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CODEX SUPPLEMENT
ULTRAMARINES



ULTRAMARINES

SCIONS OF GUILLIMAN

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INTRODUCTION

Greetings, scion of noble Ultramar. Honour finds you this day, for in your hands you hold the definitive text detailing the victories, the strengths and the martial disposition of the Ultramarines themselves. Within lies everything you need to gather your own Ultramarines strike force and march to war in the name of the Emperor and the Primarch reborn!

The Ultramarines are the exemplars of everything it means to be Adeptus Astartes. Noble, honourable and utterly dedicated to the defence of Humanity and the Emperor's realm, these post-human warriors fight not only for victory, but for a future for the human race. Led by their awakened Primarch, Roboute Guilliman himself, the sons of Ultramar obey the tenets of the Codex Astartes; they are the masters of grand strategy and flexible battlefield tactics, wielding the weapons of war with consummate skill and following adaptive and expertly laid battle plans that see their enemies outmanoeuvred and annihilated in short order. Bolt rifles thundering, chainswords howling, the Ultramarines purge the traitors, aliens and heretics that would threaten the Emperor's realm wherever they are found.

Of all the Space Marine Chapters, the Ultramarines are widely regarded as the most strategically balanced. They present exciting challenges for collectors, painters and gamers alike, with an exceptional range of highly detailed centrepiece special characters to choose from and a carefully detailed system of heraldry and markings that are easy to replicate to a high standard on your own miniatures. The Ultramarines Chapter has also sired countless successors with their own heraldry, traditions and ways of war; this book offers numerous examples of these Chapters and provides guidance and inspiration should you wish to take to the gaming table with an army of Ultramarines successors at your command. Whatever you choose to do, this codex supplement is a valuable resource to guide and to organise your collection.

The information within this book, alongside that found in *Codex: Space Marines*, provides all you need to collect an Ultramarines army and field it upon the tabletop.

THE FIRST AMONG EQUALS: Here you will find the histories and background of the Ultramarines, including an examination of the Chapter's military campaigns and its stellar empire of Ultramar.

AN ARMY OF HEROES: Here you will find a showcase of beautifully painted Citadel Miniatures that display the magnificent Codex-sanctioned heraldry of the Ultramarines and their successor Chapters, as well as example armies to inspire your own collection.

DEFENDERS OF MACRAGGE: This section contains datasheets and points values for the unique units available to the Ultramarines.

COURAGE AND HONOUR: This section provides additional rules for armies drawn from the Ultramarines and their successor Chapters – Warlord Traits, Stratagems, Relics, psychic powers and Tactical Objectives – that allow you to transform your collection of Citadel Miniatures into a noble army on the tabletop.

To play games with your army, you will need a copy of the Warhammer 40,000 rules and Codex: Space Marines. To find out more about Warhammer 40,000 or download the free core rules, visit warhammer40000.com.





No hatred has been lost in ten thousand years between the brothers Roboute Guilliman and Mortarion. At the height of the terrible Plague Wars, where Ultramar was ravaged by the Plague Lord's devastating pestilences, the two Primarchs clash in a duel of titanic proportions as their sons fight to the death around them.



THE FIRST AMONG EQUALS

The Ultramarines are exemplars of everything it means to be a Space Marine. Their martial excellence and physical might are tempered by discipline, culture and millennia of accumulated wisdom, and with Primarch Guilliman returned from death to lead them, the Ultramarines – and their many successor Chapters – stand amongst the foremost defenders of the Emperor's realm. Of course, excellence draws infamy; the Ultramarines have a list of foes equally as long as their vast rolls of honour.

The Ultramarines are the gene-sons of Primarch Roboute Guilliman. Hailing from Macragge, their Chapter planet and the heart of their stellar empire, the Ultramarines sally forth to counter the myriad threats to Humanity. They do so armed not only with mighty weapons of war but also the strategic and tactical excellence to exploit these tools to their very fullest. Through doctrinal excellence and unfaltering discipline, the Ultramarines outmanoeuvre and outfought their enemies on every front. They switch fluidly from one strategic tack to the next, counteracting and neutralising their foes' every advance while hammering them with one perfectly placed strike after another. Thus, through a combination of battlefield mastery and dynamic martial strength, the Ultramarines defeat the enemy and emerge victorious time and again.

THE XIII LEGION

When the Emperor began his Great Crusade to reclaim and unite the galaxy, he marched out at the head of vast Space Marine Legions. Each of these incredible fighting forces was forged from the genetic materials of one of the Primarchs, and each took on the traits and predilections that characterised their gene-sires. The Ultramarines were the XIII Legion. Their Primarch, Roboute Guilliman, was ever the most logistically minded and rigorously organised of his brotherhood; from him, the Ultramarines gained a sense of discipline, order and an attention to strategic detail that rendered them one of the most lethally efficient of all the Space Marine Legions.

It was their Primarch's innate nobility, too, that infused his sons with such a rigid sense of loyalty to the Imperium and armoured them against the corrupting whispers of the Dark Gods when the Horus Heresy came. Guilliman clove closer to his humanity than most of his brothers, and his sons have always followed

suit. The Ultramarines fought hard throughout the Heresy, yet thanks to the machinations of the Word Bearers and the World Eaters they were detained fighting to defend their five hundred worlds of Ultramar. By the time the Ultramarines pushed for Terra it was too late; Roboute Guilliman arrived at the throneworld to find the battle was already done.

In the wake of the Horus Heresy it was Guilliman who penned the hallowed Codex Astartes. It was his response to the horrors of the Imperium's apocalyptic civil war, his way of rationalising the terrible wounds that had been inflicted, written to ensure that such a nightmare could never befall his father's realm again. Mere years after completing this seminal text Guilliman was mortally wounded by his brother Fulgrim and encased in a stasis field; when he was resurrected the best part of ten millennia later, it was to discover that all his best efforts with the Codex had still not prevented the Long War from engulfing the Imperium in flames.

CHAMPIONS OF THE CODEX

The Codex Astartes may not have prevented the ravages of Chaos, but it absolutely lessened the damage that a Renegade Space Marine Chapter could inflict. It also became the heart of everything that the Ultramarines stood for, and their successor Chapters along with them.

The Ultramarines' gene-seed became pre-eminent during the Second Founding, for no other Legion had the numbers or genetic banks to found as many new Space Marine Chapters. The stability of their gene-seed has also made it the Adeptus Terra's favoured choice for the founding of new Chapters. At the dawn of the 41st Millennium it was believed that over two-thirds of all existing Space Marine Chapters were descended from the Ultramarines' bloodline – the proud inheritors of their Primarch's legacy.

'We are the Ultramarines, the sons of Guilliman. Whilst we draw breath, we stand. Whilst we stand, we fight. Whilst we fight, we prevail. Nothing shall stay our wrath.'

*- Chapter Master
Marneus Calgar*

Roboute Guilliman's lasting heritage would prove to not only be genetic, but spiritual as well. All the Scions of Guilliman hold the ruler of Ultramar as their ultimate liege. To date, not a single Chapter Master of the Ultramarines has failed to live up to the exacting standards laid down in the Codex Astartes, becoming inspirational figures not only to their own warriors, but even to those outside of their Chapter. In the centuries since the Second Founding, the Ultramarines have venerated their Primarch and stuck to the precepts, regulations and tactical doctrines within the Codex Astartes as a priest adheres to scripture. That Roboute Guilliman has returned to lead the Imperium's armies in the growing darkness has only reinforced his Chapter's pride, which grows with every new heroic act.

It is through the wisdom of the Codex that the Ultramarines so expertly coordinate the various arms of their military machine. Tank squadrons and screaming gunships strike at the foe like well-placed blades. Infantry forces and drop-assault strike forces drive their enemies back with merciless efficiency, leaving fields of bodies strewn in their wake as they seize one vital location after another. Keeping to the

teachings of their Primarch with a skill and dedication that few could match, the Ultramarines do not simply defeat their enemies – they bloodily annihilate them.

MIGHTY LORDS

Roboute Guilliman is far from the only heroic champion to lead the Ultramarines into battle. In the waning years of the 41st Millennium, the Ultramarines boast one of the greatest assemblages of truly remarkable and valiant figures of any Space Marine Chapter.

From the regal warrior-statesman Chapter Master Marneus Calgar and the powerfully prescient Chief Librarian Tigurius to such notable specialist officers as the masterful tank commander Sergeant Chronus and eagle-eyed Scout Sergeant Telion, the Ultramarines possess a wealth of champions whose noble examples they follow unfalteringly.

SUCCESSORS

The Ultramarines are notable for the vast number of successor Chapters they have spawned over successive Foundings. Indeed, there are some in the Imperium

who have noted archly that, for the Primarch who forbade the amassing of Legion-strength Space Marine armies, Roboute Guilliman appears to be the only loyal son of the Emperor remaining who is able to call upon just such an immense gathering of might. Of course, these voices are never raised where the Lord Commander of the Imperium can hear them, though Guilliman must surely know what is said about him. If so, he keeps his own counsel on the matter.

However others view the accumulated might of the Ultramarines successors or their cultural and doctrinal loyalty to Ultramar, it cannot be denied that without them the Imperium would surely have fallen long ago. Such names as the Novamarines, the Sons of Orar, the Howling Griffons, the Hawk Lords, the Silver Skulls and countless others besides have earned their rightful places amidst the most hallowed honour rolls of the Emperor's realm. Typically exhibiting only the most minor of variations from Codex-standard doctrine, and inhabiting Chapter planets and crusading fleets scattered far and wide across the galaxy, these scions of Guilliman fight tirelessly to defend Humanity.



Faced by the ineffable onslaught of the Saim-Hann Craftworld Aeldari, the Ultramarines stand resolute with their guns blazing before switching faultlessly to the attack and driving their battered and blasted foe from the field.

THE REALM OF ULTRAMAR

The Ultramarines benefit not from the rulership of a single home world, but of an entire stellar empire that sprawls across a portion of the Eastern Fringe. During the days of the Great Crusade, this region, known as Ultramar, numbered a proud five hundred worlds. Though some have been lost to war or catastrophe in the intervening years, many more still remain.

One aspect of the Ultramarines Legion that survived the Second Founding was the close relationship between the Space Marines and the populations of the surrounding planets. During the Great Crusade the worlds around Macragge provided young recruits for the Ultramarines. They also supplied raw materials, armaments and spacecraft. These traditions have continued ever since. To this day, the Ultramarines recruit not from a single world, but from the entirety of the area around Macragge. This region of space is vast and sprawling, and is known as Ultramar, the empire of the Ultramarines.

Ultramar is unique amongst the domains of the Space Marines. It encompasses an entire sub-sector of Imperial space including many star systems, each with its own worlds and governments loyal to the Chapter. All the worlds of Ultramar share a common cultural heritage with Macragge,

so it is not surprising that their styles of architecture, government and traditions are similar.

Using governmental systems set in place by Roboute Guilliman, the citizens of Ultramar are disciplined, productive and loyal. As a result, Ultramar has become a wealthy empire that has known little unrest or rebellion for long stretches of time – a unique distinction in the war-ridden galaxy. The most heavily populated of Ultramar's worlds are entirely self-sufficient, with much trade flowing between one planet and the next.

Ultramar has long maintained its own battlefleet of Imperial Navy warships, controlling void-power that rivals many of the Imperium's greatest armadas. Furthermore, the Ultramar Defence Auxilia – tithed and raised from the worlds of Ultramar just as normal Astra Militarum

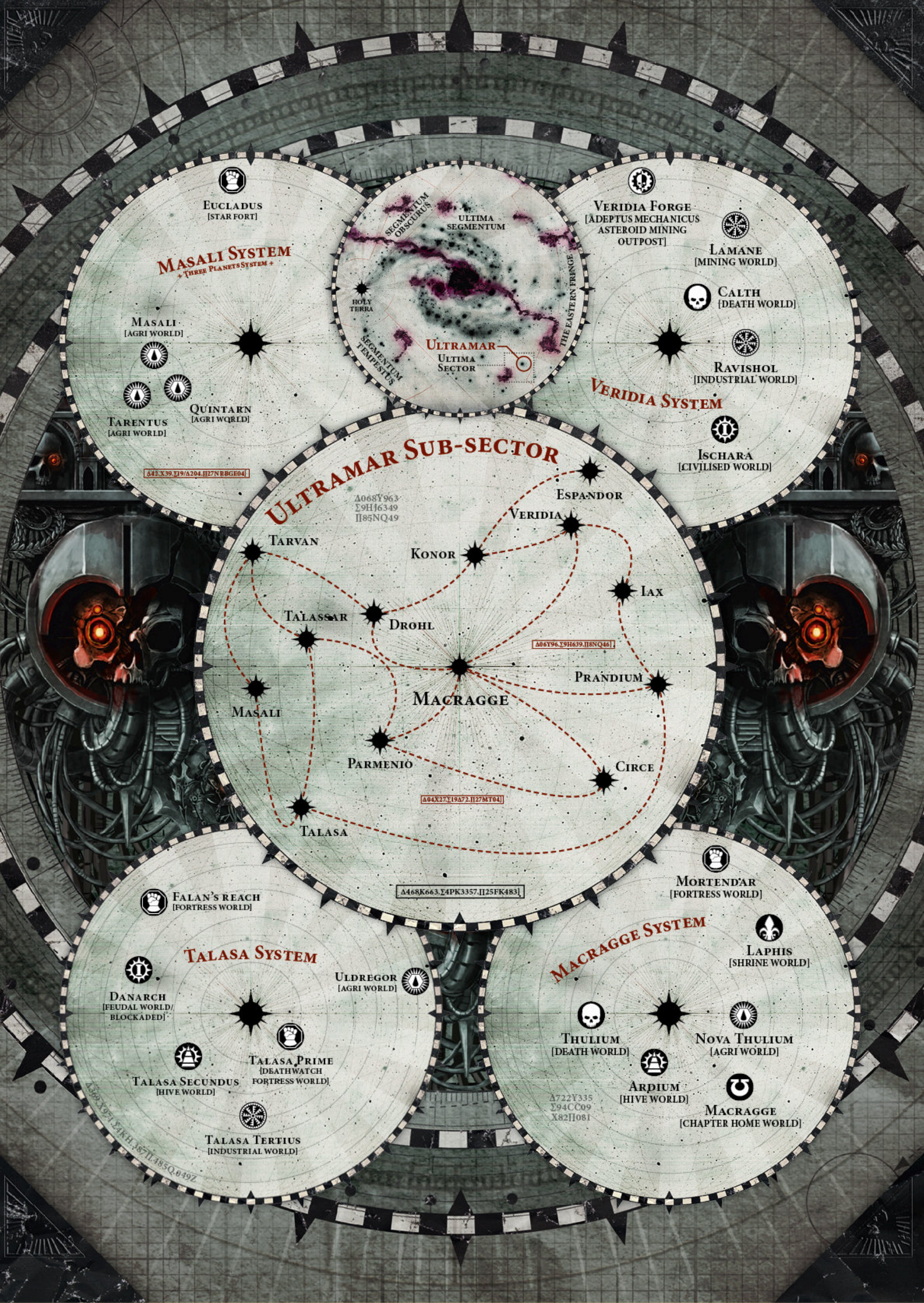
regiments are tithed from independently governed worlds – can marshal many billions of men and women under arms. They have a garrison presence on every world in Ultramar, and are as well-trained, well-drilled and well-equipped as would be expected of the Ultramarines human auxiliaries.

Even before the coming of the Noctis Aeterna, Ultramar faced a series of dire threats. Tendrils of several Tyranid hive fleets had sought to penetrate its defences with varying degrees of success. The Arch-Arsonist of Charadon, one of the greatest Ork Warlords in the galaxy, led a Waaagh! from his anarchic domain to overrun the Ultramarines' easternmost defences. Yet most terrible of all was the threat from Chaos, and that peril has only increased since the opening of the Great Rift. Ultramar is a realm beleaguered, beset on all sides, yet still it stands defiant.

MACRAGGE

Jewel of the Empire of Ultramar, Macragge is the home world of the Ultramarines Chapter. It was to the surface of this planet that the nascent Primarch Roboute Guilliman fell so many millennia ago. It was this world that he transformed into a hub of civilisation, innovation and martial might even before the Emperor came to bring him back into the Imperial fold. So it has remained; for ten thousand years, Macragge has stood resolute as one of Humanity's greatest bastions.

A temperate world with approximately Terran-standard gravity and slightly longer than Terran-standard days, Macragge has not succumbed as has the throneworld to the rampant spread of ancient and baroque cityscapes. Instead, carefully regulated by a system of Guilliman's devising, Macragge's surface remains divided between fertile agri-land, magnificent colonnaded population centres, seats of learning and martial advancement, industrious manufactorums and munitions complexes, and redoubtable defensive fortifications. The Ultramarines themselves maintain their fortress monastery, the Fortress of Hera, at the heart of the planet's capital city, supported by subsidiary fortifications at the planet's poles and dotted around its equator. Meanwhile, orbital platforms, countless defensive silos, dense networks of void mines and patrolling battle groups of warships guard every conceivable approach to Macragge; many foes have struck at the Ultramarines home world over the centuries, and some have even made planetfall, but none have done so without sore punishment.



EUCLADUS
[STAR FORT]

MASALI SYSTEM *THREE PLANETS SYSTEM*

MASALI
[AGRI WORLD]

TARENTUS
[AGRI WORLD]

QUINTARN
[AGRI WORLD]

A43.X39.E19/A204.II27N.RBGE04

SEGMENTUM
OBSCURUS

ULTIMA
SEGMENTUM

HOLY
TERRA

ULTRAMAR
ULTIMA
SECTOR

VERIDIA FORGE
[ADEPTUS MECHANICUS
ASTEROID MINING
OUTPOST]

LAMANE
[MINING WORLD]

CALTH
[DEATH WORLD]

RAVISHOL
[INDUSTRIAL WORLD]

ISCHARA
[CIVILISED WORLD]

VERIDIA SYSTEM

ULTRAMAR SUB-SECTOR

A068Y963
Σ9HJ6349
II85NQ49

TARVAN

KONOR

ESPANDOR

VERIDIA

LAX

TALASSAR

DROHL

PRANDIUM

MACRAGGE

MASALI

PARMENIO

CIRCE

TALASA

A04X27.19A72.II27MT04

A468K663.Σ4PK3357.II25FK483

FALAN'S REACH
[FORTRESS WORLD]

TALASA SYSTEM

DANARCH
[FEUDAL WORLD/
BLOCKADED]

TALASA SECUNDUS
[HIVE WORLD]

TALASA PRIME
[DEATHWATCH
FORTRESS WORLD]

TALASA TERTIUS
[INDUSTRIAL WORLD]

ULDREGOR
[AGRI WORLD]

MORTEND'AR
[FORTRESS WORLD]

LAPHIS
[SHRINE WORLD]

MACRAGGE SYSTEM

THULIUM
[DEATH WORLD]

NOVA THULIUM
[AGRI WORLD]

ARPIUM
[HIVE WORLD]

MACRAGGE
[CHAPTER HOME WORLD]

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CHAPTER ORGANISATION

The martial and logistical organisation of the Ultramarines Chapter is a veritable template for many other Codex-adherent Space Marine Chapters. It follows Guilliman's tenets, laid down in the wake of the Horus Heresy, its only deviations being a number of minor and carefully considered strategic modifications as espoused by the Codex Astartes itself.

As per the dictates of the Codex Astartes, the Ultramarines Chapter is broken up into ten companies, each of which numbers one hundred battle-brothers when operating at full strength. This force is led by heroes drawn from its Chapter Command, Armoury, Apothecarion, Reclusiam and Librarius. It is further supported by the heavy battle tanks, gunships and artillery of the Armoury, and by the void-sailing warships of the Chapter Fleet.

The Ultramarines 1st Company consists of its most veteran warriors. These hard-bitten heroes have spent decades, sometimes centuries, fighting for the Imperium. They possess a vast wealth of strategic and martial skill; deployed en masse, they are an unstoppable force; when their strength is broken up and distributed amongst strike forces comprising elements of other Ultramarines Battle or Reserve Companies, meanwhile, they lend might and keen strategic insight in equal measure. In this way, the wisdom of the Chapter's veterans is of the greatest benefit to their brothers, and their fighting strength used to augment that of their fellows across multiple war zones.

The 2nd through 5th Companies are the Chapter's Battle Companies. These warriors fight on the forefront of the Ultramarines' campaigns. It is the duty of the Battle Companies to form the mainstay of its Chapter's front-line strength, and it is from these companies that strike forces typically draw their warriors. It is rare indeed to see more than one Battle Company engaged in a single war zone, as the combined might of one hundred Space Marines is more than enough to lay low most threats.

At the time the Indomitus Crusade reached Macragge, the strength of the Ultramarines Battle Companies was particularly divided. Their 3rd Company had been split across several strike forces – in some cases years earlier – and were still investing war zones from the Eastern Fringe to the shattered remains of the Cadian Gate. The Ultramarines 5th Company had been fractured still further; elements of its strength had joined a crusading force

besieging the heretics of the Penumbran Reach, while the rest of the company was broken up between no fewer than four separate strike forces doing battle across the Imperium. The 2nd and 4th Companies, meanwhile, had lent their strength to the defence of Ultramar itself. After Guilliman's waking and subsequent departure for Terra, the Chaos warbands assailing Ultramar had only increased in number and the seeds of the Plague Wars had been sown. Accompanied by warriors from several other Ultramarines companies, the majority of the 2nd and 4th held the line against waves of foul traitors and heretics beyond number.



The 6th to 9th Companies of a Codex-adherent Chapter are its Reserve Companies. It is their duty to reinforce the Battle Companies as casualties are suffered. Of course, in practical terms this typically means that the warriors of the Reserve Companies must be attached to Ultramarines strike forces when they are first dispatched to their ascribed war zones; the galaxy is vast, with both communication and travel being costly, time-consuming and dangerous undertakings. If Space Marines forces in the field were to signal for reserves and wait, those reinforcements might not arrive for months, years, or indeed at all. By deploying alongside main Battle Company forces, the battle-brothers of the reserves can therefore plug gaps as soon as they are needed, or even fight in support of their comrades if greater martial strength is

required there and then. In truth, this is often the case.

The 6th and 7th Companies consist of one hundred battleline warriors apiece, providing the Ultramarines with a huge strength of mainstay warriors ready to occupy whatever strategic niche is required. In addition, during their service in these two companies the battle-brothers learn to fight from light assault vehicles such as Land Speeders, and to crew the main line battle tanks such as Predators and Repulsors that the Chapter uses in war.

The 8th and 9th Companies consist respectively of one hundred close support battle-brothers, and one hundred fire support battle-brothers. The Ultramarines being as strategically adroit as they are, the warriors of these companies are swiftly and efficiently cycled through the varying squad roles that each company offers, be it from Eliminator to Hellblaster to Hellfury in the 9th Company or Inceptor to Inceptor in the 8th. They are brought rapidly up to an ability level at which they can be seconded to the Battle Companies, alongside whom they gain a vast wealth of combat experience. This ensures that the Ultramarines Reserve Companies are some of the most adaptable examples of their type.

The Ultramarines 10th Company consists of its many neophyte Scouts, along with a standing force of one hundred Primaris Vanguard who form the Chapter's reconnaissance and assassination elite. The novitiate Scouts fight under the watchful tutelage of their Master of Recruits and their grizzled sergeants, whose duty it is to turn them from raw clay into the sculpted warriors of the Ultramarines Chapter. Particularly renowned amongst this company is Scout Sergeant Telion, who remains one of the most accomplished marksmen in the Emperor's realm. More important even than his martial ability is this veteran warrior's talent for passing on his wisdom, training the neophytes under his charge to make pin-point killing shots with a range of deadly firearms.

Strategic disposition of the Ultramarines Chapter in the third year of the Indomitus Crusade (local fleet chronology)

 ARMOURY Master of the Forge <i>Fennias Maxim</i> Techmarines Servitors Battle Tanks Gunships Centurion Warsuits Land Speeders Bikes Attack Bikes Transport Vehicles	 APOTHECARION Chief Apothecary <i>Corpus Helix</i> Apothecaries	 Roboute Guilliman Primarch of the Ultramarines Lord Commander of the Imperium	 RECLUSIAM Master of Sanctity <i>Ortan Cassius</i> Reclusiarch <i>Julianus Akillan</i> Chaplains	 LIBRARIUS Chief Librarian <i>Varro Tigurius</i> Epistolaries Codifiers Lexicaniums Acolytum
CHAPTER COMMAND Chapter Master <i>Marneus Calgar, Lord Macragge</i> Victrix Honour Guard Chapter Equerries, Serfs and Servitors				
1ST COMPANY Veteran Company <i>'Warriors of Ultramar'</i> Regent of Ultramar <i>Captain Severus Agemman</i> Lieutenants Company Ancient Company Champion Company Veterans 10 Veteran Squads Dreadnoughts Transport Vehicles Land Raiders 	2ND COMPANY Battle Company <i>'Guardians of the Temple'</i> Master of the Watch <i>Captain Acheran</i> Lieutenants Company Ancient Company Champion Company Veterans 6 Battleline Squads 2 Close Support Squads 2 Fire Support Squads Dreadnoughts Transport Vehicles 	3RD COMPANY Battle Company <i>'Scourge of the Xenos'</i> Master of the Arsenal <i>Captain Fabian</i> Lieutenants Company Ancient Company Champion Company Veterans 6 Battleline Squads 2 Close Support Squads 2 Fire Support Squads Dreadnoughts Transport Vehicles 	4TH COMPANY Battle Company <i>'Defenders of Ultramar'</i> Master of the Fleet <i>Captain Uriel Ventris</i> Lieutenants Company Ancient Company Champion Company Veterans 6 Battleline Squads 2 Close Support Squads 2 Fire Support Squads Dreadnoughts Transport Vehicles 	5TH COMPANY Battle Company <i>'Wardens of the Eastern Fringe'</i> Master of the Marches <i>Captain Galenus</i> Lieutenants Company Ancient Company Champion Company Veterans 6 Battleline Squads 2 Close Support Squads 2 Fire Support Squads Dreadnoughts Transport Vehicles 
6TH COMPANY Reserve Company <i>'Brethren of the Forge'</i> Master of the Rites <i>Captain Epathus</i> Lieutenants Company Ancient Company Champion Company Veterans 10 Battleline Squads Battle Tanks Dreadnoughts Transport Vehicles 	7TH COMPANY Reserve Company <i>'Defenders of Caeserean'</i> Chief Victualler <i>Captain Ixion</i> Lieutenants Company Ancient Company Champion Company Veterans 10 Battleline Squads Land Speeders Gunships Dreadnoughts Transport Vehicles 	8TH COMPANY Reserve Company <i>'Honourblades'</i> Lord Executioner <i>Captain Hellios</i> Lieutenants Company Ancient Company Champion Company Veterans 10 Close Support Squads Bikes Dreadnoughts 	9TH COMPANY Reserve Company <i>'Stormbringers'</i> Master of Relics <i>Captain Simon</i> Lieutenants Company Ancient Company Champion Company Veterans 10 Fire Support Squads Dreadnoughts 	10TH COMPANY Scout Company <i>'The Scions of Ultramar'</i> Master of Recruits <i>Captain Taelos</i> Lieutenants Company Ancient Company Champion Company Veterans 10 Vanguard Squads Scouts Bikes Land Speeders Transport Vehicles 



STRIKE FORCE ULTRA

On several notable occasions throughout the Chapter's history, a substantial portion of its 1st Company have deployed in a formation known as Strike Force Ultra. Led by the 1st Company Captain himself, this formation mobilises as many battle-brothers in suits of Tactical Dreadnought armour as can be sent into battle. Supported by sufficient Land Raiders and Stormraven Gunships to transport the entire force into battle at speed, Strike Force Ultra is sent to swiftly and decisively crush the very toughest of targets. Pivotal enemy fortifications, heretical battle Titans, world-killing xenos war engines and the like have all fallen beneath the hammering guns and crushing fists of Strike Force Ultra. Of late, this formation has also incorporated Repulsor-borne veteran Intercessors and Inceptors who have provided it with yet more close-range firepower and sudden, overwhelming force.

THE 1ST COMPANY

WARRIORS OF ULTRAMAR

The Ultramarines 1st Company comprises the Chapter's most veteran warriors. Many are the tales of glory associated with this august body of warriors, yet there is tragedy in their history too.

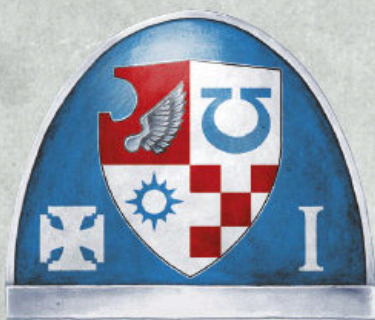
Numbering the one hundred most skilled warriors of the Ultramarines Chapter, the 1st Company are trained in the arts of fighting in unusual or ancient marks of combat armour, and with all manner of weaponry. As with most Chapters, the veterans of the Ultramarines 1st Company are given the pick of the Armoury and allowed to fight in whatever manner best suits their skill set. As dictated by the Codex Astartes, the majority of these warriors serve in Terminator Squads, Vanguard and Sternguard Squads. These are then attached to Ultramarines strike forces fighting all over the galaxy, providing their brethren with the might and wise counsel of these veteran warriors. Sometimes, individual veterans from the 1st Company are chosen to join the rarefied ranks of the Victrix Honour Guard, while at others Primaris Veterans may take to the field clad in Phobos armour to launch stealth operations behind enemy lines.

The Ultramarines 1st Company benefits from a wealth of heavy armoured support; the Chapter's fleet of Land Raider and Repulsor transport battle tanks are at their disposal, as are squadrons of Stormraven Gunships and several Dreadnought battle-brothers whose combined age and wisdom are a constant inspiration to their battle-brothers. The latest of these warriors to attain this revenant status is Redeptor Dreadnought Augustin, who has the dubious honour of having been mortally

wounded by no less weapon than Silence, the daemonic scythe of Mortarion, the Daemon Primarch of the Death Guard.

THE BEHEMOTH

The latter years of the 41st Millennium saw the 1st Company suffer truly appalling losses that shook them to the core. The Tyranid Hive Fleet Behemoth slammed headlong into the realm of Ultramar, the aliens' sheer ferocity carrying them all the way to Macragge itself. While Marneus Calgar, forced to withdraw from Macragge by the xenos onslaught, led the battle in space, elements of the Chapter drew the Tyranid swarms onto the guns of the polar fortresses. In the north the Tyranids attacked in overwhelming force and, though the entire 1st Company stood against them, the aliens broke through the defence lines and swarmed into the fortress. By the time reinforcements reached them the 1st Company had been slain to a man. Yet in their final hours, they had staged a heroic fighting retreat that shattered the Tyranids' strength and left xenos corpses piled so high that they had to be bulldozed aside in order for the fallen Ultramarines to be recovered. While Macragge was saved, the damage done to the Chapter was substantial. Many suits of priceless Terminator plate were damaged beyond recovery, and it took the Ultramarines a long time to rebuild the full strength of their 1st Company.



CAPTAIN SEVERUS AGEMMAN

Captain Agemman is a true hero of Ultramar. A stern and strategically gifted warrior, he is little given to shows of bravado or self-aggrandisement. So considered is his nature that some of the Ultramarines' other war-leaders have questioned his suitability for his position, especially after Agemman was almost slain by the Daemon Prince M'kar; this was a wounding that left the Captain with spiritual wounds as deep as those inflicted upon his physical body. However, Marneus Calgar, and now Roboute

Guilliman, have both stood by Captain Agemman's rank and title, and for good reason. Agemman is an exceptionally talented logistician who knows how to get the absolute best out of every warrior under his command. A fierce and determined warrior, Captain Agemman is at his best amidst the fire and mayhem of an active war zone, delivering clipped orders with his trademark icy calm, reading the flow of battle with a master's eye and crushing his enemies' every attempt at victory.

THE 2ND COMPANY

GUARDIANS OF THE TEMPLE

The 2nd Company of the Ultramarines Chapter has cultivated a reputation as dynamic heroes. In the years prior to the opening of the Great Rift they were led by Cato Sicarius, and have retained his daring approach to warfare.

It is common practice amongst many Space Marine Chapters for the 2nd Company to be considered their foremost Battle Company. These warriors uphold the finest traditions of their Chapter and are expected to set a shining example to their battle-brothers. They are also the most likely warriors to be elevated to veterancy, and so will fight their hardest at all times to prove themselves worthy.

All of this is certainly true of the Ultramarines 2nd Company. So pronounced is their predilection for spectacular heroics that they have on more than one occasion earned censure from Marneus Calgar for conduct bordering upon the reckless. The warriors of the 2nd Company storm into the fray with the speed of a lightning strike; they formulate battle plans so risky and demanding that few other warriors would even countenance putting them into practice; they rely upon the element of surprise and their overwhelming post-human strength to utterly crush enemy resistance and seize victory for Ultramar, often before their enemies even realise that the battle has begun. Yet the skilled observer can see that the 2nd Company are anything but foolhardy. They fight in this fashion only because they know that they possess the discipline, unfaltering will and martial skill to prevail, and they expect only the best of themselves and their brothers at all times. Not for nothing were the 2nd Company awarded

the honour of guarding the Shrine of the Primarch prior to Guilliman's return.

Amongst the greatest acts of heroism ascribed to the 2nd Company are those performed on the world of Damnos. An Imperial colony planet whose surface was a glacial mass of deep-packed ice and snow, Damnos had the misfortune to play host to a huge and undiscovered Necron tomb complex. When that tomb awoke and the warriors of the Sautekh Dynasty stalked up onto Damnos' surface, they plunged the planet's luckless defenders into a desperate battle for survival. It was the Ultramarines 2nd Company who came to the rescue. Through daring heroism and no small degree of sacrifice, the Ultramarines struck a series of telling blows against the overwhelming enemy forces and succeeded in evacuating much of Damnos' population during the relief of the city of Kellenport.

When an Imperial crusading force returned some years later to crush the Necrons of Damnos, Cato Sicarius and his 2nd Company were amongst the vanguard of the immense Imperial army. They fought furiously to exact vengeance for the fall of such heroes as Dreadnought Brother Agrippan during the First Damnosian War, and though they suffered many casualties battling the inhuman Necrons and their eldritch technologies, the 2nd Company emerged victorious.



CAPTAIN CATO SICARIUS

Captain Sicarius served as Captain of the 2nd Company for many years. A master of the lightning assault, Sicarius appeared to some to be arrogant to the point of recklessness. In truth, while he certainly did not suffer from a diminished sense of his own abilities, Sicarius possessed such speed and skill of strategic appraisal that he could confidently assess even the most chaotic war zone at a glance, before acting decisively to turn the fortunes of war in his favour. Sicarius was further a magnificently talented

swordsman; armed with the Talassarian Tempest Blade, he would fight even the most lethal foes to a standstill before striking off their heads. When Roboute Guilliman returned to the Imperium and set out upon his quest for Terra, Sicarius was promoted to lead the Primarch's Victrix Guard. He did not return – having fought faithfully at his Primarch's side all the way to Terra, Sicarius and his warship vanished during warp translation in the early years of the Indomitus Crusade. He has not been seen since...



THE BANNER OF THE 2ND

The Ultramarines 2nd Company are deeply honoured to bear the Aquila Maximus upon their company banner. Set above the Ultramarines Chapter badge and a laurel of victory, this combination of honour markings is redolent of the awe-inspiring history of the 2nd Company. Borne into battle in this bloody age by Company Ancient Maxim Calaginos, the banner of the 2nd inspires all who fight beneath it to ever-greater acts of heroism. Below the laurel, it displays a High Gothic oath of eternal fealty to Ultramar, a blazing star – said to embody the Emperor and the guiding light of Terra – and an honour scroll that has grown longer as the company's most notable deeds have multiplied over the millennia. The most recent additions include honourable victories around the Damocles Gulf against the T'au Empire and glorious citations for selfless fighting in defence of Ultramar itself.



DEATH TO THE ALIEN

The 3rd Company banner is particularly distinctive, featuring the severed head of a Tyranid bioform with its teeth clenched in death's rictus. Awarded to the Company following its valiant efforts on Macragge during the First Tyrannic War, and the hideously high price paid by its warriors for victory, it is a glorious symbol of their triumph over this most ferocious of enemies. Seeing the standard snapping proudly in the wind reminds the 3rd Company of the legacy they have inherited and represent. But it also serves as a vital warning. The Tyranid depicted, despite being defeated, is nonetheless a symbol of a continuing threat as vicious as it is dangerous. For the battle-brothers of the 3rd, it serves as a warning – to look upon it is to know that complacency is failure. There is only one conclusion – to safeguard Ultramar, the alien must be utterly exterminated.

THE 3RD COMPANY

SCOURGE OF THE XENOS

The Ultramarines 3rd Company won notable glory during the savage battles of the Tyrannic Wars. Yet even before this, the warriors of the 3rd held a reputation for alien-hunting that drew respect even from the black-armoured ranks of the Deathwatch.

The Emperor's realm is beset upon every side by alien threats. The Eastern Fringe, where Ultramar lies, is a particular flashpoint for xenos aggression. It has seen numerous invasions by Tyranid splinter fleets, Ork Waaaghs! out of Charadon, and the repeated expansionist pushes of the T'au Empire. When taken alongside the Enslaver plague that struck the Hrathin System, repeated Sarkydd attacks on void-shipping between Veridia and Parmenio and the recent ravages of the self-proclaimed Hrud Time-thief, it is easy to see how even in the past few decades Ultramar and its surrounding worlds have faced more than their fair share of xenos aggression.

In the face of this alien tide stand the battle-brothers of the Ultramarines 3rd Company. Long has it been the duty of this company's warriors to face the most monstrous alien threats assailing the Imperium and destroy them wholesale. To this end, the company has long emphasised anti-xenos combat techniques in its psycho-indoctrination and training regimens. Their strike forces also often incorporate elements of the 1st Company clad in hulking Terminator armour to lead operations against infested space hulks, asteroid mines and the like. The 3rd further make prodigious use of Aggressor Squads and Centurion Warsuits, typically arming both types of squad for close-range firefights and then deploying them amidst xenos-infested

terrain to purge the alien threat corridor by corridor, tunnel by tunnel.

The 3rd Company fought hard and long during the First Tyrannic War. They formed defensive complements aboard the Ultramarines void ships during the space battles in the Macragge System, repelling boarding assaults by the bio-beasts of Hive Fleet Behemoth that chewed and tore their way through the hulls of the Ultramarines strike cruisers and battle barges. The 3rd led the subsequent relief of the northern polar fortress on Macragge and – though they came too late to save the lives of the 1st Company Terminators garrisoned there – they exacted bloody vengeance upon the remnants of the Tyranid infestation that still swarmed across the pack ice outside the broken fortress.

Warriors of the 3rd Company also see regular secondment to the forces of the Deathwatch, putting their xenos-hunting skills to great use. Those that survive to return to their Chapter almost always do so under the honorary rank of Tyrannic War Veteran; most will have been deployed against the hated Tyranid scourge during their time amongst the Deathwatch and will have gained yet more skill and experience in battling these monstrous aliens. So, in turn, do the veteran warriors of the 3rd Company advance and spread their xenos-hunting expertise through the Chapter's ranks.



CAPTAIN MIKAEL FABIAN

It was 3rd Company Captain Ardias who first honoured his warriors by taking the company's heraldic colour and working it into his personal heraldry. This tradition has been maintained ever since, with Captain Mikael Fabian proving no exception. Fabian is a hard-headed and stubborn warrior whose xenophobic hatred is so pronounced that it knows few equals, even amongst the alien-hunting specialists of the Ordo Xenos, and a direct man who prefers thorough and straightforward

solutions. He is more than happy to unleash overwhelming force in order to make absolutely sure that an alien infestation has been eradicated, and favours the deployment of flamer weaponry, Land Raider Redeemers and copious hellfire rounds. For all his stern intractability, Captain Fabian expects all of his warriors to be forthright with him in sharing their strategic appraisal of the developing battlefield situation, and has been known to shift plans on the advice of a single well-placed battle-brother.

THE 4TH COMPANY

DEFENDERS OF ULTRAMAR

The warriors of the Ultramarines 4th Company are some of the most resolute and determined in the entire Chapter. With a reputation for steely determination in both attack and defence, they are a force to be reckoned with.

The Ultramarines 4th Company have a chequered history. Their battle record reflects some crushing blows suffered over the course of the millennia, yet it also shows countless victories and a strength of spirit that has seen the 4th rise up in the face of even the most horrifying odds, standing resolute in the name of Emperor and Primarch both.

This company's title is no mere honorific; to the 4th Company falls the duty of defending wider Ultramar from the predations of the countless heretics, aliens and monstrosities who would see it torn down in flames. This has seen them do battle with Tyranids, Daemons, greenskins, T'au and Chaos Space Marine warbands beyond number. In particular, the deeds of the 4th Company in battling Hive Fleet Leviathan have been immortalised in Chapter legend, though not in all cases for the best of reasons. Fighting alongside Deathwatch forces and the now-banished Ordo Xenos Inquisitor Kryptman, the warriors of the 4th Company battled the Tyranid menace upon the planet of Tarsis Ultra. Here they launched a daring raid to slay the Norn Queen coordinating the Tyranids' assault, succeeding only at great cost after introducing a hyper-mutative bio-toxin directly into the vast hive-node's physical body. The Tyranid offensive collapsed as the guidance of the Hive Mind was torn away, and Tarsis Ultra saved for the time being. However, certain actions

taken during that conflict were deemed to contravene the Codex Astartes, leading to severe censure from the Chapter Command.

Though they often utilise aggressive and fast-moving tactics in their pursuit, many of the battles undertaken by the 4th are defensive in nature. The 4th Company battle-brothers act as castellans for the major fortifications dotted throughout Ultramar; they command the Ultramar Defence Auxilia garrisons stationed in these fastnesses, and their Techmarine-manned artillery pieces stand glowering watch over the approach to key bastions, sanctums and communication hubs across the stellar empire. To this end, the 4th Company can often be seen making use of massed fire support squads, Thunderfire Cannons, Vindicators and the like, relying on armoured transports and gunships to rapidly relocate their bristling gun-lines when the foe attempts to outmanoeuvre or bypass their strongpoints.

Since the return of Guilliman, the 4th Company have been further charged with overseeing the reclamation of the wider worlds of old Ultramar. In this capacity they have driven invading foes from many worlds that once belonged to the Ultramarines. They have also fought more than one war against recalcitrant insurgents and rogue governors who would rather risk the Primarch's wrath than let go their death grip on power.



ANCIENT CESSIO

The warriors of the 4th Company tell proud tales of Ancient Cessio, who earned his title engaging the insidious Genestealer Cult infesting the Hive City of Chanchados on Ponides III. Driven back to their last redoubts, the screeching cultist hordes threw themselves at the Ultramarines in a sudden and viciously synchronous counter-attack. When the Company Ancient's skull was cracked open by an Aberrant's lumpen power hammer, it was Cessio who took up the company standard before it could fall. With a great cry of defiance, Cessio rallied his brothers, and they smashed into the cultists with a crunch of ceramite against flesh. Still holding the banner aloft, Cessio met the cult's monstrous Patriarch in single combat. Its lashing claws rent the Ancient's armour. Its psychic powers ravaged his mind. Yet with his dying breath Cessio lopped the monster's head from its shoulders and perished with the standard still propped aloft.



CAPTAIN URIEL VENTRIS

Uriel Ventriss has known both glory and infamy. Elevated to his new rank following the heroic self-sacrifice of Captain Ideaus in battle with Night Lords Heretic Astartes, Ventriss soon found himself exiled from the Chapter as punishment for enacting radically non-Codex strategies. Ventriss' exile lasted for years and saw him battle the minions of Chaos alongside his old comrade, Sergeant Pasaniss. His penitent crusade complete, Ventriss returned eventually to Ultramar and was permitted to

resume command of the 4th Company. With his headstrong tendencies tempered by years of hardship and combat experience, Uriel Ventriss is now a resourceful field commander who combines Codex teachings with creative tactical flourishes that confound his foes. It is good that this is so, for Ventriss made himself many enemies during his long exile, not least amongst them Warsmith Honsou of the Iron Warriors, who still seeks to claim Uriel Ventriss' head to settle their long and bloody vendetta.



BADGES OF HONOUR

The eagle symbol of the 5th Company is displayed proudly upon the Company's banner. A stylised version of this design, along with the lightning-strike and blazing-skull motifs, are common campaign badges amongst the strike forces of the 5th. Of all the Ultramarines Battle Companies, it is the warriors and vehicles of the 5th who are most likely to bear such badges, and to attach substantial meaning to them. Fighting far from Ultramar for years or even decades at a time, 5th Company strike forces tend to be self-reliant warrior fraternities who may fight together over the course of multiple campaigns without ever seeing another Ultramarine. Those who survive the rigours of their long crusades build unbreakable bonds of loyalty and comradeship that are symbolised by the shared campaign badges proudly displayed upon their armour and standards.

THE 5TH COMPANY

WARDENS OF THE EASTERN FRINGE

Of all the Ultramarines Battle Companies, the 5th are the most diffuse and far-travelled. It is rare indeed that this company fights as one, for their warriors are forever scouring the stars far and wide for threats to the Emperor's realm.

When a battle-brother has earned the right to advance to the ranks of the Battle Companies, it is normally the 5th Company that they join first. Amongst the ranks of the Ultramarines, this means rapid redeployment to a crusading army, Chapter warship or newly mustered strike force bound for some distant war zone.

There are several pragmatic reasons for this practice. The first, and perhaps the most important, is that the Ultramarines have a sworn duty to respond to distress calls from all across the Imperium. Where the 2nd Company can be seen as a vengeful blade to be directed at those who earn the Ultramarines' ire, the 5th are more like the traditional gladius of Macraggian history, ready at a moment's notice to slice forth, parry the incoming attacks of the enemy and then defeat them in turn with rapid, economical stabbing blows. Indeed, the gladius strike force template was named in honour of this company, and still sees much use as a standard deployment method for compact and strategically versatile Space Marine deployments not only amongst the Ultramarines but countless other Chapters across the Imperium.

The second reason for the 5th Company's constant crusading is that it allows its battle-brothers to rapidly accrue a great deal of experience as front-line warriors. Whether they are fighting renegades around the

fringes of the Maelstrom, racing to interdict Drukhari pirates in the Veil Nebula, purging insurgents from the worlds bordering the Nachmund Gauntlet or joining a crusade to retake lost Imperial worlds from a burgeoning Ork empire, the warriors of the 5th may well face different foes with every engagement. Their duty ensures the battle-brothers fight through wildly varying environments from void-engagements and planetary assaults to death-world jungle sweeps, gunfights through tangled hive cities or nightmarish engagements with daemonic incursions spilling from the Cicatrix Maledictum.

Their role also sees 5th Company warriors fight alongside a wide variety of Imperial military forces, from other Astartes Chapters to Knight households, Astra Militarum regiments or the Battle Sisters of the Adepta Sororitas. This not only broadens the battle-brothers' scope of strategic and intra-squad tactical expertise, but it also speaks to the third reason for the 5th Company's distant crusades. Through their presence, the warriors of the 5th Company see to it that the Ultramarines are witnessed far and wide, and so ensure that they remain an inspirational force throughout the Imperium. It also guarantees that their enemies know to fear their vengeance, for it sends a clear message that there is nowhere that the wrath of the Ultramarines cannot reach.



CAPTAIN GALENUS

As Master of the Marches, it is Captain Galenus' sworn task to guard the approaches to Ultramar and attend to threats building beyond the empire's borders. To this end, Galenus has built strong ties with the Chapter's shipmasters. His company makes substantial use of orbital supporting assets, each strike force typically being assigned to a specific Sword-class frigate or strike cruiser for the duration of each combat tour outside of Ultramar.

Galenus himself is a master of void warfare and has commanded numerous warships in his time. He is a veritable terror in zero-gravity combat, ship-to-ship boarding actions and planetary drop assaults, a towering bear of a warrior who prefers to lead from the front and hack his enemies apart in hand-to-hand combat. This does not mean that Captain Galenus is a hothead, however; where possible he prefers to observe his enemies from afar, making substantial use of Vanguard forces to scout out the foe's territories and gauge their strength before striking with speed and precision.

THE 6TH COMPANY

BRETHREN OF THE FORGE

As the foremost Ultramarines Reserve Company, the 6th provide a staunch core of battleline infantry to reinforce the Chapter's Battle Companies. They are much more than a source of manpower, however, and have won great glory in their own right.

When battle-brothers in the front-line companies fall, the gaps they leave are filled by warriors from the Reserve Companies. For this reason, it is rare that more than half the actual fighting strength of the Ultramarines 6th Company deploys together at any time – the rest of their strength is attached to strike forces battling all across the galaxy, fighting alongside and then reinforcing their comrades from the Battle Companies.

Despite this, the 6th Company represent a potent fighting force in their own right. This is primarily because it is during their service in this company that the Chapter's battle-brothers train extensively in massed mounted combat, surging into battle aboard powerful bikes and crewing the Chapter's battle tanks. The 6th is therefore the most likely of the Ultramarines companies to deploy in armoured convoy, and their forces often fight alongside Sergeant Antaro Chronus' Spear of Macragge tank formation.

When so arrayed, the 6th Company make for a truly terrifying fighting force. First come their outriders, squads of Space Marines streaking into battle astride varying marks of combat-capable bikes and other light fighting vehicles. Acting as swift scouts and hit-and-run shock troops, 6th Company battle-brothers harass their foe or locate weak spots for the main strength of their strike force to capitalise on.

Behind the bikes come squadrons of armoured transports bearing squad after squad of Intercessors and Tactical Marines into combat. Repulsors, Rhinos and Razorbacks sweep down upon the enemy lines, guns hammering as they prepare to disgorge an overwhelming force of post-human warriors into the fight. Bulling forwards alongside the transports come formations of Ultramarines battle tanks, from Repulsor Executioners to Predators and Vindicators. Squadrons of mobile artillery drop salvo after salvo of rockets on the foe from afar, completing the job of shattering the enemy's battle line and reducing what was a deadly army to a blasted and shell-shocked scattering of fleeing victims.

In honour of the contribution that the Chapter's fighting vehicles make to their battles, the 6th Company provides a rotated honour guard to watch over the Chapter Armoury within the Fortress of Hera. They stand guard over the quiescent machine spirits of the Chapter's tanks and Dreadnoughts while they slumber. They patrol the corridors and chambers where master craftsmen labour over the Ultramarines wargear and Techmarines perform their rituals of maintenance and repair. Many brothers take their turns at the forges during this time, focussing their prodigious focus and skill into crafting potent weapons; some even leave the ranks of the 6th to become Techmarines themselves.



HONOUR OF GERIO

It was in M36 that warriors of the Ultramarines 6th Company won one of their most famous victories. The Gerio Sector's strategic lynchpin was the world of Archus, around which all localised stable warp routes passed. Intending to use the flowing warp currents to power an immense summoning ritual, a huge warband of Word Bearers Heretic Astartes invaded Archus. They fomented rebellion in its cities and began carving its plains into immense summoning sigils. A mechanised strike force of the Ultramarines 6th Company made planetfall six weeks into the Chaos occupation and launched a magnificently orchestrated series of armoured hit-and-run offensives that eventually saw the traitor forces cut apart and driven into full retreat. Though the Ultramarines force lost seventy per cent of their strength in this gruelling and uneven war, their incredible victory is commemorated on their company banner to this day.



CAPTAIN MAXIMUS EPATHUS

Captain Epathus understands well the value of displays of unquestionable martial might. A Primaris battle-brother, he goes to battle clad in a masterwork suit of Mark X Gravis plate known as the Armour Gloriatustus, whose gilt embellishments and scrollwork of theldrite moonsilver gleam magnificently amidst the fires of war. Epathus prefers to annihilate his enemies wholesale and so typically wields boltstorm gauntlets that can eradicate enemy infantry in blizzards of mass-reactive bolts or pulp even the

mightiest enemy champions with crushing blows reminiscent of those levelled by Marneus Calgar. Epathus carries this ethos of overwhelming force over to the armoured offensives performed by his company against the foe. Wherever possible he sequesters the maximum possible number of armoured fighting vehicles from the Chapter Armoury, then masses all available battle tanks into a mighty fist with which to swiftly and decisively crush the luckless foe.



THE CHAIN LAURELS

The design on the 7th Company's banner was once a more traditional wreath. It was after their battle alongside the Iron Hands in M38 that this changed. Led at the time by Captain Gerostus, three-quarters of the Ultramarines 7th Company reinforced a sizeable Imperial army besieging the fastness of the Word Bearers warlord Achorus'Hax. Here they fought alongside a smaller force of Iron Hands led by Iron Father Karrdas of Clan Company Haarmek. A skilled commander and master of siege warfare, the Iron Hands Captain bonded quickly with Captain Gerostus, the relentless logic of the one combining seamlessly with the adaptive tactical acumen of the other. With their forces combined, the Ultramarines and Iron Hands broke the fifteen-year siege in a matter of six months, and have ever after maintained bonds of brotherhood symbolised by the chain laurels.

THE 7TH COMPANY

DEFENDERS OF CAESEREAN

When a battle-brother joins the Ultramarines 7th Company, it is his first chance to fight as a battleline warrior in the name of Ultramar. This is the noble company in which each Ultramarine hones the tactical flexibility that their Chapter demands of them.

When an Ultramarine joins his Chapter's 7th Company it is a watershed moment for him. Many are the rites of initiation and honour that each such battle-brother undergoes, for it is at this point in his progression that each Ultramarine proves himself a true inheritor of the Primarch's legacy. It is one thing to fight as a neophyte under the watchful eyes of more veteran warriors, or to master the ways of single-focus weaponry and wargear such as are used by the 9th and 8th Companies. It is only once a battle-brother has not only proven themselves able to master these individual disciplines, but to meld them and build upon them in a strategically flexible and intuitive fashion that he is deemed ready to join the 7th Company. So is this advancement a proud moment for the new inductee, those who have trained him, and the brothers he has fought alongside. Yet newly minted battle-brothers of the Ultramarines 7th Company swiftly learn that, far from reaching some theoretical plateau, they have only just begun the practical of truly proving themselves.

Captain Gerad Ixion is a stern and exacting taskmaster who pushes his company to excel with their every breath and waking deed. Tall, spare and patrician, Ixion is an old soldier made hard and cold by the galaxy's many horrors. He is a noble and dedicated hero, and recognises that only through harsh discipline and nigh-unattainable standards can he do

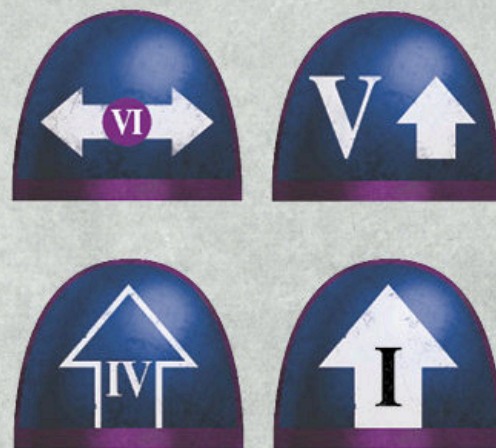
his duty to his Emperor, his Primarch, and the battle-brothers under his command.

Where the 6th Company spend much of their time broken up and scattered across the stars, the Ultramarines 7th normally deploy their strength in several larger formations. They reinforce the Battle Companies en masse and begin most campaigns fighting in their own dedicated forces alongside their more experienced comrades. Strike forces of 7th Company warriors are given the task of seizing and defending strategic assets, garrisoning fortifications and swiftly reinforcing gaps that develop in the Imperial lines. They may find themselves securing the flanks of a swift advance, or stepping into the breach to stiffen a buckling battle line before it can break. In this way do the 7th Company brothers earn their place amongst the squads they will one day reinforce.

It is during their time in the 7th Company that Ultramarines train in operating various marks of combat skimmers. Those who prove most talented in this high-velocity warfare may also spend time piloting the Chapter's aircraft, whether these be troop-deployment gunships or rapid interdiction craft such as Stormhawk Interceptors. When the 7th Company go to war, it is therefore most often accompanied by fast-moving formations of airborne attack craft that rake the foe mercilessly.

BATTLELINE

Battleline warriors must be strategically flexible. One moment they may be standing firm in the face of the enemy's assault; the next, they may be called upon to leap aboard armoured transports and rapidly relocate, or storm forwards on the offensive to seize vital strategic locations from the foe. Armed and armoured with an array of wargear that maximises their versatility without burdening them or forcing them into overly specialised roles, these warriors are amongst the most honoured in the Ultramarines Chapter. The tactical arrow designs they bear on their shoulder guards sometimes vary from one squad to the next, but the weight of respect they bear is unchanged.



Battleline squad markings can vary widely. These are examples of how squads in the 7th Company mark their armour.

THE 8TH COMPANY

HONOURBLADES

The 8th Company have an unusual reputation amongst the Ultramarines Chapter – these battle-brothers have a sanctioned mandate to unleash their full ferocity upon the foe, and to test the limits of Codex doctrine with every engagement they enter.

Upon advancement to the 8th Company, Ultramarines begin their training in the various close support and assault disciplines they must master in order to progress to the Battle Companies. It is here that they learn to operate such wargear as jump packs, various marks of Space Marine bike and Aggressor armour. They further develop their skills in close-quarters combat, training intensively with the wide range of heavy-duty close-combat armaments that a warrior of the Adeptus Astartes must wield with deadly skill. Chainswords, power axes, melta bombs, heavy bolt pistols and countless other potent armaments become each battle-brother's tools of war. Thanks to a rapid and punishing rotation through the various close support squads that their Chapter utilises, the Ultramarines learn to wield each combination of weapons and wargear swiftly and well.

So it is with all Codex-adherent Space Marine Chapters: the 8th Company is the blade that drives into the heart of the foe, the white-hot fire that consumes the enemy even as it tempers the battle-brothers who fight them. Yet the Honourblades have another role beyond simple close assault. Having served in two companies already, these battle-brothers have learned much of how the Chapter operates and have absorbed the tenets of the Codex Astartes through psycho-indoctrination and thousands of hours of study. However, at

the same time they are close enough to the 10th Company that they remember their time as neophytes and the untempered mindset of warriors newly elevated to the ranks of warrior demigods. Thus are the battle-brothers of the 8th perfectly placed to test the limits of the Codex and challenge all they have been taught.

This does not mean that the squads of the 8th Company run wild or flaunt the teachings of the Codex. Rather, under the watchful gaze of their sergeants they are encouraged to question each strategic doctrine as they learn it, to pose suggestions of how they might wrong-foot their enemies with radical tactical manoeuvres and even improve upon the tenets of the Codex. To many in the Imperium this would be blasphemy. To the Ultramarines it is a practice encouraged by the Primarch himself, who was once taught a lesson in strategic and mental flexibility by a mere sergeant of his Legion. As the battle-brothers of the 8th storm into the fight, they stretch their Codex teachings to the very limit with aggressive schemes and unorthodox tactics. Not only does this allow them to catch their enemies unawares with sudden assaults, lightning outflanking manoeuvres and feigned retreats, but it also teaches them an important lesson: ninety-nine times out of a hundred, the tenets of the Codex are all they need to defeat the foe. Yet for the sake of that one-hundredth time, they must never stop thinking for themselves.



THE HONOUR OF THE BLADE

The epithet of the Ultramarines 8th, Honourblades, stems from a ritual that each battle-brother undergoes upon entry into the company. Each warrior must kneel before their Captain, who bears the honorific title of Lord Executioner. The newly inducted battle-brother then swears an oath upon his honour as a warrior and a son of the Primarch that he will defend the Emperor's realm with his life, no matter the odds or horrors he might face. The Lord Executioner then draws his blade and places it at the inductee's neck, demanding that they repeat their oath and asserting, in archaic High Gothic verse, that he will strike off their heads if they speak false. So does the battle-brother swear again, a single bead of bright Space Marine blood running down their neck from their Captain's blade. Only when the weapon is sheathed once more is the new battle-brother considered sworn in.

CLOSE SUPPORT

It is to the close support warriors that many of battle's most dangerous duties fall, from spearhead assaults to desperate counter-offensives. Casualties amongst the 8th are high, and it is during service here that many brothers earn an augmetic to replace some lost limb, hand or eye. Facing such risks builds strong bonds of brotherhood, along with a certain laissez-faire attitude towards danger and an individualistic streak that, as it cools, will form the foundation for each Ultramarine's masterful strategic versatility. Accordingly, the armour markings borne by these warriors are amongst the most varied in the Chapter, often incorporating a personalised heraldic flourish requested of the artificers by the wearer.



Close Support Squad markings from the 8th Company.



MASTER OF RELICS

Captain Sinon of the Ultramarines 9th Company bears the title of Master of Relics. This post binds him ritually to both his own company and to the Chapter's Reclusiam; the Chaplains of the Reclusiam keep the Ultramarines' most precious relics safe in glimmering suspensor fields, and according to tradition the Master of Relics acts as their watchman and champion both, ensuring these artefacts are protected and that lost treasures of the Chapter are recovered whenever they come to light. To this end, Captain Sinon ensures that an honour guard of 9th Company battle-brothers stands watch over the Reclusiam at all times. He also maintains a web of acolytes and serfs who travel the space lanes of the Imperium, ever-watchful for hints of lost Ultramarines artefacts. Should one of Sinon's agents send back word that such an object has emerged, it is the Captain of the 9th who leads a strike force to reclaim the lost relic.

THE 9TH COMPANY

STORMBRINGERS

The Ultramarines 9th Company rarely fight as a single, unified force, for it is their role to provide fire support to the strike forces of their brother companies. On the few occasions they have done so, however, no foe can resist their thunderous firepower.

The Stormbringers are so named because, when arrayed in a single company-strength formation, the sheer overwhelming weight of firepower they bring to bear is said to be akin to a killing storm of the Emperor's wrath. Comprising squads of Devastators, Hellblasters, Eliminators and many other long-ranged bands of marksmen, the ranks of the 9th Company are replete with warriors well-equipped to annihilate their enemies from extreme range and with apocalyptic fury.

The battle-brothers of the 9th Company are a welcome sight for those of the other Ultramarines companies, and they are greeted with fierce bonhomie by the warriors of every strike force they join. In part this is because the wargear they wield allows them to bolster their comrades' strength enormously, to provide withering covering fire that can protect an advance or blast apart the monstrosities and enemy war engines that might otherwise threaten to wreak havoc. More than this, though, any Ultramarine who advances from the ranks of the 10th to the 9th Company has officially become a fully fledged battle-brother. They have proven that they are no longer simply a neophyte. They have shown that they can uphold their Primarch's legacy and that they are worthy of the great physical and mental gifts they have been given. Though they may have fought for dozens, even hundreds of years since their days in the 9th

Company, no Ultramarine ever forgets the fierce pride of their admittance to the ranks of the 9th, and they look upon those newly inducted warriors with fraternal admiration.

Of all the Ultramarines companies, the 9th follow the most defensive and static strategic doctrines. These are comparative terms only; with Eliminator and Suppressor Squads marauding ahead of their formations and armoured transports bearing their battle-brothers swiftly to optimised firing positions, when the Stormbringers do fight as one it is with a healthy measure of the dynamism expected of Space Marine strike forces. Still, thanks to the nature of the weaponry with which they are armed and the strategic role they fulfil, their squads are more often seen digging in and levelling devastating salvos of laser blasts, heavy bolt shells, plasma beams and rockets into the enemy ranks.

It is during their time in the 9th Company that Ultramarines battle-brothers learn how to take on enemy battle tanks utilising only man-portable heavy weaponry. They perfect their marksmanship with precision sniper weaponry, surpassing even the eagle-eyed snipers of the 10th Company, and gain an advanced appreciation for the application of heavy firepower in a wide range of strategic situations. So does their understanding of wider battlefield strategy begin to develop.

FIRE SUPPORT

Ultramarines strike forces cannot afford for their fire support warriors to be unthinking blunt instruments as might some Imperial armies. As such, battle-brothers in the 9th Company are rapidly and repeatedly rotated through different squad roles; in one deployment they may snipe at the enemy as Eliminators; in the next, they may don the power packs of Hellblasters and bathe the foe in annihilating plasma. As they move from one squad to the next these battle-brothers will display varying fire support markings, but all proclaim the same message; this warrior is a mighty marksman, and in his hands he bears the power to butcher his foes from afar.



Example squad markings from Fire Support Squads of the 9th Company.

THE 10TH COMPANY

THE SCIONS OF ULTRAMAR

The Ultramarines 10th Company takes raw novitiates and transforms them into tight-knit warrior bands judged fit to advance into the Reserve and Battle Companies. Amongst their ranks are the future heroes of the Chapter forged.

The Ultramarines 10th Company serves the dual roles of the Chapter's training corps and also its forward operations and infiltration force. To this end, it supports a one-hundred-strong cadre of Primaris Vanguard Marines alongside the steady influx of novitiates beginning their combat training in the hopes of ascending to become full battle-brothers.

Recruited as they are from the worlds of Ultramar, the vast majority of the Chapter novitiates are youthful warriors in the peak of mental and physical condition. Many Chapters prefer to draw their neophytes from the superstitious tribespeople of death worlds so as to ensure only the hardest and most savagely determined make it into their ranks. The Ultramarines, however, enjoy the twin luxuries of multiple recruiting worlds and a stellar empire in which the pinnacle of even the most cultured and noble families' ambitions is to see one of their sons inducted

into the ranks of the Ultramarines. Academies exist throughout Ultramar that take those sons and attempt to prepare them for the rigours of joining the Chapter. Many do not survive the trials, which are every bit as punishing as anything endured by the aspirants of other Space Marine Chapters. Others fail at the last hurdle, going on to become valued Chapter serfs or officers of the Ultramar Defence Auxilia instead of Space Marines. The elite few pass through the selection process and are elevated to join the 10th Company.

At times, the Chapter's Scout Squads support the operations of their company's Vanguard brethren or the Battle Companies, learning as they fight. At others the Vanguard work alone, completing vital missions deep behind the enemy's front lines. This specialised force is a dagger in the Chapter Master's fist, ready to be plunged into the heart of unsuspecting foes with lethal swiftness.



CHAPTER COMMAND

Few Chapters of Space Marines can claim even half as many mighty heroes as can the Ultramarines. The regal halls and chambers of the strategium within the Fortress of Hera ring to the noble words and portentous footfalls of true demigods of war.

Were the graven statues in the Hall of Heroes on Terra to come to life and step from their gilded podia, they would scarcely represent a greater or more noble gathering of exemplars than that which leads the Ultramarines. Even setting aside the fact that the Chapter boasts the Imperium's only known living Primarch, who also bears the rank of Lord Commander of the Imperium, the calibre of the individuals who make up the Ultramarines Chapter Command is breathtaking. Chapter Master and Lord Macragge Marneus Calgar had ruled for more than two centuries even before Roboute Guilliman's return, and with his gene-sire's blessing he continues to do so with ever greater wisdom and martial magnificence. Below Guilliman and Calgar stand a magnificent gathering of Imperial heroes; the Honour Guard of the Ultramarines. Hand-picked from amongst the most veteran and deadly warriors of the Chapter, each warrior has a personal roll of honour stretching back over dozens of magnificent and blood-

drenched conflicts. The axe-wielding warrior-champions of the Honour Guard and the shield-bearing defenders of the Victrix Honour Guard stand ready to enforce their lords' every command, and to carry the vengeance of Ultramar out into the hostile stars.

Around these storied heroes orbits a veritable constellation of other august bodies and dedicated support personnel. The Armoury, the Apothecarion, the Librarian and the Reclusiam all branch off from the Chapter Command and aid in the overall rule of the Chapter's affairs. Legions of serfs, acolytes, astropaths, lexographers, carto-divinators, historitors, logisticators and countless other ranks of human aides see to the day-to-day administration and coordination of the Chapter's affairs. Amongst the people of Macragge and wider Ultramar, even the meanest of these individuals is greatly revered, and the Ultramarines themselves acknowledge their labours with gratitude.



The Ultramarines Chief Apothecary is Corpus Helix, a warrior-medicae of infinite patience whose attention to detail has saved countless lives.



Chief Librarian Varro Tigurius commands the Ultramarines Librarian. His personal heraldry is well known and greatly respected on Macragge.



Ortan Cassius rules over the Ultramarines Reclusiam, though his vendetta against the Tyranid threat means he is rarely present on Macragge.



ARMOURY

The Ultramarines Chapter Armoury is located deep within the sprawling immensity of the Fortress of Hera. It is here that the Chapter's weapons and wargear are maintained, its vehicles and artillery pieces tended to between each combat engagement and its Dreadnoughts slumber away the decades until they are woken again to battle.

It is beneath the banners of the Chapter Armoury that all of the Ultramarines' heaviest military material and tools of war are gathered. The Armoury is both a location and a martial organisation within the Chapter, a self-contained fiefdom behind whose titanic adamantine blast doors and scone-lined arches the word of the Chapter Techmarines is law. It is a realm of clanging piston hammers and rumbling forge-furnaces, of sombre chants, crackling braziers, the whine and snap of precision servo-tools from artificers' alcoves and the omnipresent scents of lapping powder, engine oil and sanctified incense. Hulking servitors lumber through the ruddy light hefting slabs of tank armour or gunship munitions weighing tonnes at a time. Techmarines move to and fro from one repair cradle or arming bench to another, robes of crimson and blue draped over their power-armoured forms, their critical eyes always fixed on the work of Chapter serfs and repair servitors. Here are the battle tanks of

the Chapter restored to full fighting strength after even the most gruelling campaigns, the machine spirits of field guns and bolt rifles and aircraft ministered to and readied for their next engagement. Here, too, are magnificent masterworks of the armourer's craft created, artificers labouring sometimes for their entire lives to craft a single exceptional weapon to be borne by the Ultramarines' greatest heroes.

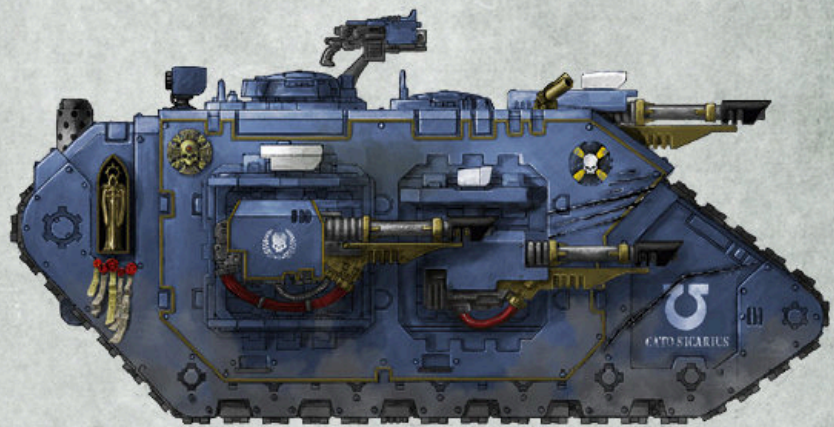
It is from the armoury that Ultramarines strike force commanders requisition any vehicles larger than armoured transports to join their warriors as they go to war. The Ultramarines are fortunate to possess many especially venerable vehicles bearing deadly technology from bygone ages, not to mention a prodigious cadre of Dreadnought battle-brothers whose sarcophagi can be stirred to wakefulness when war beckons. Some of these warriors have existed for thousands of years – such ancients offer peerless wisdom in the tenets of the Codex and its battlefield applications.



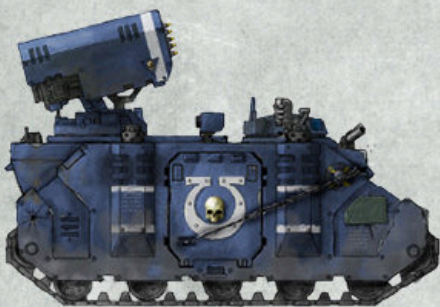
Fennias Maxim is the current Ultramarines Master of the Forge. As the most senior Techmarine of the Chapter, Maxim has his own personal heraldry that is synonymous with the Chapter Armoury.

THE SPEAR OF MACRAGGE

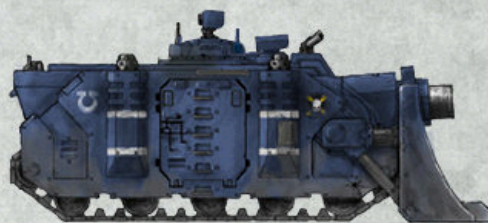
Under the leadership of Antaro Chronus, the vehicle formation known as the Spear of Macragge – bearing its commander's honorific – took a great toll on the Necron forces during the Second Damnosian War. Deployed via orbital lander in the first few minutes of the campaign, the tank squadron played a critical role in the fierce battles that followed. Though Chronus found his initial assault stymied by powerful energy fields, and though his *Pride of Talassar* was destroyed by the Necron Tesseract Vault, the Spear of Macragge crippled several Monoliths and destroyed dozens of lesser xenos war constructs before the war had run its course.



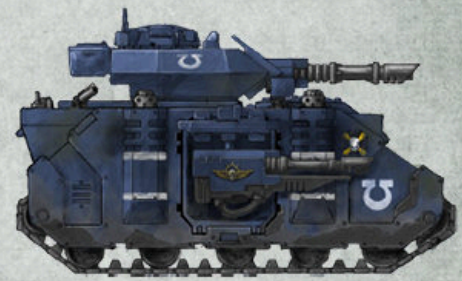
Pride of Talassar, Terminus Ultra, commanded by Sergeant Chronus



Iax, Whirlwind (suppression role)



Vexator, Vindicator (vanguard)



Nova, Predator (vanguard)

SUCCESSOR CHAPTERS

The Ultramarines have seeded successor Chapters all across the galaxy. Though these Chapters follow the tenets of the Codex Astartes and the teachings of Guilliman, they also exhibit vast cultural and doctrinal variation. Each is a proud warrior brotherhood in its own right, with its own ways of war and magnificent honour roll.

SONS OF GUILLIMAN



Brother Daellenus, 2nd Squad of the 3rd Company (battleline)



Hailing from the desert-ringed death world of Praesidia, the Sons of Guilliman have a chequered past. Whispers persist that more than one of their number has fallen to the temptations of Chaos in the past, and the Chapter has a reputation for rash or wilful conduct bordering on Codex-divergence. They fight all the harder to prove themselves worthy of their prestigious name, however, and have won many great victories.

DOOM EAGLES



Brother Cybiam, 5th Squad of the 2nd Company (battleline)



A relentlessly aggressive Chapter, the Doom Eagles are indoctrinated to accept the inevitability of their deaths and embrace the freedom this offers them to fight all the harder in the Emperor's name. They are expert proponents of spearhead attacks by massed jump troops and supporting gunships; the Doom Eagles' standard tactics involve a series of swift and crushing blows that may cost them dearly in lives, but always leave the enemy shattered.

MORTIFACTORS



Brother Cela, 6th Squad of the 4th Company (battleline)



The Mortifactors are a dark and brooding Chapter who venerate their honoured dead to the point of obsession. Their open morbidness and celebration of death often makes their allies, especially the more superstitious ones, ill at ease. Their grim aspect and the fear that it inspires are weapons of war as much as the guns and blades they wield, and they have been seen to use skeletal war paint, hooded robes and even bone-inlaid power scythes in battle.

EAGLE WARRIORS



Brother Varis, 4th Squad of the 4th Company (battleline)



Founded during an especially anarchic period in the Imperium's history, the Eagle Warriors cannot trace their exact origin. Regardless, they cite Roboute Guilliman as their Primarch and fight an endless crusade to defend the systems he liberated during the Great Crusade. The opening of the Great Rift has imperilled many of these systems, and so the Eagle Warriors send strike force after strike force to fight in their defence.

'We must thank the Emperor, I suppose, that it was Roboute Guilliman's gene-line that proved the most stable and prevalent. Had it been that of Russ or the Khan, for example, we would have found ourselves defended by feral savages barely distinguishable from our foes. At least the Ultramarines successors understand how to conduct war in a civilised fashion.'

- Lord-genator Knepf Sacrabactus, private musings, log 6:56:6

VOID TRIDENTS



Brother Archab, 2nd Squad of the 4th Company (battleline)



A Primaris successor Chapter created during the Ultima Founding, the Void Tridents recruit from the oceanic world of Talassar. Their Chapter's warrior culture is strongly tied to the naval traditions of that world, which translates in combat-doctrine terms to a mastery of void-ship to void-ship warfare, boarding actions against orbital fortifications, low-gravity warfare and drop invasions of enemy-held worlds.

CASTELLANS OF THE RIFT



Brother Gerholt, 5th Squad of the 2nd Company (battleline)



It is the unenviable duty of the Castellans of the Rift to maintain the Nachmund Gauntlet, that stable channel through the roiling tides of the Great Rift that empties into the Vigilus System. They have engaged in numerous raids upon the Renegade Knight world of Dharrovar, and have fought at both the Imperium Nihilus and Imperium Sanctus ends of the gauntlet to drive back renegades, traitors and xenos raiders alike, at great personal cost.

DARK SONS



Brother Thengillimus of the 7th Company, indicated by his knee pad colouration.



The Dark Sons claim the honour of having been tutored in the arts of war by the Novamarines themselves. A certain spectre of pridefulness and egotism clings to these warriors and has soured their dealings with other Imperial organisations in the past, but their arrogance is not undeserved. The Dark Sons fight with remarkable efficiency and skill, and have won countless battles against remarkable odds.

DOOM LEGION



Brother Thanasos, 4th Squad of the 3rd Company (battleline)



The Doom Legion were long ago entrusted with guardianship of Faithful's Deliverance, a pre-Heresy star fort that overlooks the Elusian Maze asteroid fields. The Chapter has been all but forgotten by the wider Imperium, but the Doom Legion continues to battle the threats that emerge from the Elusian Maze, awaiting the day that orders come for them to bring the vast firepower of their void station to bear against the Imperium's greatest foes.

ANNALS OF THE ULTRAMARINES

At the dawn of the Great Crusade, the Space Marine Legions set out from Terra under the command of the Emperor himself, for their Primarchs had been scattered across the stars and were thought lost. Yet each of those nascent demigods was already carving his own legend where the tides of the empyrean had deposited him, and sons and sire would soon be reunited.

When the Emperor fashioned his great Space Marine Legions, he took the gene-stock for each from different regions of Terra itself. The protean gene-seed for those who would become the Ultramarines was harvested from the Midafrik Hive Oligarchy, the war families of the Saragon Enclave, the sub-equatorial maglev clans of Panpocro and even the martially skilled tribes that roamed the Caucasus Wastes, despite the clear evidence of their cannibalistic tendencies.

A logic informed all of these selections, a defining characteristic uniting the disparate peoples whose genetic material would create the XIII Legion; all fought on into the latest days of the Unification Wars, resisting assimilation into the Emperor's realm with their life's blood and more ready to risk annihilation than to surrender. Such were the peoples from whom the Ultramarines were fashioned, and much of the tenacity, determination, selflessness and dogged adaptability of those peoples can still be seen in their ancestors. So it was that, in their earliest years, the origins of the Ultramarines led to them being known as the War Born.

To the Ultramarines fell the duty of prosecuting numerous conflicts early in the Great Crusade. They fought in the First Pacification of Luna, the opening engagement of that grand galactic undertaking, and on Askaphion, Ghemnus II and many others. Even as the Ultramarines were forging a path across the galaxy, driving back the darkness of Old Night and bolstering the strength of the Emperor's growing realm, their lost Primarch was bringing light and civilisation of his own elsewhere in the galaxy.

THE CONSUL'S SON

By the machinations of the Dark Gods were the Emperor's fledgling Primarchs snatched up and flung far and wide across the galaxy. Each came to rest upon a different world, and it could be said that the planets upon which each Primarch grew to manhood shaped the Emperor's sons as much as they shaped those worlds.

Roboute Guilliman had the good fortune to come to rest upon the world of Macragge. A comparative bastion of civilisation within a dark and dangerous galaxy, Macragge was ruled by a pair of consuls, Konor and Gallan. After the infant Primarch's pod was discovered in the forest by hunting noblemen, Guilliman was brought to Konor, who fostered and raised him.

Like all the Primarchs, Roboute Guilliman grew and developed at a prodigious pace, swiftly learning all that Konor and his fellow Macraggians could teach him, and then surpassing them. Guilliman was fiercely loyal to his adoptive father; thus, when Gallan led a coup in which Konor was fatally wounded, Guilliman stopped at nothing to seize control of the planet in his father's name and hunt down Konor's killers. By the time the Emperor came to Macragge at the head of his Great Crusade, it was a world of strength, unity, culture and civilisation. Such was the society that Roboute Guilliman had wrought, and such has been his vision for the wider realm of Ultramar ever since.



EMPIRE AMONG THE STARS

From the moment he took command of his Space Marine Legion, Roboute Guilliman established a strong and mutually beneficial bond with his gene-sons. He turned his exceptional strategic and logistical abilities to refining their organisation and optimising their tactical disposition so that every element of the Legion operated at peak capacity.

As part of this organisational drive, Guilliman divided the XIII Legion into bodies known as Chapters, each with their own dedicated command structure and supporting naval elements that provided them with absolute operational autonomy. With Guilliman at their head, the Ultramarines reclaimed more planets for the Imperium than any other Legion save Horus' Luna Wolves, and it is arguably true that the Ultramarines did so in a more complete and beneficial fashion than even the Warmaster's sons.

Every planet the Ultramarines brought to compliance, they brought also into the embrace of Imperial civilisation. Roboute Guilliman applied himself to each conquered populace in turn, providing their worlds with firm governance and not moving on until a self-regulating and faultlessly loyal Imperial world had been established. Gradually, as the Ultramarines blazed a trail across the stars, the Macraggian civilisations they seeded in their wake became the stellar empire of Ultramar, a shining exemplar of what the Imperium could become.

Guilliman hoped for a future where his sons would be able to set down their arms and become the leaders of peaceful worlds. However, this in no way lessened their abilities as warriors, which were prodigious indeed. The Ultramarines crushed countless depraved warlords and tyrannical despots as they pushed out across the stars. They purged dozens of abominable xenos empires, including the revolting Psybrids who had been responsible for the Legion's costly defeat during the Osiris Rebellion in the early years of the Great Crusade. Roboute Guilliman made special efforts to hunt down these monstrous beings so that his gene-sons might recover their honour. The Ultramarines met the Psybrids in the Battle of Eurydice Terminal, boarding their ships and driving back their psychically enslaved armies with the aid of the War Hounds Legion before Guilliman himself struck down the towering xenos leader. Such was the price for standing against the Ultramarines' march of conquest and enforced civilisation.

At the time of the Great Crusade, Roboute Guilliman was a warrior and statesman beyond compare. Leading the largest of the Space Marine Legions, he reclaimed vast swathes of space in the Emperor's name, and brought stability and order to his father's galactic realm.



THE AGE OF DARKNESS

When Warmaster Horus Lupercal turned against the Imperium of Mankind, he led fully half of his brother Primarchs into rebellion against the Emperor, along with the majority of each of their Legions. The Ultramarines remained staunchly loyal to the Master of Mankind, and found themselves the targets of a spiteful vendetta as a consequence.

During the horrors of the Horus Heresy, brother turned against brother with a savagery that scarred the collective psyche of the Imperium forever. Few Legions, however, set upon one another with the ferocity of the Word Bearers and the Ultramarines. So great was the depth of hatred that drove their conflict that it consumed even the pragmatic Ultramarines and contributed directly to their arriving at Terra too late to aid in its defence. The roots of this grudge lay in a tragic act of disobedience and brutal punishment that occurred many years before Horus' rebellion.

The Emperor maintained from the very beginning that he was not a god. The Imperial Truth that he promulgated was a wholly secular model of civilisation that – unbeknownst to the vast majority of those who enforced it – was intended to shepherd Mankind safely away from the

merest danger of falling into the worship of the Chaos Gods. Alone amongst the Primarchs, Lorgar of the Word Bearers refused to accept this creed. For Lorgar and his gene-sons, enforcing worship of the Emperor was part and parcel of making a world compliant. Each time the Word Bearers moved on to their next conquest, they left in their wake vast prayer cities and macro-monuments praising the Emperor as a divinity to be worshipped by all.

At last the Emperor's patience was exhausted. He punished Lorgar by making an example of Monarchia, the greatest of the Word Bearers' prayer cities. Dispatching the Ultramarines as the executors of his will, the Emperor had them annihilate the city utterly before gathering Lorgar and all of his sons amidst its ashes and publicly shaming them. It was an insult they would not soon forget,

and may well have proved the spur that pushed Lorgar into the arms of the Chaos Gods. Whatever the case, it certainly left the Word Bearers harbouring a deep-seated and venomous grudge against the XIII Legion that, for their part, the Ultramarines utterly failed to recognise until it was far too late.

BETRAYAL AT CALTH

Horus laid his plans with meticulous care and all the cunning of a lord of war. At the outbreak of the Heresy he had used his position as Warmaster to muster the greatest possible strength of both Ultramarines and Word Bearers in Ultramar under the pretence of dispatching them together to exterminate a growing Ork menace in a neighbouring system.

The planet Calth was suggested by Lorgar as the mustering site for their forces;

THE FALL OF GUILLIMAN

It was during the era known as the Scouring – that time when the surviving loyalists hounded the Traitor Legions across the galaxy and into the Eye of Terror – that Roboute Guilliman fell.

Already Guilliman had divided his former Legion's strength into true Chapters, as per the dictates of his newly implemented Codex Astartes. He had pursued Fulgrim, the daemoniac Primarch of the Emperor's Children and slayer of Ferrus Manus, to Thessala. There two great void-fleets engaged and the Emperor's Children successfully drew the Ultramarines into a trap.

Determined to break out and preserve the lives of his gene-sons, Guilliman led a boarding assault against Fulgrim's capital ship, *Pride of the Emperor*. He found the vessel distorted into a monstrous parody of its former glory, but pressed on into its depths in search of his warp-twisted sibling. Guilliman knew that only by facing

Fulgrim in combat could he hold his vain brother's attention long enough for the Ultramarines and their brother Chapters to cripple the *Pride of the Emperor* and effect their escape.

The battle that followed was grossly one-sided, for in his damnation Fulgrim was deadly indeed. Guilliman fought like the demigod he was and successfully wounded his foe, but in return the incensed Fulgrim slashed open Guilliman's throat with a warp-poisoned blade.

The Ultramarines recovered their fallen Primarch by emergency teleport and their Apothecaries rushed him into a stasis chamber. Thus was Guilliman preserved, teetering for millennia upon the very precipice of death, sealed away from time itself and enthroned within the Shrine of the Primarch upon Macragge. It would be many thousands of years before he bestrode the stars again.



this was a world that the Ultramarines treasured, for it was as magnificent and mighty as it was beautiful, and Lorgar saw its devastation as just payment for Monarchia.

The Word Bearers struck suddenly and with tremendous force. Their trap was well laid and their methods savage. By the time the Ultramarines realised that their erstwhile brothers had turned upon them, orbital wreckage from their own expeditionary fleet was raining down upon the burning planet and Word Bearers armies were sweeping across the surface supported by traitor Titans, burning all before them.

Roboute Guilliman struggled to believe that his brother's Legion could possibly have turned traitor, but when the truth finally crashed home he swore to annihilate the Word Bearers wholesale. However, outnumbered and temporarily outmanoeuvred he was unable to prevent Lorgar from completing a monstrous ritual that poisoned Calth's star. The surface of the planet was engulfed in a blast-wave of lethal radiation; those forces left fighting there descended into the subterranean arcologies, where they began a hideous

tunnel-war that would last for years to come.

The Ultramarines fought back against the Word Bearers throughout Ultramar and drove Lorgar's sons from their realm. However, the price was great. The XIII Legion's strength was sorely depleted by one savage battle after another. Thanks to Lorgar's conjuring of a warp anomaly known as the Ruinstorm, the Ultramarines were mired for long years fighting to protect their empire. There are even whispers that Guilliman, ever pragmatic, may have attempted to create a second seat of Imperial power there in case the worst had happened and Terra had already fallen. The truth of such events is long lost but their effect was plain enough to see; the Ultramarines did not fight in Terra's defence when the end of the Heresy came.



VENGEANCE

It was not until many years after Calth's fall that the Ultramarines exacted their revenge for the Word Bearers' perfidy. Even when they did, during the Scouring, the gesture turned out to be tragically hollow.

Elements of the Ultramarines Chapter at last reached Colchis, the home world upon which Lorgar had been raised by his mentor, Kor Phaeron. However, the Ultramarines found the world to have fallen into degenerate anarchy. Before Lorgar's brief period of rule, Colchis had been a fragmented and feudal world and, now that the master of the Word Bearers had retreated into the warp to serve his new masters, it had fallen back into the most extreme expression of that state.

Adjudged hopelessly corrupt and beyond redemption by agents of the Holy Ordos of the Inquisition, Colchis was marked for death. It was the Ultramarines who carried out the destruction, bombarding the planet with cyclonic torpedoes that first fractured, and then blew apart the Word Bearers' home world. Calth was avenged in kind, though it seemed the Traitor Legion against whom the blow was struck cared little.



In Calth's deep underworld arcologies, Ultramarines and Word Bearers fought savagely for years. No quarter was given, each side fuelling their fury with a burning hatred.

‘They are an enemy unnumbered. They are hunger incarnate, a rapacious invading foe that we cannot reason with, cannot bribe or trick and whose spirit we cannot break. The Tyranids will keep coming until every living thing in the galaxy is slain, or they are. I will see to it that it is the latter that occurs.’

- Chaplain Ortan Cassius

THE FIRST TYRANNIC WAR

The arrival of the Tyranids’ Hive Fleet Behemoth in the Eastern Fringe was the single greatest threat to the realm of Ultramar since the darkness of the Horus Heresy. Upon Macragge would the future of the entire sector be decided.

Many thousands of years after the fall of their Primarch, the Ultramarines still stood proud as the masters of Ultramar amidst the gathering darkness of the late 41st Millennium. They had defeated countless invasions by heretics, xenos and traitors all across the Imperium and, while Ultramar was not as vast an empire as it had once been, it still stood as a proud testament to Guilliman’s legacy. Then came the Tyranids.

Unutterably alien, endlessly hungry, these swarming bio-horrors could not be negotiated with, reasoned with or even truly understood. Hive Fleet Behemoth ploughed into Ultramar from the outer darkness of the Eastern Fringe like a chitinous battering ram, forcing the Ultramarines to fight for the survival of their entire realm.

Once he learned of the imminent threat of Hive Fleet Behemoth, Marneus Calgar ordered Macragge’s formidable defences to be immediately bolstered. Between a vast fleet of warships and the planet’s mighty orbital defence stations, everyone on Macragge readied themselves to face the Tyranid menace. Only a scant few weeks later, the Tyranids’ vanguard fleet attacked. Hundreds of bio-ships swept through the Ultramarines’ blockade and swarmed over Macragge, and countless thousands of alien beasts soon rampaged across the planet. Major population centres such as Magna Macragge Civitas and its surrounding districts were kept free of xenos invaders thanks to the dedicated efforts of the planet’s defence platforms, and the Tyranids were therefore forced to make planetfall where they could. They massed their strength and prepared to converge upon the biomass-heavy settled regions lying near Macragge’s equator. However, Calgar would not allow this to come to pass.

Deeming the Tyranid threat too massive to oppose piecemeal, Calgar combined his ground forces into three armies. The first and second task forces each garrisoned one of Macragge’s polar fortresses, targets to which the xenos horde would deliberately be drawn. Taking the fight directly to the foe, Calgar himself led the third force in a series of rearguard actions with the aim of slowing the Tyranid advance.

COLD STEEL RIDGE

Displaying his prodigious strategic cunning, Calgar utilised the landscape of Macragge as a weapon. He funnelled the xenos swarm into valleys and onto ice bridges where their numbers could not be brought to bear. Ultramarines gun-lines held back the tide while long-range barrages and enfilading fire reaped a bloody harvest. Battleline and close support elements launched opportunistic



strikes to cripple Tyranid hive-nodes and leader beasts while their fire support brethren held back the swarming tide.

At Cold Steel Ridge, the Tyranid swarms massed so thickly that such tactics could not hold them at bay. It was during this battle that the Ultramarines faced the most dangerous Tyranid creature yet encountered. Codenamed the Swarmlord, this enhanced Hive Tyrant displayed strategic acumen equal to the Ultramarines' and began to overrun the Adeptus Astartes' positions. Knowing that to remain planetside would doom his warriors in the field, Calgar ordered gunships to extract the Ultramarines to the orbiting battle barge *Octavius*. Sensing its prey was about to escape, the Swarmlord plunged into the fray alongside a horde of elite hive-warriors, cutting a path straight towards Calgar and engaging the Chapter Master in a brutal duel. Calgar and his Honour Guard fought like gods of war, but even they were sorely mauled and survived only thanks to the timely arrival of the evacuation gunships. Marneus Calgar would live to fight on, but Cold Steel Ridge was lost.

MACRAGGE BESIEGED

Hours later, the main strength of the Tyranids arrived above Macragge. Refusing all but the most vital medical attention, Calgar quickly resumed command of the fleet and pressed the attack. Caught between the blistering firepower of Macragge's polar fortresses and the vengeful hammer blows of Calgar's fleet, Tyranid vessels were destroyed in droves but hundreds yet remained. As the battle raged, the remaining Tyranid ships unleashed thousands of brood-bearing invasion spores above the polar fortresses before retreating from orbit. Trusting to his Ultramarines to hold the vital strongholds, Calgar pursued the hive fleet, determined to prevent it from bringing ruin to any other worlds.

Meanwhile, on Macragge's surface, the valour of the Ultramarines was being tested as never before. The 1st Company Veterans repeatedly led daring counter-attacks to stymie the Tyranid advance before withdrawing to defend every wall and trench. The Titans of the Legio Praetor stalked the ice fields and shot smoking furrows through the onrushing hordes with their apocalyptic weaponry. But the roiling swarm's ferocity was relentless. At the northern fortress, they overran the walls using the steaming piles of their

own dead for cover. Even the towering god-machines were dragged down by sheer weight of numbers. Ammunition ran low, though the stockpiles had been established to hold out through months of siege. In the end, the 1st Company gave their lives to the last to hold back the Tyranid threat at Macragge's north pole, and by their sacrifice they broke its might.

In space, Calgar pursued the Tyranid fleet towards the world of Circe, where the arrival of Battlefleet Tempestus from Bakka finally sealed the Tyranids' fate, catching the xenos ships in a vice between the two forces. Though many Imperial battleships and cruisers were destroyed, the hive fleet was obliterated and Calgar's ships raced back to Macragge. By the time Calgar and his warships reached orbit the battle was all but done. All that remained was to exterminate the last scattered xenos broods and count the cost of victory.

THE ENDLESS SWARM

The onslaught of Hive Fleet Behemoth was but the first Tyranid invasion of the galaxy. Hive Fleet Kraken came next, and then the tendrils of Leviathan inveigling their way up from below the galactic plane. More and more bio-swarms enter Imperial space with every passing year, and many have hurled at least a portion of their strength at the worlds of Ultramar.

Guilliman's sons have not forgotten the lessons they learned during the First Tyrannic War; nor have they forgiven the hurts done to their Chapter or their worlds by the monstrous xenos. The Ultramarines thus fight at the forefront of the ongoing war against the Tyranid menace, employing their hard-won knowledge of the rapacious aliens' combat capabilities and doctrines to exterminate the Tyranids wherever they encounter them. It is a bloody and gruelling conflict, with no end in sight.



The Ultramarines faced foes uncounted in the Tyrannic Wars. Steadfast and dauntless, they held against the overwhelming assaults despite crippling losses.

RISE OF THE PRIMARCH

The closing years of the 41st Millennium were a time of dark omens and dire unrest. One catastrophe after another saw a tidal wave of distress calls break upon the Terran astropathic relays – a flood of hopelessness, terror and despair that drove men to madness. Yet amidst this torrent of misery there rose a single note of hope.

The resurrection of Roboute Guilliman was a desperate and barely achieved victory for the Imperium, yet it was to prove pivotal to the fortunes of both Ultramar and the entirety of the Emperor's realm. It was the work of a disparate band of heroes including Archmagos Belisarius Cawl, Saint Celestine, Inquisitor Katarinya Greyfax and even agents of the alien Aeldari. Through dangers untold and across unimaginable galactic gulfs did this band of warriors venture to bring Cawl's auto-reliquary to the Shrine of the Primarch at the heart of the Fortress of Hera. Macragge itself was under attack by the dark powers of Chaos, the Shrine almost overrun by Abaddon's Black Legionnaires. Yet though the heroes were under heavy fire, still they managed to activate the auto-reliquary and change the history of the galaxy forever.

Within the arcane device had been transported the Armour of Fate, all the way from Mars. Its systems augmented by the soul-sorcery of the Aeldari, this incredible suit of armour captured and restored Guilliman's soul before it could flee beyond the veil. It cleansed at last the foul poisons that Fulgrim had poured into his brother's bloodstream and restored Roboute Guilliman to life. The Primarch would be cursed to wear his ornate armour for evermore, for without its soul-sustaining technologies he would soon perish, but he had been resurrected in the Imperium's hour of greatest need and this would have to be enough.

Upon rising from his throne of many millennia, Roboute Guilliman's first act was to cleanse the Black Legionnaires from the shrine like a vengeful hurricane. Without pausing to question his surroundings, or what had occurred, or who these strangers were that fought alongside him in the armour of his sons, Guilliman drove the invaders from the Fortress of Hera and made secure the fastness. Only then did Guilliman demand answers. Only then did he learn that he had balanced upon death's razor edge for more than nine thousand years, while the Imperium plunged ever deeper into the seething darkness around him.

Such revelations would have broken the sanity of most who heard them. It is a testament to Guilliman's force of will that, whatever feelings he had about his fate, he kept them locked behind a mask of grim determination. The campaign to drive the worshippers of Chaos from Macragge was swift and decisive, Guilliman mobilising his forces with superhuman skill and beginning the war to purge the servants of the Ruinous Powers from his realm.

Victory in Ultramar was not for the Primarch to claim, however. Warp storm activity was growing more severe by the day, and a dark certainty grew amongst the Ultramarines that this was an empyric tempest unlike any other. Panicked word reached Ultramar of great and terrible rents opening all across the galaxy, threatening to tear it in two.



Escaping the martial and emotional snares that the Dark Gods attempted to set for him, Guilliman recognised that he could not put the well-being of his own realm before that of the wider Imperium. Pausing only to gather a crusading fleet around him, Roboute Guilliman set out upon a perilous journey across the darkening galaxy. He raced ahead of the roiling warp storms and faced foes at every turn, determined to reach the throneworld. On Terra, Guilliman would confront his father, would learn what the Emperor willed for the ailing Imperium and what role his son would take.

Many are the tales told of Guilliman's adventures and trials during what became

known as the Terran Crusade. Almost did the billowing maw of the Great Rift catch and devour him, and indeed thanks to dark sorcery the Primarch and his followers were forced to fight their way out of the Maelstrom itself. The proud warship *Macragge's Honour* was seized by the Red Corsairs, and only with the aid of Cypher of the Fallen and Sylandri Veilwalker of the Harlequins was the crusading force able to escape Huron Blackheart's grip.

At last they came not to Terra but to Luna, travelling by stranger ways of Aeldari devising and hotly pursued by Guilliman's fell brother Magnus the Red. Upon the surface of Luna the warriors of the Terran Crusade fought a last, desperate battle that saw them hold off the pursuit of the Thousand Sons and their daemonic allies long enough for aid to reach them. With the heretics driven away or annihilated, Roboute Guilliman and the last of his weary crusading warriors were escorted to Terra, and thence to the Emperor's palace.

DARK IMPERIUM

What passed between Guilliman and the Emperor behind the closed doors of the Imperial throne room, none but the Primarch knows. However, when he emerged from his hard-won audience Guilliman burned with a new sense of purpose that even the dullest could sense. The Imperium had been plunged into the nightmare darkness of the Noctis Aeterna by the opening of the Great Rift, yet even this did not stop the Avenging Son.

Guilliman at last gave Archmagos Belisarius Cawl the order for ten thousand years of labour to cease. So began the Ultima Founding and the awakening of the first waves of Primaris Space Marines. It was a decision made not a moment too soon, for even as the new generation of Space Marines emerged from beneath the Martian surface, a great host of Daemons swept down upon Holy Terra. Unleashed by Khorne, the Blood God, this onslaught of empyric abominations sought to claim the Emperor's skull. Opposed by Guilliman and the armies of Terra, they would be destroyed to the last.



Resplendent in the Armour of Fate and wielding the Emperor's Sword, the reborn Roboute Guilliman leads his Ultramarines to cleanse the Fortress of Hera of the Black Legionnaires that befoul it with their treacherous presence.

THE ERA INDOMITUS

The opening of the Great Rift and the intensification of the war against Chaos has left the Ultramarines divided and beleaguered. Yet the knowledge that their Primarch walks abroad in the galaxy gives the warriors of Ultramar renewed strength, and their determination to drive back Mankind's enemies on every front is undimmed.

Near the end of the 41st Millennium the Imperium lay broken in two. The Great Rift had torn the galaxy asunder. The Emperor's realm was split by a seething belt of warp storms that waxed and waned as they spewed armies of unholy abominations into realspace in numbers previously undreamed of. Time itself distorted in the grip of impossible forces so that to read the linear progression of war across the galaxy became the toil of madmen and fools. Warp travel was more hazardous than it had ever been, leaving many thousands

of Imperial worlds virtually isolated and forced to look to their own defence. The issues were even worse beyond the Great Rift, where the light of the Astronomican was reduced to the most distant and infrequent of glimmerings.

Despite all of this, the Ultramarines did not falter in their defence of the Imperium. Their duty had always been the defence of not only Ultramar but of the whole of the Emperor's realm, and it was not one that they would shirk now.

Many Imperial forces chose zeal and aggression over simply cowering behind their defences. Crusading fleets struck out into the void with fire in their hearts. Some won great victories, but the vast majority were engulfed by nightmarish phenomena and tides of malefic foes and were never seen again.

There was one undertaking that overshadowed all others, however: the Indomitus Crusade. Launched from Terra and led by Roboute Guilliman, this vast military undertaking echoed the Great Crusade of old. Spearheaded by the newly founded Primaris Space Marines who fought beneath Guilliman's banner, and supported by the Adeptus Custodes, the Adepta Sororitas, the Sisters of Silence and vast battle-groups of the Astra Militarum and Imperial Navy, the Indomitus Crusade fleets spread out from Terra to take the fight to the foe. With them they brought not only waves of Primaris Space Marine reinforcements for the embattled Chapters scattered across the galaxy, but also the technology and Biologis Adepts required for each Space Marine Chapter to fashion their own Primaris battle-brothers as the war raged on.

Roboute Guilliman led one fleet, accompanied for much of the time by the mighty *Zar-Quaesitor*, Belisarius Cawl's flagship within whose capacious holds thousands upon thousands of Primaris Space Marines slept in readiness for battle. Yet the Indomitus Crusade consisted of many fleets that travelled in short and perilous warp jumps, spreading slowly out across the Segmentum Solar and then further, into the fringes of the Segmentum Tempestus, Pacificus and Obscurus. Ultramarines and Ultramarines successor forces both existing and new-founded accompanied many of these crusading fleets; some fought with them from Terra itself, either veterans of the Terran Crusade or Primaris Space Marines. Others were gathered up along the way, strike forces of Guilliman's gene-sons who had been investing war zones across the galaxy when the Great Rift opened. Thus as the Indomitus Crusade pushed out ever further across war-torn Imperial space, the



As part of the Indomitus Crusade, the Ultramarines stride into battle on planets across the length and breadth of the Imperium.

Ultramarines and their successors fought on many hundreds of disparate galactic battlefronts, against myriad terrible foes.

WAR ZONE VIGILUS

It was a powerful prophetic vision that saw Marneus Calgar lead a force of the Ultramarines to the world of Vigilus. The planet lay at the mouth of the Nachmund Gauntlet, a rare stable channel through the fury of the Great Rift between the Imperium Sanctus and the Imperium Nihilus. Chief Librarian Tigurius of the Ultramarines had foreseen that, should this fortress world fall, the repercussions of its loss could be terrible indeed for those who defended the Emperor's realm. When the Chapter's greatest psyker spoke prophecy, the wise listened.

Chapter Master Marneus Calgar was already en route to the world of Vanantis IX when Tigurius' astrally projected form came to him with its dire warning. So alerted, Calgar immediately gathered a substantial Ultramarines strike force and changed his course for Vigilus. It was through the combined psychic guidance of the Ultramarines Librarians that this journey would be achieved, an

incredible leap through the dark turmoil of the Imperium Nihilus that cost the Ultramarines psykers dear and saw several slain outright. Yet it was successful, and the Ultramarines arrived upon Vigilus in time to take command of the planet's defence from the compromised and self-interested Aquilarian Council.



Vigilus was a world beset. A great Ork Speedwaaagh! had descended upon its arid dust-oceans and assailed its hivespawls. Their arrival, in turn, had triggered the uprising of the Cult of the Pauper Princes, an infestation of Genestealer Cultists that spread through every strata of Vigilus' population. It was a vast and sprawling

war fought across hundreds of individual fronts, and until the arrival of Marneus Calgar it had been a fight so fragmented by politicking and incompetence that the Imperium teetered upon the brink of defeat.

Calgar swiftly purged the council, retaining only those members he deemed trustworthy to aid his newly installed senate. He sent Vanguard forces to each of the neighbouring worlds to gather intelligence and secure vital assets. Meanwhile, the Ultramarines he had led to Vigilus rallied the planet's defenders and led the fight back. They arrived not a day too soon, for worse threats still were moving upon that vital world.

Unsettling phenomena were reported across Vigilus. Bat-winged figures were seen haunting the tallest spires of the hivespawls, rumours grew of abductions amongst the upper echelons of society, and in the skies above, the Great Rift appeared to blacken around its edges. Readings of the Emperor's Tarot produced the same results over and over – the Daemonblade, crossed with the Herald of Darkness and the Knight of the Abyss. All signs pointed to an imminent Chaos invasion.

THE PLAGUE WARS

There is some debate amongst Imperial circles as to precisely when the Plague Wars began, or indeed which war zones they encompass. As with all the great works of Grandfather Nurgle, this sprawling conflict has waxed and waned, undergoing periods of festering incubation and temporary remission before flaring to life again just as the warriors of the Imperium believed that victory was finally theirs. Even the origins of the Plague Wars are debated by the historians of Ultramar, with the earliest accounts of hostilities claimed to have taken place even before the Great Rift split the stars.

Whatever the truth, it is known that the Plague Wars as the Imperium understands them have stretched across not only Ultramar – where the forces of Nurgle have assailed the sons of Guilliman time and again – but also the systems to the north of the Ultramarines' stellar realm. It was amongst these formerly prosperous worlds that diseases such as the Crawling Pustulence, Eyerot, the Plague That Walks and the Oozing Pox erupted in riotous profusion after the Great Rift opened. Imperial defence lines were overrun by wave upon wave of trudging plague Daemons and fanatical cultists. Corrupt demagogues spewed filth and falsehoods that saw defence regiments turn upon their former comrades before joining the pestilent throng. Everywhere, the droning tally of misery was felt. Corpse mountains burned as Imperial authorities strove in vain to stem the tide of corruption that was drowning their worlds, until at last each planet in turn fell wholly into the grip

of Grandfather Nurgle. It was these pox-riddled systems that Mortarion, Daemon Primarch of the Death Guard, claimed as his staging post for the invasion of Ultramar, and from here that he launched his initial veiled sorties before his final offensive commenced.

The Plague Wars, too, encompass the conflict known as the War of Flies. This was the stop-start war of attrition that the Death Guard and their allies fought against the worlds of Ultramar in the wake of the Noctis Aeterna. From Talassar to Iax, Circe to Laphis, the Plague Marines launched their strikes. Some were little more than squad-level actions intended to seed contaminants onto loyalist worlds or enact ritual sacrifices to destabilise the Imperial defences. Others were full-blown offensives by entire vectoriums of Death Guard warriors, instigated to erode the defences of Ultramar and spread destruction and dismay. Against all these actions the Ultramarines stood strong, rallying swiftly to battle the minions of Nurgle wherever they raised their horned heads. Often outnumbered, typically fighting alongside beleaguered battalions of the Ultramar Defence Auxilia, the Scions of Guilliman threw back one attack after another and burned out the corruption of Chaos wherever they found it.

Still, despite their best efforts, Ultramar suffered; its strength was sorely tried even before the beginning of the Creeping Death Offensive...

CHRONICLES OF THE ULTRAMARINES

The Ultramarines are justifiably proud of their long history, a glorious past replete with unmatched battle honours. For ten thousand years their valour and loyalty have remained impeccable. The sons of Guilliman are equally proud of their stellar realm, for Ultramar is a gem of civilisation nestled in a savage galaxy of tyranny and harsh repression.

M30-M31 DAWN OF THE IMPERIUM *Destined to Lead*

The Emperor finds Roboute Guilliman upon Macragge, recognising him as one of the lost Primarchs and marvelling at the well-ordered realm he has established. The Ultramarines Legion is placed under Guilliman's control, and its forward base is relocated to Macragge. The Primarch quickly assimilates the many wonders of the Imperium, and sets about his new role with dutiful vigour.

Victories Beyond Count

Led by their Primarch, the Ultramarines record more triumphs and liberate more worlds than any other Legion. Those planets reclaimed by the Ultramarines benefit from Guilliman's genius for establishing a self-supporting defence system and government, ensuring that industry and trade quickly prosper.

Razing of Monarchia

Acting on the Emperor's command, the Ultramarines destroy the idolatrous city of Monarchia as a warning to the Primarch Lorgar that his religious zealotry will not be tolerated.

Battle of Calth

Kept far from Terra by the Warmaster's machinations, the Ultramarines are mustering on Calth – a key world in the Realm of Ultramar intended to be a staging post to cleanse the Eastern Fringe – when they are attacked by the Word Bearers, their supposed allies. The Traitor Legion wreaks havoc on Calth's orbital shipyards and sets in motion a disaster that causes the system's sun to emit deadly solar storms that scour nearby planets. The battle on Calth is forced underground, into the planet's sprawling subterranean caverns. It rages on for many years and across dozens of different theatres of war.

The Shadow Crusade

Following the betrayal on Calth, the Ultramarines fight a protracted campaign across Ultramar against traitor forces led by the Word Bearers and World Eaters Legions.

M31-M33 THE AGE OF REBIRTH *Vengeance Campaigns*

In the aftermath of the Horus Heresy, it is the consummate strategist Roboute Guilliman who directs the majority of the counter-attacks to drive back the traitorous Chaos forces. The Ultramarines are the most numerous of the loyalist Legions at this time, with the others badly depleted, and Guilliman himself is everywhere, rallying the Imperial defenders and reinforcing them with his own warriors before moving on to the next battle zone. Not once do the Space Marines take a step back, so strong is their faith in the Imperium, the Emperor and the Ultramarines Primarch.



Creation of the Codex Astartes

Roboute Guilliman creates his magnum opus, the Codex Astartes, which will become the sacred tome of the Chapters' military organisation, strategy and tactics. The process of breaking up the loyalist Legions takes years to fully enact. So begins the Second Founding.

The Green Hordes of Talassar

A great horde of Orks ravage Talassar, threatening to utterly destroy all traces of civilisation upon the single continent of Glaudor. Testing his Codex Astartes, Guilliman deploys his army with minimal direct guidance. His forces perfectly follow the Codex's protocols, resulting in a series of rapid strikes that lead to a resounding victory.

A Legend Falls

Roboute Guilliman is dealt a mortal wound by his traitorous brother Fulgrim, Primarch of the Emperor's Children, during the Battle of Thessala. The monstrosity serpentine Fulgrim, gifted great powers by the Chaos God Slaanesh and newly elevated to the status of Daemon Prince, stabs Guilliman in the neck with one of his many poisoned blades. The loss is crushing to the Ultramarines, who bear their founding father away from battle and inter him inside a stasis field in the centremost temple within the Fortress of Hera upon Macragge.

Imperium Reunited

The loss of Guilliman leaves an indelible void in the Imperium's leadership, leading to a period of internal strife and, at times, open warfare. This discord is ended by Agnathio, Chapter Master of the Ultramarines, who unites over fifty Chapters of Space Marines and travels to Terra. Agnathio holds a locked council with the squabbling 'rulers' of Terra. What is said has never come to light, but when the Space Marine fleets return to their home worlds, there once again sit twelve High Lords of Terra, and unity is restored to the Imperium.

M34-M36 ULTRAMAR ASCENDANT

Guilliman's Realm Expands

The civil unrest of the Nova Terra Interregnum that spilled out of the Segmentum Pacificus has little effect on the Ultima Segmentum. Indeed, while the Ultramarines wage war constantly during this period, the Realm of Ultramar grows in strength and stature. Largely free of the grip of the Ecclesiarchy that is tightening across the majority of Mankind's worlds, and guided by Guilliman's teaching of rational thought over superstition, Ultramar is spared much of the turmoil of the Imperium's power struggle and civil war.

The Eastern Fringe Campaigns

The deepest forays into the unexplored Eastern Fringe are launched, but meet disaster in the form of Hrud, Orks and

other xenos. The Ultramarines and several of their successor Chapters are sent to provide aid to stranded colonists.

Blood Storms

Major daemoninc incursions wrack star systems adjacent to Ultramar, including Tartella. The Ultramarines deploy against the foe, at great cost – over the harrowing decades-long battles that follow, three successive Chapter Masters are lost. Yet victory is won at last, and the corruption is prevented from spreading into Ultramar itself.

M37-M40 THE AGE OF REDEMPTION *The Corillia Relief*

Fighting alongside the White Scars, the Ultramarines arrive in force to halt the utter annihilation of the Lamenters Chapter at the hands of the Black Legion. Abaddon's Ninth Black Crusade goes on to despoil countless worlds.

The Justice-bringer Crusade

An Ultramarines company moves to end the tyrannical rule of the despot Ullrex, who has usurped control of the Phoebe System. Behind the power-mad leader, however, is found a trail of corruption. The ensuing crusade scours nine star systems, culminating in a final battle atop the floating fortress of Xentar, in which the Ultramarines Chapter Master leads an army of over a dozen Space Marine battle groups to overthrow the oppressor.

M41 THE TIME OF ENDING *The Battle for Macragge*

The Tyranids enter the galaxy and the Tyrannic Wars begin. Hive Fleet Behemoth descends upon the realm of Ultramar, laying waste to several planets. Only by the valour and determination of the Ultramarines is the threat of Behemoth ended.

The War for Thrax

Marneus Calgar leads his Chapter against the Daemon-corrupted forge world of Thrax. He demonstrates the grand strategic acumen for which he and his Chapter are so rightly renowned, prosecuting a ruthlessly efficient campaign amidst hellish conditions, despite being perilously outnumbered. The Daemon-factories of Thrax burn one by one, pivotal power bases toppling like dominoes until at last the Ultramarines stand triumphant over the smouldering ruins of the tainted world.

A New Power Rises

The Ultramarines begin to fortify the eastern bounds of their realm against the emergent forces of the upstart T'au Empire. It is a testament to the tenets of the Codex Astartes that, though this foe wields technologies never before encountered by Humanity and fights in a remarkably fluid and skilful fashion, the Ultramarines are able to swiftly adapt and fight back.

The Ironblood Campaign

Warpsmith Grathax descends upon the world of Ironblood with an army of Daemon Engines. They are met in open battle by several Imperial Guard tank regiments and over a hundred Ultramarines battle tanks under the command of Brother-Sergeant Chronus.

Battle of Orar's Sepulchre

For the first time in over a century, Marneus Calgar leads his entire Chapter to war, determined to protect Orar's Sepulchre on the planet Commrath from the Aeldari of Alaitoc and Iyanden.

The Assaults of M'kar

Chaos pirates, led by the Daemon Prince M'kar the Reborn, claim several uninhabited worlds on the borders of Ultramar. In a decisive battle in the Halamar Rift, Captain Sicarius destroys much of the pirate fleet, but M'kar the Reborn escapes into the warp. Over fifty years later M'kar returns, leading Daemons to seize control of the star fort Indomitable. Under the command of Marneus Calgar, Terminators from the Ultramarines 1st Company board the star fort. M'kar is slain by the hand of Lord Macragge.

Grasping Tendrils

The Ultramarines quash a rebellion on the industrial world of Ichar IV, only to find themselves at the forefront of a desperate defence against Hive Fleet Kraken. Elsewhere on the Eastern Fringe, elements of the Ultramarines and Mortifactors make a stand against one spur of Hive Fleet Leviathan on the world of Tarsis Ultra.

Ultramar Besieged

Ultramar comes under renewed assault from the forces of Chaos. M'kar the Reborn, clad in mortal flesh once again, leads the onslaught against Talassar. Quintarn is invaded by the armies of the Bloodborn, whilst Calth is besieged by the Iron Warriors, and yet more Chaos warlords attack Espandor and Tarentus.

Recalling all Ultramarines forces to defend Ultramar, and dispatching a reinforced Battle Company to each threatened planet, Calgar once more faces M'kar, this time destroying the Daemon forever. During this war, many successor Chapters send aid to their beleaguered gene-sires, proving that the bonds of honour between Guilliman's sons remain as strong as ever they were.

Return of the Avenging Son

Roboute Guilliman is revived from stasis just in time to fend off the Black Legion strike force sent to prevent his resurrection. As the galaxy grows darker beneath ever more ominous warp storms, the returned Primarch of the Ultramarines embarks on a danger-fraught journey to Terra in order to stand before the Emperor's throne and seek his father's guidance.

The Great Rift

The warp-storm-riven galaxy is cracked asunder by the Great Rift. The Noctis Aeterna sweeps over Ultramar. The last message sent from Macragge to each nearby planet commands it to batten down and look to its own defences.

The Screams of Hadyn III

Responding to broken and horrified astropathic signals from several Astra Militarum regiments emanating from a single system, the strike cruiser *Circe's Halo* finds it uninhabited. The cries fade.

To Vigilus

Marneus Calgar is guided to the world of Vigilus by the prophetic powers of Chief Librarian Tigurius. There he forges a new senate to lead the planet's defence, and rallies the Imperial forces in the face of overwhelming foes.

The Plagues of Ultramar

To the galactic north of Ultramar, the followers of the Chaos God Nurgle establish dominion in the Scourge Stars. From this hive of corruption, armies of Daemons pour forth, accompanied by the traitorous Death Guard Legion and renegades and cultists beyond count. Three loathsome spearheads push into Ultramar, attacking along a hundred fronts and bringing with them unnatural pestilence. The defenders of Ultramar fight bravely, but lose ground. Ultramarines from the Ultima Founding arrive to reinforce their brethren, but they can only slow the attackers.

ROBOUTE GUILLIMAN

PRIMARCH OF THE ULTRAMARINES

The Avenging Son. The Uniter. The True Master of Ultramar. He is Roboute Guilliman, the sire of the Ultramarines and all their many successors. Coming from a time of legend, Guilliman is one of the twenty Primarchs – the genetically mastered demigods created by the Emperor himself. It was Guilliman that led the Ultramarines during the Great Crusade, directing his Legion to triumph after triumph, his tactical prowess and military organisation reckoned superb even by his Primarch brothers. In his veins runs the blood of the Emperor, for that great being gave much of his own self to spark those who would be his generals and leaders for a new age of Mankind. That age would never be. The Emperor fell slaying the Arch-traitor Horus, and it was Guilliman that took up his burning blade.

It was Guilliman's way not to raze and destroy, but to conquer and build, to leave not ruins but the groundwork for a better, nobler civilisation for Mankind. Yet he was not given a chance to realise that dream. Guilliman was mortally wounded at the Battle of Thessala by the poisoned blade of his brother Fulgrim, and placed in emergency stasis. When Guilliman was restored by the artifice of Mars and the soul-magic of the Aeldari, the Primarch was privately aghast. Instead of finding the galactic society dreamt of by the Emperor, he saw only endless morbidity. Healed, but forever wounded in his soul, Roboute Guilliman now leads Mankind once more as the Imperium teeters upon the brink of catastrophe.

Guilliman wields no less a weapon than the Emperor's Sword – his badge of office as Lord Commander of the Imperium. With every swing, the blade trails incandescent fire, its song as it pierces the air like a choir of angels. On his other hand he wears his thunderous gauntlet, the Hand of Dominion. Its underslung weaponry is capable of unleashing a storm of armour-piercing fire, while the power fist itself can crumple a battle tank. For all his might, it is Roboute Guilliman's peerless mind that the foe should fear most. With a speed and analytical ability unmatched by mortal man, Guilliman devises blueprints of probability with every waking thought. Logistics that would confound the largest banks of Adeptus Mechanicus cogitators come naturally to him. Yet he is no machine, but an inspirational leader of men unlike any other. He is pure reason in an age of unreason, vision in an age of blinded superstition and hope rekindled in a galaxy gone dark. Even as he

leads Mankind's greatest armies into battle, his superlative mind whirls. Many times he has asked himself if it is already too late, and if the cost that must be paid to save Humanity is too high. Perhaps it was these very questions that Roboute Guilliman asked the Emperor when he was reunited with his father before the hallowed Golden Throne. Now, when the hour is bleakest and hope fades before the maelstrom of hate that issues from the warp, it is to that very moment that Guilliman returns, steeling himself for the battles ahead. The Avenging Son has stood before the Emperor, basking in his glory. He knows now what he must do to secure the Imperium's future. As one who has seen what Humanity can achieve at their best, what right does he have to do any less?

'Surrender. Retreat. Failure. These things are anathema to me just as they are to my sons. The Imperium is a realm beset, yet still the Emperor sits upon his throne and still the spirit of Humanity burns strong. Our destiny lies not in surrender but in conquest; not in retreat but in relentless advance; not in failure but in victory, and the survival of the Emperor's realm! So now do I swear.'

- Roboute Guilliman



MARNEUS CALGAR

ULTRAMARINES CHAPTER MASTER

The Ultramarines Chapter has a long history of producing some of the Imperium's greatest heroes. Even amongst such august company, Marneus Calgar stands tall, for few figures in the last ten thousand years have commanded as much respect, and few have won so many crucial victories in the Emperor's name.

Marneus Augustus Calgar is not only a consummate warrior, but also a highly talented strategist. Since rising to the rank of Chapter Master, he has employed his flair for tactics in campaigns without number. He does not throw his men uselessly at the foe, for he understands that while victories may begin with the general, it is the troops that carry the day. Calgar's men follow him not merely out of duty, but out of the unshakeable loyalty that his presence inspires. There are few battles he has taken part in where he has not led from the front, slamming into the enemy's lines when the endgame of his strategy becomes imminent.

As Lord Macragge, Calgar's wisdom is law throughout Ultramar, but his decisions also set the precedent for the Ultramarines and their successor Chapters. Such immense responsibility has long weighed heavily upon Calgar – though not nearly as heavily as that moment when his duty was effectively taken away. When the Adeptus Astartes were bolstered by a great influx of Guilliman's Primaris Marines, many of the traditional Space Marines feared obsolescence. It was Calgar who integrated the Space Marine Chapters with the newly assigned brethren of the Primaris Marines, both physically and spiritually. Despite his own misgivings, he was the first to undergo the extremely risky surgery required to transform a traditional Space Marine into a Primaris Marine, and he died during the procedure – though after agonising minutes he, like Guilliman, was returned to life. That noble sacrifice, that martyrdom in the name of progress, showed a new way for the Space Marines of the future. Calgar thereafter donned the Armour of Heraclius, a revolutionary adaptation of the iconic Armour of Antiloclus.

He launched the counter-invasion of the xenos-tainted planet of Vigilus with the veteran warriors Lethro Ados and Nemus

Adranus – two of his most trusted aides from the Indomitus Crusade's Victrix Guard – always at his side. Already hand-picked by the Primarch to fight amongst the rarefied ranks of the Victrix Honour Guard, these heroes had the further honour of guarding the Chapter Master with their lives.

Of course, Calgar is more than capable of defending himself. Armed with the gauntlets of Ultramar, paired power fists fitted with deadly bolters, he can smash through foes in close combat as well as cut them down at distance with contemptuous ease. The Chapter Master wields these weapons with great pride, symbols as they are of the Ultramarines' might,

authority, and role as martial protectors of all the peoples of Ultramar and the wider Imperium both.

There are few foes of Humanity that Calgar has not faced down. He defeated the Swarmlord at the Battle of Ichar IV. He single-handedly held the gate against waves of Orks at the Siege of Zalathras. He defeated an Aeldari Avatar at the Battle for Orar's Sepulchre – all before undertaking the arduous process of crossing the Rubicon Primaris. Now, with his strategic brilliance wedded to his powerful Primaris physique, it seems likely that the Chapter Master of the Ultramarines will achieve yet greater glories and inspire his battle-brothers to reach new heights.



HONOUR GUARD

Every member of an Honour Guard is a living exemplar of the ideals for which the Emperor and the Primarchs intended the Space Marines to be forever known. Those of their number who have the privilege of holding aloft their Chapter's banner are known as Chapter Ancients, while the most accomplished fighters of their number bear the title of Chapter Champion.

HONOUR GUARD

For a Space Marine to have become one of the Chapter's Honour Guard is to have fulfilled many centuries of exceptionally courageous service. The Honour Guard are amongst their Chapter's most taciturn and spiritually solemn individuals in repose, but also among the most ferocious and unyielding of its warriors in battle.

Having performed deeds that lesser men could only dream of, each member of a Chapter's Honour Guard has received the very highest honours and accolades that his brother Space Marines can bestow. Perhaps

more impressive still are the deeds of those Honour Guards, such as those listed in the Record of Heroes within the Fortress of Hera on Macragge, who have won more victories in their service than a whole company of other Space Marines. The names of these legendary fighters are held in reverence by all the sons of Guilliman.

Most Space Marine Chapters have only a handful of Honour Guard, enough to form a distinct and capable fighting unit, but no more. A few Chapters can muster as many as two dozen Honour Guard, but it is a rare and terrible day when they

all fight as one. So steeped in the trade of battle and blood are the members of the Honour Guard that their accumulated insights and understanding of warfare commonly outstrips even the experience of the Chapter's Captains. They rarely give unsolicited advice, for to do so is to risk undermining their commander's authority, yet such restraint serves only to lend weight to an Honour Guard's words.

An Honour Guard's wargear is drawn from amongst the most ancient relics of the Chapter, so the Honour Guard enter the fray clad in ornate suits of artificer armour and wielding weapons that have seen battle in the hands of the Chapter's greatest heroes of old.

In battle, the Honour Guard commonly act as the Chapter Master's personal retinue. They are responsible for the safety of their commander, a duty carried out with stern fury and peerless restraint.

CHAPTER ANCIENT

One battle-brother amongst the Honour Guard may have the distinction of carrying the banner of the Ultramarines Chapter into battle. This is a sacred task, one borne with immense dignity and gravitas. Whether providing a rallying point to the warriors fighting around him, or racing to defiantly plant the standard upon a contested elevation and in doing so claim the battlefield for his Chapter, the Ancient serves to inspire all around him.

The Ultramarines have several Chapter banners, each evoking one of the Chapter's greatest triumphs, although only one will be in use at any time. The value of each banner is measured in worlds, and they hang within shimmering suspension fields to preserve them from the ravages of time. At the outset of the Indomitus Crusade, Ancient Tortalus had the honour of bearing the standard. He was the first warrior to have this privilege in two centuries, for in the wake of the Battle for Macragge, Marneus Calgar declared that none would carry it until the ravaged 1st Company was rebuilt. Never once did Tortalus falter, suffering terrible wounds as



he exhorted his brothers to victory, fighting on and keeping the banner aloft no matter the dangers he faced.

CHAPTER CHAMPION

The most skilled fighter of the Chapter's Honour Guard is officially recognised as the Chapter Champion. Wielding an energised blade in each hand, this superlative duellist is ready to challenge any enemy leader to single combat in his commander's stead, and all his training is bent to this goal. Such a singular display of martial superiority and devotion has been the salvation of more than one Chapter Master's life and turned the tide of countless battles during the history of the Ultramarines Chapter.



At the Cleansing of Anorix, Chapter Champion Domelechus Tigon slew a Drukhar Archon, sending the xenos tyrant's minions into disarray as they fought among themselves to seize his power. During the Bedenia Suppression, Ictor Ristus decapitated the foul Word Bearers Sorcerer acting as the link to reality for legions of Khornate Daemons butchering their way across that world. At the height of the Battle of Tigurn City, Champion Varro Ortyras defeated a Harlequin Solitaire before it could complete its bloody massacre of the Imperial forces' high command. Such exploits make the Ultramarines Chapter Champion an exemplar to his brothers. Many hope to one day earn his title themselves, inspired and awed by the tales of glory and victory that accompany it.

VICTRIX HONOUR GUARD

Originally formed by Roboute Guilliman to accompany him on the Terran Crusade, the Victrix Honour Guard have since been officially instituted by Marneus Calgar.

To many outsiders, the Victrix may appear an elite within an elite. It is certainly true that no Space Marine can join them without having first served in the Ultramarines Honour Guard, but the skills and attributes that make them warriors apart are not purely martial. They are instead appointed by Roboute Guilliman himself for their selflessness in battle and their ability to cast aside their own personal glory to ensure that the Chapter is always victorious.

Their creation not only suits Guilliman's desire to have his sons' ranks made up of dedicated specialists, but also represents his firm belief that the shield is as important as the sword. The wargear they bear demonstrates this. Any foe that hopes to defeat the Victrix Guard must first break through storm shields as large as a mortal man, and if they are somehow successful in that regard, must outmatch the Victrix's breathtaking skill with a blade.

The gladius itself is a representation of the Victrix Guard's role. It is best employed in quick, precise thrusts that nonetheless land with deadly force, an efficiency not purely for metaphor. In battle, Victrix Guard can expect to be hard-pressed beyond almost all of their battle-brothers, and every stab of their swords must slay an enemy if they are to be successful. Only deployed for campaigns of the greatest importance, they will be assigned to senior Ultramarines officers to ensure their personal protection at all cost.

Issoros Praernon; Trismerus Gerorian; Morvio Tarilis. None of these names are celebrated across the Imperium. But without their sacrifice, Corpus Helix, the Ultramarines Chief Apothecary, might not have been able to evacuate precious gene-seed from the recruiting world of Cietara before it was overrun by Mortarion's Death Guard. Chaplain Cassius could have failed to prevent the fall of Agnuna to the world's Genestealer Cult and may have lost his life to its Patriarch and a horde of Genestealers. Master of the Forge Fennias Maxim might have been unable to reach the broken void shield generators aboard the battle barge *Severian* in time to restore them before the ceaseless attacks of Waaagh! Groggnork destroyed the ancient warship. Hundreds of Ultramarines knelt as their bodies lay in state, and it is in these battles, as well as many others, that the bonds of brotherhood between the Ultramarines commanders and the Victrix Guard have been made unbreakable.



CHAPTER BANNER

The Chapter banner depicted above was commissioned by Chapter Master Marneus Calgar in the wake of the Battle for Macragge. Of all those pennants borne to war by the Ultramarines over their long history, few have been invested with so potent a mixture of pride and sorrow. The figure depicted as an avenging Imperial angel is Captain Saul Invictus, who led the 1st Company during their resolute stand at the northern polar fortress. The Genestealer is in fact a symbolic representation of Hive Fleet Behemoth as a whole, laid low by the heroics of the martyred 1st Company. The inscription reads 'Our presence remakes the past', a mysterious line that has been applied to many of the Ultramarines' Chapter banners. It could refer to a returning of the Imperium to past glories, or some kind of redemption, but none know. Beneath this can be seen citations of named veterans commended for deeds of particular heroism during the last stand, as well as other Ultramarines heroes who fought and died during the Battle for Macragge, set alongside a stylised star map of the campaign's major actions.

CHIEF LIBRARIAN TIGURIUS

ULTRAMARINES MASTER OF ARCANA

Tigurius is the Ultramarines Chief Librarian and has always stood apart from his battle-brothers. He is a figure of mystery, possessed of knowledge that goes far beyond the towering datastacks and myriad scrolls of the Chapter's Librarian.

In Tigurius' eyes, nothing is more dangerous than incomplete knowledge nurtured in an unready mind. As such, it is common for him to meet enquiries with his own questions, until satisfied that the enquirer grasps the full meaning and consequences of the information he seeks. This can cause tension between the Chief Librarian and the Chapter's Captains, for such heroes have little time for contemplative introspection. However,

Tigurius rewards those who persevere with uncanny insight that borders on prescience. Even his merest hunch, honed by centuries of experience and wisdom, is often worth more than the predictions of a battalion of strategists and a fleet of spies. Many times Tigurius' foretelling of impending incursions upon Ultramar have allowed Lord Macragge to counter them before they had truly begun.

There is little that happens that the Chief Librarian does not seem to know. Were he any other man, his predictive skill might attract suspicion, yet none who have witnessed Tigurius in battle can find cause to doubt him. When the call to war comes, he is oft to be found in the Ultramarines

vanguard. Amid the fury of battle, the Chief Librarian's silent manner falls from him like a shroud, replaced by the vigour of a warrior born. So it was on the world of Boros: focusing his psychic might, Tigurius sent hellfire coursing through the Ork invaders and led the charge that saw the wearied 4th Company victorious. Tigurius has also been able to turn his talents to the threat of the Tyranids in ways no other psykers have found possible. His predictions about their movements have been so accurate that it was almost as if he had tapped into the gestalt consciousness of their Hive Mind – a feat that has driven lesser individuals insane.

Alas, many portends are impossible to read. The ripping open of the Great Rift was foreseen only as oblivion and doom – and the psychic backlash of that galactic catastrophe nearly ended Tigurius. Yet he rallied from his mind-coma, joining in the defence against the horrible plague that descended upon Ultramar. When the Death Guard and the Daemons of Nurgle came out of the renewed warp storms, it was Tigurius who helped steel the minds of the Ultramar Defence Auxilia, for as courageous as they were, they would have fled before the disease-ridden foes and the terrible warp-plagues they unleashed.



Tigurius followed his Chapter Master across the Rubicon Primaris without hesitation. He knew better than most that the ominous threats gathering about the Imperium demanded nothing less if hope was to be kept alive. The greater endurance afforded to Tigurius has enabled him to push his psychic abilities to levels never thought possible for a Space Marine, and has left his brothers awestruck. They wonder if they too can achieve such feats if they cross the Rubicon. Yet others question if such efforts are sustainable, and what harm Tigurius must be suffering as he pushes his powers ever further.

CHAPLAIN CASSIUS

ULTRAMARINES MASTER OF SANCTITY

Ortan Cassius is the oldest living Space Marine in the Ultramarines, and even remembers times when some of the Chapter's most ancient Dreadnoughts fought as warriors of flesh and blood. What little of his skin can be seen amid his life-sustaining bionics is gnarled and battle-scarred, and his one good eye burns with unfulfilled vengeance. Though Cassius is many centuries old, his arm remains strong and his aim true. His impassioned words have carried the Ultramarines into battle on thousands of worlds, firing his battle-brothers with his own deeply held passion and belief, and his abilities upon the field of battle have seen more than one arch-heretic or xenos abomination dead by his hand.

Cassius can recall his first battles against the shadowy Genestealer Cults, or years later, the First Tyrannic War, when he fought alongside Marneus Calgar (always 'young Calgar' to Cassius) to purge Macragge of Hive Fleet Behemoth. In the war's final stages, Cassius accompanied the attempt to rescue the doomed 1st Company at Macragge's northern polar fortress. At great cost of life, the Tyranid invaders were hunted down and exterminated. Few of Cassius' companions emerged unscathed from the terrible close-quarters fighting, and the Chaplain himself was laid low by a rampaging Carnifex, kept from the dark embrace of death only by his formidable strength of will until the Chapter's Apothecaries could tend to his ruined body.

After a long convalescence, during which much of his body was rebuilt, Cassius returned to his duties filled with new fire and purpose. The Chaplain was blessed with a revelation; he believed that the Tyranids were not only a physical threat, but Mankind's rightful punishment for their lack of vigilance, and that there was no greater calling than to purge them from the galaxy. To this end, Cassius forged a new force, chosen from the survivors of the Tyrannic Wars, to specialise in hunting down and destroying the Tyranid menace. Though initially few in number, each fresh clash with the hive fleets provides new followers to his cause. As the movement has grown, Cassius has become more focused, and his followers an ever more influential faction within the Chapter.

Though this was a technical deviation from the Codex Astartes, Lord Macragge tolerated his mentor's divergence before the Codex was officially updated to account for it, knowing that there would be another reckoning between the Ultramarines and the Tyranids, and that Cassius' followers could be the key to final victory.

With the opening of the Great Rift and the raging fury of the Plague Wars, much of the Ultramarines' strength has been devoted to battling the Heretic Astartes. Yet Cassius' war remains focused on the Tyranid menace; with new hive fleets appearing all the time, his vendetta may prove more critical to the Imperium's survival than ever before.

GHOSAR QUINTUS

A major Genestealer Cult infestation was discovered on the world of Ghosar Quintus, noted in many Imperial records as the first official contact with this insidious xenocult threat. After the initial Deathwatch response force was wiped out by the cultists, the Genestealer Patriarch and its brood were purged by a second, larger Deathwatch Kill Team led by Ortan Cassius himself. This action turned out to be only Cassius' first encounter with the secretive Genestealer Cults. He has purged many infestations since.



CAPTAIN SICARIUS

MASTER OF THE WATCH

Cato Sicarius is one of the greatest heroes of the Ultramarines. His titles are many – Captain of the 2nd Company, Master of the Watch, Knight Champion of Macragge, Grand Duke of Talassar and High Suzerain of Ultramar. Each reflects but a fraction of a lifetime's diligent and exceptional service, not only to the Ultramarines Chapter, but to the realm of Ultramar itself.

Born into one of Talassar's ascendant sea-houses, the young Sicarius began martial schooling as soon as he was old enough to grasp a sword – a tutelage only reinforced by his later induction into the Ultramarines. Though often arrogant, Sicarius earned many commendations and swiftly rose through the ranks. In the following decades, he served with distinction in roles across the Chapter before taking command of the 2nd Company.

Sicarius rose to the challenge of leading the 2nd Company as he had to every other that had been set in his path. All Space Marines use lightning assaults, but Sicarius refined the strategy to near perfection, often committing his forces to battle with only the briefest appraisal of the situation. As his tally of victories grew, Sicarius' name became a byword for victory, a legend forged in the maelstrom of battle that is known far beyond the borders of Ultramar.

THE TALASSARIAN TEMPEST BLADE

An ancient heirloom passed down for countless generations before it came to Sicarius, the Talassarian Tempest Blade is perfectly weighted for balance and stability. Forged with storm-wrack adamantine on the Broken Isle of Talassar itself, it is as deadly in battle as it is a masterwork of craftsmanship. The advanced and rare materials of its making ensure that the blade has never dulled, though it has seen use in combat from one end of the galaxy to the other. Sicarius wields this sword as if he was born to, and he has removed many a foe's head with it over his long years of service.

In the waterfall caverns of Black Reach he cut down the Ork Warlord Zanzag; upon Damnos he took revenge for a defeat that had rankled for twenty-five years by banishing a C'tan. Sicarius was also present for the defence of the awakening of Roboute Guilliman, and was chosen to accompany the Primarch to Holy Terra as the leader of the Victrix Guard. It was a journey fraught with dangers, but it was the return trip that proved deadlier still.

Dispatched by Roboute Guilliman to ensure Ultramar's safety ahead of the Indomitus Crusade, Sicarius' fleet was scattered by terrible warp storms. The Captain never arrived, the only clue as to his fate an ominous transmission leaving

little in the way of hope for his safe return. Cato Sicarius had been lost to the warp, or so it seemed, and many of his finest warriors with him.

Fears abound within the Chapter that Sicarius has gone for good, a dark omen for a dark hour. Yet there are others who hold on to hope. Even Captain Agemman, oft-times Sicarius' rival and little enamoured of the brash 2nd Company Captain, believes that Sicarius yet lives. The 1st Captain might not like Sicarius, but he recognises well enough the swordsman's skill and sheer force of will. Sicarius is still out there somewhere, Agemman claims, still fighting through foes beyond number to cut a path back to Ultramar.



SERGEANT TELION

10TH COMPANY VETERAN

Torias Telion is the most accomplished Scout Sergeant the Ultramarines have ever known. He is a veteran of over three centuries of combat and in this time he has trained generations of new recruits. Indeed, no fewer than four of the Ultramarines' current Captains learnt their skills under Telion's watchful eye; without exception they rightly accredit their success to the peerless training they received at his hands.

Having been awarded fully two-score battlefield commendations, including the Iron Skull, the Imperial Laurel and a dozen Marksman's Honour badges, Telion has earned a position in the Honour Guard several times over. Nonetheless, he chooses to remain in the Scout Company, where, by

example and experience, he can forge the future warriors of the Chapter.

Sergeant Telion has mastered all of the martial disciplines of the Space Marines over his many years of service. Having fought eye to eye and blade to blade with Mankind's most fearsome enemies, Telion has taken the measure of each and found them wanting. He is a master of brawl, parry and fluid stance. Few gambits of brute strength or elegant skill can penetrate Telion's guard, and fewer opponents can hope to defend themselves against the Sergeant's precise and controlled blows.

Yet however formidable Telion might be as a close-quarter foe, his skills of melee are

nothing as to those he practises at range. He can take account of environmental interferences such as wind or gravity like few others, and use a bolter to deliver a killing shot far beyond its official range. Two of his many Marksman's Honour badges were earned for such feats at the relief of Pallia, where a pair of extreme-range bolter shots ended the lives of both the Commander and Ethereal of a T'au reconnaissance force. With the death of their leaders, the invaders lost all resolve and were easy prey for the oncoming Ultramarines.

'Forget all your preconceptions of war, of battle lines clashing on the churned ground. Your mission is to attack before the foe even realises that the war has begun, to strike hard at those vital weaknesses that all armies possess, but that no commander will admit to.'

Under my tutelage you will learn how to seek out such fragilities and smite them with every weapon at your disposal. Master these duties and I will have nothing more to teach. You will truly be a Space Marine.'

- Sergeant Torias Telion



Much of Telion's marksmanship is innate, a quirk produced from the merging of latent talent and gene-seed, but under his guidance even the rawest Scout can achieve a level of expertise worthy of the most experienced Captain. Indeed, Telion's admonishments and precepts on the subject of war at a distance have become legendary far beyond Ultramar, and the sergeant has been seconded to several Chapters with close ties to Macragge so that his knowledge and unique skills can more widely benefit the Emperor's cause – following the emergence of the Great Rift, these skills have never been needed more.

During the Plague Wars that stained Ultramar, Telion was forced to lead the entire Scout Company to hold off a Death Guard attack upon the Chapter's training academy. To the selfless Telion it was just another action born of duty, but the tale of his victory has become well known to every battle-brother of the Ultramarines.

SERGEANT CHRONUS

SPEAR OF MACRAGGE

Antaro Chronus is the most gifted of all the Ultramarines tank commanders. While most such warriors dedicate themselves to the mastery of a particular vehicle, Chronus' abilities extend to almost any tank in the armouries of the Adeptus Astartes. Few other commanders can match the precision of his bombardments when at the helm of a Whirlwind or Vindicator, or the accuracy with which he unleashes the weaponry of a Predator tank.

For a Space Marine to be assigned to serve in the Armoury is an honour indeed, for it is to be entrusted with command of the Chapter's most valuable weapons of war. To succeed in this transition fully, the crew must suppress their physical self and adopt the armoured behemoth's form as their own. A crewman must act as decisively and instinctively with the tank as he would with his own limbs; the tank's sensors and viewfinders become the commander's eyes and ears, its weapons are his fists and rage, and its armour his skin.

It is said that Chronus knows the capabilities and limits of every weapon system in every tank, and more than that, is cognisant of which of those mechanisms can be bypassed or jury-rigged in the event of damage. Chronus kept the Predator *Rage of Antonius* battle-worthy during the most viciously fought actions of the First Damnosian War, despite suffering several hits from Necron gauss cannons that eroded its hull to the point of collapse. That the *Rage* survived at all astounded the Techmarines who repaired its extensive damage at the campaign's end, but in it Chronus had not only completed his mission goal of destroying the enemy's phase generator, but also routed the Necron war cell around it.

For his actions on Damnos, Sergeant Chronus was anointed as the Spear of Macragge – a pre-Heresy title awarded to the Chapter's pre-eminent tank commander. As the Spear, Chronus leads the Chapter's armoured assaults, and has a free choice of which tank he rides to battle – since the opening of the Great Rift, it is common to see him at the helm of a Land Raider. His unique position of authority means that he is not subject to the orders of a Captain; Sergeant Chronus answers only to the Primarch and Lord Macragge.



IRONBLOOD

On the blazing fields of Ironblood, the combined might of Chronus' Ultramarine armour and scores of Cadian tank regiments engaged the mech-horrors of Warpsmith Grathax and his Masters of Possession. Across battlefronts hundreds of miles long, Chronus directed every feint and thrust, every assault and withdrawal, all while his personal Land Raider, *Gladius II*, claimed foe after foe. It was the sergeant's peerless skill as a tank commander and armoured strategist that swiftly won the Cadian officers' absolute loyalty, cementing the Imperial forces into a coherent whole. Hellhounds and Bane Wolves swept trenches clear of enemy infantry as Predators sped into battle against enemy engines; Basilisks engaged in area-denial bombardments, funnelling Defilers, Maulerfiends and Venomcrawlers into Vindicator kill zones. So many tanks and engines were destroyed that the wreckage-fields were visible from space, yet at last Sergeant Chronus' leadership saw the Chaos forces defeated. In recognition of his Cadian allies' fortitude and skill, which had impressed him deeply, Chronus had the Ironblood campaign badge awarded to all who had fought there, cementing forever a bond of brotherhood and loyalty with the Cadians he had battled alongside.

TYRANNIC WAR VETERANS

It was during a time of immense hardship that the Tyrannic War Veterans took their place in the Ultramarines Chapter. The Battle for Macragge saw their entire 1st Company slain, and it was Chaplain Cassius' vision that its rebuilding should begin by assembling veterans of that terrible war so as to harness the hard-won lessons of the conflict.

In a Chapter that venerates the teachings of the Codex Astartes as much as the Ultramarines, the idea was anathema to some. Fierce debate raged at every level of the Chapter. Some argued that necessity dictated they adapt, others that in times of great upheaval it was even more vital that the Codex be strictly adhered to. It was Marneus Calgar who decreed that the matter be settled in a great conclave, at which every Ultramarine present stated his opinion. After months, the Conclave of Hera concluded when the Tyranids attacked the Cardinal world of Espandor. Calgar decreed that the new body of warriors be formed to combat this threat. In that battle, and countless conflicts since, the Tyrannic War Veterans proved their worth, fighting Tyranid invasions at Brettik V, Jomm, Ichar IV and Saint Tylus, among many others. The Codex itself was amended to allow for their role.



The fighting over Saint Tylus against a splinter of Hive Fleet Ouroboris saw the infiltration of a vast bio-ship by the Tyrannic War Veterans. The first of its kind identified, this abomination was observed to be crafting fresh waves of living warships within a vast cradle of chitinous talons, then spewing them forth to overwhelm the system's defence craft. Knowing a threat of this magnitude had to be annihilated, Chaplain Cassius, in partnership with an entire Deathwatch company from Fort Excalibris, led dozens of Tyrannic War Veterans in a desperate mission to board the spawn-ship and destroy it from within. After hours of gruelling fighting,

and despite terrible losses, the attack was successful, the battered survivors fleeing as their cyclonic charges tore the spawning-ship asunder.

For all of their might, the Tyrannic War Veterans' deadliest weapon is experience. There is no Tyranid monstrosity they have not felled, no hive fleet they have not fought against. They pass their hard-won knowledge to any they fight alongside, and believe that while they alone cannot halt the Tyranid menace, the united strength of the Imperium, honed by their wisdom, might prevail. Imperial commanders cede to their leadership if they are wise, and absorb every proffered scrap of knowledge. Ultramarines joining the Deathwatch share all they can with their xenos-hunting brethren. Ordo Xenos Inquisitors find their intelligence resources augmented by tactical and combat data gleaned from multitudes of report scrolls. Some Ultramarines are seconded to brother Chapters and other Chapters second warriors to them, ensuring the spread of the most effective tactics and doctrines across the Adeptus Astartes. Some Ultramarines successors have even formed their own groups of Tyranid hunters, though initially many of these Chapters underwent their own process of resistance towards and then acceptance of these new doctrines.

Cassius' veterans could be forgiven for wondering what fate would meet their order when Roboute Guilliman returned and saw his Codex altered. Would he end their organisation? Would he tolerate it? None dared believe he might embrace it – but that he did. After learning of the Tyranid threat, Guilliman immediately saw the value of the Tyrannic War Veterans, praising his sons for their adaptability in the face of such a dangerous foe. With the Primarch's blessing, the Tyrannic War Veterans took to their task with renewed vigour, with ever more successor Chapters embracing their own Tyranid hunters as a result.

'Knowledge is a sword, as sharp in hilt as it is in edge and commensurately dangerous to those without the skill or strength to wield it. One hopes that the Ultramarines understand this, and that they possess the requisite qualities to handle the blade they have drawn. Still, we of the Ordo Xenos will be watching. Closely.'

- Inquisitor Nikhola Kalus



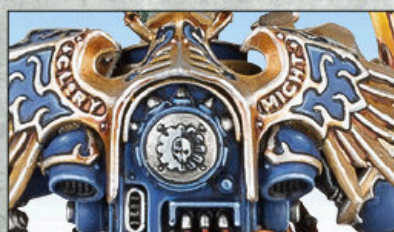
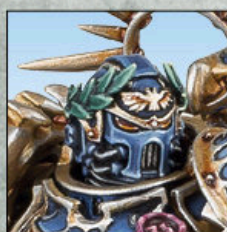


AN ARMY OF HEROES

The Ultramarines are a force of unrivalled discipline and tactical flexibility. Led by some of the Imperium's greatest heroes and armed with all of the formidable weaponry and deadly war machines available to the Emperor's Adeptus Astartes, they are paragons of what it means to be Space Marines. These pages show examples of Ultramarines warriors and vehicles in all their glory.



Roboute Guilliman, Primarch of the Ultramarines

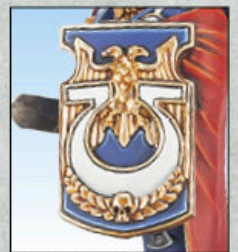




In the shadow of a despoiled senatorum, the Ultramarines bring their wrath to the traitorous Black Legion. Roboute Guilliman engages Abaddon the Despoiler in single combat as the Primarch's sons fight the traitors to the death.



Surrounded by his loyal bodyguards amid the ruins of an Imperial city, Marneus Calgar commands the defence of Vigilus from the front lines.



Victrix Honour Guard



Marneus Calgar



Victrix Honour Guard



Chief Librarian Tigurius



Captain Sicarius



Chaplain Cassius



Sergeant Telion



Librarian in Terminator Armour



Captain in Terminator Armour

'To bear the Chapter banner makes one feel greater than the highest lord, and more humble than the lowest serf. In your arms you bear the soul of the Chapter, everything your every brother, past and present, has ever fought for'

- Ancient Tortalus



Honour Guard



Chapter Ancient



Chapter Champion



Deep in the dense jungles of Thylneria, a lost patrol of Ultramarines Scouts under Sergeant Telion's command lead ferocious Genestealers of Hive Fleet Kraken into a deadly trap, with bolters at the ready to gun down the foul xenos.



Unheeding of enemy fire and bellowing oaths to Emperor and Primarch, veteran Intercessors charge the Word Bearers' lines. Determined to punish their arch-enemies for their treachery, the Ultramarines will not be stopped.



Primaris Lieutenant



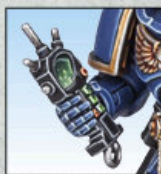
Captain in Gravis Armour



Primaris Lieutenant



Intercessor Sergeant with power sword



Intercessors with auto bolt rifles



Led by Chaplain Cassius, the fearless Tyrannic War Veterans storm into the very heart of a chittering Tyranid horde in a devastating Drop Pod assault, tearing apart the foe in a hail of bolt shells even as the Drop Pod's doors slam to the ground.



Suppressor Sergeant



Suppressor





Infiltrators



Lieutenant in Phobos Armour



As mobs of howling Orks charge the Ultramarines, Vanguard Space Marines unleash punishing volumes of deadly, pinpoint-accurate fire, cutting the greenskins to ribbons.



The Repulsor Executioner carries a huge variety of deadly weaponry.



Leaping from their Land Raider Crusader, a Terminator Assault Squad spearheads a furious armoured assault against an Iron Warriors Heretic Astartes garrison and their abominable Daemon Engines.



Vindicator commanded by Sergeant Chronus



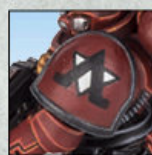
Sergeant Chronus



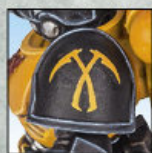
Intercessor Sergeant of the Novamarines successor Chapter with auto bolt rifle



Reiver of the Genesis Chapter successor Chapter with bolt carbine



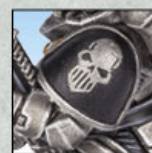
Intercessor of the Black Consuls successor Chapter with bolt rifle



Reiver of the Scythes of the Emperor successor Chapter with heavy bolt pistol and combat knife



Intercessor of the Praetors of Orpheus successor Chapter with auto bolt rifle



Intercessor of the Silver Skulls successor Chapter with bolt rifle



Their company banner held high, warriors of the Silver Templars fight viciously to cleanse Ultramar of the Death Guard's foul presence, determined to drive their traitorous foes back into the hell from whence they came.

FOR THE HONOUR OF MACRAGGE

The Ultramarines, led by a number of mighty heroes, place great value on tactical flexibility and can deploy armies capable of fighting in every sphere of battle. The quality of their leadership and capabilities in battle are well demonstrated by the two forces presented below.

As guided by the Codex Astartes, a great many Space Marine strike forces are built around a solid core of battleline squads, led by skilled officers and with strong firepower and close combat support. The Ultramarines, Roboute Guilliman's own sons, follow the Codex as closely as any Chapter can, and have bested foes using the wisdom therein for thousands of years. The first of these two forces reflects this, with a squad of Intercessors led by a mighty Captain in Gravis Armour and backed up by a Redeptor Dreadnought. The Captain's example will inspire his warriors and Dreadnought to even greater feats of heroism in combat, and the combined firepower of the force will make short work of most foes.

The second force is very different, featuring some of the Ultramarines' greatest heroes. Whilst few in number, the combined might of Roboute Guilliman, Marneus Calgar and Chief Librarian Tigurius, along with a Lieutenant and Victrix Honour Guard, can strike fear into the hearts of almost any foe whilst fearing none in return – they are the ultimate Supreme Command Detachment for the Ultramarines.

Both of these forces are Battle-forged, providing Command Points to spend on useful and powerful Stratagems. As each collection expands, they will generate even more Command Points to spend.



Captain Acheran, clad in his indomitable Gravis plate, leads a combat squad of Intercessors with a formidable Redeptor Dreadnought providing heavy fire support.



Roboute Guilliman surveys the front lines, accompanied by some of his most experienced and powerful officers: Lord Macragge Marneus Calgar and Chief Librarian Tigurius, along with one of his Lieutenants and a pair of unyielding Victrix Honour Guard.



THE PRIMARCH'S CHOSEN

Once a collection of Ultramarines Citadel Miniatures is started, it soon grows into a conquering host fit to join the Indomitus Crusade. This strike force, led by Roboute Guilliman himself, is an excellent example of how an Ultramarines collection can become a truly impressive army.

The Primarch's Chosen is an army painted to represent Ultramarines from the 2nd Company. It is an infantry-focused force with powerful armoured support that is well balanced and equipped to defeat any enemy it faces on the tabletop.

Ultramarines Primarch Roboute Guilliman naturally leads the army in person, and is accompanied by a number of elite advisors and officers, including Chief Librarian Tigurius, his Chapter's most potent psyker. The others are Primaris Chaplain Vintanus and Primaris Ancient Tigulus, who inspire their brothers to fight on in the toughest circumstances. In addition, the force is joined by

Lieutenant Severatus, who directs his warriors' fire with superlative tactical acumen, and Primaris Apothecary Cecius, who has the solemn duty of ensuring that the legacy of the Chapter is preserved should any Ultramarines fall.

The strike force is as capable of unleashing vast amounts of firepower as it is ripping foes apart in brutal melee combat. The three Intercessor squads – Issoras, Ventanius and Ortius – can suppress and cut down enemy infantry whilst the Hellblasters of Squad Sosius annihilate heavily armoured foes. The threatening forms of the Repulsor Executioner *Guilliman's Hammer* and



Redemptor Dreadnoughts Mastus and Catinus can bring a punishing amount of heavy weapons to bear to ensure that no enemy remains standing.

When the flow of battle necessitates close assault, the enemy will meet a swift end at the gauntlets of Aggressor Squads Solagistus and Avinus, and the fists of the Redemptor Dreadnoughts. Any survivors that attempt to flee will find themselves cut off by Reiver Squad Galatian, dropping in behind them via grav-chute, heavy combat blades at the ready.

Numerous, well led and with enormous firepower, this army fulfils the requirements of a Battalion Detachment and a Vanguard Detachment. As a Battle-forged force, with Guilliman as its Warlord, it gives its controlling player a total of twelve Command Points that can be used on all manner of tactically decisive Stratagems. For Guilliman and the Emperor!

- | | |
|--|--|
| 1. Roboute Guilliman | 10. Reiver Squad,
Squad Galatian |
| 2. Primaris Lieutenant Severatus | 11. Hellblaster Squad,
Squad Sosius |
| 3. Chief Librarian Tigurius | 12. Aggressor Squad,
Squad Solagistus |
| 4. Primaris Chaplain Vintanus | 13. Aggressor Squad,
Squad Avinus |
| 5. Primaris Apothecary Cecius | 14. Redemptor Dreadnought,
Brother Mastus |
| 6. Primaris Ancient Tigulus | 15. Redemptor Dreadnought,
Brother Catinus |
| 7. Intercessor Squad,
Squad Issoras | 16. Repulsor Executioner,
<i>Guilliman's Hammer</i> |
| 8. Intercessor Squad,
Squad Ventanius | |
| 9. Intercessor Squad,
Squad Ortius | |



DEFENDERS OF MACRAGGE

This section contains the datasheets that you will need to fight battles with your Ultramarines miniatures, as well as points values for those datasheets. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following list and the lists in *Codex: Space Marines* to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
See latest Munitorum Field Manual and/or recent relevant supplements		

"The Imperium faces encroaching darkness upon every side. More than ever, the might of the Ultramarines is needed to drive the enemy back and safeguard the Emperor's realm. We shall not shirk from that duty, no matter what it may cost us."

- Veteran Sergeant Denallus



ROBOUTE GUILLIMAN

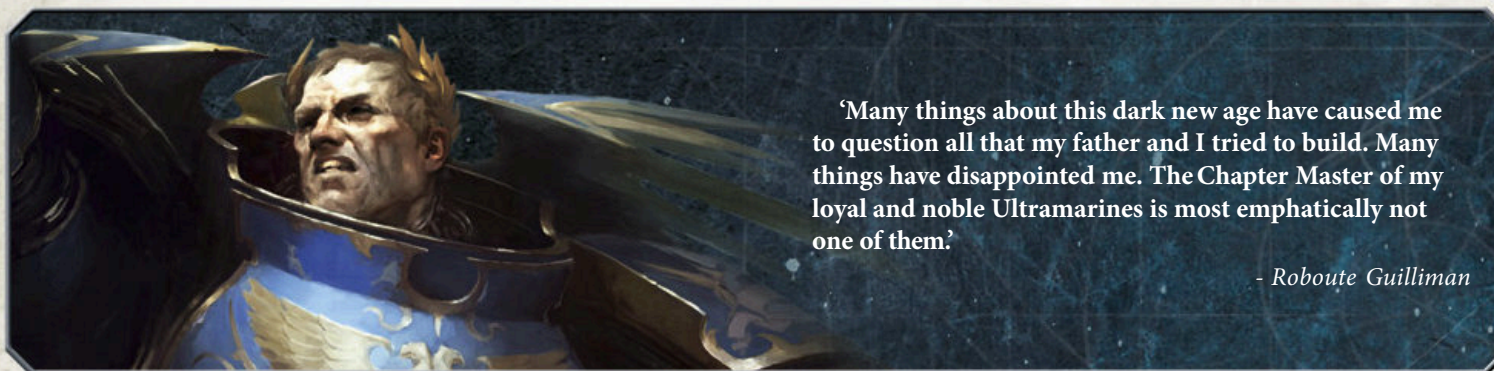
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Roboute Guilliman	8"	2+	2+	6	6	9	6	10	2+
Roboute Guilliman is a single model equipped with: the Emperor's Sword; the Hand of Dominion. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
The Hand of Dominion (shooting)	24"	Rapid Fire 3		6	-1	2	-		
The Emperor's Sword	Melee	Melee		+2	-4	3	When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.		
The Hand of Dominion (melee)	Melee	Melee		x2	-3	4	-		
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i>)						Master of Battle: Add 1 to Advance and charge rolls made for friendly IMPERIUM units whilst they are within 12" of Roboute Guilliman. Re-roll hit rolls of 1 for attacks made by models in friendly IMPERIUM units whilst their unit is within 12" of this model. You can re-roll Morale tests taken for friendly IMPERIUM units whilst they are within 12" of Roboute Guilliman.		
	Armour of Fate: This model has a 3+ invulnerable save. The first time this model is destroyed, roll one D6 at the end of the phase. On a 4+ return this model to play with D6 wounds remaining, placing it as close as possible to its previous position and more than 1" away from any enemy models.						XIII Primarch: You can re-roll hit rolls for attacks made by models in friendly ULTRAMARINES units whilst their unit is within 6" of this model. Re-roll wound rolls of 1 for attacks made by models in friendly ULTRAMARINES units whilst their unit is within 6" of this model.		
	Author of the Codex: If your army is Battle-forged, you receive an additional 3 Command Points if Roboute Guilliman is your Warlord.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES								
KEYWORDS	CHARACTER, MONSTER, PRIMARCH, ROBOUTE GUILLIMAN								



Standing resplendent in the Armour of Fate with the Emperor's Sword held aloft, Roboute Guilliman surveys the field of battle.

MARNEUS CALGAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marneus Calgar	6"	2+	2+	4	5	8	6	9	2+
Marneus Calgar is a single model equipped with: the Gauntlets of Ultramar. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
The Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2		4	-1	2	-		
The Gauntlets of Ultramar (melee)	Melee	Melee		x2	-3	D3	-		
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i>)						Master Tactician: If your army is Battle-forged, you receive an additional 2 Command Points if Marneus Calgar is your Warlord.		
	Armour of Heraclius: This model has a 4+ invulnerable save. In addition, all damage suffered by Marneus Calgar is halved (rounding up).								
							Chapter Master: You can re-roll hit rolls for attacks made by models in friendly ULTRAMARINES units whilst their unit is within 6" of this model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES								
KEYWORDS	CHARACTER, INFANTRY, MK X GRAVIS, PRIMARIS, CHAPTER MASTER, MARNEUS CALGAR								



VICTRIX HONOUR GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Victrix Honour Guard	6"	2+	3+	4	4	3	4	9	2+
This unit contains 2 Victrix Honour Guard. Every model is equipped with: power sword; frag grenades; krak grenades. Every model has an ultima storm shield.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (see Codex: Space Marines)						Heroes of Ultramar: This unit can perform a Heroic Intervention as if it were a CHARACTER.		
	Honour Guard of Macragge: When a friendly ULTRAMARINES CHARACTER model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.						Ultima Storm Shield: A model that has an ultima storm shield has a 3+ invulnerable save.		
							Calgar's Honour Guard: If your army is Battle-forged, this unit does not take up a slot in a Detachment that includes a MARNEUS CALGAR model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES								
KEYWORDS	INFANTRY, PRIMARIS, VICTRIX HONOUR GUARD								



CHIEF LIBRARIAN TIGURIUS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chief Librarian Tigurius	6"	3+	3+	4	4	5	4	9	3+
Chief Librarian Tigurius is a single model equipped with: bolt pistol; the Rod of Tigurius; frag grenades; krak grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
The Rod of Tigurius	Melee	Melee		+3	-3	D3	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i>)						Master of Prescience: At the start of the battle round, you can select one friendly ULTRAMARINES unit within 6" of this model. Until the end of that battle round, when resolving an attack against that unit, subtract 1 from the hit roll.		
	Hood of Hellfire: When a Psychic test is taken for this model, you can re-roll the result. When a Psychic test or a Deny the Witch test is taken for this model, add 1 to the total.								
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows <i>Smite</i> and either three psychic powers from the Librarian discipline (see <i>Codex: Space Marines</i>) or three psychic powers from the Indomitus discipline (pg 78).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, PSYKER, LIBRARIAN, CHIEF LIBRARIAN, TIGURIUS								



CHAPLAIN CASSIUS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain Cassius	6"	2+	3+	4	5	4	3	9	3+
Chaplain Cassius is a single model equipped with: Infernus; artificer crozius; frag grenades; krak grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Infernus	When attacking with this weapon, select one or both of the profiles below. If you select both, subtract 1 from all hit rolls for this weapon.								
- Flamer	8"	Assault D6		4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.		
- Master-crafted boltgun	24"	Rapid Fire 1		4	-1	2	-		
Artificer crozius	Melee	Melee		+2	-2	2	-		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (see Codex: Space Marines)						Inspired Retribution: When a friendly ULTRAMARINES model is destroyed as a result of an attack made with a melee weapon by a model in an enemy unit, whilst that friendly model's unit is within 6" of this model, roll one D6; on a 6, that enemy unit suffers 1 mortal wound after it has fought.		
	Rosarius: This model has a 4+ invulnerable save.								
	Spiritual Leader: Friendly ULTRAMARINES units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.								
PRIEST	This model knows the Litany of Hate (see below) and two litanies from the Litanies of Battle (see Codex: Space Marines). At the start of the battle round, this model can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6 for each; on a 3+ the litany being rolled for is inspiring and takes effect until the end of that battle round.								
	Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly ULTRAMARINES units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES								
KEYWORDS	CHARACTER, INFANTRY, PRIEST, CHAPLAIN, MASTER OF SANCTITY, CASSIUS								

CAPTAIN SICARIUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain Sicarius	6"	2+	2+	4	4	5	4	9	2+
Captain Sicarius is a single model equipped with: the Talassarian Tempest Blade; artisan plasma pistol; frag grenades; krak grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Artisan plasma pistol	12"	Pistol 1		8	-3	2	-		
The Talassarian Tempest Blade	Melee	Melee		User	-3	D3	When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target and the attack sequence ends.		
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (see Codex: Space Marines)						Battle-forged Heroes: At the start of the battle round, you can select one friendly ULTRAMARINES unit within 6" of this model. Until the end of that battle round, that unit has the Defenders of Humanity ability (see Codex: Space Marines).		
	Iron Halo: This model has a 4+ invulnerable save.								
	Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly ULTRAMARINES units whilst their unit is within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES								
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, SICARIUS								

"The Adeptus of Mars can provide us with all the advanced firearms and blades and armour they like, but the most important equipment any warrior of the Adeptus Astartes wields is that which lies behind his eyes and that which beats within his breast."

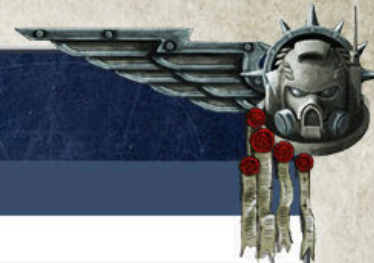
- Sergeant Telion

SERGEANT TELION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sergeant Telion	7"	3+	2+	4	4	4	2	8	4+
Sergeant Telion is a single model equipped with: Quietus; bolt pistol; frag grenades; krak grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.		
Quietus	36"	Heavy 2		4	-2	2			
Frag grenades	6"	Grenade D6		3	0	1			
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i>)						Camo Cloak: When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.		
	Voice of Experience: At the start of your Shooting phase, you can select one friendly ULTRAMARINES SCOUT unit within 3" of this model; models in that unit have a Ballistic Skill characteristic of 2+ until the end of that phase.						Concealed Positions: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES								
KEYWORDS	CHARACTER, INFANTRY, SCOUT, SERGEANT TELION								



SERGEANT CHRONUS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sergeant Chronus	6"	3+	2+	4	4	4	2	8	3+
Sergeant Chronus is a single model equipped with: bolt pistol; servo-arm; frag grenades; krak grenades. You can only include one of this model in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made with this weapon, subtract 1 from the hit roll.		
Servo-arm	Melee	Melee		x2	-2	3			
Frag grenades	6"	Grenade D6		3	0	1	-		
Krak grenades	6"	Grenade 1		6	-1	D3	-		
ABILITIES									
Angels of Death (see <i>Codex: Space Marines</i>)									
Tank Commander: Instead of being set up on the battlefield during deployment, this model must begin the battle commanding a tank. When mustering your army, select one ULTRAMARINES VEHICLE model from your army for Sergeant Chronus to command that has one of the following keywords:									
• RHINO • RAZORBACK • PREDATOR • VINDICATOR • WHIRLWIND • HUNTER • STALKER • LAND RAIDER									
Whilst a VEHICLE model is being commanded by Sergeant Chronus, it has a 2+ Ballistic Skill (even when it has suffered damage) and gains the CHARACTER and SERGEANT CHRONUS keywords. In addition, at the start of your turn, that model regains 1 lost wound. Whilst commanding a tank, Sergeant Chronus cannot attack with his bolt pistol, servo-arm, frag grenades or krak grenades.									
If a VEHICLE model being commanded by Sergeant Chronus is destroyed, set up this model within 6" of that VEHICLE model in the same manner as a model disembarking from a transport.									
FACTION KEYWORDS									
IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES									
KEYWORDS									
CHARACTER, INFANTRY, SERGEANT CHRONUS									



Sergeant Chronus directs the Ultramarines' armoured onslaught as they cleanse frozen mountains of xenos scum.

CHAPTER ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Chapter Ancient	6"	3+	3+	4	4	4	3	9	2+	
A Chapter Ancient is a single model equipped with: power sword; frag grenades; krak grenades. You can only include one of this model in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Power sword	Melee	Melee		User	-3	1	-			
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Angels of Death (see Codex: Space Marines)									
	Astartes Banner: Add 1 to the Leadership characteristic of ULTRAMARINES units whilst they are within 6" of any friendly ULTRAMARINES ANCIENTS. When an ULTRAMARINES INFANTRY or ULTRAMARINES BIKER model is destroyed within 6" of any friendly ULTRAMARINES ANCIENTS, roll one D6 before removing that model from play. On a 4+ that model can either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase.									
	Chapter Ancient: Friendly ULTRAMARINES units benefit from this model's Astartes Banner ability if they are within 9" of it instead of 6".									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES									
KEYWORDS	CHARACTER, INFANTRY, ANCIENT, CHAPTER ANCIENT									

CHAPTER CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Chapter Champion	6"	2+	3+	4	4	4	5	9	2+	
A Chapter Champion is a single model equipped with: champion's blade; master-crafted power sword; frag grenades; krak grenades. You can only include one of this model in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Champion's blade	Melee	Melee		User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon.			
Master-crafted power sword	Melee	Melee		User	-3	2	-			
Frag grenades	6"	Grenade D6		3	0	1	-			
Krak grenades	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i>)						Martial Superiority: If this model is within 1" of any enemy CHARACTER models at the start of the Fight phase, it can fight first in that Fight phase, even if it did not charge. If the enemy has units that have charged or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.			
	Honour or Death: This model must perform a Heroic Intervention if it is able to do so. It can perform a Heroic Intervention if there are any enemy units within 6" of it instead of 3" if any of those enemy units is a CHARACTER, and when doing so can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy CHARACTER model.									
	Skilful Parry: When resolving an attack made with a melee weapon against this model, subtract 1 from the hit roll.						Superlative Duellist: When resolving an attack made with a melee weapon by this model against a CHARACTER unit, you can re-roll the hit roll and you can re-roll the wound roll.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES									
KEYWORDS	CHARACTER, INFANTRY, CHAPTER CHAMPION									



HONOUR GUARD



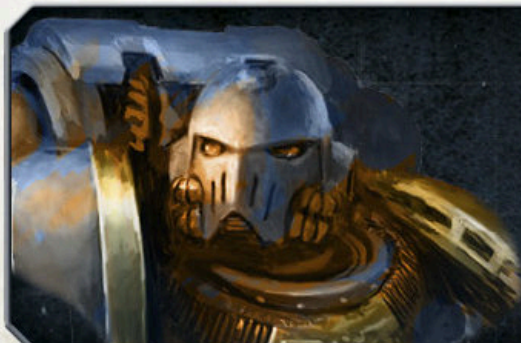
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Honour Guard	6"	3+	3+	4	4	2	2	9	2+	
This unit contains 2 Honour Guard. Every model is equipped with: boltgun; bolt pistol; power axe; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Power axe	Melee	Melee			+1	-2	1	-		
Frag grenades	6"	Grenade D6			3	0	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
ABILITIES	Angels of Death (see Codex: Space Marines)									
	Honour Guard: When a friendly ULTRAMARINES CHARACTER model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES									
KEYWORDS	INFANTRY, HONOUR GUARD									



TYRANNIC WAR VETERANS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Tyrannic War Veteran	6"	3+	3+	4	4	1	2	8	3+	
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+	
This unit contains 1 Veteran Sergeant and 3 Tyrannic War Veterans. It can additionally contain up to 6 Tyrannic War Veterans (Power Rating +5). Every model is equipped with: bolt pistol; special issue boltgun; frag grenades; krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Special issue boltgun	30"	Rapid Fire 1			4	-2	1	-		
Frag grenades	6"	Grenade D6			3	0	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
ABILITIES	Angels of Death (see <i>Codex: Space Marines</i>) Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models. Bane of Tyranids: When resolving an attack made by a model in this unit against a TYRANIDS unit, you can re-roll the hit roll and you can re-roll the wound roll.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES									
KEYWORDS	INFANTRY, STERNGUARD VETERAN SQUAD, TYRANNIC WAR VETERANS									



'It should convey some measure of the threat that the Tyranids represent to the Emperor's realm that their continued onslaught compelled the most Codex-adherent of all Space Marine Chapters to voluntarily alter their sacred doctrines. The fact of that alteration, of course, also speaks volumes of the Ultramarines' absolute determination to annihilate this rapacious xenos menace.'

- Brother-Sergeant Calistus of the Tyrannic War Veterans







COURAGE AND HONOUR

In this section you'll find rules for Battle-forged armies that include **ULTRAMARINES Detachments** – that is, Detachments that only include **ULTRAMARINES** units. These include unique Warlord Traits, Stratagems, psychic powers and Tactical Objectives that help to reflect the tactics and strategies used by the sons of Guilliman on the battlefield.

ABILITIES

If your army is Battle-forged, then in addition to the Detachment abilities gained from *Codex: Space Marines*, units in your army with the Combat Doctrines ability (see *Codex: Space Marines*) gain the Scions of Guilliman ability so long as, with the exception of **UNALIGNED** units, every unit from your army is an **ULTRAMARINES** unit or every unit from your army is from the same Ultramarines successor Chapter (see below).

SCIONS OF GUILLIMAN

The Ultramarines and their successor Chapters are strict adherents to the teachings of the Codex Astartes, and as such they typically adopt a flexible combat style that emphasises manoeuvrability without sacrificing firepower.

Whilst the Tactical Doctrine is active, models with this ability that moved in your Movement phase, but did not Advance or Fall Back, can make attacks with ranged weapons in the following Shooting phase as if their unit had remained stationary this turn.

SUCCESSOR CHAPTERS

When you include an **ADEPTUS ASTARTES** unit in your army that has the <CHAPTER> keyword (see *Codex: Space Marines*), you must decide what Chapter that unit is from. Unless you choose one of the First Founding Chapters available to you (White Scars, Imperial Fists, Iron Hands, Ultramarines, Salamanders or Raven Guard), then your Chapter is a successor Chapter, and you should decide which of the aforementioned First Founding Chapters it is a successor of.

If the successor Chapter you have chosen is one established in the background of our publications, its founding Chapter will often be known (for example, the Mortifactors Chapter is a known successor of the Ultramarines). If the successor Chapter you have chosen does not have a known founding Chapter but has

the Inheritors of the Primarch Successor Tactic, and you selected the Chapter Tactic of a First Founding Chapter, your chosen Chapter is a successor of that First Founding Chapter. Otherwise, choose a founding Chapter that best fits your successor Chapter's character.

If your Chapter is a successor of the Ultramarines, the following rules apply:

Warlord Traits

If your Warlord is a **CHARACTER** model from an Ultramarines successor Chapter, you can use the Ultramarines Warlord Traits table opposite to determine what Warlord Trait they have. Replace the **ULTRAMARINES** keyword in all instances in that Warlord Trait (if any) with your Warlord's <CHAPTER> keyword.

Chapter Relics

Ultramarines successor Chapters have access to the Special-issue Wargear Relics (pg 75); Relics of Macragge cannot be given to a **CHARACTER** model from a successor Chapter unless you use the Honoured by Macragge Stratagem (pg 77).

Stratagems

All units from Ultramarines successor Chapters are considered to have the **ULTRAMARINES** keyword for the purpose of using Ultramarines Stratagems.

Psychic Powers

LIBRARIAN models from Ultramarines successor Chapters can know psychic powers from the Indomitus discipline (pg 78) in the same manner as **LIBRARIAN** models in **ULTRAMARINES** Detachments. When such a model uses one of these psychic powers, replace the **ULTRAMARINES** keyword in all instances on that power (if any) with that model's <CHAPTER> keyword.

Tactical Objectives

Units from Ultramarines successor Chapters are considered to have the **ULTRAMARINES** keyword for the purposes of using Ultramarines Tactical Objectives.

'The Scions of Guilliman are many. We raise our banners above countless battlefronts and fly them atop battlements from Quintarn to Callathoria. We charge at the forefront of attacks unnumbered and crush foes beyond measure beneath our armoured boots. Without us, the Imperium would long have fallen into ruin. With us, it is unassailable.'

- Unknown Ultramarines
Sergeant

WARLORD TRAITS

Those who lead the Ultramarines into war must be paragons of everything it means to be a Space Marine. They uphold the Codex Astartes with greater vigour than any other heroes of the Imperium and display masterful leadership in all things.

If an ULTRAMARINES CHARACTER model is your Warlord, you can use the table here to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

1 ADEPT OF THE CODEX

Ultramarines warlords epitomise the teachings of the Codex Astartes.

Whilst this Warlord is on the battlefield, you can roll one D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is refunded. You can only have 1 Command Point refunded per battle round by this Warlord Trait.

2 MASTER OF STRATEGY

This warlord executes deadly and decisive strategies on the battlefield.

Once per battle round, if this Warlord is on the battlefield, you can select one friendly ULTRAMARINES unit within 6" of this Warlord. Until the end of that battle round, when a model in that unit makes an attack, the Tactical Doctrine is considered to be active.

3 CALM UNDER FIRE

This warlord directs his troops flawlessly, even deep in the maelstrom of battle.

When resolving an attack made with a ranged weapon by a friendly ULTRAMARINES model in a unit within 6" of this Warlord during a turn in which that model Fell Back, do not subtract 1 from the hit roll.

4 PARAGON OF WAR

This warrior knows just where to strike to inflict a killing blow.

When resolving an attack made by this Warlord, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

5 NOBILITY MADE MANIFEST

The patrician aspect and selfless heroism of this warlord combine to influence greatly the warriors who fight beneath his banner. They fight all the harder to follow his shining example in battle.

Friendly ULTRAMARINES INFANTRY units and ULTRAMARINES BIKER units can perform a Heroic Intervention as if they were CHARACTERS whilst they are within 6" of this Warlord.

6 WARDEN OF MACRAGGE

The warlord has sworn mighty oaths to drive back the hordes that threaten Macragge.

This Warlord can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".

'Our First Founding brothers follow the teachings of their Primarchs and in so doing learn to specialise in particular areas of battle. Be it the siegecraft of Dorn's sons, the swift strikes of the White Scars or the shadow-weaving of the Raven Guard, all are powerful if singular ways of war. We of the Ultramarines have no such luxury. Our father teaches of balance in all things, and so must we excel in all areas of strategy to the exclusion of none. This we do, brothers.'

- Lieutenant Basistus, before the Battle of Theld's Gulf

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters is your Warlord, they must have the associated Warlord Trait shown below:

CHARACTER

Captain Sicarius
Chaplain Cassius
Chief Librarian Tigurius
Marneus Calgar
Roboute Guilliman
Sergeant Telion

WARLORD TRAIT

Paragon of War
Warden of Macragge
Master of Strategy
Adept of the Codex
Nobility Made Manifest
Master of Strategy



RELIQS OF MACRAGGE

The Ultramarines can draw upon not only their own Chapter forges, but also those of their vassal worlds within Ultramar for the creation of weapons and artefacts of great power. It is a mark of great honour to bear these mighty relics into battle, and no Ultramarine would take such a responsibility lightly, instead striving to be a paragon of the Adeptus Astartes.

If your army is led by an **ULTRAMARINES** Warlord, you can give one of the following Relics of Macragge to an **ULTRAMARINES CHARACTER** model from your army instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters (such as Marneus Calgar) and **VEHICLE** models cannot be given the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

SOLDIER'S BLADE

This deceptively simple sword has been a treasure of the Ultramarines since the Legion's founding. Though it contains none of the matter-disruptive technology of a power sword, it can still carve through the thickest plates of ceramite and plasteel with ease. So perfectly forged is this monomolecular-edged blade that it has survived for millennia without ever needing to be sharpened.

Model equipped with power sword, master-crafted power sword, or combat knife only. This Relic replaces a power sword, master-crafted power sword or combat knife and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Soldier's Blade	Melee	Melee	+1	-4	2

THE SANCTIC HALO

The energy-field projector built into this elaborately filigreed iron halo not only deflects bullets and repels blade thrusts – it also amplifies the bearer's will, allowing them to withstand devastating psychic attacks in the thick of battle.

CAPTAIN model or **CHAPTER MASTER** model only. A model from your army with this Relic has a 3+ invulnerable save and can attempt to deny one psychic power in your opponent's Psychic phase in the same manner as a **PSYKER**.

THE STANDARD OF MACRAGGE INVIOLEATE

When the First Tyrannic War came to the realm of Ultramar and Hive Fleet Behemoth descended upon Macragge, it was this glorious banner that flew above the swarms of xenos beasts. To all Ultramarines, it represents the unfaltering might of their home world and their Chapter. When an Ultramarine beholds this sacred standard, he is gripped with a sense of unshakeable pride and determination, for he knows that no enemy can match the skills in battle passed down to him and his brothers by their Primarch.

ANCIENT model only. Add 1 to the Attacks characteristic of models in friendly **ULTRAMARINES** units whilst their unit is within 6" of a model with this Relic. Friendly **ULTRAMARINES** units automatically pass Morale tests whilst they are within 12" of a model with this Relic.

ARMOUR OF KONOR

Gifted to the Ultramarines envoy to the forge world of Konor, this ornate suit of Terminator plate is constructed from thousands of microscopic layers of durable materials, applied painstakingly one by one. As a result, these plates retain their structure and protective qualities against even the most destructive strikes.

TERMINATOR only. A model with this Relic has a 4+ invulnerable save. When resolving an attack against that model, halve any damage inflicted (rounding up).

HELM OF CENSURE

Data-logged within this red helm are the complete didactic works of Sergeant Thiel, those that lead to his great censure. The results of his pre-Heresy studies, which themselves were considered treasonous, outlined the optimal methods by which an Adeptus Astartes could kill any opponent, including a fellow battle-brother. Ten thousand years later, his works are still without equal.

When resolving an attack made by a model with this Relic, you can re-roll a hit roll of 1 and you can re-roll a wound roll of 1. When resolving an attack made by that model against an **ADEPTUS ASTARTES** unit or a **HERETIC ASTARTES** unit, add 1 to the hit roll and add 1 to the wound roll.

VENGEANCE OF ULTRAMAR

Last used during the Tyrannic Wars, this ancient storm bolter houses a ferocious machine spirit capable of a dramatically increased rate of fire. Furthermore, though the Vengeance of Ultramar fires standard-issue bolts, a compact micro-forge within the weapon's firing chamber anoints each projectile with a bio-reactive coating that burns away flesh and chitin like parchment in a raging fire.

Model equipped with a storm bolter only. This Relic replaces a storm bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Vengeance of Ultramar	24"	Rapid Fire 4	4	0	1
Abilities: When resolving an attack made with this weapon against a unit (other than a VEHICLE unit), you can re-roll the wound roll.					

TARENTIAN CLOAK

Discovered on the agri world of Tarentus, this shroud bears all the hallmarks of the Dark Age of Technology. The auto-sanctified medicae support systems and thrice-blessed bio-rejuvenators threaded throughout this cloak made it an invaluable artefact for the Ultramarines when battling Daemons in the planet's desert wastes.

A model with this Relic has a 5+ invulnerable save. At the start of your Movement phase, that model regains D3 lost wounds.

SPECIAL-ISSUE WARGEAR

The Ultramarines and their successors have within their armouries an unparalleled wealth of wargear, garnered over long millennia of war. This resource grants the commanders of the Scions of Guilliman yet another avenue by which they can specialise their forces to meet the ever-shifting strategic priorities of a galaxy at war.

If your army is led by an ULTRAMARINES Warlord or a Warlord drawn from an Ultramarines successor Chapter (pg 72), you can give one of the following Special-issue Wargear Relics to an ULTRAMARINES CHARACTER model from your army, or a CHARACTER model from your army that is drawn from an Ultramarines successor Chapter, instead of giving them a Relic from *Codex: Space Marines*. These are considered to be Chapter Relics for all rules purposes. Named characters and VEHICLE models cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Relics your models have on your army roster.

ADAMANTINE MANTLE

These flowing cloaks are laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.

When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.

ARTIFICER ARMOUR

Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour provide superior protective capabilities that rival even Terminator plate. All who set eyes upon the wearer know that an honoured champion of the Imperium stands before them.

A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.

MASTER-CRAFTED WEAPON

Within the armouries of each Space Marine Chapter, the finest artificers seek to fashion weapons of ornate magnificence and utter lethality. Those forged upon Macragge are breathtaking examples of the weaponsmith's craft, be they potent firearms or gilt-chased blades.

When you give a model this Relic, select one weapon that model is equipped with (this cannot be a weapon whose profile includes the word 'master-crafted'). Add 1 to the Damage characteristic of that weapon. That weapon is considered to be a Chapter Relic.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet. Short-ranged and powerful, they are typically triggered in the midst of melee in order to blast the enemy point-blank from an unexpected angle when a weakness in their guard is spotted.

When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000* rulebook). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

RELIQUARY OF VENGEANCE

Long have the Ultramarines fought in the defence of the Imperium, and over the millennia countless warriors have fallen in pursuit of their duty. Occasionally, the ashes or bones of such a champion of Ultramar are preserved in a reliquary that can be borne into battle attached to an Ultramarine's armour, there to inspire those who still live to fight all the harder in the slain hero's name.

Once per battle, at the start of the Fight phase, a model with this Relic can reveal the reliquary. When it does, until the end of that phase, add 1 to the Attacks characteristics of models in friendly <CHAPTER> units whilst their unit is within 6" of that model.

SEAL OF OATH

Many Ultramarines successor Chapters maintain a time-honoured tradition of swearing oaths to Guilliman and the Emperor before entering battle. These are recorded on strips of parchment by Chapter serfs and other servants before being blessed by Chaplains and then bonded to a chosen warrior's armour with wax seals. Upholding such oaths is sacred, and their bearers would rather die than fail.

At the start of the first battle round, before the first turn begins, select one enemy unit. You can re-roll hit rolls and wound rolls for attacks made by models in friendly <CHAPTER> units against that enemy unit, whilst that friendly unit is within 6" of a model with this Relic.

HELLFURY BOLTS

It was the Ultramarines who bore the brunt of the First Tyrannic War, and they and their successors have fought against this ghastly xenos threat countless times since. It was they who helped to develop these potent bolt rounds, impregnated with reservoirs of bio-reactive acids that burn living targets from the inside out.

When you give a model this Relic, select one bolt weapon (see *Codex: Space Marines*) that model is equipped with. When the bearer shoots with that weapon, you can choose for it to fire a hellfury bolt. If you do, you can only make one attack with that weapon, but when resolving that attack, if it scores a hit it inflicts 1 mortal wound on the target and the attack sequence ends.

SUNWRATH PISTOL

Belisarius Cawl gifted a score of these pistols to Roboute Guilliman at the start of the Indomitus Crusade, who in turn bequeathed them to warriors who displayed particular valour in the face of the enemy. Constructed with superior venting coils and with an inner barrel of a mysterious heat-conducting crystal, these plasma pistols can be fired repeatedly without overheating.

Model equipped with a plasma pistol only. This Relic replaces a plasma pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Sunwrath Pistol	12"	Pistol 2	8	-3	2

STRATAGEMS

If your army is Battle-forged and includes any ULTRAMARINES Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to use them. These reflect the unique strategies used by the Ultramarines on the battlefield.

1CP

MARTIAL PRECISION

Ultramarines Stratagem

The Ultramarines are exemplars of precise and deadly battlecraft, and when roused, their wrath is inescapable.

Use this Stratagem before resolving an attack made by an ULTRAMARINES model from your army in your Shooting phase. When resolving that attack, do not make a hit roll: it automatically scores a hit.

1CP

VENGEANCE FOR CALTH

Ultramarines Stratagem

The Mark of Calth is never truly at an end. For some acts of infamy, there can be no forgiveness, even should the stars themselves burn out.

Use this Stratagem when an ULTRAMARINES unit from your army is chosen to fight with in the Fight phase. Until the end of the phase, when resolving an attack made with a melee weapon by a model in that unit against a WORD BEARERS unit, you can re-roll the hit roll and you can re-roll the wound roll.

1CP

INSPIRING COMMAND

Ultramarines Stratagem

The heroes of Ultramar are amongst the most skilled and inspirational orators in the entire Imperium. When they speak, their words are law.

Use this Stratagem at the start of the Shooting phase or the Fight phase. Select one ULTRAMARINES CHAPTER MASTER, ULTRAMARINES CAPTAIN or ULTRAMARINES LIEUTENANT model from your army. Until the end of that phase, the range of that model's aura abilities is increased by 3".

1CP

CYCLE OF WAR

Ultramarines Stratagem

The Ultramarines' strategic mastery is such that they know equally well when new tactics are required, and when relentless repetition will win the day.

Use this Stratagem at the start of the battle round if an ULTRAMARINES Warlord from your army is on the battlefield and the Assault Doctrine was active during the previous battle round. The currently active doctrine is changed so that the Devastator Doctrine is now active.

2CP

RAPID REDEPLOYMENT

Ultramarines Stratagem

The Codex Astartes makes provision for a great variety of strategic ruses intended to wrong-foot the foe.

At the start of the first battle round, before the first turn begins, select up to three ULTRAMARINES units from your army on the battlefield. Remove them from the battlefield and set them up again as described in the Deployment section of the mission (if both players have abilities that redeploy units, roll off; the winner chooses who redeploy their units first).

1CP

SONS OF GULLIMAN

Ultramarines Stratagem

Ultramarines fight as the Codex dictates, eschewing individual glory to function as a disciplined, cohesive killing machine.

Use this Stratagem when an ULTRAMARINES INFANTRY or ULTRAMARINES BIKER unit from your army is chosen to shoot with in your Shooting phase or fight with in the Fight phase. If that unit has the Troops Battlefield Role, until the end of that phase, when resolving an attack made by that unit, you can re-roll a hit roll. Otherwise, until the end of that phase, when resolving an attack made by that unit, you can re-roll a hit roll of 1.

1CP

AVENGE THE FALLEN

Ultramarines Stratagem

The life of even a single Ultramarine is worth that of countless foes, and every loss will be answered in blood.

Use this Stratagem when an ULTRAMARINES unit from your army is destroyed as a result of an attack made by an enemy unit. Until the end of the battle, when resolving an attack made by an ULTRAMARINES model from your army against that enemy unit, re-roll a hit roll of 1.

1CP

COURAGE AND HONOUR!

Ultramarines Stratagem

Such are the words of the Chapter's battle cry – it is a mantra by which the Ultramarines live and fight.

Use this Stratagem at the start of the Morale phase. Add 1 to the Leadership characteristic of ULTRAMARINES models from your army until the end of the phase.

2CP**TACTICAL EXPERTISE***Ultramarines Stratagem*

Even amidst the most intense firefights, the Ultramarines fire with pinpoint accuracy, every shot aimed for maximum efficacy and economy of killing power.

Use this Stratagem at the start of your Movement phase if the Tactical Doctrine is active. Until the start of the next battle round, when resolving an attack made with a Rapid Fire or Assault weapon by an ULTRAMARINES model from your army, on an unmodified wound roll of 6 the Armour Penetration characteristic of that weapon is improved by an additional 1 for that attack. You can only use this Stratagem once per battle.

1/2CP**FALL BACK AND RE-ENGAGE***Ultramarines Stratagem*

The Ultramarines know precisely when to give ground in order to leave their enemies floundering before surging back into the fight and driving them from the field in disarray.

Use this Stratagem when an ULTRAMARINES unit from your army Falls Back (this Stratagem costs 1 CP if that unit has the Codex Discipline Chapter Tactic, otherwise it costs 2 CP). That unit can shoot and charge this turn. If that unit has the Codex Discipline Chapter Tactic, the hit roll penalty from that tactic for Falling Back and shooting does not apply to that unit this turn.

2CP**DEFENSIVE FOCUS***Ultramarines Stratagem*

As the Codex Astartes dictates, when the foe presses hard at one section of the Ultramarines' battle line they are swift to concentrate their defensive fire to drive the threat back.

Use this Stratagem after an ULTRAMARINES unit from your army is chosen as a target of a charge. Select up to three other friendly ULTRAMARINES units that are more than 1" away from any enemy units and within 6" of the targeted unit. The selected units fire Overwatch at the charging unit as if they were targets of the charge.

1CP**EXEMPLAR OF THE CHAPTER***Ultramarines Stratagem*

The heroes of the Ultramarines do not rest on their laurels. Rather, they strive all the harder to excel, for they recognise that only through excellence can they and their warriors prevail.

Use this Stratagem after nominating an ULTRAMARINES model that is not a named character to be your Warlord. You can generate one additional Warlord Trait for them; this must be from the Ultramarines Warlord Traits table (pg 73). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

1CP**SQUAD DOCTRINES***Ultramarines Stratagem*

Each squad within an Ultramarines strike force at war is ready to switch to a new combat doctrine at a moment's notice.

Use this Stratagem at the start of your Movement phase. Select one ULTRAMARINES INFANTRY or ULTRAMARINES BIKER unit from your army, then select either the Devastator, Tactical or Assault Doctrine. Until the start of your next Movement phase, that unit gains the bonus of that combat doctrine instead of the active combat doctrine.

1CP**HONOURED SERGEANT***Ultramarines Stratagem*

Should an Ultramarines Sergeant show particular excellence in battle, they may be given the honour of bearing a Chapter relic into battle.

Use this Stratagem before the battle. Select one ULTRAMARINES model from your army that has the word 'Sergeant' in their profile. That model can have one of the following Special-issue Wargear Relics, even though they are not a CHARACTER: Master-crafted Weapon, Digital Weapons, Hellfury Bolts, Sunwrath Pistol (pg 75). All of the Relics your army includes must be different and be given to different models.

2CP**TACTICAL INSIGHT***Ultramarines Stratagem*

The scions of Ultramar can read the deeper flow of battle and discern the course of action that will bring assured victory.

Use this Stratagem after generating your Tactical Objectives if an ULTRAMARINES Warlord from your army is on the battlefield. Immediately discard your Tactical Objectives; for each Tactical Objective that you discarded, generate one Tactical Objective. You can only use this Stratagem if the mission you are playing uses Tactical Objectives. You can only use this Stratagem once per battle.

1CP**HONOURED BY MACRAGGE***Space Marines Stratagem*

It is not unheard of for the revered relics of the Ultramarines to be bestowed for a time upon a worthy successor Chapter as a mark of honour and respect.

Use this Stratagem after nominating a model drawn from an Ultramarines successor Chapter to be your Warlord. You can give one Relic of Macragge (pg 74) to a CHARACTER model from your army that is drawn from an Ultramarines successor Chapter instead of giving them a Special-issue Wargear Relic (pg 75) or a Chapter Relic from *Codex: Space Marines*. If you do, replace the ULTRAMARINES keyword in all instances on that Relic (if any) with that model's <CHAPTER> keyword. You can only use this Stratagem once per battle.

INDOMITUS DISCIPLINE

‘The more potent a weapon is, the more dangerous and complex a process is its wielding. The more energy a blade or gun unleashes, the more damage it can inflict, the more perilous it would prove to an unwary wielder. How deadly, then, is the infinite power of the warp when focused through the mind of a trained Librarian, and how dolorous a duty is ours in ensuring that this source of untrammelled destruction does not run wild to the damnation of all!’

- Ultramarines Codicier
Galetus Tyvus

The Ultramarines Librarius is renowned for its discipline and close adherence to the strict dictates of the Codex Astartes. Ultramarines Librarians train their minds to a sharp focus, and are able to manipulate their enemy, read the premonitory echoes of their movements, or even strike directly at their victims’ psyches to devastating effect.

LIBRARIAN models in ULTRAMARINES Detachments can know all of their psychic powers from the Indomitus discipline instead of the Librarius or Obscuration disciplines (see *Codex: Space Marines*). Before the battle, generate the psychic powers for PSYKER models that know powers from the Indomitus discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

1. PRECOGNITION

The Librarian sees the trajectory of incoming attacks, allowing him to slip effortlessly around them. To the outside observer, it seems neither bullet nor blade can touch him.

Precognition has a warp charge value of 5. If manifested, then until the start of your next Psychic phase this psyker has a 5+ invulnerable save and, when resolving an attack made against this psyker, subtract 1 from the hit roll.

2. SCRIVER'S GAZE

Looking into the twisted strands of the warp to divine the future, the Librarian hopes to predict the enemy's plans and dispositions. With such knowledge, they can devise new strategies, guide their battle-brothers and alter the course of an entire war zone.

Scriver's Gaze has a warp charge value of 7. If manifested, if your army is Battle-forged you can choose to immediately gain 1 Command Point. If you choose not to then, once this turn, when resolving an attack made by a model from a friendly ULTRAMARINES unit whilst its unit is within 18" of this psyker, you can re-roll the hit roll, wound roll or damage roll.

3. TELEPATHIC ASSAULT

Gathering his mental might into a searing blade of psychic energy, the Librarian unleashes an overwhelming empyric attack upon his enemy's mind. Foes scream and collapse, blood jetting from their eyes as their brains burst asunder.

Telepathic Assault has a warp charge value of 7. If manifested, select one enemy unit within 24" of and visible to this psyker. Roll 2D6 and add 2 to the result; that unit suffers 1 mortal wound for each point by which the total exceeds the highest Leadership characteristic of models in that unit.

4. STORM OF THE EMPEROR'S WRATH

Stretching forth one armoured gauntlet, the Librarian unleashes a ravaging tempest of psychic blasts. Striking like lightning, these actinic energy bolts burn flesh black and overload the machine spirits of enemy war engines with a crackling roar.

Storm of the Emperor's Wrath has a warp charge value of 6. If manifested, select the nearest enemy unit that is within 18" of and visible to this psyker. Roll one D6 for each model in that unit; for each 6 that unit suffers 1 mortal wound.

5. PSYCHIC SHACKLES

The Librarian plunges into his foes' minds, trammelling their souls, crushing their will to fight on and stalling their advance in its tracks.

Psychic Shackles has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, halve the Move characteristic (rounding up) of models in that unit, and when a charge roll or Advance roll is made for that unit, subtract 1 from that roll. A unit cannot be affected by both this psychic power and the *Tenebrous Curse* psychic power at the same time.

6. EMPYRIC CHANNELLING

The Librarian focuses his thoughts to channel warp energies into one of his psychically attuned brothers, achieving a harmonious psychic choristry that magnifies his powers by an order of magnitude.

Empyric Channelling has a warp charge value of 5. If manifested, select one other friendly ULTRAMARINES LIBRARIAN model within 12" of this psyker. Until the end of this Psychic phase, when a Psychic test is taken for that model, add 2 to the total, and that model does not suffer Perils of the Warp on a roll of double 1 or double 6.

TACTICAL OBJECTIVES

The Ultramarines have a storied legacy of controlling every facet of a battle to their advantage. Following the tenets laid down by one of the greatest living strategists in the history of the galaxy, no aspect of war is beyond their ability to prosecute.

If your army is led by an **ULTRAMARINES** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when an Ultramarines player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Ultramarines Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 TACTICAL OBJECTIVE

- | | |
|----|---------------------------|
| 11 | Secure Objective Primus |
| 12 | Unflinching Heroism |
| 13 | Champions of the Imperium |
| 14 | We March for Macragge |
| 15 | Follow the Codex |
| 16 | Proof of Doctrine |

11

SECURE OBJECTIVE PRIMUS

You have triangulated the position of a key battlefield objective. You must cordon off the area to maintain the upper hand.

Score 1 victory point if you achieved any Take and Hold or Storm and Defend Tactical Objectives at the end of this turn.

Ultramarines

14

WE MARCH FOR MACRAGGE

You are ordered to advance. Press forwards and take the fight to the enemy in their own territory.

Score 1 victory point if at least three **ULTRAMARINES** units from your army Advanced or made a charge move this turn and ended that move wholly within your opponent's deployment zone.

Ultramarines

12

UNFLINCHING HEROISM

Meet your enemies' onslaughts with unshakable resolve, that they may know you are the dauntless descendent of Guilliman.

Score 1 victory point if this Tactical Objective has been active at the end of two consecutive turns. Discard this Tactical Objective if an **ULTRAMARINES** unit from your army fails a Morale test.

Ultramarines

15

FOLLOW THE CODEX

A victory can be won by inches or taken in great strides. Use your discipline and training to overwhelm the enemy.

Score D3 victory points if you achieved at least two other Tactical Objectives at the end of this turn.

Ultramarines

13

CHAMPIONS OF THE IMPERIUM

Eliminate the enemy champions and shatter their army's resolve.

Score 1 victory point if at least one enemy **CHARACTER** unit was destroyed as a result of an attack made by an **ULTRAMARINES** unit from your army this turn. Score D3 victory points instead if the enemy Warlord was destroyed as a result of an attack made by an **ULTRAMARINES** unit from your army this turn.

Ultramarines

16

PROOF OF DOCTRINE

Show the enemy the true might of the Codex Astartes.

Score 1 victory point if at least one enemy unit was destroyed as a result of an attack made by an **ULTRAMARINES** unit from your army this turn, 2 victory points instead if at least three enemy units were so destroyed, and 3 victory points instead if at least 6 enemy units were so destroyed. Score double the number of victory points instead if the Tactical Doctrine was active this turn.

Ultramarines

ULTRAMARINES NAME GENERATOR

The Ultramarines maintain a tradition of noble names that date all the way back to the days in which Konor first adopted young Roboute Guilliman. They are influenced by the many worlds of Ultramar, and resound through the halls of the Imperium synonymous with honour and glory. If you wish to randomly generate a name for one of your Ultramarines warriors, you can roll a D66 and consult the table below. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66	NAME
11	Marius
12	Gaius
13	Aggamemnus
14	Lucien
15	Quinto
16	Cator
21	Titus
22	Tirus
23	Vespasius
24	Fabian
25	Icarius
26	Straban
31	Tacitun
32	Tiberias
33	Crassius
34	Galatian
35	Abraxus
36	Julianus
41	Romulus
42	Valius
43	Omegus
44	Trajan
45	Scipius
46	Coriolanus
51	Brutus
52	Andronicus
53	Gallan
54	Otavio
55	Leratus
56	Caltus
61	Crassian
62	Galetus
63	Torsus
64	Markus
65	Tybaltus
66	Erasman

D66	NAME
11	Maximus
12	Arallian
13	Quintus
14	Gallorn
15	Sicarus
16	Tyvus
21	Marrias
22	Tyratian
23	Akillan
24	Telorian
25	Vesparin
26	Honorias
31	Ullitor
32	Gavian
33	Theldor
34	Agarion
35	Cassamir
36	Decimus
41	Paxor
42	Thessellan
43	Quartus
44	Cassus
45	Travian
46	Ulaxes
51	Gesseminus
52	Cassimus
53	Optimar
54	Tessimus
55	Caltar
56	Latimus
61	Ulandres
62	Thysor
63	Ulandro
64	Geminus
65	Hadrassus
66	Lastratus

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