
Missile Launcher (Frag)	48"	4	6	Heavy 1, Blast	
Missile Launcher (Krak)	48"	8	3	Heavy 1	
Multi Melta	24"	8	1	Heavy 1, Melta	BRB p57
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot	BRB p57
Power Fist	-	x2	2	Melee, Specialist Weapon, Unwieldy	BRB p60
Rod of Tigurius	-	+2	4	Melee, Concussive, Force, Master-crafted, Soul Blaze	
Sniper Rifle	36"	X	6	Heavy 1, Sniper	

Selection Rules

And They Shall Know no Fear: A unit that contains at least one model with this special rule automatically passes Fear and Regroup tests. When it Regroups, the unit does not make the 3" Regroup move, but can instead move, shoot (or Run) and declare charges normally in that turn.

Furthermore, if a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead.

Chapter Tactics *

Combat Squads: A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Bike Squads count as being at full strength when they have eight Space Marine Bikers and one Attack Bike. If split into combat squads, one combat squad will have five Bikers, the other will have three and the Attack Bike.

Concealed Positions

Decimator Protocols: A model with this special rule can fire up to two weapons in its Shooting phase

Deep Strike: In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in Reserve. When placing the unit in Reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike Reserve). Some units must arrive by Deep Strike. They always begin the game in Reserve and always arrive by Deep Strike.

Arriving by Deep Strike
Roll for the arrival of all Deep Striking units as specified in the rules for Reserves and then deploy them as follows:

• First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

• Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model and begin to form a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it.

Each circle must include as many models as will fit.

• Models deploying via Deep Strike treat all difficult terrain as dangerous terrain.

In the Movement phase during which they arrive, Deep Striking units may not move any further, other than to disembark from a Deep Striking Transport vehicle if they are in one.

Units Deep Striking into ruins are placed on the ground floor. Deep Striking units count non-ruined buildings (except for their battlements) as impassable terrain.

In that turn's Shooting phase, these units can fire (or Run, Turbo-boost or move Flat Out) as normal, and count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Combat Speed (even Immobilised vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill.

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike and Transports
Units do not confer the Deep Strike special rule onto a Transport vehicle they are embarked inside. A Transport vehicle with Deep Strike may Deep Strike regardless of whether its passengers have Deep Strike or not.

Deep Strike Mishaps
Deep Striking onto a crowded battlefield can be dangerous, as one may miss the intended objective or even materialise inside solid rock! If any of the models in a Deep Striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

Deep Strike Mishap Table
D6 - Effect

1 - Terrible Accident! Teleporting units are lost in the Warp, deep striking jump units are shot down, or some other suitably dramatic event occurs. The entire unit is destroyed!

2-3 - Misplaced. The coordinates were inaccurate or the enemy has jammed your instruments. Your opponent may deploy the unit anywhere on the table (excluding impassable terrain, but including difficult terrain, which of course counts as dangerous for Deep Striking units), in a valid Deep Strike formation, but without rolling for scatter. Units embarked on a misplaced Transport can
disembark during their Movement phase as normal.

4-6 - Delayed. Because of mechanical failure or enemy action, the reinforcements are delayed. The unit is placed in Ongoing Reserves.

Empyric Channelling

Independant Character: Independent Characters can join other units. They cannot, however, join units that contain vehicles or Monstrous Creatures. They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit
An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in Reserve, by you informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is in Reserves, locked in combat, Falling Back or has Gone to Ground. He cannot join a unit that is in Reserves, locked in combat or Falling Back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.
While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir
Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale
A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules
When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Infiltrate
An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Independent Characters and Ongoing Effects
Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

For example, Farseer Mehiledrin and his unit of Eldar Guardians are set ablaze by a weapon with the Soul Blaze special rule. If Mehiledrin leaves the unit, both he and the Guardians will still be ablaze and the ongoing effects of the Soul Blaze rule must be resolved separately.

Conversely, if an Independent Character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

For example, Crimson Fists Tactical Squad Hemanez is suffering the effects of the Blind special rule. If Captain Cruiz joins the unit, he does not suffer the results of the Blind special rule as he was not there when it happened!

Infiltrate *

Master of Prescience: When generating psychic powers, Tigurius may re-roll any roll of the dice to see which powers he knows, In addition, if your armycontains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same Detachment.

Move Through Cover: A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain and is not slowed by charging through difficult terrain. In most circumstances, this will mean that, when moving, the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests.

Objective Secured

Psyker: Chief Librarian Tigurius generates his powers from the Biomancy, Divination, Daemonology, Pyromancy,Telekenesis and Telepathy disciplines.

Psyker (Mastery Level 3)

Scout: After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts can move outside the owning player's deployment zone, but must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first game turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units.

If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it. Having Scout also confers the Outflank special rule to units of Scouts that are kept as Reserves.

Outflank
During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. When this unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If a unit with Scouts is deployed inside a Dedicated Transport, they may Outflank along with their Transport.

Iinfiltrate and Scout
If a unit has both the Infiltrate and Scout special rule, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.

Slow and Purposeful: A unit that contains at least one model with this special rule cannot Run, Turbo-boost, move Flat Out, perform Sweeping Advances or fire Overwatch. However, they can shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Tactical Flexibility

The Trap is Sprung

Zealot: A unit containing one or more models with the Zealot special rule automatically passes Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule. If a unit gains the Zealot special rule when it has Gone to Ground, all the effects of Go to Ground are immediately cancelled.

In addition, units containing one or more models with the Zealot special rule re-roll all failed To Hit rolls during the first round of each close combat – they do not get to re-roll failed To Hit rolls in subsequent rounds.