

URIEL VENTRIS

6 POWER

NO.	NAME								
1	Uriel Ventriss	6"	2+	2+	4	4	6	5	9 3+

Uriel Ventriss is equipped with: bolt pistol; Invictus; Sword of Idaeus; frag grenades; krak grenades. Your army can only include one **URIEL VENTRIS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Invictus	30"	Rapid Fire 1	4	-2	2	-
Sword of Idaeus	Melee	Melee	+1	-3	3	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle (Aura): While a friendly **ULTRAMARINES CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Unorthodox Strategist: Each time you select an **ULTRAMARINES CORE** unit within 6" of this model when you use the Adaptive Strategy Stratagem (see *Codex: Space Marines*), until the end of the phase that Stratagem only costs 1CP to use.

Captain of the 4th: If this model gains a Warlord Trait, it must be Paragon of War (see *Codex Supplement: Ultramarines*). If this model is added to your Crusade force's Order of Battle, he automatically gains the Master of the Fleet honorific, even though he cannot normally gain any Battle Honours. This does not increase his Crusade points. If there is already a model with that honorific in your Order of Battle, you cannot add Uriel Ventriss to your Order of Battle.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, CAPTAIN, URIEL VENTRIS

Points Values

Uriel Ventriss

Unit size..... 1 model

Unit cost..... 110 points