

XIIITH LEGIONES ASTARTES ULTRAMARINES

The XIIIth Legion was perhaps the largest Legion at the conclusion of the Great Crusade and, as such, Horus resolved to lure them to the far reaches of the galaxy and destroy them. During the great muster at Calth, the Word Bearers betrayed the Ultramarines and wrought terrible destruction upon the world and assembled might of the XIIIth Legion. The Ultramarines suffered crippling losses but the skill and righteous determination of their commanders saw them emerge victorious from the trap laid for them. The Underworld War on Calth would rage on for many years to come and, as the rising Ruinstorm cut the Legion off from the rest of the galaxy, the Shadow Crusade engulfed the Five Hundred Worlds. The sons of Guilliman, though wounded, stood firm against the onslaught of the Word Bearers and World Eaters Legions and, at great cost, cast them out of their domain.

By the time Ultramar was freed, Roboute Guilliman believed the Emperor and Terra lost. Joined by the Dark Angels and Blood Angels Legions stranded in the Ultima

Segmentum, as well as disparate elements of the Shattered Legions, the Ultramarines looked to secure the war-torn remains of their realm and rebuild their losses, creating the Imperium Secundus. However, many thousands of its warriors were yet abroad at the dark advent of civil war. Across the galaxy they fought many battles against Traitor forces, lending their strength to the Loyalists in defence of hundreds of worlds, bolstering the efforts of many Imperial commanders.

Only when the warp storms began to abate did the Legion turn its gaze once more to the Throneworld and, alongside its allies, moved to shatter the accursed world of Davin, putting an end to the Ruinstorm. During the last days of the Horus Heresy the Ultramarines would forge a path back to the beleaguered heart of the Imperium, a vengeful spear aimed at the exposed back of the Traitors, ready to repay the debt of blood owed them by the Warmaster.

LEGIONES ASTARTES (ULTRAMARINES)

All models with this special rule are subject to the following provisions:

THE STRENGTH OF WISDOM

When rolling To Hit for a model with this special rule as part of a Shooting Attack, add +1 to the result of the roll if the enemy unit targeted by the attack has already been the target of another friendly unit composed entirely of models with this special rule in the same Shooting phase, and if the attacking model is within 6" of a model from that friendly unit. This does not affect attacks made with the Blast or Barrage special rules.

THE ARSENALS OF ULTRAMAR

Models with this special rule gain access to unique Wargear options (see *Armoury of the Ultramarines* on [page 294](#)).

LORDS OF THE 500 WORLDS

A Warlord with this special rule may select a Warlord Trait from the Ultramarines Warlord Trait list.

ULTRAMARINES ADVANCED REACTION

This Advanced Reaction is available only to units composed entirely of models with the Legiones Astartes (Ultramarines) special rule. Unlike Core Reactions, Advanced Reactions are activated in unique and specific circumstances, as noted in their descriptions, and can often have game changing effects. Advanced Reactions use up points of a Reactive player's Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description.

Unity of Purpose – This Advanced Reaction may be made once per battle during the opposing player's Shooting phase when any enemy player declares a Shooting Attack targeting a friendly unit under the Reactive player's control composed entirely of models with the Legiones Astartes (Ultramarines) special rule. Once the Active player has resolved all To Hit rolls, To Wound rolls, and Armour Saves are made, but before any Damage Mitigation rolls are made or casualties removed, the Reactive player may choose to expend one of their Reactions for that Phase to have both the unit targeted by the Shooting Attack and one other unit composed entirely of models with the Legiones Astartes (Ultramarines) special rule make a Shooting Attack, targeting the unit that triggered this Reaction and following all the usual rules for Shooting Attacks. Any unit that makes a Shooting Attack as part of a Unity of Purpose Reaction may not make any attacks indirectly (without line of sight) including Barrage weapons or other weapons or special rules that otherwise ignore line of sight, and models with the Vehicle Unit Type may only fire Defensive weapons. Template weapons may only be used as part of a Unity of Purpose Reaction if the target unit is within 8" and must use the Wall of Death special rule instead of firing normally. Both units that make Shooting Attacks as part of this Reaction are considered to have made a Reaction this Phase and as such may not make any further Reactions.



ULTRAMARINES WARLORD TRAITS

A Warlord with the Legiones Astartes (Ultramarines) Faction may select a Warlord Trait from among those listed below instead of selecting one of the Core Warlord Traits.

The Burden of Kings (Loyalist only)

It is the harsh duty of those that would lead to stand as an example in all things, to shine brightest and stand boldest in the heat of battle. Such is the legacy of the ancient kings of Ultramar, handed down to the Tetrarchs of the Ultramarines by the hand of Guilliman himself. This warlord, as part of the ruling elite of Ultramar, embodies this tradition in all things and always leads from the front, sharing the burdens of his warriors without complaint or backward step – in return they would follow him through the gates of Hel itself.

This Warlord Trait may only be selected by a model with the Loyalist Allegiance.

In any Phase in which one or more Wounds has been allocated to a Warlord with this Trait, whether saved or unsaved, the Warlord gains the It Will Not Die (4+) and Fearless special rules until the end of the Warlord's controlling player's next turn. In addition, an army whose Warlord has this Trait may, once in each of the opposing player's turns, make a single Reaction without spending a point of the controlling player's Reaction Allotment, as long as the Reaction is made by the Warlord or a unit the Warlord has joined.

The Aegis of Wisdom

Among all the warrior virtues the Primarch of the Ultramarines prized wisdom the most highly, the wisdom to know when to fall back for advantage and when to stand to the last man in defence of the Emperor's realm. This warlord knows well how to harbour the strength of his followers and how to turn seeming defeat into victory through a carefully timed counter-attack.

Any friendly unit made up entirely of models with the Legiones Astartes (Ultramarines) special rule that can draw a line of sight to a Warlord with this Warlord Trait, may, when called upon to Regroup, use the Warlord's Leadership Characteristic for that test, and if successful the unit may make Shooting Attacks and declare Charges as normal, ignoring the normal restrictions for units that have Regrouped in the same turn. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Shooting phase as long as the Warlord has not been removed as a casualty.

Pride's Dark Power (Traitor only)

Despite their success in war and the vast kingdom they built for the distant Emperor, some within the Ultramarines have never felt that they received the praise worthy of their achievements. Though almost none among the Legion would countenance breaking with their revered Primarch, there were some who felt that the Legion might assume a more fitting position in any new Imperium – that the chaos of the Horus Heresy was the Legion's chance to establish its dominance and to show the galaxy the true mettle of the Ultramarines.

This Warlord Trait may only be selected by a model with the Traitor Allegiance.

Once per battle, a Warlord with this Warlord Trait may, at the start of any one Phase in either players' turn, choose to use his Leadership Characteristic in place of his Toughness when resolving any To Wound rolls made against it until the end of that Phase (thus, a Warlord with Leadership 10 that chooses to activate this Trait at the start of the enemy player's Shooting phase would treat his Toughness as if it was 10 until the end of that Phase). In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Assault phase as long as the Warlord has not been removed as a casualty.

ULTRAMARINES RITES OF WAR

An army whose Primary Detachment and Warlord has the Legiones Astartes (Ultramarines) Faction may make use of the following Rites of War if the Warlord also has the Master of the Legion special rule:

RITE OF WAR: THE LOGOS LECTORA

One of many practical applications of the vast storehouse of theoretical battle scenarios, plans and tactical formulae that make up the vast strategic corpus upon which the Ultramarines Legion bases its art of war, the 'Logos Lectora', or, more commonly and imprecisely rendered, the 'pronouncement of writ', is a battlefield formation which takes advantage of an interlocking range of Legion units to their best effect. Reliant on sophisticated command and control protocols, faultless obedience and rigid discipline, if the Logos Lectora has a disadvantage as a tactic, it is that its interlocking units form a coherent pattern somewhat inflexible in their makeup and deployment.

Effects

- At the beginning of each turn in which the controlling player of a Detachment using this Rite of War is the Active player, that player may select one of the Logos Lectora Commands that follow, but may not select the same Command twice in a row (however, each command may be selected more than once in a single battle as long as it is not selected twice in a row, without a different Logos Lectora Command being selected before any command is repeated). The effects of this Command are applied to all models in the army with both the Legiones Astartes (Ultramarines) special rule and the Infantry Unit Type, and last until the start of the controlling player's next turn as the Active player:

Limitations

- Detachments using this Rite of War must take an additional Compulsory HQ choice in addition to that usually required by their Force Organisation chart, and this additional Compulsory choice must be either a Master of Signal Consul or a Legion Damocles Command Rhino.
- Detachments using this Rite of War must take an additional Compulsory Troops choice in addition to that usually required by their Force Organisation chart.
- Units which are part of a Detachment using this Rite of War may not deploy using the Infiltrate special rule or enter play via a Deep Strike Assault, Subterranean Assault or Flanking Assault (normal Reserves are, however, allowed). This means that certain units which may only enter play in this fashion, such as Legion Drop Pods, may not be taken as part of the Detachment.

LOGOS LECTORA COMMANDS

- Full March:** All models with the Infantry Unit Type and the Legiones Astartes (Ultramarines) special rule must increase their Movement Characteristic by +2, but reduce their Ballistic Skill and Weapon Skill Characteristics by -1.
- Hold Fast:** All models with the Infantry Unit Type and the Legiones Astartes (Ultramarines) special rule must increase their Leadership (if applicable) by +1 and may re-roll all failed To Hit rolls during a Shooting Attack, but may not Move or Run in the Movement phase.
- Retribution Strike:** All models with the Infantry Unit Type and the Legiones Astartes (Ultramarines) special rule must increase their Weapon Skill Characteristic by +1 and gain an additional bonus of +1 to any Charge rolls they make, but must reduce their Ballistic Skill Characteristic by -1.
- Regroup:** All models with the Infantry Unit Type and the Legiones Astartes (Ultramarines) special rule may re-roll failed Leadership tests made to regroup while Falling Back and any failed Reserves rolls.

THE ARMOURY OF THE ULTRAMARINES

The following comprises a list of new options and Wargear available only to Detachments with the Legiones Astartes (Ultramarines) Faction and exemplifies the nature of that Legion.

THE LEGATINE AXE

Created to the specifications of Guilliman himself after a comprehensive study of thousands of individual power weapon designs from across the many worlds of humanity, the Legatine axe's design is that of a precise and perfectly balanced instrument of war. While it lacks the exotic technology of some more specialist gear found within the space marine legions, nor does it have any of the flaws that also mark such weapons, and in combat serves equally well in any conceivable engagement.

Any model with both the Independent Character and Legiones Astartes (Ultramarines) special rules may exchange a power axe for a Legatine axe for +5 points per model.

This weapon is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Legatine axe	-	User	2	Melee

ARGYRUM PATTERN BOARDING SHIELD

The Argyrum Pattern Boarding Shield is a prototype boarding shield created by the Magi of the Forge Moon of Gantz that contained a larger field generator that greatly enhanced the protection of its bearer. Carried to battle by Ultramar's greatest champions, such as the Invictarus Suzerains, the Argyrum pattern boarding shield is as much a symbol of status and power as it is an instrument of war.

Any model with both the Independent Character and Legiones Astartes (Ultramarines) special rules that does not have the Unique Unit Sub-type may take an Argyrum pattern boarding shield for +15 points.

An Argyrum pattern boarding shield provides a 5+ Invulnerable Save against Shooting Attacks in any Phase that increases to 4+ against any attacks made while engaged in an assault. Invulnerable Saves granted by an Argyrum pattern boarding shield do not stack with other Invulnerable Saves and cannot be modified by any other special rule. If a model has another Invulnerable Save then the controlling player must choose which one to use. In addition, a model with an Argyrum pattern boarding shield may not make attacks with any weapon that has the Two-handed special rule.

THE MANTLES OF ULTRAMAR

These suits of artificer armour, believed to number only seven, are said to owe their origins to a pre-Age of Strife derelict human warship found floating on the borders of the Seyrn Reach area at the very edge of the eastern galactic fringe. The ship, and all it contained, was claimed as a prize by Chapter Master Theokista Weir at the outset of his disastrous counter-invasion of the Khrave-haunted Reach, a campaign which would ultimately cost his own life and the lives of close to 4,000 of his fellow Ultramarines. These ancient suits of void battle plate, hybridised for use by the Legiones Astartes, have since shielded the lives of many of the Legion's greatest warriors. Awarded only by the hand of the Primarch, they have come to symbolise sacrifice, unfailing service and the adherence of duty unto death to the Ultramarines Legion.

One Legion Praetor in a Detachment with the Legiones Astartes (Ultramarines) special rule may exchange their artificer armour for one of the Mantles of Ultramar for +25 points.

A Mantle of Ultramar confers a 2+ Armour Save. In addition, it grants the Battle-hardened (1) special rule to the model with it, and that model is not affected by the Blind special rule (however, any unit the model has joined is affected by Blind as normal).



PRIMARCH

Held by some as a paragon among the Emperor's sons, Roboute Guilliman was as much a patrician statesman as he was an indefatigable warrior. A being of preternatural intelligence, cold reason and indomitable will, Guilliman forged his Legion into a vast force of conquest and control, a weapon by which he made himself the master of a domain which spanned five hundred worlds. Guilliman was a charismatic and gifted leader, beloved of his people and singularly capable of compartmentalising incredible quantities of information. He was an organiser, a logistician, one capable of turning the wildest theories into practical reality and rendering order from chaos. Under his leadership the Ultramarines Legion became the largest and arguably the most tactically balanced of the Legiones Astartes, an elegantly structured but elaborate and highly meritocratic force that waged war with exceptional efficiency through the application of analysis and reason.

ROBOUTE GUILLIMAN465 POINTS Primarch of the Ultramarines, The Victorious, The Master of Ultramar, Ruler of Hosts, The Blade of Unity

	M	WS	BS	S	T	W	I	A	Ld	Sv
Roboute Guilliman	8	7	6	6	6	6	6	6	10	2+

Unit Composition

- 1 Roboute Guilliman

Unit Type

- Primarch (Unique)

Wargear

- The Armour of Reason
- The Gladius Incandor and the Hand of Dominion
- The Arbitrator
- Cognis-signum
- Frag grenades

Special Rules

- Legiones Astartes (Ultramarines)
- Master of the Legion
- Adamantium Will (3+)
- Preternatural Strategy
- Calculating Swordsman
- Loyalist
- **Warlord:** Sire of the Ultramarines

Warlord: Sire of the Ultramarines

Guilliman was the paragon of controlled wisdom among his brothers, a general of supreme cunning and a visionary strategist. He valued a calm appraisal of any situation, no matter how dire and looked with little favour on overwrought grandstanding or those that allowed emotion to control their actions.

If chosen as the army's Warlord, Roboute Guilliman automatically has the Sire of the Ultramarines Warlord Trait and may not select any other Warlord Trait.

Sire of the Ultramarines – All models with the Legiones Astartes (Ultramarines) special rule in the same army as Roboute Guilliman gain +1 to their Leadership Characteristic (to a maximum of 10) while he is on the battlefield and is not in Reserve or removed as a casualty. In addition, at the start of the battle, before any models are deployed onto the battlefield, an army with Roboute Guilliman as its Warlord must select one of the following Phases: Movement, Shooting or Assault. For the duration of the battle, an army with Roboute Guilliman as its Warlord gains an additional Reaction in the chosen Phase of the opposing player's turn as long as Roboute Guilliman has not been removed as a casualty.



Preternatural Strategy

At the start of each of the controlling player's turns as the Active player in which Roboute Guilliman is on the battlefield (including when Embarked on a model with the Transport Unit Sub-type or Building), the controlling player may select one of the following options, but may not select the same option twice in a row (however, each option may be selected more than once in a single battle as long as it is not in successive turns). The effects of this option are applied to all models in the army with the Legiones Astartes (Ultramarines) special rule (including Roboute Guilliman, but not any models with the Vehicle Unit Type) and last until the start of the controlling player's next turn as the Active player:

- The Fleet (2) special rule
- The Counter-attack (1) special rule
- The Furious Charge (1) special rule
- The Stubborn special rule

Calculating Swordsman

Though Guilliman had not garnered the renown of some of his brothers as a red-handed lord of war, he was still one of the finest swordsmen in the Imperium. As a warrior he relied not on brute strength or raw speed, but on intelligence. When he fought, he studied his opponent, and learned and exploited the flaws he discovered.

When fighting in a Challenge, Roboute Guilliman may re-roll all failed To Hit rolls of '1' on the second and all subsequent rounds of the Challenge.

The Armour of Reason

The Armour of Reason provides a 2+ Armour Save and a 4+ Invulnerable Save and, in addition, the first Invulnerable Save failed by Roboute Guilliman in each separate Phase of the battle may be re-rolled.

The Gladius Incandor and the Hand of Dominion

Roboute Guilliman's controlling player must choose which of these two weapons to use in any particular Assault phase, and all of the model's attacks are made with the chosen profile, but in either case, Roboute Guilliman gains +1 Attack for using two specialist weapons in combat.

Weapon	Range	Str	AP	Type
Gladius Incandor	-	+1	2	Melee, Shred, Murderous Strike (5+), Master-crafted, Specialist Weapon
Hand of Dominion	-	10	1	Melee, Unwieldy, Brutal (2), Master-crafted, Specialist Weapon

The Arbitrator

The weapon listed here is counted as a 'Bolt' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
The Arbitrator	18"	6	3	Assault 2, Rend (5+), Master-crafted

ELITES

The Invictarus Suzerains exist as a class apart from the line units of the Legiones Astartes Ultramarines, for they serve the Primarch and the Tetrarchs directly. Chosen from the ranks, each Suzerain is a warrior marked for future greatness and high command. It is from the Invictarus Suzerains that many of the Legion's future officers are drawn and, in fulfilling their many and varied duties, they learn not only the arts of war, but those of order, leadership and governance.

The warriors of the Invictarus Suzerains are living embodiments of their Primarch's rule and they bear arms and armour intended to exemplify this ideal. They bear shields with which to hold anarchy and disorder at bay and resplendent armour that shines with the light of their Primarch's wisdom and authority.

INVICTARUS SUZERAIN SQUAD175 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Suzerain	7	5	4	4	4	2	4	3	9	2+

Unit Composition

- 5 Suzerain

Wargear

- Bolt pistol
- Legatine axe
- Argyrum pattern boarding shield
- Frag grenades
- Krak grenades
- Artificer armour

Unit Type

- Infantry (Line, Heavy, Character)

Special Rules

- Legiones Astartes (Ultramarines)
- Lords of Ultramar
- Honour Bearers

Dedicated Transport

- An Invictarus Suzerain Squad may take a Legion Land Raider Proteus Carrier as a Dedicated Transport. As a Dedicated Transport, this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- An Invictarus Suzerain Squad may include:
 - Up to 5 additional Suzerain+30 points each
- Any Suzerain may exchange his bolt pistol for a:
 - Plasma pistol+10 points each
- Any Suzerain may exchange his Legatine axe for a:
 - Thunder hammer+10 points each

Lords of Ultramar

Any friendly unit made up entirely of models with the Infantry or Cavalry Unit Type which is not Pinned or Falling Back and does not include any models with this special rule gains a +1 modifier to their Leadership Characteristic (to a maximum of 9) while it has at least one model within 6" of a friendly unit that includes one or more models with this special rule.

Honour Bearers

An Invictarus Suzerain Squad may be selected as a Retinue Squad in a Detachment that includes at least one model with both the Master of the Legion and Legiones Astartes (Ultramarines) special rules, instead of as an Elites choice. A unit selected as a 'Retinue Squad' must have one model with both the Master of the Legion and Legiones Astartes (Ultramarines) special rules from the same Detachment selected by the controlling player as the Invictarus Suzerain Squad's Leader for the purposes of this special rule. An Invictarus Suzerain Squad selected as a Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as the model selected as its Leader. An Invictarus Suzerain Squad selected as a Retinue Squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the Retinue Squad during play. One Suzerain in an Invictarus Suzerain Squad selected as a Retinue may exchange their bolt pistol for a Legion standard for +15 points.

PRAETORIAN BREACHER SQUAD135 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Praetorian	7	5	4	4	4	2	4	1	8	3+
Praetorian Primus	7	5	4	4	4	2	4	2	8	3+

Unit Composition

- 4 Praetorians
- 1 Praetorian Primus

Wargear

- Power sword
- Bolt pistol
- Boarding shield
- Frag grenades
- Krak grenades
- Power armour

Dedicated Transport

- A Praetorian Breacher Squad may take a Legion Land Raider Proteus Carrier as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- The Praetorian Breacher Squad may include:
 - Up to 5 additional Praetorians+22 points per model
- One Praetorian may take:
 - Nuncio-vox+10 points
- One Praetorian may take:
 - Legion vexilla+10 points
- For every five models in the unit, one Praetorian may exchange his power sword for a:
 - Legatine axe+10 points each
- The Praetorian Primus may exchange his power sword for one of the following:
 - Power fist+15 points
 - Legatine axe+5 points
- The Praetorian Primus may exchange his bolt pistol for a:
 - Plasma pistol+10 points
- The Praetorian Primus may exchange his power armour for artificer armour+10 points

Unit Type

- Praetorian: Infantry (Heavy, Line)
- Praetorian Primus: Infantry (Character, Heavy, Line)

Special Rules

- Legiones Astartes (Ultramarines)
- Chosen Warriors
- Hammer of Wrath (1)

ELITES

The Ultramarines Legion places a high value on the deployment of shield-equipped units, and aside from the standard Legion Breacher squads commonly fielded across the Legiones Astartes, the elite Praetorian Breacher squads of the XIIIth Legion are further equipped with power weapons, eschewing the ranged power of the bolter for lethality in close combat. Praetorian Breacher squads are often assigned to shipboard security detail on-board the most precious ships in the Legion's fleet and used in rapid counter-boarding actions to repel enemy incursions. In ground operations the Praetorian Breachers form the spear tip of Legion Breacher formations and act as the anvil upon which the enemy will be pinned in order for the mobile elements of the Legion to outmanoeuvre and destroy them. Relentless in their advance and immovable in defence, the veteran Legionaries of the Praetorian Breacher squads have won countless laurels that honour their skill in close quarters warfare battle doctrines and it is customary for many of their number to rise to the vaunted ranks of the Invictarus Suzerains.



HQ

Remus Ventanus was central to the Legion's fight-back on the surface of Calth. At the moment of the destruction of the Calth Veridian Anchor, Ventanus was inspecting loading operations at Numinus Port and, in the anarchic hours that followed, he rallied the remnants of the 4th and warriors from other shattered formations into a force able to mount a fierce resistance against the Traitors. It was during this early phase that Ventanus linked up with Magos Analyticae Tawren, the most senior surviving Mechanicum adept and the only Tech-Priest able to perceive a means of regaining control of the Calth defence grid. Thanks to Ventanus' leadership and courage, the magos completed her crucial task.

The captain's duties did not end with his victories at Leptius Numinus and the Lanshear Guildhall, for he fought on even as the bulk of the Ultramarines forces on the surface were evacuated at the order of his Primarch. He led the counter-attack against the disordered Word Bearers and, as the extent of the wounds to the Veridia star became evident, Ventanus led his forces and as many civilians as he could contact into the subterranean arcologies.

REMUS VENTANUS175 POINTS

Commander of the 4th Company of the 1st Chapter of the Ultramarines Legion, The Saviour of Calth

	M	WS	BS	S	T	W	I	A	Ld	Sv
Remus Ventanus	7	5	5	4	4	4	5	3	10	2+

Unit Composition

- 1 Remus Ventanus

Wargear

- Iron halo
- Phaethon
- Bolt pistol
- Nuncio-vox
- Melta bombs
- Frag grenades
- Krak grenades
- Legion standard
- Artificer armour

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Ultramarines)
- Master of the Legion
- Independent Character
- Adamantium Will (3+)
- **Warlord:** Resolute Planning
- Loyalist



Warlord: Resolute Planning

Remus Ventanus, in the years before Calth, had been nothing more than a dutiful line officer, unremarkable in his ability. At Calth it was his grim determination to formulate a plan amidst the chaos of that encounter and then follow through with that plan regardless of the obstacles or consequences, that would bring him both victory and renown.

If chosen as the army's Warlord, Remus Ventanus automatically has the Resolute Planning Warlord Trait and may not select any other Warlord Trait.

Resolute Planning – Both Remus Ventanus and any units composed entirely of models with the Legiones Astartes (Ultramarines) special rule in an army with Remus Ventanus as its Warlord automatically pass any Leadership tests or Morale checks made while they have at least one model within 3" of an objective. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as Remus Ventanus has not been removed as a casualty.

Phaethon

Forged by the master artisans of Veridia Forge, this masterwork power sword was presented to Remus Ventanus by First Master Marius Gage upon his ascension to the rank of captain of the 4th Company. Named after an Ancient Terran hero of the Grekans, the lethal coronā of its disruptive energy field could easily part even the toughest forms of armour.

This weapon counts as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Phaethon	-	User	3	Melee, Rending (5+), Master-crafted

