



WARHAMMER
40,000

HEROES
OF

BLACK REACH™

ULTRAMARINES
REINFORCEMENTS



SPECIAL ABILITIES

DEFENSE SPECIAL ABILITIES

Apothecary



Any time a friendly Infantry Unit up to 3 squares away from the Apothecary suffers a *Hit*, it can roll for an Armour Save **if the Apothecary** has not already been activated this turn **and** it does not have any *Suppressed Markers* on it.

If you use this Special Ability, you must place an *Activated Marker* on the Apothecary Unit and discard any Order Token on it.

COMMAND SPECIAL ABILITIES

Motivation



If a friendly Unit present in the ZoC of a Unit that has the Motivation Special Ability has the same Order Token number as an opposing Unit, you can activate it first even if your opponent has the *Initiative*.

If both Units benefit from Motivation, the player with *Initiative* activates his Unit first, as normal.

RECRUITMENT OPTIONS

GEAR OPTIONS

Melta Bomb



Alternate Firing Action / restricted to infantry

This option gives you 3 Melta Bomb Markers. Melta Bombs are used like other Grenades, but they only affect a single square.

VEHICLE GEAR OPTIONS

Promethium



This option gives you 3 Promethium markers. During a *Movement Action*, each marker increases the *Movement Value* of a Vehicle by 1 square.

Grenade launcher



Alternate Firing Action

The Vehicle has an *Alternate Firing Action*, with different *Combat Values* and the Indirect Fire (G) (Rule book, see p.16) and Overwatch (Rule book, see p.16) Special Abilities.

CUSTOMIZATION OPTIONS

Signum



This Character has the Signum (Rule book, see p.14) Special Ability.

Primarch's Wrath



Alternate Firing Action

This Character has an *Alternate Firing Action*, with different *Combat values* and the Suppressive Fire (Rule book, see p.17), Twin-Linked (Rule book, see p.17), and Piercing (Rule book, see p.17) Special Abilities.

ORDER OPTIONS



Battle Plan

This Order gives you 1 *Special Order Token* to use for the entire game. You may never have more than 2 *Special Order Tokens* or 10 Order Tokens



Planning

You get an additional *Numbered Order Token* each Game Turn.



Sons of Guilliman

This Order gives you 3 Sons of Guilliman markers. Each marker provides a different bonus that can benefit any of your Units.



Allows an Armor Save.



+2 bonus to your die roll during a *Firing Action*.



+2 bonus to your die roll during a *Firing Action*.



+2 to the *Movement value* during a *Movement Action*.

PSYCHIC POWERS

Primaris Powers

If a Librarian chooses all of his Psychic Powers from the same Psychic Domain, you can add the Primaris Power for that Domain in an available space of the Librarian's *Recruitment Tile*.

THE BIOMANCY DOMAIN



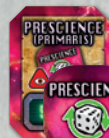
Smite • Primaris Power

Cost: 1 *Suppressed Marker*

You must have a Clear LoS to the target.

Effect: Take a *Firing Action* (max. range 8 squares) using the *Combat Values* on the Psychic Power tile.

THE DIVINATION DOMAIN



Prescience • Primaris Power

Cost: 1 *Suppressed Marker*

You must have a Clear or Obscured LoS to the target.

Effect: Place a Prescience Marker on a Unit located within 3 squares of the Librarian. That Unit may reroll all of its die rolls. The new results must be kept.

THE TELEKINETIC DOMAIN



Assail • Primaris Power

Cost: 1 *Suppressed Marker*

You must have a Clear LoS to the target.

Effect: Take a *Firing Action* (max. range 6 squares) using the *Combat Values* on the Psychic Power tile.

This attack has the Frightening Shot (Rule book, see p.15) Special Ability.



SICARIUS

'Brothers!' Sicarius roared, strafing a white-hot beam of plasma from his pistol into the greenskin ranks. 'War calls you. Will you answer?' He thrust the Tempest Blade into the air like a beacon, the 2nd Company banner, held aloft by Brother Vandius snapping as its backdrop.

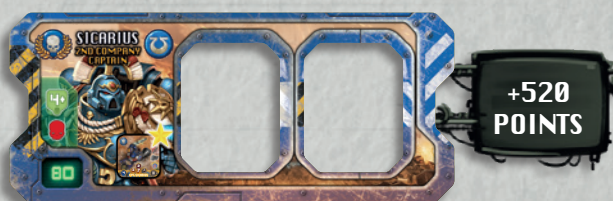
The Ultramarines roared in unison, Scipio amongst them, redoubling their efforts. Fusillades of bolter fire and swathes of promethium pounded into the breach. Churning blades and crackling power weapons followed in the bloody aftermath as the Astartes closed again.

With Sicarius leading them, the Ultramarines were an unstoppable force.

COMPOSITION OF THE ARMIES

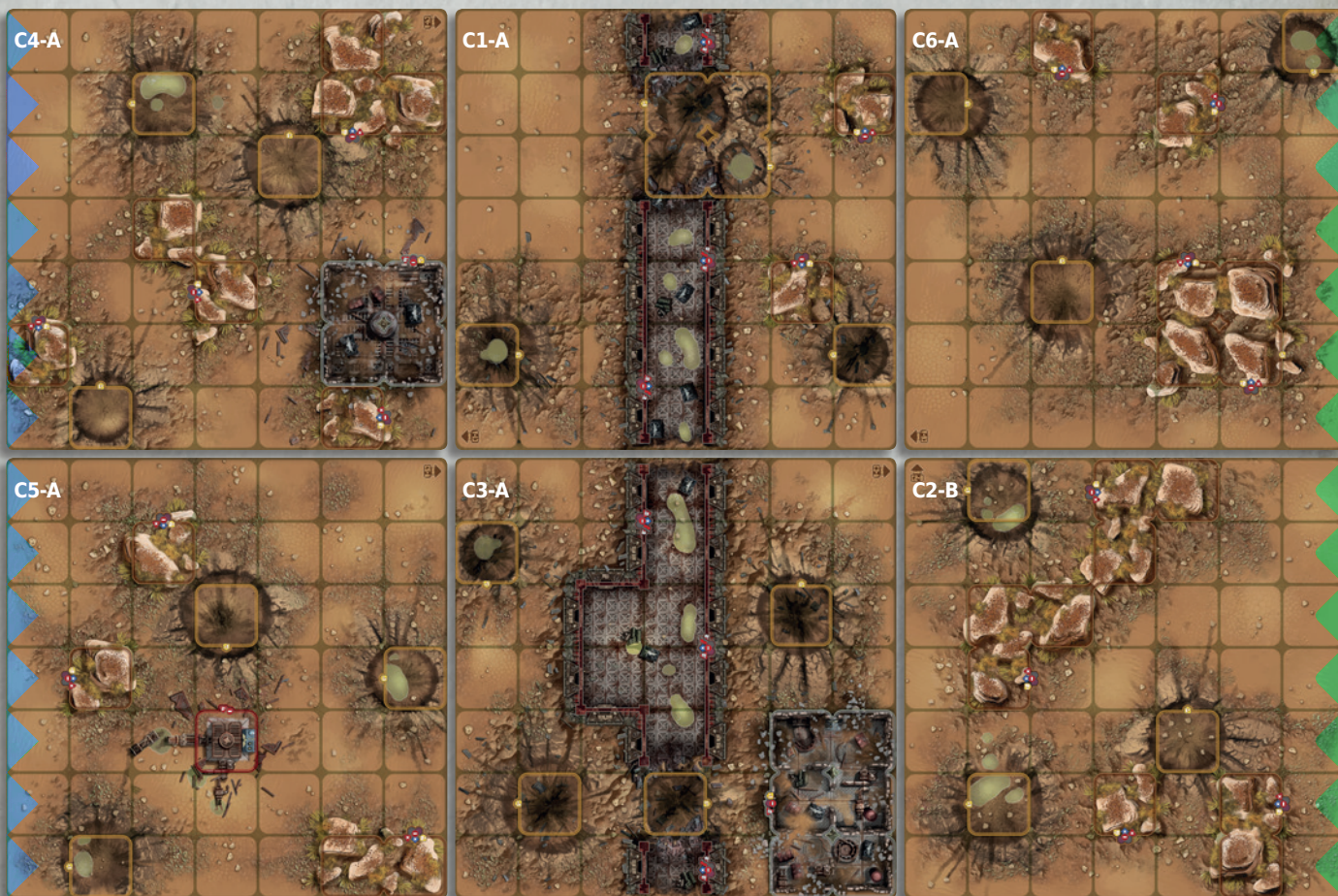


600
POINTS



+520
POINTS

DEPLOYMENT OF THE ARMIES



SCENARIO RULES

The battle lasts 8 turns.
Determine the *Initiative* randomly.
Each player draws 4 Action Cards.
Your hand limit is 4 cards.

VICTORY CONDITIONS

The side that has the most Victory Points at the end of Turn 8 wins the battle.

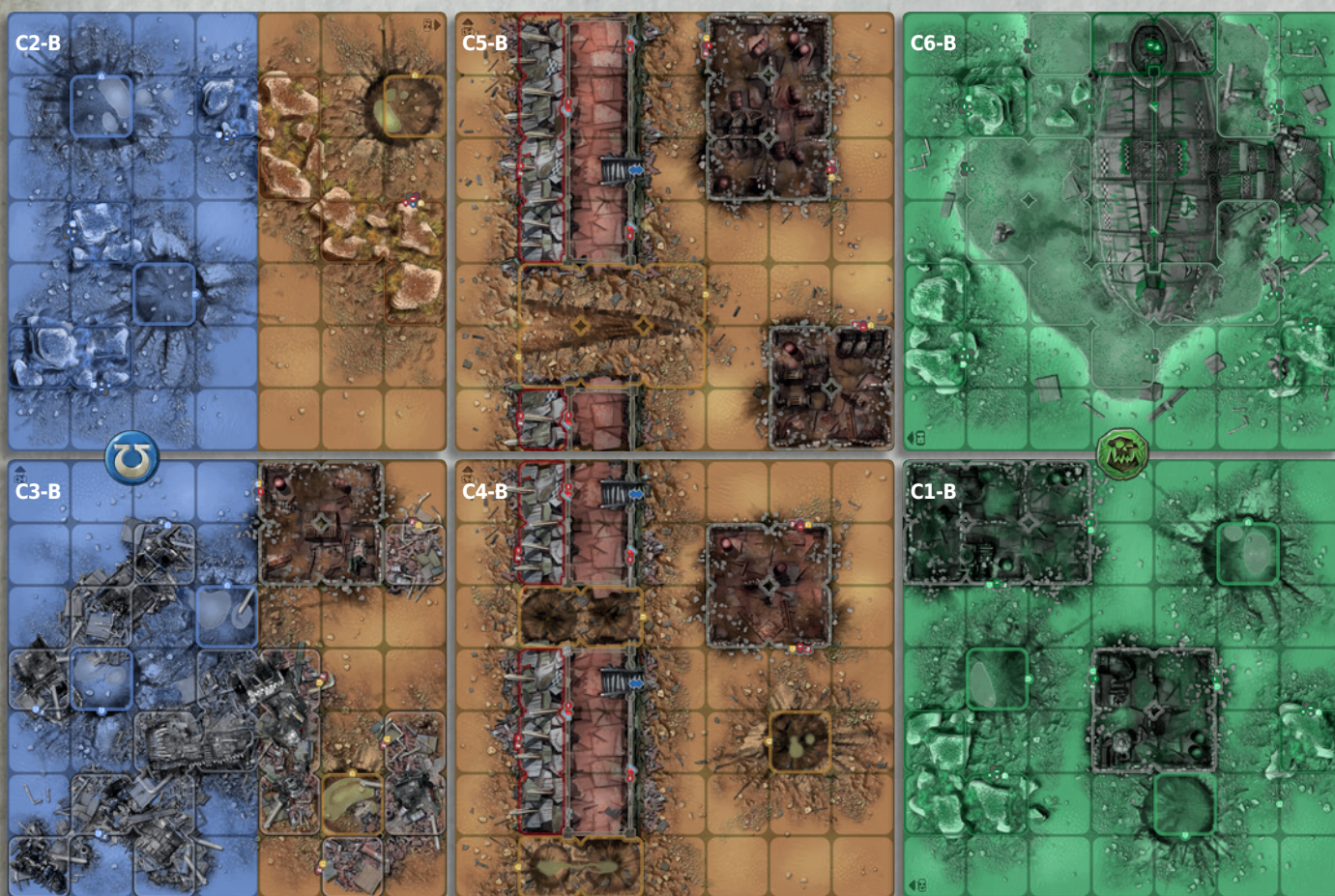
FINALE CONFRONTATION

The *Gladius* surged into the cavern like a blade, hull dripping water from where it had cut through the waterfall. Heavy bolters spoke, and the word was death. Ripping up Orks as they clambered for weapons and for cover, the gunship launched a payload of Hellstrike missiles. A group of ork dreadnoughts mobilising at the back of the chamber was destroyed in the ensuing conflagration. Hovering over the lagoon, the down thrust of its engines whipping the water into foam, the *Gladius* scattered greenskins with its guns, making a landing zone on one of the ferrocrete strips. The orks tried desperately to retaliate, firing off their custom cannons with abandon, but their crude science had not reckoned with the armour of a Thunderhawk, and the shots ricocheted away harmlessly. 'Death from above, brothers!' bellowed Sicarius as he charged up the lane of ferrocrete, the burning wrecks of submersibles to either side.

COMPOSITION OF THE ARMIES



DEPLOYMENT OF THE ARMIES



SCENARIO RULES



- The battle lasts 8 turns.
- The Ultramarines player has the *Initiative*.
- Each player draws 4 Action Cards.
- Your hand limit is 4 cards.

VICTORY CONDITIONS

The Ultramarines must kill Zanzag before the end of Turn 8. The game ends as soon as this goal is reached.

CAMPAIGN

If the Ultramarines can fulfill their goal, they win the campaign. Otherwise, the Orks are victorious.