

**EPIC 40,000**  
**Horus Heresy**



**ULTRAMARINES**

# Ultramarines in Epic 40,000

## **Formation**

While Roboute was prosecuting his war against the Illyrian rebels, the Emperor of Mankind and his armies had reached the neighbouring planet of Espandor. It was there that the Emperor heard stories of the extraordinary son of Consul Konor, and realized that he had found one of the lost Primarchs. However, due to an unexpected warp storm, his ship was thrown far off course and by the time it reached Macragge, Roboute had been ruling for almost five years. When the Emperor reached Macragge, he found a world that was self sufficient, prosperous, with a strong and well-equipped military, and engaging in trade with nearby systems. Impressed, the Emperor assigned command of the Ultramarines Legion to Guilliman, and relocated the Legion's forward base to Macragge.

## **The Great Crusade**

With the exception of the Luna Wolves, no Legion conquered as many worlds, or conquered worlds as fast, or left conquered worlds in such good state during the Great Crusade, as the Ultramarines. Guilliman restored the legion's morale and prestige following difficulties in the Osiris Rebellion and later took revenge on the Osirian Psybrids at the Battle of the Eurydice Terminal. The success of the Ultramarines may be thanks to their diverse but stable gene-seed. In them was found a mixture of aggression and restraint, discipline and determination which rendered them supremely suited for joint taskforce operations and cross-theatre warfare.

As Ultramar grew into a small stellar empire in its own right, Guilliman created a supremely efficient military machine, centered around Macragge, that provided the Ultramarines with a steady flow of new recruits. Between this factor, and the minimal casualties suffered as a result of Guilliman's tactical genius, the Ultramarines soon became the largest of all the Space Marine Legions. At the time of the Horus Heresy, it is estimated that the Ultramarines Legion numbered around 250,000 Space Marines.

This document is made to complement the Legio Astartes Army list. Death Guard forces can make use of the following Detachments from the Legio Astartes list.

- Ultramarine Infantry Detachment (Page 2)**
- Ultramarine Supreme Commander (Page 3)**
- Space Marine Infantry Detachment (LA)**
- Space Marine Armoured Detachment (LA)**
- Space Marine Super Heavy Detachment (LA)**
- Space Marine Air Detachment (LA)**
- Space Marine Artillery Detachment (LA)**

(LA) = Legio Astartes

# ULTRAMARINES INFANTRY DETACHMENT

## Commanders

You must choose a Commander

**1 Detachment HQ** .....+25pts

**Up to one Space Marine Captain** .....25pts

Consists of 1 Space Marine unit (Hero)

Extra Cost to (choose one) :

Mount in a Rhino\* .....+7pts

Mount in a Land Raider\* .....+45pts

Mount in a Spartan Assault Tank\* .....+50pts

Upgrade to Terminator (Cannot use Rhino)

(Hero, Save) .....+5pts

**Upgrade Space Marine Captain to**

**Consul** .....15pts

May select one option below:

**Chaplain**

Add +1 to Leadership rolls.

**Master of Signals**

His detachment can re-roll one shooting dice, additionally in lieu of this, once per battle he can place 1d3 artillery templates on any detachment that he can see.

**Legion Champion** (Hero, Rampage, Assault).

**Vigilator** (Hero, Infiltrator).

Detachment must only contain units with Infiltrate.

## Main Force

Choose up to **10** from the following list.

**Legion Terminator Squad** .....19pts

Consists of 1 Space Marine Unit (Save).

Extra cost to:

Mount in a Land Raider .....+45pts

Mount in Spartan Assault Tank.....+50pts

**Legion Marine Squad** .....30pts

Consists of 2 Space Marine units. (\*Choose one)

Mount in a Rhino .....+7pts

Upgrade both units to Assault troops\*

(Assault, Jump Packs) ..... +4pts

Upgrade both units to Devastators\*

(Heavy Weapons) ..... +10pts

**Legion Breacher Squad** .....50pts

Consists of 2 Breacher units (Breach).

Mount in a Rhino .....+7pts

**Legion Bike Squad** .....10pts per unit

Consists of 1 to 3 Space Marine Bike Units.

**Legion Reconnaissance Squad** .....16pts

Consists of 1 Space Marine unit (Infiltrators)

**Legion Invictus Suzerain Squad** .....19pts

Consists of 1 Space Marine Unit (Breach, Assault).

Extra cost to:

Mount in a Land Raider .....+45pts

Mount in Spartan Assault Tank.....+50pts

## Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

**Fulmentarus Terminator Squad** ...20pts per unit

Consists of 1 Space Marine Unit (Save).

Extra cost to:

Mount in a Land Raider .....+45pts

Mount in Spartan Assault Tank.....+50pts

**Legion Land Speeder**

**Squadron** .....20pts per unit

Consists of 1 to 3 Land Speeders.

**Legion Attack**

**Bike Squad** .....10pts per unit

Consists of 1 to 3 Attack Bikes.

**Tactical Support**

**Squad**.....10pts per unit

Consists of 1 Tactical Support unit.

Mount in a Rhino .....+7pts

**Support Weapons Battery** .....18pts per unit

Consists of 1 to 3 Support Weapons.

**Legion Dreadnought** .....27pts per unit

**Legion Land Raider** .....45pts per unit

**Legion Predator** .....27pts per unit

**Legion Whirlwind** .....26pts per unit

**Vindicator** .....22pts per unit

**Spartan Assault Tank** .....50 Pts per unit

**Sicaran Battle Tank** .....28 pts per unit

**Sicaran Venator** .....28 pts per unit

**Chain of Command:** Captain > Consul > Invictus > Space Marines > Any other unit.

# ULTRAMARINES SUPREME COMMANDER

## Commanders

You may include up to 1 Supreme Commander.

### Up to one Legion

#### Chapter Master .....50pts

Consists of 1 Space Marine unit (Hero, Commander)

Extra Cost to (\*Choose one):

Mount in a Rhino\* .....+7pts

Mount in a Land Raider\* .....+45pts

Mount in a Spartan Assault Tank\* .....+50pts

Upgrade to Terminator (cannot use Rhino)

Hero, Commander, Save) .....+5pts

#### Up to one Roboute Guilliman .....150pts

Consists of 1 Roboute Guilliman unit (Primarch, Tactician).

## Bodyguard

You may include up to 1 Space Marine Bodyguard Squad. Roboute may select up to 3.

#### Legion Invictarus Suzerain Squad .....18pts

Consists of 1 Space Marine Unit (Breach, Assault).

Extra cost to:

Mount in a Land Raider .....+45pts

Mount in a Spartan Assault Tank.....+50pts

#### Terminator Squad .....19pts

Consists of 1 Space Marine unit (Save).

Extra cost to: (\*choose one).

Mount in a Land Raider\* .....+45pts

Mount in a Spartan Assault Tank\* .....+50pts

**Chain of Command:** Commander > Bodyguard.

## Special Rules:

**Primarch:** Hero, Commander, Stubborn, Damage Capacity 3.

**Breach:** All hits that hit the front of a stand with the Breach rule are against armour 6 shooting must originate behind a line that goes horizontally across the Breach's base to count against the weaker 5+ armour.



# ULTRAMARINES SUMMARY

## INFANTRY

	Speed	Range	Firepower	Assault	Armour	Special
<b>Roboute Guilliman</b>	15cm	30cm	1	6	6+	Primarch, Tactician
<b>Legion Marines</b>	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
<b>Chapter Master</b>	10cm	30cm	1	3	5+	+ Hero, Commander
<b>Captain</b>	10cm	30cm	1	3	5+	+ Hero
<b>Devastator</b>	10cm	45cm	1	2	5+	+Heavy Weapons, No Rapid Fire
<b>Assault</b>	10cm	30cm	1	3	5+	+ Assault, Jump Packs
<b>Terminators</b>	10cm	30cm	1	3	5+	+ Save
<b>Reconnaissance</b>	10cm	30cm	1	3	5+	+Infiltrators
<b>Tactical Support</b>	10cm	30cm	2	3	5+	No Rapid Fire
<b>Breacher</b>	10cm	30cm	1	3	-	Breacher
<b>Invictarus Suzerain</b>	10cm	30cm	1	4	5+	+Assault, Breacher
<b>Fulmentarus</b>	10cm	30cm	3	2	5+	+ Save
<b>Support Weapons</b>	10cm	45cm	Anti Tank	0	4+	

## ARMOUR

	Speed	Range	Firepower	Assault	Armour	Special
<b>Land Raider</b>	20cm	45cm	2 x Anti Tank	2	6+	Transport (2)
<b>Rhino</b>	30cm	n/a	0	0	5+	Transport (2)
<b>Whirlwind</b>	30cm	45cm	Barrage	0	5+	Artillery
<b>Predator</b>	30cm	45cm	2	1	6+	
<b>Vindicator</b>	25cm	15cm	3	1	6+	Close Support
<b>Dreadnought</b>	15cm	45cm	2	4	6+	
<b>Spartan</b>	20cm	45cm	4 x Anti Tank	2	6+	Transport (4)
<b>Sicaran</b>	30cm	45cm	4	1	5+	
<b>Venator</b>	30cm	45cm	2 x Anti Tank	1	5+	

DETACHMENT NAME	
DETACHMENT TYPE	
PSYKER	
COMMANDER	
COMMANDER	
COMMANDER	
	POINT COST

RESERVE SPEED	
HALF STRENGTH	
MORALE VALUE	
TOTAL POINT COST	

DETACHMENT MAIN FORCE		POINT COST
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

DETACHMENT SUPPORT		POINT COST
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES