IMPERIUS DOMINATUS

ULTRAMARINES

V 1.3

ULTRAMARINES GENRAL RULES
(FACTION VALUE 400)
To hit value 5+

- **Invictarus Suzerian Squads.** A breed apart they serve the Primarch and the tetrarchs. They embody the Primarchs will.

- **Fulmentarus Terminator Strike Squads.** Akin the Tyrants of the Iron Warriors these formations are comprised of Ultramarine terminators armed with heavy weapons such as the cyclone missile launcher.

- **Locutarus Storm Squad.** Vanguard assault squads of the Ultramarine Legion.

- **Damocles Command Rhino.** A variant rhino filled with command and control equipment. Unlike other legions which it may be seen at the highest command echelons, within the Ultramarines legion the Damocles is seen at all level of command and counts as a command unit.

ULTRAMARINES

The Ultramarines Legion has the following characteristics:

- Ultramarine infantry gains +5cms bonus move on charge orders.

- **Certainty and Resolve.** Ultramarine infantry gains +1 bonus to morale checks.

- **Interlocking Tactics**. Re-roll all "1's" results when shooting on first fire orders.

- **Interlocking Tactics**. Ultramarine infantry gains the counter attack [CA] ability.

- Ultramarine Dreadnoughts gain +5cm bonus move on charge orders.

- Ultramarine command must take either master of the signal or the Damocles command rhino.

- Ultramarine player cannot purchase more vehicle formations than infantry formations.

- **Rigid Chain of Command.** Ultramarine players receives a -1 penalty on leader replacement rolls, -1 on reserve rolls and can only succeed a hero special order result on a 10 and fail on a roll of 1.

- **Librarius.** Roboute was in favour of the use of the Librarius. The Ultramarine Legion can use the Librarius.

UPGRADE
MANTLE OF ULTRAMAR

Praetor (army commander) gains +1 DR point.

Point Value 50/100
+1 VP

UPGRADE
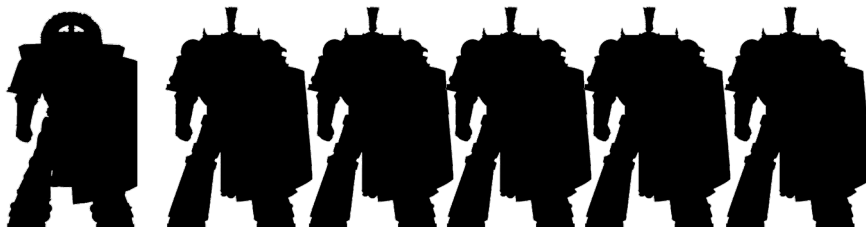### LEGANTINE AXE

Formation gains +1 CAF bonus to hit.

Point Value 50/100
+1 VP

INVICTARUS SUZERAIN DETACHMENT

The Invictus Suzerain Detachment consists of 1 Invictus Suzerain Decurion Stand and 5 Invictus Suzerain Stands

Point Value 200

INVICTARUS SUZERAIN DETACHMENT

Break Point 4: Invictus Suzerain are broken if it has lost 4 stands either the Decurion or Invictus Suzerain stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: The Invictus Suzerain have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.
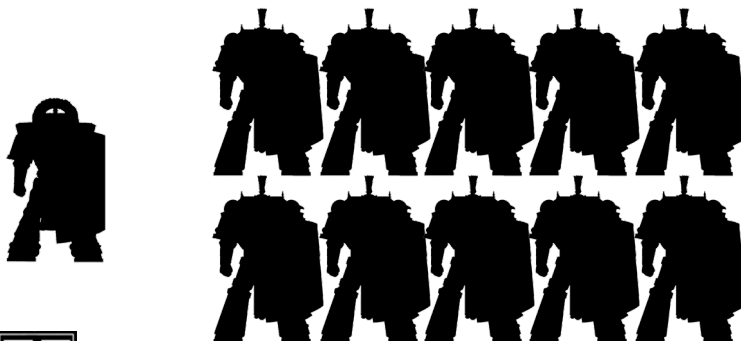
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/-2	CC Weapons	-	-	-	[HQ1], [V], [MB], [SU]
Invictus Suzerain	10	4[6]+	2/-2	CC Weapons	-	-	-	[SU]

Victory Points 2
Your opponent gains 1 VP when this Detachment is broken

INVICTARUS SUZERAIN GRAND DETACHMENT

The Invictus Suzerain Grand Detachment consists of 1 Invictus Suzerain Decurion Stand and 10 Invictus Suzerain Stands

Point Value 400

INVICTARUS SUZERAIN GRAND DETACHMENT

Break Point 4: Invictus Suzerain are broken if it has lost 8 stands either the Decurion or Invictus Suzerain stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: The Invictus Suzerain have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.
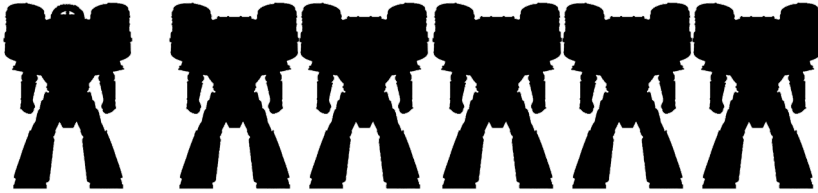
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/-2	CC Weapons	-	-	-	[HQ1], [V], [MB], [SU]
Invictus Suzerain	10	4[6]+	2/-2	CC Weapons	-	-	-	[SU]

Victory Points 4
Your opponent gains 2 VP when this Detachment is broken

LOCUTARUS STORM DETACHMENT

The Locutarus Storm Detachment consists of 1 Locutarus Storm Decurion Stand and 5 Locutarus Storm Stands

Point Value 150

LOCUTARUS STORM DETACHMENT

Break Point 4: The Locutarus Storm Detachment is broken if it has lost 4 stands either the Decurion or Locutarus Storm stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Locutarus Storm have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

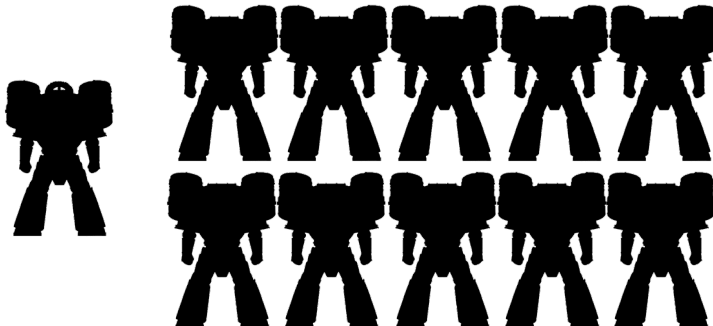| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[JT]	4+	2/-2	CC weapons	-	-	-	[HQ1], [V], [MB], Special
Locutarus Storm	15[JT]	4+	2/-2	CC weapons	-	-	-	Special*

* This formation does not scatter when deployed by deep strike.

Victory Points 2
Your opponent gains 1 VP when this Detachment is broken

LOCUTARUS STORM GRAND DETACHMENT

The Locutarus Storm Grand Detachment consists of 1 Locutarus Storm Decurion Stand and 10 Locutarus Storm Stands.

Point Value 300

LOCUTARUS STORM GRAND DETACHMENT

Break Point 8: The Locutarus Storm detachment is broken if it has lost 8 stands either the Decurion or Locutarus Storm stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Locutarus Storm have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[JT]	4+	2/-2	CC weapons	-	-	-	[HQ1], [V], [MB], Special
Locutarus Storm	15[JT]	4+	2/-2	CC weapons	-	-	-	Special*

* This formation does not scatter when deployed by deep strike.

Victory Points 3
Your opponent gains 2 VP when this Detachment is broken

FULMENTARUS TERMINATOR STRIKE DETACHMENT

The Fulmentarus Terminator Strike Detachment consists of 1 Fulmentarus Terminator Decurion and 5 Fulmentarus Terminator Stands
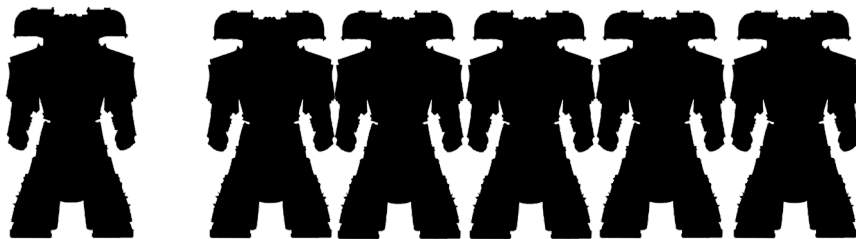
Point Value 350

FULMENTARUS TERMINATOR STRIKE DETACHMENT

Break Point 4: Fulmentarus Terminators are broken if it has lost 6 stands. Either the Decurion or the Fulmentarus Terminators . Once the Detachment is broken it must take a Morale check.

Morale Value -: Fulmentarus Terminator have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-3	Combi-bolter	25	2	-1	[HQ1], [V], [N]
				Cyclone Missile Launcher (Krak)	25/50	1	-3	
Fulmentarus Terminator Strike	10[T]	3[5]+	2/-3	Combi-bolter	25	2	-1	[N]
				Cyclone Missile Launcher (Krak)	25/50	1	-3	

Victory Points 4
Your opponent gains 2 VP when this Detachment is broken

FULMENTARUS TERMINATOR STRIKE GRAND DETACHMENT

The Fulmentarus Terminator Strike Detachment consists of 1 Fulmentarus Terminator Decurion and 8 Fulmentarus Terminator Stands

Point Value 600

FULMENTARUS TERMINATOR STRIKE GRAND DETACHMENT

Break Point 6: Fulmentarus Terminators are broken if it has lost 6 stands. Either the Decurion or the Fulmentarus Terminators . Once the Detachment is broken it must take a Morale check.

Morale Value -: Fulmentarus Terminator have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-3	Combi-bolter	25	2	-1	[HQ1], [V], [N]
				Cyclone Missile Launcher (Krak)	25/50	1	-3	
Fulmentarus Terminator Strike	10[T]	3[5]+	2/-3	Combi-bolter	25	2	-1	[N]
				Cyclone Missile Launcher (Krak)	25/50	1	-3	

Victory Points 6
Your opponent gains 3 VP when this Detachment is broken

TRANSPORT POOL (SPECIAL CARD)

ULTRAMARINES DAMOCLES COMMAND RHINO

The Legion Damocles Command Rhino consists of 1 Damocles Command Rhino.
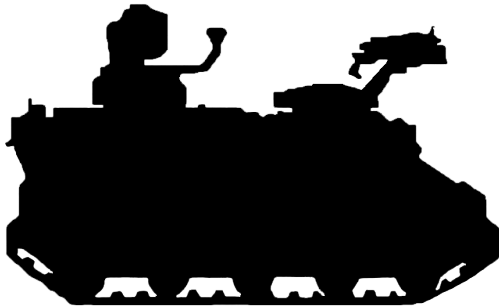
The Legion Damocles Command Rhino replaces the Rhino for Company command.

Point Value 50

LEGION DAMOCLES COMMAND RHINO

Break Point -: The Damocles replaces the company command Rhino.

Morale Value 4+: Legio Astartes have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Damocles	30	5+	3/-2	Anti Personnel	25	2	-1	HQ2], [R], [TR1]

Deep strike [T] deployments within 25cm do not scatter. Once per game turn may call in orbital strike (Blast 4, -5 TSM). Reserves have a higher probability of successfully arriving (+1 bonus for reserve rolls to formations attached to the company the Damocles belongs to).

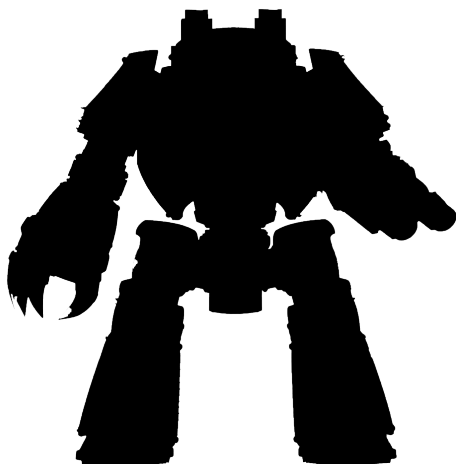## Victory Points +1
Your opponent gains +1 VP when this formation is broken

SPECIAL FORMATION

HONOURED TELEMECHRUS

Honoured Telemechrus consists of 1 Honoured Telemechrus Stand.

Point Value 100

HONOURED TELEMECHRUS

Break Point +1: Honoured Telemechrus adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Honoured Telemechrus has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Honored Telemechrus	20	3+	4/-3	Kheres Assault cannon [A]	25	2	-1	[DR2], [RA], Special
				Combi-bolter	25	2	-1	
				Antipersonnel	25	4	-1	

Honoured Telemechrus –

- Formations within 25cm gain +1 bonus to CAF to hit.

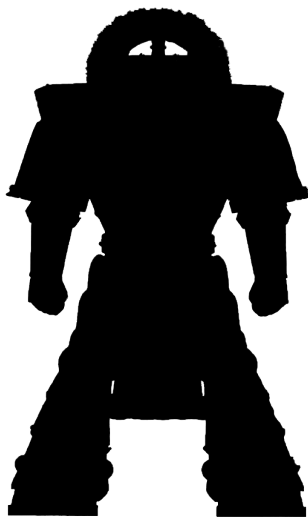- Can re-roll failed armor saves (second result stands).

Victory Points +1
Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

CAPTAIN REMUS VENTANUS

Captain Remus Ventanus consists of 1 Captain Remus Ventanus Stand.

Point Value 50

CAPTAIN REMUS VENTANUS

Break Point +1: Captain Remus Ventanus adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Captain Remus Ventanus has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Captain Ventanus	10	5[7]+	4/-3	CC special weapons	-	-	-	[HQ2]

Captain Remus Ventanus –

- Possesses the Adamantium Will [AW] ability.

- Formations within 25cm of an objective gain +2 to morale checks.

- May designate one formation on reserve which may be deployed from any table side from the second turn onwards and will succeed its reserve roll.

Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

ROBOUTE GUILLIMAN
PRIMARCH OF THE ULTRAMARINES

Roboute Guilliman, Primarch of the Ultramarines consists of one Roboute Guilliman.

Point Value 150

ROBOUTE GUILLIMAN
PRIMARCH OF THE ULTRAMARINES

Break Point 1: Roboute Guilliman is only broken when Roboute Guilliman, Primarch of the Ultramarines is Destroyed.

Morale Value 4+: Roboute Guilliman has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Roboute Guilliman	15[T]	2[4]+	7/-5	The Arbitrator [A]	20	2	-3	[DR2], Primarch

Sire of the Ultramarines – all ultramarine formations gain +1 to morale checks.

Preternatural Strategy – Infantry and cavalry formations gain +1 bonus to CAF to hit and the sweeping advance [SW] ability. Vehicle and walker elements gain an extra -1 TSM to their weapons save modifiers and extra +1 bonus to the damage tables.

In command formations gain stubborn [SU] and his command section gains +5cm base move.

Victory Points 2
Your opponent gains 2 VP when this model is destroyed.