

Ultramarines armies benefit from the **They Shall Know No Fear** and **Transport** special rules from the Codex Space Marines army (see Epic Armageddon Rule book for details).

SPECIAL RULE 1st Company Veterans

Of all the Space Marines in a chapter it is the veterans of the 1st Company that are most powerful and feared, yet at full strength they make up only a tenth of a chapters forces. Terminator Armour is reserved for the 1st Company only, but most chapters do not have enough of the ancient rare suits to equip all their 1st Company and these marines are deployed in ways suitable to their preferences and the tactical situation; with squads of jump-pack and power-weaponed Vanguard Veterans competing with Sternguard Veterans smiting the enemies with the best specialist short ranged weaponry.

For each 3,000 points (or part there-of) you are playing at your army may choose to include a contingent of 1st Company veterans; these consist of EITHER one Terminator/Assault Terminator detachment OR up to 4 stands of attached veterans (Sternguard or Vanguard). Sternguard veterans may be attached to any Tactical or Devestator detachments in your army. Vanguard Veterans may be attached to any Tactical or Assault detachments in your army. You may not attach more than 2 veterans in total to any one detachment.

To give a couple of examples: at 4,000 points a player could take a maximum of one Terminator Assault Detachment plus one Terminator Detachment OR one Terminator Assault Detachment plus three Vanguard Veterans and one Sternguard Veteran attached to Tactical and Assault detachments in their army.

SPECIAL RULE Locator Beacons

Space Marine Scout Bikers operate behind enemy lines and are tasked with calling down orbital bombardments and reserve deployments with pin-point accuracy, They are equipped with locator beacons; signalling packages containing teleport homers, broad-spectrum communicators and geo-positioning trackers. These upload detailed positional information to the Astartes Tactical Grid, allowing precision reinforcement by reserve forces.

The following special rule applies:

- If a Space Marine player deploys a drop-pod or aircraft via planetfall within 5cm of a unbroken Scout Biker unit which has not marched this turn, then the planetfalling aircraft may choose not to scatter.

SPECIAL RULE Blessing of the Ommissiah

Techmarines often join their Battle Brothers to repair vehicles on the battlefield so they can continue to provide support during battles. By using their many armed servo-harnesses and repair servitors Techmarines are able to quickly make battlefield repairs and fix damaged vehicles back into service.

The following special rule applies:

- Armoured Vehicles in the same formation as an un-broken and not in close-combat Techmarine may take a repair save against hit(s) should they have failed their other save(s). This repair saves them on a 6+ and may not be used against Macro-Weapon attacks or Close Combat attacks. Infantry and War Engines cannot be repaired.

Ultramarines Codex Astartes Space Marine Army List (V1.0)

Ultramarines armies have a strategy rating of 5.

All formations have an initiative rating of 1+, except Imperial Navy Allies which have initiative ratings of 2+. The 'They Shall Know No Fear' rule applies to all Ultramarine formations (see Epic Armageddon rule book 5.1.1).

ULTRAMARINES DETACHMENTS

FORMATION	UNITS	UPGRADES ALLOWED	COST
Assault	Four Assault units	Attached 1st Company Veterans (Vanguard only), Commander	175 points
Assault Terminators <u>(limited 1st Company)</u>	Four Assault Terminator units	Attached Land Raiders, Commander, Dreadnoughts,	350 Points
Bike	Five Bike units	Commander, Attack Bike	200 Points
Devastator	Four Devastator units, plus transport	Armour, Attached 1st Company Veterans (Sternguard only), Attached Land Raiders, Commander, Dreadnoughts, Hunter, Razorbacks, Thunderfire Cannon	250 points
Land Raider	Four Land Raiders units	Commander, Hunter	350 points
Land Speeder	Five Land Speeder or Land Speeder Tornado units	Commander, Typhoon	200 points
Landing Craft	One Landing Craft	None	350 points
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Hunter If formation contains 0-2 Predator Annihilators = If formation contains 3-4 Predator Annihilators =	250 points 275 points
Scout	Four Codex Astartes Scout units	Commander, Land Speeder Storms, Sniper Rifles	150 points
Scout Bikes	Five Scout Bike units	None	225 points
0-1 Strike Cruiser	One Strike Cruiser	Battlebarge	200 points
Tactical	Six Codex Astartes Tactical units, plus transport	Armour, Attached 1st Company Veterans, Attached Land Raiders, Commander, Dreadnoughts, Hunter, Razorbacks, Thunderfire Cannon	250 points
Terminator <u>(limited 1st Company)</u>	Four Codex Astartes Terminator units	Attached Land Raiders, Commander, Dreadnoughts	350 points
Thunderhawk	One Thunderhawk Gunship, Thunderhawk Gunship (Saturation Bombing configuration) or Thunderhawk Gunship (Close Air Support configuration)	None	250 points
Thunderhawk Transporter	One Thunderhawk Transporter	Thunderhawk Transporters	250 points
Vindicators	Four Vindicator units	Hunter	250 points
Whirlwind	Four Whirlwind units	Hunter	300 points

ULTRAMARINES UPGRADES

UPGRADE	UNITS / EFFECTS	COST
Armour	Add 0-2 of the following: Predator Annihilator Predator Destructor Vindicator	+60 points each +50 points each +50 points each
Attached 1st Company Veterans <u>(limited 1st Company)</u>	Add 0-2 of your attached 1st Company veterans allocation (<u>EITHER</u> up to 4 attached Sternguard/ Vanguard <u>OR</u> 0-1 Terminator/Assault Terminator detachment per 3,000 points or part there-of played) to the formation. Available: Vanguard Veterans Sternguard Veterans	+75 points each +50 points each
Attached Land Raiders	Add up to 2 of your army's attached Land Raider allocation (0-1 per 1,000 points or part there-of) to the formation. Available: Land Raiders, Land Raider Crusaders, Land Raider Redeemers and Land Raider Prometheus (maximum of one Prometheus in the army).	+75pts each
Attack Bikes	Replace any number of Bike units with one Attach Bike each	Free
Battlebarge	Replace Strike Cruiser with Battlebarge	+150 points

Commander	Add one Space Marine Commander to a unit in the formation The Commander may be a Chaplain, Librarian or Captain One Space Marine Captain in the army may be a Space Marine Supreme Commander	+50 points (+50 points extra)
Dreadnoughts	Add one or two Codex Astartes Dreadnoughts	+50 points each
Hunter	Add one Hunter	+75 points
Land Speeder Storms	Add four Land Speeder Storms	+100 points
Razorbacks	Add any number of Razorbacks (Up to the number required to transport the formation)	+25 points each
Sniper Rifles	Upgrade the Scout stand to carry Sniper Rifles (see datasheet)	+25 points each OR +75 points for all 4
Techmarine	Add one Techmarine (plus an optional Rhino if there isn't spare transport already)	+50 points
Thunderfire Cannon	Add one or two Thunderfire Cannons	+75 points each
Tornado / Typhoon	Replace any number of Land Speeders with Land Speeder Tornados Replace any number of Land Speeders with Land Speeder Typhoons	Free +25 points each
Thunderhawk Transporters	Add one or two Thunderhawk Transporters (<u>you may not select more Thunderhawk Transporters than needed to carry the formation they are transporting</u>)	+100 points each

FORMATION	UNITS	COST
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points
Heavy Marauder Bomber	One Heavy Marauder Bomber (War Engine)	175 points
Warhound Titan	One Warhound Class Titan	300 points
Warhound Titans	Two Warhound Class Titans	525 points
Reaver Titan	One Reaver Class Titan	650 points
Warlord Titan	One Warlord Class Titan	850 points

Assault Terminators

Assault Terminators are some of the chapter's finest and deadliest warriors. They slay many enemies with ease with their thunder hammer and lightning claws and are

shielded by their terminator armour and storm shields. When a chapter goes to war on a large scale Assault Terminators are often deployed to take out enemy Titans and other such large, high priority targets.

ASSAULT TERMINATORS

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	4+	2+	-
Weapon	Range	Firepower	Notes	
Thunderhammers and Lightning Claws	(Base Contact)	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	

Notes: *1st Company Veterans, Invulnerable Save, Reinforced Armour, Teleport, Thick Rear Armour.*

Codex Astartes Scouts

The Scouts of the Ultramarines and all 'codex' chapters follow the Codex Astartes laid down by Robute Guileman in carrying a single heavy weapon per ten man

squad. When needing to be transported Scouts make use of fast Land Speeder Storms to get them into position quickly.

CODEX ASTARTES SCOUTS

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	5+	4+ (5+)**	5+
Weapon	Range	Firepower	Notes	
Shotguns	(15cm)	Small Arms		
Heavy Bolter*	30cm	AP5+		
<u>OR (if upgraded)</u>				
Sniper Rifles**	30cm	AP5+	Sniper	

Notes: *Infiltrators, Scout. *Only one unit in every two has a heavy bolter. Count up the number of scout units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of heavy bolter shots you may take. **If a stand selects the Sniper upgrade its shotguns and heavy bolter are replaced by sniper rifles (which has a shot per stand and is not halved like the heavy bolter) but their close-combat is reduced to 5+.*

Codex Astartes Tactical Marines

Tactical Marines make up the bulk of a chapters fighting forces. The Tactical Marines of the Ultramarines and all

'codex' chapters follow the Codex Astartes laid down by Robute Guileman in carrying a single heavy weapon per ten man squad.

CODEX ASTARTES TACTICAL MARINES

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Missile Launcher*	45cm	AP5+/AT6+		

Notes: **Only one unit in every two has a missile launcher. Count up the number of tactical units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of missile launcher shots you may take.*

Codex Astartes Terminators

The Terminators of the Ultramarines and all 'codex'

chapters follow the Codex Astartes laid down by Robute Guileman in carrying a maximum of two heavy weapons per ten man squad.

CODEX ASTARTES TERMINATOR SQUAD

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cm)	Small Arms		
Assault Cannon	30cm	AP5+/AT5+		
Power Fists	(Base Contact)	Assault Weapon	+1 Extra Attack, Macro-Weapon	

Notes: *1st Company Veterans, Reinforced Armour, Teleport, Thick Rear Armour.*

Codex Astartes Dreadnought

Dreadnoughts are the ancient heroes of the Space Ma-

rines, kept alive to continue the fight. Many different configurations exist, which can be generalised into fire support, standard and Ironclad/siege.

CODEX ASTARTES DREADNOUGHT

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+		
Twin Lascannon	45cm	AT4+		
<u>OR</u>				
Power Fist	(Base Contact)	Assault Weapon	+1 Extra Attack, Macro-Weapon	
Assault Cannon	30cm	AP5+/AT5+		
<u>OR</u>				
Hurricane Bolters	(15cm)	Small Arms	+1 Extra Attack	
Seismic Hammer	(Base Contact)	Assault Weapon	+1 Extra Attack, Macro-Weapon, Disrupt	

Notes: *Walker. Note that a Dreadnought may be armed with one of the three sets of weapon choices: either a Missile Launcher and Twin Lascannon OR a Power Fist and Assault Cannon OR Hurricane Bolters and Seismic Hammer.*

Drop Pod

clear what new units can and can't be drop-podded.

Background text to be added later. Just there to make

DROP POD

Type	Speed	Armour Save	Close Combat	Firefight
Special	Immobile	5+	n/a	n/a

Notes: *Planetfall, Transport (may carry one formation that includes only Devastator, Dreadnought, Sternguard, Tactical and Thunderfire Cannon units).*

Deathwind: After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim a crossfire.

Scout Bikers

Space Marine Scout Bikers operate behind enemy lines and are tasked with calling down orbital bombardments and reserve deployments with pin-point accuracy, They

are equipped with locator beacons; signalling packages containing teleport homers, broad-spectrum communicators and geo-positioning trackers. These upload detailed positional information to the Astartes Tactical Grid, allowing precision reinforcement by reserve forces.

SCOUT BIKERS

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	35cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		

Notes: *Locator Beacons, Mounted, Scout.*

Land Speeder Storms

Background text to be added later...

LAND SPEEDER STORM

Type	Speed	Armour Save	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		

Notes: *Skimmer, Transport (may carry one Scout unit).*

Sternguard Veterans

The elite Sternguard Veterans of the 1st Company draw upon the deadliest of the Space Marine armoury's short

ranged weaponry and special bolter ammunition to efficiently slay their foes at longer than normal range with powerful attacks. Though they specialise in ranged combat they are also deadly in close combat.

STERNGUARD VETERANS

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Heavy Bolter and Bolters with Kraken Bolts	30cm	AP4+		

Notes: *1st Company Veterans.*

Techmarine

Techmarines are vital to the continued maintenance of a chapters equipment and war efforts. They often join

their Battle Brothers to repair vehicles on the battlefield so they can continue to provide support during battles. Their servo-weapons and heavy weapon servitors can prove deadly to enemies of the Machine God.

Techmarine (and Servitors)

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	15cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Power Axe & Servo Arms	(Base Contact)	Assault Weapon	+1 Extra Attack, Macro Weapon	
Heavy Bolter	30cm	AP5+		
Multi-Melta	15cm	MW5+ and small arms	Macro Weapon	

Notes: *Blessing of the Ommissiah. The multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.*

Thunderfire Cannon

Background to be added later...

Stats copied from Imperial Fists, though here just used as an add-on rather than having full formations of them.

Thunderfire Cannon

Type	Speed	Armour Save	Close Combat	Firefight
Infantry	10cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Thunderfire Cannon	60cm	2 x AP4+/AT6+	Disrupt <u>OR</u> Ignore Cover	

Notes: *A Thunderfire Cannon can shoot shell types that either have disrupt OR ignore cover, which sort must be specified each time before firing. It can freely change from turn to turn or fire one of each in one turn.*

Thunderhawk Gunship

Proper background text to follow later...

Choice of Battle Cannon or Turbo Laser added. Cost increased to 250 in the aim of better internally balancing the list and air, drop and ground styles of play .

THUNDERHAWK GUNSHIP

Type	Speed	Armour Save	Close Combat	Firefight
War Engine Aircraft	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
<u>OR</u>	<u>OR</u>	<u>OR</u>		
Turbo Laser	45cm	AP5+/AT3+	Fixed Forward Arc	
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	

Damage Capacity 2. Critical Hit Effect. The Thunderhawks control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Notes: *Planetfall, Reinforced Armour, Transport (may carry eight of the following units: Tactical, Assault, Devastator, Scout, Scout Bike, Bike, Attack Bike, Terminator, Assault Terminator, Vanguard, Sternguard, Thunderfire Cannon or Dreadnought units. Terminator, Assault Terminator, Bike, Scout Bike, Thunderfire Cannon and Dreadnought units take up two transport slots). A Thunderhawk must be armed with either a Battle Cannon OR a Turbo Laser, not both.*

Thunderhawk Transporter

Thunderhawk Transporters fly non-stop missions ferrying vehicles and supplies to Space Marines on the ground during planetary assaults. Though armed with

four twin-linked heavy bolter for self-defence their purpose and tactical doctrine is all about transporting and picking up vehicles, unlike the regular and more generalist Thunderhawk and they try to minimise time spent in hot combat zones.

THUNDERHAWK TRANSPORTER				
Type	Speed	Armour Save	Close Combat	Firefight
War Engine Aircraft	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
2 x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	

Damage Capacity 2. Critical Hit Effect. The Thunderhawks control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

Notes: Planetfall, Reinforced Armour, Transport-craft, Transport (may carry 1 Land Raider (any variant) or 2 of the following units: Hunter, Predator, Razorback, Rhino, Vindicator and Whirlwind, plus any infantry units carried in the transported vehicles). **A Thunderhawk Transporter may only shoot its heavy bolter turrets if it is landed and has disembarked or embarked troops in the current turn. It may not attack ground units from the air like other aircraft.**

Vanguard Veterans

smite them with a variety of power weapons.

The elite Vanguard Veterans of the 1st Company use jump-packs to quickly close with the enemy where they

VANGUARD VETERANS				
Type	Speed	Armour Save	Close Combat	Firefight
Infantry	30cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms		
Power Weapons	(Base Contact)	Assault Weapons	+1 Extra Attack, Macro Weapon	

Notes: 1st Company Veterans, Jump Packs.

Marauder Bomber

Note: single War Engine Bomber, as per Krieg.

Background text to be added later...

HEAVY MARAUDER BOMBER (Phaeton Pattern)				
Type	Speed	Armour Save	Close Combat	Firefight
War Engine Aircraft	Bomber	5+	-	-
Weapon	Range	Firepower	Notes	
Bomb Racks	15cm	3BP	Fixed Forward Arc	
Twin Lascannon	45cm	AT4+	Fixed Forward Arc	
2 x Twin Heavy Bolter	15cm	AA5+		

Notes: Damage Capacity 2. Critical Hit Effect = The bomber is struck in a critical location and the aircraft is destroyed.