

Ultramarines Datasheets (v.1.0.1)

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The “unit superior” rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

Faction abilities

- After failing a morale test for any Ultramarines unit, roll one D6. On a 4+ it's passed instead
- Adeptus Astartes. You can repaint/kitbash any non-character Adeptus Astartes units to become Ultramarines units and play by their original rules

Leaders

Chief Librarian Tigurius (1 model) Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Character (max. one copy per army)
- When this model's unit is taking a wound from Psychic Attack, roll one die, and on a 4+ it is ignored



JoyToy Ultramarines Chief Librarian Tigurius, 335pts

Ranged weapons	Range	Att	Sk	AP	Features
Storm of the Emperor's Wrath (Psychic)	36"	X	2+	-2	X - is the number of models in the target unit, but maximum 3. Ignores cover
Bolt Pistol	24"	1	2+	0	

Melee weapons	Range	Att	Sk	AP	Features
Rod of Tigurius (Psychic)	Melee	2	2+	-4	-

Marneus Calgar with Victrix Honour Guard (1-3 models) Move 12" Save 2+ Wounds 6 Morale 3+ Control 1

Unit abilities

- Character (max. one copy per army)



JoyToy Ultramarines Chapter Master Marneus Calgar, 485pts (1 model required)

Ranged weapons	Range	Att	Sk	AP	Features
Gauntlets of Ultramar	36"	4	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Gauntlets of Ultramar	Melee	4	2+	-3	-

Model abilities

- When all the Victrix Guard models are destroyed, Marneus Calgar becomes a separate unit with its own Wounds value

Add abilities to the model	Cost
• At the start of your turn, if this model is on the battlefield, you gain +120pts +1CP (if you play with CP and Stratagems)	

JOYTOY x WARHAMMER



JoyToy Ultramarines Victrix Guard, 175pts per model

Melee weapons	Range	Att	Sk	AP	Features
Victrix Power Sword	Melee	4	3+	-1	Critical hits get AP(-4)

Model abilities

- This model has Wounds 3. It must take hits first, before Marneus Calgar's model

Roboute Guilliman (1 model) Move 16" Save 2+ Wounds 12 Morale 2+ Control 4

Unit abilities

- Character (max. one copy per army)
- Roboute Guilliman cannot be attached to any Bodyguard unit

JOYTOY x WARHAMMER



JoyToy Ultramarines Primarch Roboute Guilliman, 1690pts

Ranged weapons	Range	Att	Sk	AP	Features
Hand of Dominion	60"	2	2+	-2	-

Melee weapons	Range	Att	Sk	AP	Features
Hand of Dominion	Melee	6	2+	-4	-
The Emperor's Sword	Melee	10	2+	-3	Critical hits get AP(-4)

Model abilities

- While a friendly Adeptus Astartes unit is within 12" of this model, add 1 to the Control characteristic of models in that unit
- While this model is within 6" of one or more friendly Adeptus Astartes Infantry units, this model can only be selected as the target of a ranged attack if the attacking model is within 24"

Add abilities to the model Cost

- Once per battle round, you can target one friendly Adeptus Astartes unit within 24" of this model with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

Lieutenant Titus and companions (1-3 models)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Character (max. one copy per army)
- Critical hits deal one extra hit (only original hits can be counted as Critical)
- This unit may shoot even after Advance move

Upgrade **all** models with ability

Cost

- Jump Pack (can only be used with Bolt Pistol and Chainsword). This unit has Move 20". Flying, may go through obstacles and other units and ignores terrain effects when moving. Deep Strike, unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+60pts** per model

JOYTOY x SPACE MARINE




JoyToy Ultramarines Lieutenant Titus (unit superior), 180pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	3	2+	-1	-

Replace Bolt Pistol and Astartes Chainsword with Cost

 Bolt Rifle (48", Att 2, Sk 2+, AP -1) and Close Combat Weapon (Melee, Att 1, Sk 2+, AP 0) **+40pts**

JOYTOY x SPACE MARINE




JoyToy Ultramarines Sergeant Gadriel, 180pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	3	2+	-1	-

Replace Bolt Pistol and Astartes Chainsword with Cost

 Bolt Rifle (48", Att 2, Sk 2+, AP -1) and Close Combat Weapon (Melee, Att 1, Sk 2+, AP 0) **+40pts**

JOYTOY x SPACE MARINE




JoyToy Ultramarines Brother Chairon, 180pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	3	2+	-1	-

Replace Bolt Pistol and Astartes Chainsword with Cost

 Bolt Rifle (48", Att 2, Sk 2+, AP -1) and Close Combat Weapon (Melee, Att 1, Sk 2+, AP 0) **+40pts**

Ancient (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

JOYTOY x WARHAMMER



JoyToy Ultramarines Heroes of the Chapter Primaris Ancient Posca, 145pts

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

Replace Bolt Pistol and Astartes Chainsword with Bolt Rifle (Range 48", Att 2, Sk 3+, AP -1) and Close Combat Weapon (Melee, Att 1, Sk 3+, AP 0) **Cost +30pts**

Model abilities

- You can attach this model only to units that do not have banner bearers, even if one Leader model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their own Wounds value instead of starting size
- Add 1 to the Control characteristic of models in this model's unit

Apothecary Biologis (1 model)

Move 10" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Weapons equipped by models in this model's unit automatically wounds the target on Critical hits (Save rolls for such hits are automatically failed)
- If this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, this model has a Control characteristic of 4

JOYTOY x WARHAMMER



JoyToy Ultramarines Apothecary Biologis, 440pts

Ranged weapons	Range	Att	Sk	AP	Features
Absolver Bolt Pistol	36"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-

JOYTOY x WARHAMMER




JoyToy Ultramarines Primaris Captain, 175pts

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	2+	-1	Critical hits get AP(-4)

Add abilities to the model Cost

-  Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

JOYTOY x WARHAMMER




JoyToy Ultramarines Captain With Master-crafted Heavy Bolt rifle, 320pts

Ranged weapons	Range	Att	Sk	AP	Features
Master-crafted Heavy Bolt Rifle	60"	3	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	2+	-1	Critical hits get AP(-4)

Add abilities to the model Cost

-  Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

JOYTOY x WARHAMMER




JoyToy Ultramarines Primaris Captain with Power Sword and Plasma Pistol, 200pts

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	2+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	2+	-1	Critical hits get AP(-4)

Add abilities to the model Cost

-  Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Captain with Relic Shield and Power Sword, 205pts

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	2+	-1	Critical hits get AP(-4)

Model abilities

- This model has Save 2+

Add abilities to the model Cost

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Captain Sidonicus, 255pts

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	2+	-1	Critical hits get AP(-4)

Replace Bolt Rifle with	Cost
Bolt Pistol (Range 24", Att 1, Sk 2+, AP 0)	-80pts

Add abilities to the model Cost

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

Captain in Gravis Armour (1 model) Move 10" Save 3+ Wounds 6 Morale 3+ Control 1

JoyToy Ultramarines Primaris Captain in Gravis Armour Brother Captain Voltian, 410pts



Ranged weapons	Range	Att	Sk	AP	Features
Boltstorm Gauntlet	24"	3	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	4	2+	-1	Critical hits get AP(-4)
Power Fist	Melee	2	2+	-4	-

Add abilities to the model Cost

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

JOYTOY x WARHAMMER



JoyToy Ultramarines Captain in Gravis Armour, 440pts

Ranged weapons	Range	Att	Sk	AP	Features
Boltstorm Gauntlet	24"	3	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Relic Chainsword	Melee	4	2+	-3	-
Power Fist	Melee	2	2+	-4	-



Replace Relic Chainsword with	Cost
Power Sword (Melee, Att 4, Sk 2+, AP -1, Critical hits get AP(-4))	-30pts

Add abilities to the model	Cost
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- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**

Captain in Terminator Armour (1 model) Move 10" Save 3+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

JOYTOY x WARHAMMER



JoyToy Ultramarines Terminator Captain, 470pts

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	4	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Ornate Relic Sword	Melee	4	2+	-1	Critical hits get AP(-4)

Add abilities to the model	Cost
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- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**



JoyToy Ultramarines Terminator Captain Severus Agemman, 470pts

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	4	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Ornate Relic Sword	Melee	4	2+	-1	Critical hits get AP(-4)

Add abilities to the model Cost



- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+100pts



JoyToy Ultramarines Captain in Terminator Armour, 455pts

Ranged weapons	Range	Att	Sk	AP	Features
Combi-plasma	48"	2	2+	0	Gains AP(-4) against Infantry units

Melee weapons	Range	Att	Sk	AP	Features
Ornate Relic Sword	Melee	4	2+	-1	Critical hits get AP(-4)

Add abilities to the model Cost



- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+100pts

Captain with Jump Pack (1 model)

Move 20" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- Flying. May go through obstacles and other units, ignores terrain effects when moving



JoyToy Ultramarines Captain with Jump Pack, 245pts

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	2+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	3	2+	-1	-

Add abilities to the model Cost



- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and

+100pts

Stratagems), even if that Stratagem has already targeted another unit from your army this turn

Chaplain (1 model) Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- When this model's unit is charging, critical hits in melee deal one extra hit (only original hits can be counted as Critical)
- Once per round you can select one friendly unit that is Stunned and within 24" of this model. That unit is no longer Stunned and takes Regular Stance

JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Chaplain Brother Varus, 245pts

Ranged weapons	Range	Att	Sk	AP	Features
Absolver Bolt Pistol	36"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Crozius Arcanum	Melee	3	2+	-1	-



JOYTOY x WARHAMMER



JoyToy Ultramarines Chaplain (Indomitus), 245pts

Ranged weapons	Range	Att	Sk	AP	Features
Absolver Bolt Pistol	36"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Crozius Arcanum	Melee	3	2+	-1	-



Chaplain in Terminator Armour (1 model) Move 10" Save 3+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- When this model's unit is charging, critical hits in melee deal one extra hit (only original hits can be counted as Critical)
- Once per round you can select one friendly unit that is Stunned and within 24" of this model. That unit is no longer Stunned and takes Regular Stance


JOYTOY x WARHAMMER



JoyToy Ultramarines Chaplain in Terminator Armour, 465pts

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	4	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Crozius Arcanum	Melee	4	2+	-1	-

Replace Storm Bolter with	Cost
 Relic Shield (This model has Save 2+)	-85pts

JOYTOY x WARHAMMER



JoyToy Ultramarines Terminator Chaplain Brother Vanius, 465pts

Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	4	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Crozius Arcanum	Melee	4	2+	-1	-



Judiciar (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Each time this model's unit destroys an enemy Leader model, until the end of the battle, add 1 to the Attacks characteristic of its Executioner Relic Blade
- This model's unit Strikes first when charged

JOYTOY x WARHAMMER



JoyToy Ultramarines Judiciar, 330pts

Ranged weapons	Range	Att	Sk	AP	Features
Absolver Bolt Pistol	36"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Executioner Relic Blade	Melee	4	2+	-2	Critical hits get AP(-4). May pick any model in the target unit as its individual target instead of following the normal attack sequence, if this model is visible to the attacking model



Librarian (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- When this model's unit is taking a wound from Psychic Attack, roll one die, and on a 4+ it is ignored

JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Librarian, 250pts

Ranged weapons	Range	Att	Sk	AP	Features
Smite (Psychic)	48"	X	3+	-2	X - is the number of models in the target unit, but maximum 3. Ignores cover
Bolt Pistol	24"	1	3+	-1	
Melee weapons	Range	Att	Sk	AP	Features
Force Sword (Psychic)	Melee	3	3+	-1	Critical hits get AP(-4)

Librarian in Terminator Armour (1 model)

Move 10" Save 3+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- When this model's unit is taking a wound from Psychic Attack, roll one die, and on a 4+ it is ignored

JOYTOY x WARHAMMER



JoyToy Ultramarines Librarian in Terminator Armour, 485pts

Ranged weapons	Range	Att	Sk	AP	Features
Smite (Psychic)	48"	X	3+	-2	X - is the number of models in the target unit, but maximum 3. Ignores cover
Storm Bolter	48"	4	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Force Axe (Psychic)	Melee	4	3+	-2	-

Lieutenant (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Weapons equipped by models in this model's unit automatically wounds the target on Critical hits (Save rolls for such hits are automatically failed)

JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Lieutenant Horatius, 445pts

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	2+	-1	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Lieutenant with Power Fist, **505pts**

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	2+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	2	2+	-4	-



Replace Plasma Pistol with	Cost
Power Sword (Melee, Att 2, Sk 2+, AP -1)	+10pts

JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Lieutenant Argaranthe / Primaris Lieutenant Amulius / Heroes of the Chapter Primaris Lieutenant Erastus, **440pts**

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	-



Primaris Company Champion (1 model) **Move 12" Save 3+ Wounds 3 Morale 3+ Control 1**

Unit abilities

- While this model is leading a unit, you can re-roll Advance and Charge throws made for this model's unit

JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Company Champion Brother Parnaesus, **250pts**

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	4	2+	-1	Critical hits get AP(-4). May pick any model in the target unit as its individual target instead of following the normal attack sequence, if this model is visible to the attacking model





JoyToy Ultramarines Primaris Company Champion, 255pts

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	4	2+	-1	Critical hits get AP(-4). May pick any model in the target unit as its individual target instead of following the normal attack sequence, if this model is visible to the attacking model

Techmarine (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Once per activation, if within 6" of a wounded Vehicle model, you may remove D3 wounds from that model



JoyToy Ultramarines Primaris Techmarine Brother Tybestis, 310pts

Ranged weapons	Range	Att	Sk	AP	Features
Forge Bolter	48"	1	3+	-1	-
Grav-pistol	24"	1	3+	-1	Each attack deals 3 damage, but only to one model
Melee weapons	Range	Att	Sk	AP	Features
Omnissian Power Axe	Melee	3	3+	-2	-
Servo-arm	Melee	1	3+	-2	-

Infantry

Agressors (3 models)

Move 10" Save 3+ Wounds 3 Morale 3+ Control 2

JoyToy Ultramarines Aggressor, 225pts per model (675pts per unit)



Ranged weapons	Range	Att	Sk	AP	Features
Auto Boltstorm Gauntlets	36"	1	3+	-1	-
Fragstorm Grenade Launcher	36"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Twin Power Fist	Melee	3	3+	-4	-

Assault Intercessors (5-10 models) Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- When Charging, Critical hits in melee deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Ultramarines Heroes of the Chapter Brother Veteran Sergeant Castor, 65pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



JoyToy Ultramarines Intercessor Brother Sergeant Manius, 65pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Veteran Sergeant Icastus, 100pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	3+	-4	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	3+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Ultramarines Intercessor Veteran Sergeant Brother Aeontas, 80pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	3+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Assault Veteran Intercessor, **80pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	3+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Ultramarines Outriders Brother Catonus, **65pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



JOYTOY x WARHAMMER



JoyToy Ultramarines Intercessors, **65pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



Assault Intercessors with Jump Packs (3-5 models) **Move 20" Save 3+ Wounds 1 Morale 3+ Control 1**

Unit abilities

- Flying. May go through obstacles and other units, ignores terrain effects when moving
- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- When charging, Critical hits in melee deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Ultramarines Jump Pack Intercessors Sergeant with plasma pistol and power sword (**unit superior**), **110pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	2+	-4	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	3+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Ultramarines Jump Pack Intercessor 1, **85pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



JOYTOY x WARHAMMER



JoyToy Ultramarines Jump Pack Intercessor 2, **85pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



Bladeguard Veterans (3-5 models) Move 12" Save 2+ Wounds 1 Morale 3+ Control 1

JOYTOY x WARHAMMER



JoyToy Ultramarines Bladeguard Veteran Brother Sergeant Proximo, **105pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Ultramarines Bladeguard Veterans, **125pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	2+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)

Replace Plasma Pistol with					Cost
Heavy Bolt Pistol (Range 24", Att 1, Sk 2+, AP -1)					-20pts



JOYTOY x WARHAMMER



JoyToy Ultramarines Bladeguard Veteran 02, 105pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Ultramarines Bladeguard Veteran 03, 105pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Ultramarines Bladeguard Ancient, 105pts per model (max. one per unit)

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	2+	0	Critical hits get AP(-4)



Model abilities

- Banner. Add 1 to the Control characteristic of the models in this model's unit
- This model has Save 3+

Desolators (3 models)

Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- When this unit is shooting without moving this turn, Critical hits deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Ultramarines Desolation Squad Sergeant with Vengor Launcher, 390pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Vengor Launcher	72"	3	2+	-1	May target enemies that are not in line of sight, but gets -1 to hit rolls when doing so
Castellan Launcher	60"	1	3+	0	May target enemies that are not in line of sight, but gets -1 to hit rolls when doing so



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Desolation Squad Marine with Castellan Launcher (Superkrak), 170pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Superkrak Rocket Launcher	72"	2	3+	-1	-
Castellan Launcher	60"	1	3+	0	May target enemies that are not in line of sight, but gets -1 to hit rolls when doing so



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Desolation Squad Marine with Castellan Launcher (Superfrag), 170pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Superfrag Rocket Launcher	72"	3	3+	0	-
Castellan Launcher	60"	1	3+	0	May target enemies that are not in line of sight, but gets -1 to hit rolls when doing so



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Eradicators (3 models) Move 10" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- When this unit is shooting without moving this turn, Critical hits deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Ultramarines Primaris Eradicator 1 (unit superior), 150pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Melta Rifle	36"	1	3+	-4	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Ultramarines Primaris Eradicator 2, 270pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Multi-melta (max. one per unit)	36"	2	3+	-4	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Ultramarines Primaris Eradicator 3, 150pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Melta Rifle	36"	1	3+	-4	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Heavy Intercessors (3 models) Move 10" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- This unit may shoot even after Advance move
- When this unit is shooting without moving this turn, Critical hits deal one extra hit (only original hits can be counted as Critical)



JoyToy Ultramarines Heavy Intercessor Nikos Phaetz, 180pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolter	60"	3	4+	-1	Critical hits deal one extra hit (only original hits can be counted as Critical)



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Heavy Intercessor Sergeant Aetus Gardane, **115pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Rifle	60"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JOYTOY x WARHAMMER



JoyToy Ultramarines Heavy Intercessor Helvin Gure, **115pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Rifle	60"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



Hellblasters (3 models)

Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

JOYTOY x WARHAMMER



JoyToy Ultramarines Hellblasters Sergeant Ulaxes (unit superior), **170pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	3+	-4	-
Plasma Incinerator	48"	2	3+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JOYTOY x WARHAMMER



JoyToy Ultramarines Hellblasters Brother Paxor, **150pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Plasma Incinerator	48"	2	3+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Ultramarines Hellblasters Brother Torsus, 150pts per model



Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Plasma Incinerator	48"	2	3+	-4	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Inceptors (3 models)

Move 20" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- Flying. May go through obstacles and other units, ignores terrain effects when moving
- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- When this unit is set up on the battlefield using the Deep Strike ability, it can perform a Meteoric Descent. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a Charge

JoyToy Ultramarines Primaris Inceptors, 120pts per model (360pts per unit)



Ranged weapons	Range	Att	Sk	AP	Features
Assault Bolters	36"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Incursors (4 models)

Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- Scout. This unit may be deployed after all other units, and may then move by up to 24", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units
- After this unit has shot, select one enemy unit that was hit by one or more attacks made by this unit this turn. Until the end of the turn, each time a friendly unit makes an attack that targets that enemy unit, add 1 to the Hit roll
- Haywire Mine (max. one per unit). Once per battle, you can select one enemy unit within 6" of the bearer and roll one D6: on a 2+, that enemy unit suffers 1 wound, or 2 wounds instead if it is a Vehicle unit (no Save rolls). Then remove the Haywire Mine token from the bearer's model

JoyToy Ultramarines Incursor, 105pts per model (420pts per unit)



Ranged weapons	Range	Att	Sk	AP	Features
Occulus Bolt Carbine	48"	2	3+	0	Ignores Cover

Melee weapons	Range	Att	Sk	AP	Features
Paired Combat Blades	Melee	1	3+	0	-



Infiltrators (4 models)

Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- Scout. This unit may be deployed after all other units, and may then move by up to 24", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units
- Stealth. Enemies get -1 to hit rolls when shooting at this model from over 18" away
- Enemy units that are set up on the battlefield from Reserves cannot be set up within 24" of this unit
- When this unit is shooting without moving this turn, Critical hits deal one extra hit (only original hits can be counted as Critical)

JoyToy Ultramarines Infiltrator, 110pts per model (440pts per unit)



Ranged weapons	Range	Att	Sk	AP	Features
Marksman Bolt Carbine	48"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



Intercessors (3-10 models)

Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- This unit may shoot even after Advance move

JoyToy Ultramarines Heroes of the Chapter Brother Veteran Sergeant Castor, 135pts per model (unit superior)



Ranged weapons	Range	Att	Sk	AP	Features
Master-crafted Bolt Rifle	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-





JoyToy Ultramarines Intercessor Brother Sergeant Manius, 100pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Ultramarines Veteran Sergeant Icastus, 100pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	3+	-4	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	3+	-1	Critical hits get AP(-4)



JoyToy Ultramarines Intercessor Veteran Sergeant Brother Aeontas, 130pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	3+	-1	Critical hits get AP(-4)



JoyToy Ultramarines Intercessor Brother Aulus, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Ultramarines Intercessor Brother Varo, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Ultramarines Outriders Brother Caeso, 165pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Astartes Grenade Launcher (max. one per unit)	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Ultramarines Outriders Brother Catonus, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Ultramarines Intercessors (versions with bolt rifle included), 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



Unit abilities

- Scout. This unit may be deployed after all other units, and may then move by up to 24", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units
- While an enemy unit is within 12" of this unit, each time that unit takes a Morale test, subtract 1 from that test
- When attacking, may pick any model in the target unit as its individual target instead of following the normal attack sequence, if this model is visible to the attacking model



JoyToy Ultramarines Primaris Reivers Sergeant (unit superior), 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Special Issue Bolt Pistol	24"	1	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Combat Knife	Melee	2	2+	0	-



JoyToy Ultramarines Primaris Reivers 02, 105pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Special Issue Bolt Pistol	24"	1	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Combat Knife	Melee	2	2+	0	-

Model abilities

- Grapnel Launcher. Each time the bearer's unit makes a Normal, Advance or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move



JoyToy Ultramarines Primaris Reivers 03, 165pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Carbine (max. one per unit)	48"	2	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	2+	0	-

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

JOYTOY x WARHAMMER



JoyToy Ultramarines Cataphractii Sergeant with Power Sword, **235pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Phobos-pattern Combi-bolter	48"	3	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	3+	-1	Critical hits get AP(-4)

JOYTOY x WARHAMMER



JoyToy Ultramarines Cataphractii Terminator with Reaper Autocannon, **420pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Reaper Autocannon (max. one per unit)	60"	4	3+	-1	Critical hits get AP(-4) and deal one extra hit (only original hits can be counted as Critical)
Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Cataphractii Terminator with Lightning Claws, **145pts** per model

Melee weapons	Range	Att	Sk	AP	Features
Dual Lightning Claws	Melee	4	3+	0	Critical hits get AP(-4)

Sternguard Veterans (3-5 models) Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

JOYTOY x WARRHAMMER



JoyToy Ultramarines Sternguard Veteran Sergeant, 140pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Combi-melta	48"	1	2+	0	Gains AP(-4) against Infantry units
Sternguard Bolt Pistol	24"	1	2+	0	Critical hits get AP(-4)
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	2+	0	-

JOYTOY x WARRHAMMER



JoyToy Ultramarines Sternguard Veteran with Combi-plasma, 140pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Combi-plasma	48"	1	2+	0	Gains AP(-4) against Infantry units
Sternguard Bolt Pistol	24"	1	2+	0	Critical hits get AP(-4)
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	2+	0	-

JOYTOY x WARRHAMMER



JoyToy Ultramarines Sternguard Veteran with Auto Bolt Rifle, 205pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Sternguard Bolt Rifle	48"	2	2+	-1	Critical hits get AP(-4). When shooting at enemies within 24", unmodified rolls of 5-6 to hit deal one extra hit (only the original hit counts as a 5-6 or Critical)
Sternguard Bolt Pistol	24"	1	2+	0	Critical hits get AP(-4)
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	2+	0	-

JOYTOY x WARRHAMMER



JoyToy Ultramarines Sternguard Veteran with Bolt Rifle, 205pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Sternguard Bolt Rifle	48"	1	2+	-1	Critical hits get AP(-4). When shooting at enemies within 24", unmodified rolls of 5-6 to hit deal one extra hit (only the original hit counts as a 5-6 or Critical)
Sternguard Bolt Pistol	24"	1	2+	0	Critical hits get AP(-4)

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	2+	0	-

JOYTOY x WARRHAMMER



JoyToy Ultramarines Sternguard Veteran with Heavy Bolter, **225pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Sternguard Heavy Bolter (max. one per unit)	60"	3	3+	-1	Critical hits get AP(-4) and deal one extra hit (only original hits can be counted as Critical)

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	2+	0	-



Terminators (3-5 models) **Move 10" Save 3+ Wounds 3 Morale 3+ Control 2**

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

JOYTOY x WARRHAMMER



JoyToy Ultramarines Sergeant with Power Sword and Teleport Homer, **235pts** per model (**unit superior**)

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	3+	-1	Critical hits get AP(-4)



Upgrade model with	Cost
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- Teleport Homer. At the start of the battle, you can set up one Teleport Homer token for this model's unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle at the end of any of your opponent's turns starting with the first, you can deploy this unit from reserves within 6" of that token and not within 18" of any enemy models. Then this unit can take Normal Move or Advance Move (no shooting or Charging). It gets Control 0 and can't take control over Objectives until the end of that turn **+50pts (max. one per unit)**

JOYTOY x WARHAMMER



JoyToy Ultramarines Terminator with Storm Bolter, **260pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-



JOYTOY x WARHAMMER



JoyToy Ultramarines Terminator with Assault Cannon, **330pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Assault Cannon (max. one per unit)	48"	4	3+	-1	Critical hits get AP(-4)

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-



JOYTOY x WARHAMMER



JoyToy Ultramarines Terminators Sergeant Bellan, **235pts** per model (**unit superior**)

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	3+	-1	Critical hits get AP(-4)



Upgrade model with	Cost
<ul style="list-style-type: none"> Banner. Add 1 to the Control characteristic of models in this model's unit 	+30pts (max. one per unit)

JOYTOY x WARHAMMER



JoyToy Ultramarines Terminators Sergeant Terconon, **235pts** per model (**unit superior**)

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	3+	-1	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Ultramarines Terminators Brother Caesaran, 260pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Terminators Brother Andrus, 345pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	-1	-

Cyclone Missile Launcher (max. one per unit)	60"	1	3+	-2	Each attack deals 3 damage, but only to one model. Ignores cover and all negative modifiers to hit rolls and range
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Melee weapons	Range	Att	Sk	AP	Features
Chainfist	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model

JOYTOY x WARHAMMER



JoyToy Ultramarines Terminators Brother Orionus, 330pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Assault Cannon (max. one per unit)	48"	4	3+	-1	Critical hits get AP(-4)

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Terminators Brother Acastian, 165pts per model

Melee weapons	Range	Att	Sk	AP	Features
Thunder Hammer	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model. Critical hits get AP(-4)

Model abilities

- This model has Save 2+. Takes the hits first

Ultramarines Honour Guard (3-5 models)

Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- While this unit is led by any Captain or Chapter Master model, this unit has Save 2+

JOYTOY x WARHAMMER



JoyToy Ultramarines Honour Guard 1, 240pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Boltgun	48"	2	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Power Axe	Melee	4	2+	-2	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Honour Guard 2, 240pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Boltgun	48"	2	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Power Axe	Melee	4	2+	-2	-

JOYTOY x WARHAMMER



JoyToy Ultramarines Honour Guard Chapter Champion, 140pts per model (max. one per unit)

Melee weapons	Range	Att	Sk	AP	Features
Dual Power Swords	Melee	4	2+	-1	Critical hits get AP(-4)

Model abilities

- You can re-roll Advance and Charge throws made for this model's unit

JOYTOY x WARHAMMER



JoyToy Ultramarines Honour Guard Chapter Ancient, 125pts per model (max. one per unit)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)

Model abilities

- Banner. Add 1 to the Control characteristic of the models in this model's unit

Vanguard Veterans with Jump Packs Move 20" Save 3+ Wounds 1 Morale 3+ Control 1 (3-5 models)

Unit abilities

- Flying. May go through obstacles and other units, ignores terrain effects when moving
- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- When charging, Critical hits in melee deal one extra hit (only original hits can be counted as Critical)

JoyToy x WARHAMMER



JoyToy Ultramarines Vanguard Veteran Sergeant (unit superior), 165pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Grav-pistol	24"	1	2+	-1	Each attack deals 3 damage, but only to one model

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)



JoyToy x WARHAMMER



JoyToy Ultramarines Vanguard Veteran with Chainsword and Bolt Pistol, 105pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	2+	-1	-



JoyToy x WARHAMMER



JoyToy Ultramarines Vanguard Veteran with Thunder Hammer and Storm Shield, 150pts per model

Melee weapons	Range	Att	Sk	AP	Features
Thunder Hammer	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model. Critical hits get AP(-4)

Model abilities

- This model has Save 2+. Takes the hits first



Mounted

Invader ATV (1 model) **Move 20" Save 3+ Wounds 6 Morale 3+ Control 2**

Unit abilities

- Mounted. Can't use Defensive stance. To indicate Stunned stance, place the gunner hunkered down. The Move characteristic of a Stunned Primaris Invader ATV unit is halved



JoyToy Ultramarines Primaris Invader ATV + 2 Intercessors, **490pts**



Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-
Twin Bolt Rifle	48"	2	3+	-1	-
Onslaught Gatling Cannon	48"	4	3+	-1	Critical hits get AP(-4)

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	3	3+	0	-

Replace Heavy Bolt Pistol with Bolt Pistol (Range 24", Att 1, Sk 3+, AP 0) **Cost -5pts**

Outriders (3 models) **Move 20" Save 3+ Wounds 3 Morale 3+ Control 1**

Unit abilities

- Mounted. Can't use Defensive stance. To indicate Stunned stance, remove the rider and place him nearby hunkered down, weapons down. The Move characteristic of a Stunned Outriders unit is halved



JoyToy Ultramarines Outriders Raider-pattern Combat Bike + Outriders Brother Catonus, **215pts per model**



Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-
Twin Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

Replace Heavy Bolt Pistol with Bolt Pistol (Range 24", Att 1, Sk 3+, AP 0) **Cost -5pts**

Vehicles / Monsters

Invictor Tactical Warsuit (1 model) Move 16" Save 2+ Wounds 12 Morale 3+ Control 4

Unit abilities

- Scout. This unit may be deployed after all other units, and may then move by up to 24", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units
- Once per battle, in your opponent's turn, when a friendly Incursors, Infiltrators or Reivers unit within 12" of this model is selected as the target of an attack, this model can use this ability. If it does, after that enemy unit has finished making its attacks, this model can shoot as if it were your turn, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target)
- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")

JoyToy Ultramarines Invictor Tactical Warsuit, 1195pts



Ranged weapons	Range	Att	Sk	AP	Features
Twin Ironhail Heavy Stubber	48"	2	3+	-1	-
Twin Ironhail Autocannon	60"	4	3+	-1	-
Heavy Bolter	60"	3	3+	-1	Critical hits deal one extra hit (only original hits can be counted as Critical)
Fragstorm Grenade Launcher	36"	X	3+	0	X - is the number of models in the target unit, but maximum 3
Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	4	3+	-1	-
Invictor Fist	Melee	4	3+	-4	-

Leviathan Dreadnought (1 model) Move 16" Save 2+ Wounds 12 Morale 3+ Control 4

Unit abilities

- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")

JoyToy x WARHAMMER®



JoyToy Ultramarines Leviathan Dreadnought with Cyclonic Melta Lance and Siege Claw, 995pts

Ranged weapons	Range	Att	Sk	AP	Features
Cyclonic Melta-Lance	36"	2	3+	-4	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons
Twin Heavy Flamer	24"	X	2+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover



Phosphex Discharger 48" X 3+ 0 X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	4	3+	-1	-
Leviathan Siege Claw	Melee	5	3+	-2	-

Redemptor Dreadnought (1 model) Move 16" Save 2+ Wounds 12 Morale 3+ Control 4

Unit abilities

- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")



JoyToy Ultramarines Redemptor Dreadnought, 1210pts

Ranged weapons	Range	Att	Sk	AP	Features
Twin Storm Bolter	48"	2	3+	-1	-
Macro Plasma Incinerator	60"	2X	3+	-4	X - is the number of models in the target unit, but maximum 3
Onslaught Gatling Cannon	48"	3	3+	-1	-
Icarus Rocket Pod	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Improve AP by -3 against Flying units

Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	4	3+	-1	-
Redemptor Fist	Melee	4	3+	-4	-

Venerable Dreadnought (1 model) Move 12" Save 2+ Wounds 9 Morale 3+ Control 3

Unit abilities

- Smokescreen. Use once per battle: When this unit is selected as the target of a ranged attack, all ranged attacks against this unit gets -1 to hit rolls until end of turn
- While a friendly Adeptus Astartes Infantry unit is within 12" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1
- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")

JoyToy Ultramarines Venerable Dreadnought, 1180pts



Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	2+	-1	-
Twin Lascannon	72"	2	2+	-3	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons
Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	4	2+	-1	-
Power Fist	Melee	4	2+	-4	-