トリオ名: おしゃレボリューション

アーミー使用者: tamura

コマンドポイント合計: 7CP

·デタッチメント 1: Spearhead Detachment(Imperium - Space Marines)

·デタッチメント 2: Super-Heavy Auxiliary Detachment(Imperium - Space Marines)

予備ポイント: 11pt

ウォーロード: Roboute Guilliman

ウォーロード能力: 聖典を熟知せし者 – このウォーロードが生存している間、策略に CP を 1 ポイント使用する度にダイスをロールせよ。結果が 5+ならばその CP はただちにアーミーに戻される。

レリック: Primaris Ancient：皇帝旗-6mv 以内の味方戦団ユニットの最後の一撃判定に+1、士気テスト自動成功。6mv 以内の的ユニット Ld-1

サイキック: Chief Librarian Tigurius - 1) Veil of Time, 2) Might of Heroes, 3) Psychic Scourge,

バトル開始前に使用する策略: 使用しない

[71 PL, 1239pts]

- **Spearhead Detachment +1CP (Imperium - Space Marines) [53 PL, 839pts]**

  o **No Force Org Slot**

    ▪ ****Chapter Selection****

        Selections: Ultramarines

        Rules: *Codex Discipline*

  o **HQ [7 PL, 115pts]**

    ▪ **Chief Librarian Tigurius [7 PL, 115pts]**

        Selections: 1) Veil of Time, 2) Might of Heroes, 3) Psychic Scourge, Bolt pistol, Frag & Krak grenades, Rod of Tigurius

Categories: ADEPTUS ASTARTES, CHARACTER, IMPERIUM, INFANTRY, LIBRARIAN, PSYKER, TIGURIUS, ULTRAMARINES, HQ

Rules: *And They Shall Know No Fear*

Abilities: *Hood of Hellfire, Master of Prescience*, **Psychic Power:** *1) Veil of Time, 2) Might of Heroes, 3) Psychic Scourge*, **Psyker:** *Psyker*, **Unit:** *Chief Librarian Tigurius*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Rod of Tigurius*

Abilities	Description	Ref
Hood of Hellfire	You can add 1 to Deny the Witch tests you take for Chief Librarian Tigurius against enemy PSYKERS within 12". In addition, you can re-roll failed Psychic tests taken for Chief Librarain Tigurius.	
Master of Prescience	At the start of each of your opponent's Shooting phass, select an ULTRAMARINES unit within 6" of Tigurius. Until the end of the phase your opponent must subtract 1 from hit rolls that target that unit.	

Psychic Power	Warp Charge	Range	Details	Ref
1) Veil of Time	6	18"	If manifested, pick an ADEPTUS ASTARTES unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll charge rolls and advance rolls for that unit and they always fight first in the Fight phase, even if they didn't charge. If the enemy unit also has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whse turn is taking place.	
2) Might of Heroes	6	12"	If manifested, select an ADEPTUS ASTARTES model within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness, and Attacks characteristics.	
3) Psychic Scourge	6	18"	If manifested, select a visible enemy unit within 18". Then, roll a D6 and add the psyker's Leadership to the result. Your opponent then rolls a D6 and adds the Leadership of their unit to the result. If the psyker's total score is greater than the enemy's score, the enemy unit suffers D3 mortal wounds; if it is equal to the enemy's score, the enemy unit suffers one mortal wound; it if is less than the enemy's score, nothing happens.	

Psyker	Cast	Deny	Powers Known	Other	Ref

Psyker	2	2	Smite & 3 Librarius	-

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chief Librarian Tigurius	6"	3+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Rod of Tigurius	Melee	Melee	+3	-1	D3	-	

- ○ **Elites [5 PL, 69pts]**
  - ▪ **Primaris Ancient [5 PL, 69pts]**

    Selections: Bolt pistol, Bolt rifle, Frag & Krak grenades

    Categories: ANCIENT, CHARACTER, IMPERIUM, INFANTRY, PRIMARIS, ELITES

    Rules: *And They Shall Know No Fear*

    Abilities: *Astartes Banner*, **Unit:** *Primaris Ancient*, **Weapon:** *Bolt pistol, Bolt rifle, Frag grenade, Krak grenade*

Abilities	Description	Ref
Astartes Banner	<CHAPTER> units within 6" of any friendly <CHAPTER> ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a <CHAPTER> INFANTRY model is destroyed within 6" of any friendly <CHAPTER> ANCIENTS, before removing the model as a casualty. On a 4+, that model musters one last surge of stregth before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Primaris Ancient	6"	3+	3+	4	4	5	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

- **Fast Attack [10 PL, 177pts]**

  - **Inceptor Squad [10 PL, 177pts]**

    Selections: 2x Inceptor [50pts], Inceptor Sergeant [25pts], Plasma Exterminator [102pts]

    Categories: ADEPTUS ASTARTES, FLY, IMPERIUM, INCEPTOR SQUAD, INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FAST ATTACK

    Rules: *And They Shall Know No Fear*

    Abilities: *Combat Squads, Crushing Charge, Meteoric Descent*, **Unit:** *Inceptor, Inceptor Sergeant*, **Weapon:** *Plasma Exterminator, Standard, Plasma Exterminator, Supercharged*

Abilities	Description	Ref
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.	
Crushing Charge	Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, that unit suffers a mortal wound.	
Meteoric Descent	During deployment, you can set it up in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Inceptor	10"	3+	3+	4	5	2	2	7	3+	
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plasma Exterminator,	18"	Assault D3	7	-3	1	-	

Standard

Weapon	Range	Type	S	AP	D	Abilities
Plasma Exterminator, Supercharged	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

o **Heavy Support [31 PL, 478pts]**

▪ **Hellblaster Squad [16 PL, 203pts]**

Selections: Plasma incinerator [90pts]

Categories: ADEPTUS ASTARTES, HELLBLASTER SQUAD, IMPERIUM, INFANTRY, PRIMARIS, HEAVY SUPPORT

Rules: *And They Shall Know No Fear*

Abilities: *Combat Squads*, **Unit:** *Hellblaster, Hellblaster Sergeant*, **Weapon:** *Plasma incinerator, Standard, Plasma incinerator, Supercharge*

▪ **5x Hellblaster [90pts]**

Selections: 5x Bolt pistol, 5x Frag & Krak grenades

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

▪ **Hellblaster Sergeant [18pts]**

Selections: Bolt pistol, Frag & Krak grenades,

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

Abilities	Description	Ref
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	Ref
Hellblaster	6"	3+	3+	4	4	2	2	7	3+	
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	

Weapon	Range	Type	S	AP	D	Abilities
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Plasma incinerator, Standard	30"	Rapid Fire 1	7	-4	1	-
Plasma incinerator, Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

- **Predator [9 PL, 188pts]**

  Selections: Hunter-killer missile [6pts], Storm bolter [2pts], Twin lascannon [40pts], Two Lascannons [50pts]

  Categories: ADEPTUS ASTARTES, IMPERIUM, VEHICLE, PREDATOR, HEAVY SUPPORT

  Rules: *Explodes (6"/D3), Smoke Launchers*

  Unit: *Predator*, **Weapon:** *Hunter-killer missile, Lascannon, Storm bolter, Twin lascannon*, **Wound Track:** *Predator 1, Predator 2, Predator 3*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Predator	*	6+	*	6	7	11	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter killer missiles once per battle.	
Lascannon	48"	Heavy 1	9	-3	D6	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref

Predator 1	6-11+	12"	3+	3
Predator 2	3-5	6"	4+	D3
Predator 3	1-2	3"	5+	1

- **Thunderfire Cannon [6 PL, 92pts]**

    Selections: Thunderfire Cannon

    Categories: ADEPTUS ASTARTES, IMPERIUM, HEAVY SUPPORT, ARTILLERY, VEHICLE, THUNDERFIRE CANNON

    Rules: *And They Shall Know No Fear*

    Abilities: *Artillery, Blessing of the Omnissiah, Techmarine Gunner*, **Unit:** *Techmarine Gunner, Thunderfire Cannon*, **Weapon:** *Thunderfire Cannon*

- **Techmarine Gunner [37pts]**

    Selections: Bolt pistol

    Categories: CHARACTER, INFANTRY, TECHMARINE

    Weapon: *Bolt pistol*

- **Servo-harness [11pts]**

    Selections: Flamer [6pts], Plasma cutter [5pts], 2x Servo-arm

    Weapon: *Flamer, Plasma cutter, Standard, Plasma cutter, Supercharge, Servo-arm*

Abilities	Description	Ref
Artillery	A Thunderfire Cannon can only fire its ranged weapon if a friendly CHAPTER Techmarine Gunner is within 3". A single Techmarine Gunner cannot operate multiple Thunderfire Cannons in this way in a single turn. If, at any point, there are no Techmarine Gunners within 6" of a Thunderfire Cannon, it immerdiately shuts down and it removed from play.	
Blessing of the Omnissiah	At the end of your Movement phase this model can repair a single <CHAPTER> VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.	
Techmarine Gunner	A Thunderfire Cannon and its Techmarine Gunner must be deployed as a single group with each model within 3" of of the one other. From that point on the Thunderfire Cannon and the Techmarine Gunner act as seperate units.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Techmarine Gunner	6"	3+	2+	4	4	2	3	8	2+	
Thunderfire Cannon	3"	6+	3+	3	6	4	1	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.	
Plasma cutter, Standard	12"	Assault 1	7	-3	1	-	
Plasma cutter, Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.	
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.	
Thunderfire Cannon	60"	Heavy 4D3	5	-1	1	This weapon can target units that are not viable to the firing model.	

- **Super-Heavy Auxiliary Detachment (Imperium - Space Marines) [18 PL, 400pts]**

  o **No Force Org Slot**

  ▪ ****Chapter Selection****

     Selections: Ultramarines

     Categories: No Force Org Slot

     Rules: *Codex Discipline*

  o **Lord of War [18 PL, 400pts]**

  ▪ **Roboute Guilliman [18 PL, 400pts]**

     Selections: Hand of Dominion, The Emperor's Sword

     Categories: Adeptus Astartes, Character, Imperium, Monster, Roboute Guilliman, Ultramarines, Primarch, Lord of War

     Rules: *And They Shall Know No Fear*

Abilities: *Armour of Fate, Author of the Codex, Master of Battle, XIII Primarch*, **Unit:** *Roboute Guilliman*, **Weapon:** *Hand of Dominion (Melee), Hand of Dominion (Shooting), The Emperor's Sword*

Abilities	Description	Ref
Armour of Fate	Roboute Guilliman has a 3+ invulnerable save. In addition, the first time this model is reduced to 0 wounds, roll a D6. On a 4+ set him up again at the end of the phase, as close as possible to his previous position and more than 1" away from any enemies, with D6 wounds remaining.	
Author of the Codex	If your army is Battle-forged, you receive an additional 3 Command Points if Roboute Guilliman is your Warlord.	
Master of Battle	You can add 1 to Advance and charge rolls for friendly IMPERIUM units within 12" of Roboute Guilliman, and re-roll hit rolls of 1 and failed Morale tests for these units.	
XIII Primarch	You can re-roll any failed hit and wound rolls for friendly ULTRAMARINES units within 6" of Roboute Guilliman.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Roboute Guilliman	8"	2+	2+	6	6	9	6	10	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hand of Dominion (Melee)	Melee	Melee	x2	-3	3	-	
Hand of Dominion (Shooting)	24"	Rapid Fire 3	6	-1	2	-	
The Emperor's Sword	Melee	Melee	+2	-4	3	If you roll a wound roll of 6+ for this weapon, it inflicts D3 mortal wounds in addition to its normal damage.	

Selection Rules

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

Codex Discipline: Add 1 to the Leadership characteristic of all ULTRAMARINES models with this tactic. In addition, ULTRAMARINES units with this tactic can still shoot in a turn in which they Fall Back, but if they do so they must subtract 1 from their hit rolls in the Shooting Phase.

Explodes (6"/D3): 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 D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this models can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.