

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) = Legion Astartes

ULTRAMARINES INFANTRY DETACHMENT

Commanders

You must choose a Commander

1 Detachment HQ+25pts

Up to one Space Marine Captain25pts

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

Consul15pts

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 Squad19pts

Consists of 1 Space Marine Unit (Save).

Extra cost to:

Mount in a Land Raider+45pts

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

Legion Marine Squad30pts

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 Squad50pts

Consists of 2 Breacher units (Breach).

Mount in a Rhino+7pts

Legion Bike Squad10pts per unit

Consists of 1 to 3 Space Marine Bike Units.

Legion Reconnaissance Squad16pts

Consists of 1 Space Marine unit (Infiltrators)

Legion Invictarus Suzerain Squad19pts

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

Squadron20pts per unit

Consists of 1 to 3 Land Speeders.

Legion Attack

Bike Squad10pts 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 Battery18pts per unit

Consists of 1 to 3 Support Weapons.

Legion Dreadnought27pts per unit

Legion Land Raider45pts per unit

Legion Predator27pts per unit

Legion Whirlwind26pts per unit

Vindicator22pts per unit

Spartan Assault Tank50 Pts per unit

Sicaran Battle Tank28 pts per unit

Sicaran Venator28 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 Master50pts

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 Guilliman150pts

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 Squad18pts

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

Extra cost to:

Mount in a Land Raider+45pts

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

Terminator Squad19pts

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

ARMOUR

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