

# THE HORUS HERESY

## BOOK FIVE



TEMPEST





“THE HAND OF THE TRAITOR STRUCK,  
AND HELL FOLLOWED WITH IT...”



# THE HORUS HERESY<sup>®</sup>

## BOOK FIVE



### TEMPEST

A SUPPLEMENT FOR WARHAMMER 40,000



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“And in that time the Great Beasts shall walk  
beneath their tread shall cities become as dust  
by their burning breath shall civilisations be as ash,  
So the End of Days is begun.”  
The Apocrypha Terra











## Preface

War, fuelled by the bitter fires of spurned faith turned to hatred, has no end save annihilation. War is the great leveller. It cares not for victory or defeat, for in its rough embrace all are brought to the brink of destruction without favour. This was our truth as the Heresy raged onwards—for the more we struggled, the more our Imperium was shattered around us.

The fall of Calth was to billions the death knell of all we had built, fallen to ruin in the wake of a fanatic and a madman. None could stand against the armies of Horus, our every plan turned to tragedy and millions slain. At Calth, the Word Bearers would unbar the very gates of hell and for the first time in the Horus Heresy unleash the infernal powers of the Warp upon Mankind. After Istvan, after Calth, we stood on the brink of a new Long Night, another Age of Strife from which it seemed nothing could ever emerge back into the light, and all our vaunted might, our armies and cunning words could not save us.

Yet where there should have been only ashes and the forgotten bodies of the dead, the Ultramarines endured; through hell and damnation, Guilliman turned abject defeat into a slender chance for victory. Calth came to be a rallying cry, a cry for revenge but also a reminder that our foe was not infallible, and the war ground on, without end or pause for breath. But would this chance be taken, would victory be born from the ashes of defeat? Or would it be squandered on the folly of vengeance, hollow vainglory and self-deceit? Only time would tell.

I speak now in remembrance of what once was, of shattered dreams. I will begin the tale of the last days of Ultramar that was, of the murder of Calth and the corruption of a star. For this chronicle is but the first act of a tragedy that sits at the heart of the Horus Heresy, a bloody prelude to the death of an empire.

I saw, with eyes then young, and this is my testament. I was there when Tallarn burned and Keoptis drowned in oceans of blood. I witnessed the skies of Terra riven with lightning and shadow on the day that the Warmaster came and hell followed with him. I heard the funeral bell toll for the Emperor of Humanity and wept.

I remember.





The Thirteen  
Realms

# +Ustramar Regnum+

+ The Domain Of Ustramar,  
The five hundred Worlds And  
Bordering Realms +  
+Circa 679007.M31+

 Accatran

▼ A35

U Bathor

▼ D43

● Orizus

● Magniat

 Anuari

● **Armatura**

● Ulixis

▼ B72

 Gantz

● Tarentus

▼ E21



Domain of  
**Calth**



Konor

● Masali

● Quintarn

● Latona

▼ B48

**Ustramar**

 Occluda

● Talassar

 Saramanth



**Macragge**

▼ C18

● Talasa Prime

● Parmenio

● Bormina

▼ C43

● Tuonelia

▼ F63





Tigrus

L19

Orpheus Prime



M44

Moloch

Ghaslakh



Zur Mortalis

Cancrī

Salem

The Eastern  
fringe

Nuceria



Sotha

Golsoria

Espandor

106

1ax

124

Prandrium

N72

Nortae Prime

Mhyrhalia

Saran Luxor

J92

++Carta Segmenta++

++433V-97X72++

++Optio Limites++

++Viewing++

+Classification Promethean+

Display:



Primary Mechanicum  
Domains



Primary Legiones  
Astartes Strongholds



Domain/Regional  
Capital Worlds



Secondary  
Imperial Clusters



Xenos Infestation//  
Classification: Ahrave



Xenos Infestation//  
Classification:  
~~MACONCESSUS~~



Xenos Infestation//  
Classification: Ork

Not Displayed:

36,000 Spheres Imperial  
Secundus [approx]

2,500 Spheres  
Perdita/inconcessus  
[approx]

5,000 Spheres Xenos Nocens  
[approx]

[see addendum  
additional categories  
343C/9923]

+stand by+





# THE WAR AT CALTH





# PART I: THE SHADOW OF WAR

*"If you must strike against a dangerous foe,  
your blow must be so severe that you need  
never fear of his vengeance."*

*Remark 223.XVII,  
from the Codicils of Roboute Guilliman*

The bloody years which began the 31<sup>st</sup> Millennium all but ended the Imperium of Mankind. On the black sands of Istvan V, Warmaster Horus had shattered the Legiones Astartes, casting the galaxy into blood and fire as he sought to overthrow his gene-father and claim His empire for himself. There, in the darkness at the very edge of the galaxy, Horus bound half of the serving Space Marine Legions to his cause with the blood of their slain brothers. Those who had remained loyal were either broken or scattered to the far corners of the Imperium by the Traitor Warmaster's schemes.

Yet despite all that the arch-Traitor had achieved, all the military might Horus had gathered to himself, he held no decisive advantage. The final heroism of those loyal warriors who had sold their lives so dearly on the barren planets of the Istvan system had robbed Horus of the chance to strike suddenly at Terra and the Emperor. The Warmaster was left unable to end the rebellion in a quick victory, for without surprise on his side, only overwhelming numbers would suffice to breach the defences of the Imperial Palace.



Once woken to the threat of Horus' treachery, the innumerable worlds of the Imperium could raise a host of billions against him and though Horus might sway many of these worlds by bloody violence or honeyed words, such a conquest would last a lifetime. Worse yet, those of his brother Primarchs, the post-human creations of the Emperor, who led the Legions that had not pledged themselves to his cause or whose sons had been slain at Isstvan would soon rally against him, and their wrath would tip the balance of any galactic conquest.

Though Terra stood beyond the immediate reach of Horus, confusion and misdirection remained the Traitors' greatest weapon. These were weapons that Horus knew well how to wield, as a master of war whose talents had been honed to perfection in the utter destruction of innumerable xenos civilisations over the long years of the Great Crusade and the subtle preparations that had led to his grand rebellion. Out of the fleets of those not allied to his cause, some few warp-capable craft had escaped the Isstvan system, bearing warnings to Terra and other Loyalist strongholds. Yet most such vessels had been reduced to shattered hulks, drifting in the orbit of Isstvan V, or had already been harried and pursued across the bleak systems of the northern rim until brought to bay and scoured clean by the blood-hungry minions of the Warmaster. So the vast majority of the Imperium remained uncertain of events on the edge of the Emperor's domain, and when the agents and emissaries of the Warmaster arrived, they proved a fertile ground for the whispered promises and veiled threats they carried. Many vital strongholds were kept unaware of the rebellion too and took no measures to guard themselves against the storm that was to fall upon them or, worse still, took up arms in Horus' name fearing the dire consequences of making a stand against him. Within the galaxy therefore, Horus still retained the strategic initiative and the next move in the war would be his to make.

Though it may seem inconceivable that treachery on such a scale might remain hidden from the galaxy at large, the sheer size and complexity of the Imperium worked to Horus' favour. In those days the Imperium was formed of millions of individual worlds, semi-autonomous thrall realms and treaty-bound tributaries. All were separated by the immense gulf of interstellar space and a nigh-incomprehensible mix of divergent languages and cultures, some of which bore only the most tenuous resemblance to their ancestral home in the Sol System.

It is perhaps then more impressive that word of even such a monumental event as the treachery at Isstvan ever reached the Emperor and his councils at all.

This fledgling Imperium was bound together by a fragile web of astropathic relay stations, relying on the services of those arduously trained psykers within them to pass information across the byzantine networks of the Emperor's growing realm. Astropathic communication has ever been an imprecise science, with messages encoded in febrile psyk-dreams and complex allegory-code exchanged by the minds of psykers, all groping blindly in the dark of the Warp to contact their fellows light years distant. Worse still, in the aftermath of the Isstvan massacres, a disturbance began to grow within the Warp. This disturbance would spread out from the galactic north, twisting and distorting the substance of astropathic communications across the galaxy, leaving many worlds isolated and vulnerable. News of Horus' rebellion was quickly reduced to half-truths, rumour and vague nightmares, from which little fact could be distilled. Even on worlds where believable news of the rebellion was received, often brought by broken Legion craft limping back from the conflict at Isstvan, without the chance to confer with the impossibly distant masters of the Imperium on Terra, there could be no quick response, and the panic that the news spread worked only to aid Horus.

Not only did the increasingly tumultuous nature of aetheric space stymie attempts at communication and garble news of what had taken place at Isstvan, it also caused the disappearance or misdirection of a still unknown number of interstellar craft. Though travel through warp space had always been hazardous, the number of critical supply and munitions convoys and fast courier craft that went astray or simply never arrived at their destination far exceeded that of any other time either before or in the years that followed. Many otherwise stout Loyalist redoubts were fatally weakened by the sudden severance of supply lines, later to fall to traitorous forces seemingly unaffected by warp turbulence. Few of those in positions of power across the Imperium at that time could have anticipated that these were but the first stirrings of a far greater catastrophe that had yet to be unleashed.

So it was that when the hosts of the arch-Traitor Horus spread from the blackened corpse of the Isstvan System in the middling days of 006.M31, stretching forth his hand

to begin his conquest of the galaxy, they did so initially unopposed by the Imperium's massed fleets.

### The Eye of the Storm

Of immediate importance to Horus was the need to establish a suitable domain from which to supply his growing army and to ensure that those of his brothers he could not sway to his cause were removed as threats to his eventual conquest of the Imperium. To these ends he set those Primarchs now sworn to him, turning a large proportion of the Legiones Astartes against the empire they had fought to build for two long centuries.

History has shown how the Death Guard and Sons of Horus Legions were unleashed upon the sectors of the Imperium that bordered Isstvan and the horrors that were visited upon those worlds. The slaughter of the defenders of Manachea in 007.M31 and the subsequent creation of a dark empire amongst the shattered border territories of the Imperium is well documented in other chronicles and such grim times need not be recalled here. Of the other Legions pledged to serve Horus, less is known, though few doubt that they were directed by their dark master to assault those loyal Legions who had yet to feel the Warmaster's wrath.

Fragmentary records place the Traitor Night Lords in the Thramas Sector locked in battle with the unsuspecting Dark Angels, as evidenced by the broken and rad-scoured worlds to be found in that region in these latter days. As has ever been the case, it is near impossible to accurately chart the movements of the Alpha Legion, even with the benefit of hindsight. Apocryphal tales and the fragmentary records of the few known survivors of their attacks would place the XX<sup>th</sup> Legion in disparate locations across the galaxy, in conflict primarily with both the Space Wolves and the White Scars. The veracity of such reports cannot be confirmed, but were they to be proven accurate, it would indicate that the Alpha Legion was capable of deploying a previously unthinkable number of Legionaries and combat-ready void craft.

More is known of the actions of the Word Bearers and the World Eaters, whose bloody trail across the eastern Segmentum of the Imperium was punctuated by dead, burned worlds and a tide of slaughter which served no purpose save sheer wanton bloodlust. To these Legions Horus assigned a critical duty: the destruction of one of the most powerful Loyalist strongholds outside of the Sol System—Ultramar.



## The Price of the Imperial Truth

In the years before the return of Lorgar and the discovery of Colchis by the expanding fleets of the Imperium in 857.M30, the XVII<sup>th</sup> Legion was known amongst the vast hosts of the Great Crusade by designations other than the 'Word Bearers'. The Emperor named them the Imperial Heralds at their inception, an elegant title that spoke of the grand purpose for which they had been created, whilst their fellow warriors named them the Iconoclasts, a more brutal appellation coined in appreciation of the zeal with which they cast down the idolatrous temples and cultic strongholds of Old Night.

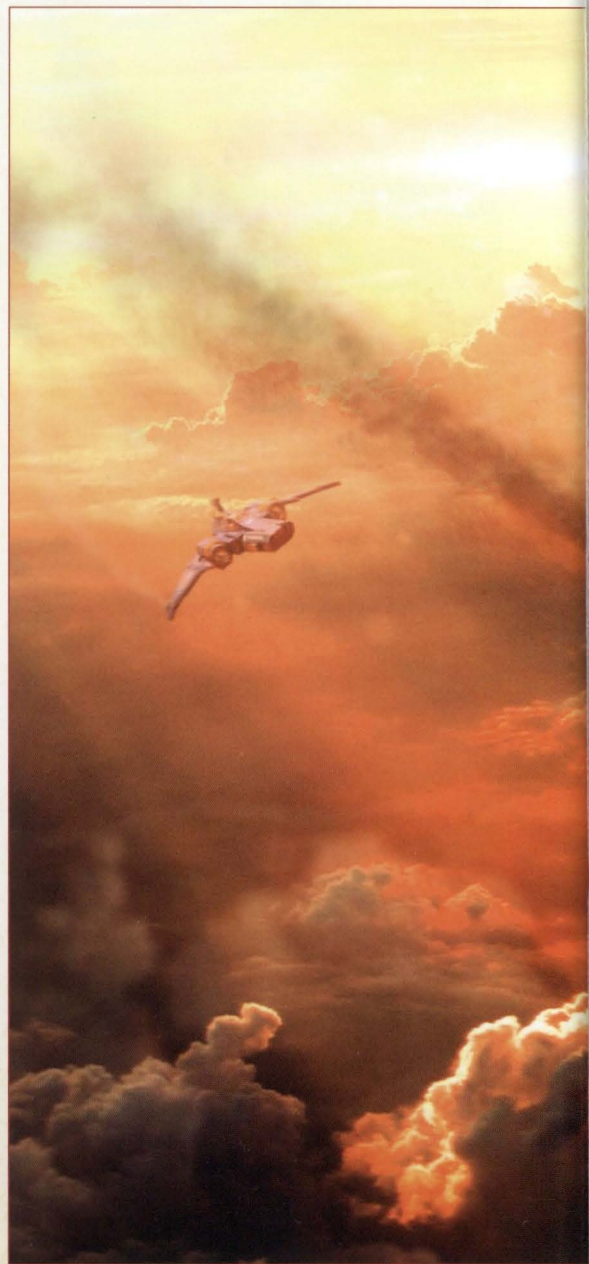
Through the earliest years of the Great Crusade, the Iconoclasts were the foremost champions of the Imperial Truth, the vanguard of any assault against those of human descent who would deny the Emperor's dream of unity. They burned clean the fane-cities of psychic cults, overthrew grotesque xenos overlords who claimed for themselves the mantle of gods and delivered their human thralls into the expanding Imperium. Those who strayed from the strictures of the Imperial Truth, whether they be alien tyrants or misguided human survivors of the Age of Strife, were subject to their uncompromising judgement. None could fault the fearsome devotion of these warriors, for the fleets of the Imperial Heralds were the cutting edge of the Great Crusade, cleansing the taint of Old Night with the terrible power of their unflinching resolve and blind belief in the teachings of their Emperor. The tally of their victories could not easily be counted, though some amongst the highest circles of the Officio Militaris whispered that if the Iconoclasts remained unchecked, they would be left with an empire of ashes and corpses, for it was not the way of the XVII<sup>th</sup> Legion to spare their wrath from those who failed to meet their exacting standards of purity. Then came the discovery of Colchis, and everything changed.

Long a world mired in religious strife, it was on Colchis that Lorgar, 17<sup>th</sup> Primarch and soon-to-be lord of the Imperial Heralds, was re-united with the Emperor. As with all the Legions, the return of the XVII<sup>th</sup>'s Primarch had a profound impact on the Imperial Heralds, one that at first seemed beneficial to their character. Where once the Imperial Heralds had been cold and aloof to all, obsessed with their own bitter crusade, they became common sights within the established worlds of the Imperium and amongst the many Great Crusade fleets, eager to engage with their brothers and to praise their newfound lord. Where once destruction and death had been their only purpose, Lorgar taught them to build and to believe in the Emperor's grand vision for the future of Mankind. That he also spread his misguided belief in the deified Emperor, the religion he had founded at the moment of the Emperor's arrival on Colchis, is now well known, and its spread throughout the Imperial Heralds was to culminate in their re-consecration as the Word Bearers. The annals of the Great Crusade and other contemporary historical documents record no comment by the Emperor on the open secret of Lorgar's indiscretions, whether to rebuke or to encourage them. It is assumed that while no open censure was recorded against the Word Bearers in their earliest years, the Emperor remonstrated with Lorgar in private; indeed many of the writings of Lorgar's brother Primarchs infer such occurrences, yet these attempts came to naught. While the Emperor had apparently been willing to tolerate this while it did not interfere with the progress of the Great Crusade, as the newly dubbed Word Bearers began to delay longer and longer at their conquests, building temples and fanes in His honour, many among the Officio Militaris and the Emperor's inner council began to question their priorities. In 963.M30 the Emperor sent Malcador the Sigillite, first among his councillors, and Roboute Guilliman of the Ultramarines to correct Lorgar's ways. At His order, the Word Bearers were publicly censured and the city of Monarchia on the distant world of Khur, along with its false temples, was destroyed by the warriors of Ultramar as an object lesson in the folly of false religion. The entirety of the XVII<sup>th</sup> Legion was then forced to kneel in the ashes of their devotion while the Ultramarines stood over them in judgement, that which they had seen as worthy devotion now labelled treasonous.

After a period of seclusion, Lorgar returned to the forefront of the Great Crusade, redoubling the efforts of the Word Bearers and bringing dozens of worlds into swift Compliance, thus avoiding further scrutiny from the Emperor. Few at that time imagined that his new zeal could have been anything other than that of an errant son who sought to atone for his mistakes. Yet in the years to come, many would look back at these actions and see the earliest hidden signs of the coming treachery.

## THE REALM OF ULTRAMAR

Forged by the brilliant strategic mind of the Primarch Roboute Guilliman and the martial prowess of his XIII<sup>th</sup> Legion, the Ultramarines, Ultramar was the jewel of the Imperium's border realms, over five hundred worlds torn from the grip of unspeakable xenos empires and the despots of Old Night. Two centuries of disciplined and masterfully planned campaigning since the rediscovery of Roboute Guilliman had won the Ultramarines Legion an industrial base which rivalled any of the ancient strongholds at the Imperium's core, and this vast industrial complex supported one of the largest armies in the Imperial war machine, providing men and resources for the hundreds of regiments of the Excertus Imperialis raised across Ultramar, as well as the XIII<sup>th</sup> Legion itself, one of the largest of all the Space Marine Legions.





Ultramar was a blade at the throat of Horus' rebellion. Left unopposed and given time to gather in strength, for the warriors of the XIII<sup>th</sup> Legion and their oath-bound Imperial Army auxilia, Ultramar would form a bastion that could resist even the full might of Horus' dark hosts. Worse, with Ultramar intact and alerted to Horus' plans, any attempt by the Traitors to move against the core systems of the Imperium would see the forces of Guilliman sally forth to trap him between their defenders and their own vast numbers. Yet, if Horus could bring Ultramar to ruin and leave the warriors of the XIII<sup>th</sup> Legion scattered or slain, there would have been no other Loyalist force capable of stopping the advance of his growing armies.

That Lorgar found the breaking of his brother's realm to his liking is undoubted; the XVII<sup>th</sup> Legion had suffered a humiliating rebuke at the hands of the Ultramarines

years before at Monarchia, an insult that had apparently festered within the Legion and driven them willingly into heresy. Indeed, it is commonly believed that the plan adopted by the Traitors for the destruction of Ultramar originated in the twisted mind of the Word Bearers Primarch.

It is unlikely that the true architect of the Calth atrocities will ever be known however, and weighed against the innumerable sins committed by both Lorgar and Horus, the attribution of this one offence is inconsequential. What is known is that the earliest stages of the assault on Ultramar were laid down long before Horus arrived at the fateful worlds of Isstvan, in the year 005. M31, with a series of orders issued under the seal of the Warmaster dispatching a number of Legions to campaigns in the furthest reaches of the Imperium. Of these, the Blood Angels were sent forth in their entirety to

Signus, the Dark Angels to Tsagualsa and the Ultramarines received orders to muster alongside the Word Bearers at Calth, both Legions to be deployed against the Ork hold of Ghaslakh.

Gathering at Saturn those of his Legion who had been embarked on crusades in distant parts of the galaxy, Roboute Guilliman would depart the Sol System mere months before news of Horus' rebellion reached the Emperor's ears. The turbulent state of the Empyrean in those years would see the Ultramarines' main strength journey to Calth by a winding and obtuse trail which would also cloak them from all attempts by Terra to recall them or forewarn them of Horus' actions. The Word Bearers, delayed by the slaughter at Isstvan, would not arrive at Calth until the majority of the XIII<sup>th</sup> Legion had already gathered, travelling a path of blood and ashes of their creation.





## The Bloody Road to Ruin

Much of our knowledge of the journey undertaken by the Word Bearers and the World Eaters comes to us from the ruins of those planets which fell in their wake, from buried and forgotten cogitator cores and ancient pictographical arrays. Of the beginnings of this fell undertaking, as the newly blooded Traitors gathered amid the corpses of their brothers, we can only guess. Yet we can infer from later events that they cannot have tarried long in the corpse-filled sands of Isstvan V, waiting only until Angron and his bloodthirsty sons had slaked their thirst for war on the remnants of the Raven Guard Legion and other scattered Loyalists that had taken to the wilderness of Isstvan V.

Even in the aftermath of the titanic void battles that had taken place at Isstvan, the combined fleets of the two Legions were still a force of system-shattering potency. The Word Bearers fleet numbered over a hundred capitol class ships, including nine Gloriana class battleships, several of which had once borne the colours of other Legions, and the three Abyss class kingships, still as yet unknown to the Imperium at large. These ships were the *Furious Abyss* herself, which departed for Jupiter ahead of the main fleet before heading directly for Calth, as well as the *Blessed Lady* and the *Trisagion*.

The World Eaters operated many times that number of smaller craft, fleet pursuit barques and gunships bristling with short range firepower. Led by Lorgar's flagship, the *Fidelitas Lex*, and the squat *Conqueror* where Angron had placed his flag, the combined armada included almost three hundred thousand Legionaries as well as uncounted mortal soldiers and men-under-arms, a force Horus considered more than sufficient to reduce Ultramar to ruins.

The initial stages of the voyage of the combined fleet of Angron and Lorgar are the easiest to trace, marked as they were by a trail of butchered worlds and broken void craft left to drift as charnel way-markers. Few worlds of strategic significance existed among the simple colony worlds initially targeted by the Traitor Primarchs. Indeed, many of the worlds that the fleets paused to butcher appear to have been selected at random and fell beneath the blades of the rebels for no better reason than wild slaughter, no desperate pleas for surrender were heeded and no attempt at conquest was made; the corpses of those worlds that were sacked were simply left to rot.

While in most cases this senseless reaving has been revealed as the handiwork of the World Eaters, with pict records of Legionaries in the distinctive white and blue heraldry of the XII<sup>th</sup> Legion, Angron always at the fore, are common, they cannot all be dismissed as simple butchery. Tales told by the few survivors of the Aglaean Colonies describe the wholesale abduction of hundreds of thousands of souls by Legionaries in armour the colour of dried blood, and the blasted ruins of Gareva conceal numerous ritual pyres and profane inscriptions of unknown significance. In light of later events, these atrocities would seem precursors to Erebus' great ritual at Calth, or possibly measures taken to smoothen the fleets' passage through the turbulent tides of the Warp. For even as the Traitor fleets made their bloody way, the storms that were encompassing the Imperium rose to a new crescendo, almost as if in anticipation of events yet to pass.

It was not only isolated colonies which fell under the onslaught of the Traitor armada. Honourum was at that time the furthest

military outpost of the XIII<sup>th</sup> Legion from Ultramar, seized in battle during the Imperium's expansion into the galaxy and fortified by the Ultramarines as a way-station for forces prosecuting the wars of the Great Crusade. Honourum was no unprotected colony world, but was garrisoned by a full company of the XIII<sup>th</sup> Legion under the command of one Captain-Praetor Arcaes Odenathus as well as several regiments of Solar Auxilia raised from amongst the teeming industrial cities of that world. Yet when the blood-mad Primarch of the World Eaters came howling against the walls of Honourum's cities, the warriors of two full Legions at his back, there was little the defenders could do except delay the inevitable slaughter. The battle for Honourum lasted barely a day, but the killing continued for weeks as the berserk World Eaters and Gal Vorbak hunted the few auxilia survivors and holdout bands of Ultramarines through the gutted carcasses of its cities.

Leaving Honourum in such ruin that even in these latter years it has yet to fully recover, the Traitor Primarchs disappear from attempts to trace their course. It is assumed that they travelled through the desolate area of space along the Imperium's eastern border, its common name on astronavigation charts of that age the 'Dominion of Storms', for other, surer paths would have taken them far from their objective. This region of the void was renowned for the ferocity and frequency of the ethereal gales that beset vessels that dared sail the Empyrean there, yet the Traitor armada passed through its embrace seemingly unscathed, their vessels continuing to leave a trail of destruction in their wake, emerging erratically from the Warp to destroy worlds and lay waste to those ships unlucky enough to encounter them.

During the crossing of the Dominion of Storms, as Angron and his warriors devoted more time to searching for ever-decreasing numbers of victims on which the Primarch could satisfy his lust for war, the progress of the armada slowed to but a crawl. Even with the unnatural ease with which the Traitors passed through the churning Warp, such excesses threatened to foil the Word Bearers' attempts to reach the overdue rendezvous at Calth and destroy the advantage of surprise they still held. The *Chronicle of Ashes* records that as they neared the edge of the Dominion of Storms, in the aftermath of Angron's destruction of Garalon Prime, the two Primarchs were on the verge of a violent confrontation. Had this not been averted by the untimely arrival and assault of a wayward

### THE GHASLAKH XENOHOLD

Presented to the adepts of the Officio Militaris as a grave threat to the security of the Imperium's eastern domains, the Ghaslakh Xenohold, an Ork infestation long ignored, was the pretext under which Horus, his treachery then undreamed of, marshalled the combined might of the Ultramarines and Word Bearers Legions at Calth.

In the aftermath of Horus' rebellion, many within the Imperium have doubted whether the xenohold ever existed, that perhaps it was a fiction to justify the removal of the XIII<sup>th</sup> Legion from the Imperium's core. Yet there are some surviving accounts of Ultramarines-sponsored explorator sweeps of that region of space, including evidence of Ork attacks on the fortress world of Golsoria. If Ghaslakh did exist as a credible threat to Mankind, any devastation its inhabitants wreaked on the defenceless worlds around it has long since been forgotten amid the destruction wrought by Horus and his allies.

Of Ghaslakh itself, no trace now remains to satisfy the curiosity of scholars.



## THE DOMINION OF STORMS

The dark events which were to unfold at Calth were part of a far larger pattern known only to their creators. Not only were they bound up in the Warmaster's grand conspiracy of betrayal, but they were also bound up with the actions of two Legions, the Word Bearers and the World Eaters. Their passage would have repercussions and consequences far beyond the immediacy of Calth and Ultramar itself; to the north of the Ultramarines realm, in the desolate Dominion of Storms, the hand of the Traitor would draw blood.

### Xersinia Prohibited Zone

A vast area of the void whose dark renown long predates the birth of the Imperium, few save the insane or desperate would venture within Xersinia's bounds. Long before the wars of the Horus Heresy, all Imperial shipping was under specific interdiction from entering the region, a fact the dual Traitor fleets approaching Calth made good use of to conceal their approach to Ultramar. All was not well though, for it was at a lonely star system scant light years coreward of the prohibited zone that a quarrel long in the making came to a head between Angron and Lorgar. The two stood on the verge of mutual destruction until, out of nowhere, the dark form of a warship of the xenos Eldar attacked the World Eaters flagship, the *Conqueror*, determined, so it appeared, to slay the Primarch of the XII<sup>th</sup> Legion. Faced by a common foe, the two brother Primarchs cast aside their quarrel and forced the Eldar vessel to flee deeper into the prohibited zone, chasing it into the darkness.

When at last the Traitor Astartes overtook the xenos, utilising the *Conqueror's* brutal Ursus Claws —massive harpoon torpedoes trailing kilometres-long drag chains— the two Primarchs affected a boarding action and fought side by side along the corridors until they reached the vessel's bridge and came face to face with the xenos princeling who was its captain. Before he died, apocryphal records recovered from cultic texts belonging to the Word Bearers Legion suggest that the alien shipmaster uttered a curse that to Angron was nothing but xenos duplicity, but which to Lorgar spoke of something he thought that only he was able to comprehend; that Angron was cursed to walk the Eightfold path and "...from the doomed prince, Lorgar learned how he might deliver his wounded brother from the grip of his

*great affliction and so was set in motion a chain of events that would come to fruition at Nuceria, by the will of the true gods..."*

### The Ruin of Honourum

One of the first worlds attested to have felt the wrath of the combined forces of the World Eaters and Word Bearers Legions after they were sent forth from Isttvan, Honourum was an Imperial outpost and colony founded as a beacon of Imperial civilisation by the Ultramarines to mark the furthest extent of their ranges into the Dominion of Storms. Its isolation meant that its demise went unnoticed as it was swiftly razed to ashes by the combined fleets of Lorgar and Angron as a bloody prologue to their assault on Ultramar itself. Subsequently, Honourum lay as a blasted ruin for much of the Horus Heresy. The scarred remains of its once proud cities had seen the worst of horrors, and even before the end of the war, it had gained an ill-favoured reputation among scavengers and Loyalists alike as a haunted ruin, echoing to the clash of chainblades, the distant calls of the dying and the battle cries of warriors long since passed beyond the mortal veil.

In 013.M31, during the early years of the Age of Darkness, an Ultramarines captain by the name of Arcaes Odenathus rallied the scattered Imperial garrisons across the Dominion of Storms and Honourum was finally recaptured. A fortified outpost was rebuilt and garrisoned by the Ultramarines and their successors, but even after this victory, its cities were left as forgotten ruins. Those surviving inhabitants of Honourum's colony, forever plagued by the horrors and trauma unleashed by the servants of Horus, have since swiftly regressed into a feral state.

### The Ariggata Culling

The world of Ariggata had long been used as a brutal training facility and storehouse of dire and forbidden weaponry by the World Eaters Legion. Dating back to before Angron had taken control, the XII<sup>th</sup> Legion had prosecuted a successful series of Xenocide Exterminatus objectives in the region. In 017.M31, the vengeful fleets of the Loyalist Legions arrived at Ariggata, expecting to find a world held by the remnants of Angron's transfigured sons as they fled the Emperor's justice. Instead they found a dead world, a world that had been scoured clean of all life many years earlier. Hundreds of the long

decayed corpses that laid there wore the white and blue livery of the XII<sup>th</sup> Legion, and from the manner in which they were found had been locked in a fratricidal struggle before death claimed them. The bunker-storehouses hidden deep beneath the planet's surface were empty, their caches of phosphex and viral weaponry long since claimed, and it is believed by many that these stores of apocalyptic weaponry and perhaps an intake of fresh Legionaries were claimed by Angron before the start of the Shadow Crusade into Ultramar to replenish his forces after Isttvan, though it is likely that the fate of the Legionaries who perished there will forever remain a mystery.

### The Fate of the Catechism of Revelation

The Word Bearers Armiger class cruiser *Catechism of Revelation* is recorded as playing a key role in the orbital battle over Isttvan V which claimed the lives of so many Loyalist warriors, yet she was never to arrive at Ultramar alongside her brethren. Recovered data-chronicles of the Word Bearers note that the vessel was one of several lost in the Empyrean during the long journey through the Dominion of Storms in 007.M31, evidence perhaps that even the forbidden arts of Lorgar could not completely hold the Warp's quixotic hunger at bay.

Yet this was not the end of the *Catechism of Revelation*. Throughout the latter years of the Horus Heresy and unto the present day, further reports of sightings of the vessel have been made. In 009.M31, images depicting the craft were recovered from the wreck of the Ultramarines Cobra class destroyer *Konor's Retribution* on the edge of the Dominion of Storms, though an exhaustive search of the sector by several squadrons of Armada Imperialis craft were unable to find any other trace of her. Since then there have been seventeen confirmed sightings, four of which have come in the wake of an attack on Imperial shipping or on a remote colony in the far reaches of the Ultima Segmentum. In 049.M31, the *Catechism of Revelation* was engaged, crippled and boarded by the grand cruiser *Pride of Petrabus*. When naval armymen boarded the craft, they found her a lifeless derelict, and the *Pride of Petrabus* withdrew after scuttling the ship. Four years later, an apparently undamaged and active *Catechism of Revelation* was once again sighted by the warp runner Harra fleeing a corsair convoy raid off Espandor.



xenos fleet from the heart of the Xersinia Prohibited Zone on Ultramar's border, the history of the Imperium may well have taken a much different course.

### THE AXE FALLS

By mid 007.M31, the combined Traitor fleet is believed to have taken anchor at the edge of the prohibited zone to the galactic north of Calth that had languished under an edict of quarantine since the earliest days of the Great Crusade. The barren worlds contained within the Xersinia Prohibited Zone were shunned by Imperial craft, who dared not risk either the wrath of interdiction squadrons from the Five Hundred Worlds or the xenos plague that had once ravaged the long dead colonies within. Thus the Traitor fleet remained undetected, lurking within this forgotten and ignored area of space, despite its proximity to more well-travelled regions of the Imperium.

While at anchor, they most likely engaged in a necessary period of consolidation as the vast armada had been separated and scattered across a parsec in their travels through the tumultuous currents of the aetheric medium. During this time, as the various squadrons of the great armada reassembled and made ready for the attack on Ultramar, both Legions engaged in a campaign of reaving and piracy, the sleek Legion strike craft running down heavily laden chartist barques or crippling unsuspecting patrols before disgorging merciless parties of Legionaries to root out the cowering crews with fire and sword. Some rumours claim that the Word Bearers went so far as to employ some then unknown form of psychic manipulation to ensnare passing craft, leading astray their Navigators with false beacons before tearing apart the fabric of reality itself to allow the impossible creatures of the Warp to spill forth inside the doomed craft. Whatever the manner of their capture, word of the loss of these craft did not reach the ears of Guilliman until long after the Horus Heresy had ended.

With information torn from mind-broken chartist captains as well as from the data locked in the cogitator banks of their ships, it was then that the final stages of Calth's doom were formulated. The intelligence allowed the renegade commanders to build an accurate picture of Ultramar's defences and, more specifically, those of the Veridia System, where the unsuspecting world of Calth waited. While the disposition of the Veridia System, its worlds and orbital stations was far from a secret, accurate knowledge was far superior to hearsay and rumour, and allowed

### THE CHRONICLE OF ASHES

In 017.M31, a task force of the Ultramarines Legion, composed of the survivors of the 19<sup>th</sup>, 48<sup>th</sup> and 207<sup>th</sup> Destroyer Cadres, encountered several renegade Word Bearers cruisers defending a lone Gloriana class battleship identified as the *Chronicle of Ashes* in the wild and uncharted space of the Dominion of Storms. Overwhelming the Traitor escort craft with the brutal efficiency that marked the Destroyers of that Legion, the Ultramarines captured the *Chronicle of Ashes* in a furious boarding action involving nearly three hundred Space Marines and two full days of bloody close quarters fighting as they swept the ship's innumerable decks clear of Traitor Space Marines.

In the aftermath of their victory, the Ultramarines discovered something unexpected in the vaulted halls of the *Chronicle of Ashes'* upper decks; stretching across every wall and onto ceilings was etched a history of the Word Bearers' actions and undertakings in the twisting and fey language of now dead Colchis. Later investigation of this prize by members of the nascent Inquisition was to reveal a wealth of information regarding events that had previously been hidden to Imperial scholars, and the details were transcribed into a series of tomes now kept in the sealed archives of the Imperial Palace, before the *Chronicle of Ashes* was finally cleansed, tech-exorcised and re-dedicated as the *Lex Talonis*, before being presented to the Ultramarines in 022.M31 and incorporated into the newly founded Nemesis Chapter. Many of the events noted in this history are based on the writings found within the *Chronicle of Ashes*, whose proscribed contents were made available to the author.

those charged with the assault on Calth to refine and perfect the schemes they had long hidden beneath a veneer of loyalty. It was common knowledge that the Veridia System was heavily fortified against outside attack, a legacy of the Ork raids that had long plagued the outlying systems within Ultramar—any frontal assault by a known enemy would sustain massive losses. However, as the warp storms that afflicted much of the Imperium continued to worsen and cripple the effective spread of vital news across the disjointed empire of Mankind, Ultramar remained unaware of the Warmaster's treachery. This did not mean that the Traitor armada could ignore the defences of the Veridia System though, for if left intact they could inflict heavy damage to the Traitor fleets once roused to the unexpected threat. The vast star fortress and its massed batteries of macro cannon set in high orbit over the cold orb of Ischara, in the furthest orbit from the system's primary, and the neutron-pulsar cannon buried in the icy wastes of the fourth moon of the gas giant Ravishol were therefore both marked for destruction.

Through their bloody interrogations, the Traitors also learned that the majority of the Ultramarines fleet and Legion assets had mustered both on Calth's surface and amongst the innumerable slipways and shipyards which hung in its orbit awaiting the expected and overdue arrival of the Word Bearers. The number and disposition of those craft in orbit was no doubt among the information dredged from the broken minds

of the Traitors' captives, and vital to the final stages of the armada's preparations. While the XIII<sup>th</sup> Legion was widely known to field by far the largest number of Legionaries, a notional 250,000 warriors according to the Officio Militarum at the outbreak of the Horus Heresy, their fleet assets were less overwhelming. The strength of Ultramar's naval squadrons lay not in their heavy battleships, most of which were relics of the Terran naval reserve that had been operated by the XIII<sup>th</sup> Legion before the return of their Primarch, but in the large number of steadfast cruisers and multi-role strike craft. These lighter, more tactically flexible vessels were manufactured in excess by the pre-Compliance shipyards of Konor and Calth, and had protected the Five Hundred Worlds since long before the Emperor's arrival. The knowledge that the pride of Guilliman's fleet, the ancient battleships built in the shipyards of distant Mars, were laying quiescent at anchor and at their most vulnerable, and the need to maintain the fiction that the entire Word Bearers Legion was arriving in the Veridia System, dictated the inclusion of the greatest portion of the Word Bearers fleet strength at Calth.

Yet in order to fully cripple Ultramar and the XIII<sup>th</sup> Legion, it would not have been enough for the Word Bearers and their allies to destroy Calth and those Legionaries and other military assets gathered there. They would also need to strike at the other strongholds scattered throughout the Five Hundred Worlds, to shatter both the



capability of the remaining warriors of the Ultramarines to rebuild as well as their will to fight. To this end the great Traitor armada was split apart, dividing into at least half a dozen fleets.

The largest, comprising the fewest ships of the line, but including the world-killing firepower of the *Trisagion* and the *Blessed Lady*, as well as both the *Fidelitas Lex* and the *Conqueror* and the Primarchs who commanded them, set course for the war-world of Armatura to burn the beating heart from the perfect empire. The Word Bearers captain, Zadkiel, finally arriving at Ultramar with the *Furious Abyss*, began a futile assault on Macragge, while Erebus and Kor Phaeron took the main force of the Word Bearers fleet to Calth. The remainder of the armada, the few fleet strike craft amongst the Word Bearers and the vast array

of knife-fast cutters, grappling barques and interdiction cruisers of the World Eaters fleet, were dispatched across Ultramar to bleed the Ultramarines fleet away, forcing them to respond to a series of small-scale raids and lightning-fast assaults. These latter squadrons were tasked with causing the most bloodshed and destruction possible, making no attempt to capture or hold territory, and were unrestricted to those strategic targets an opponent might have expected them to strike at. Instead, it would be lightly defended agri-colonies and the industrial spires of worlds such as Espandor and Latona that would feel their wrath in the bleak days to come.

This would be a crusade whose first and foremost aim was to spread terror and blood across the Five Hundred Worlds, to wring every last iota of suffering from the people of

Ultramar, all to fuel the sorcerous schemes set in place by Lorgar himself and, where before he had restrained his blood-maddened brother, Angron was now to be unleashed.

With their plans laid and commanders briefed, Lorgar began the Shadow Crusade into Ultramar with the dispatch of Erebus and Kor Phaeron to Calth at the head of nearly seventy capital ships and numerous squadrons of escort craft, led by Erebus' *Destiny's Hand* and the squat battle barge of Kor Phaeron, still broadcasting her old identity as the *Raptorous Rex* instead of her newer designation, the *Infidus Imperator*. The attack on Calth was to be the opening volley in Lorgar's campaign, a symbolic bloodying of the knife and cruel retort to the shame Guilliman and his warriors had wrought years before on Monarchia.

War had come to Ultramar.



Kor Phaeron,  
Architect of Betrayal









**Auxiliary of the 12<sup>th</sup> Infantry Tercio, Mainward Sub-Cohort, 255<sup>th</sup> Calth Solar Auxilia Cohort (the 'Calth High Guard'):**  
 The 255<sup>th</sup> Calth Solar Auxilia were raised in late 001.M31 primarily from the Erud Provincial Militia of the Imperialis Auxilia, the best of the province's yeomanry being converted to the 'Solar' template, and trained and equipped for void and exploratory warfare. The 255<sup>th</sup> was deployed across several key orbital defence platforms protecting Calth Near-Space, the Mainward Sub-Cohort being assigned to the defence of Platform Elipsia-Veridia 09/Q.





## PART II: THE BATTLE FOR CALTH NEAR-SPACE

*"Then the angel took up the censer and filled it with the fire of the altar and cast it down to the land; and there followed earthquake, thunder, lightning and death."*

*The Apocrypha Terra*

The act which heralded the Battle of Calth went unseen and undetected at the time, by human eyes at least, for it was performed in the silent outer reaches of the Veridia System. That act was the taking of an aged fleet auxiliary tender by the name of the *Campanile*, and no report was made of this event and none survived it. Whether she was captured by some warp-tainted psyker fated to die as an act of ritual sacrifice, or some warp entity breached her hull, slaughtered the entire crew and took total control of the vessel's systems matters not. The use to which she was employed betrays the genius of a Primarch allied in unspeakable compact with powers then only just stirring and known to few others than he.

Soon after the *Campanile* fell silent, an event barely noted by the massively over-taxed Veridian System Control, the first of the Word Bearers fleet broke Warp to complete the conjunction of the two Legions.

Before it, hundreds of Ultramarines vessels of all classes were docked across Calth Near-Space, with dozens tethered to Calth Veridian Anchor loading bulk cargo. Scores more were arriving in orbit or awaiting docking orders, while many others were locked in station-keeping orbits, their mighty plasma reactors quiescent as maintenance crews hurried to enact final work orders in preparation for war.



The bulk of the Word Bearers war ships weighed void anchor some distance out from Calth's ring of hundreds of orbital platforms, while their heavy troop transport barques set down at prearranged muster camps across the planet's surface. With hindsight, the Word Bearers' efforts to remain apart from the Ultramarines and their allies were clearly evident. Aside from an honour party of Word Bearers boarding the Ultramarines cruiser *Samothrace* and a brief hololith contact between the Primarchs, the two Legions remained apart until the moment the Word Bearers' true intent was revealed.

### THE BELL TOLLS

That moment came when the *Campanile* accelerated without warning to almost half maximal realspace velocity, her approach towards Calth masked by unknown forces. It was a suicidal manoeuvre beyond the capability of human void masters, and the fleet tender was transformed into a relativistic missile aimed squarely at the densest concentration of the anchored Ultramarines fleet. A dozen Legion warships were slain in the blink of an eye, the impact destroying each in sequence as the *Campanile's* mass was transformed to pure energy. By the time what remained of the tender struck her true target—Calth Veridian Anchor—nothing of her form remained but her super-dense reactor core. The orbital platform and every warship tethered to it were slain in an instant.

The shock of the platform's demise came as lightning from a clear sky. The wave front sent dozens of vessels spiralling out of control and the flash-pulse blinded thousands of deck staff before armoured vista panels could react and lower. Worse still—though as history would eventually reveal, far from a coincidence—the impact destroyed the anchor's cogitation engines, which at that stage in the Calth Conjunction were in direct control of the planet's mighty defence grid.

### THE BOW WAVE OF FATE

As the seas drain at the approach of a tsunami, so an event of such import as the betrayal of the Calth Conjunction was foreshadowed by numerous portents, few of which were noted at the time but which in retrospect are telling of its cataclysmic scale. Vox operators, for example, reported abnormal interference on a wide spectrum of channels, including distant chanting, eerie whispering and intermittent screams. Tragically, the Ultramarines had followed the Edict of Nikaea and relegated their Librarians to the line, and many of these individuals reported later that they had experienced a range of inexplicable effects, including auditory and visual aberrations, and profound feelings of impending horror. Only in the aftermath of the Battle of Calth would the Ultramarines rescind the edict, in recognition of the manifest necessity of maintaining a cadre of warriors who could warn of the approach of such dire events.

The death of Calth Veridian Anchor set in motion a chain of further disasters, each more cataclysmic than the last. The venerable Ultramarines war ship, the *Antrodamicus*, slipped her graving dock moorings and began an inexorable, sternway descent through the atmosphere. With her former dock locked in geostationary orbit above the world's capital of Numinus City, the result was horrifyingly inevitable. The *Antrodamicus* fell with calamitous majesty through the skies above Numinus, parting the clouds before impacting the surface with the power of an atomic detonation and in the process obliterating the Kalkas Fortalice Watchtower—the very heart of the Mechanicum's command and control network.

From the moment the *Campanile* struck her first victim to the incendiary death of the Calth Veridian Anchor, mere seconds had passed, but tens of thousands of lives had been extinguished in that instant. At a stroke, the most potent gathering of naval power in the Segmentum had been dealt a mortal blow. Across nine hundred and more orbital platforms, thousands of ground installations and dozens of war

ships, vox stations were blasted, augurs were blown and hard-lines fused, while many of the officers attending these systems were consumed in the back-blast, alongside the many thousands of specialists slain in the process. Veteran shipmasters fortunate enough to avoid being blinded were shorn of any facility to command their own vessels and were unable to raise their fellow captains or their superiors. Those few vox channels that remained open were overwhelmed as a thousand voices spoke out at once, signals officers demanding to know what had happened, requesting orders or simply begging for aid.





++Ultima Dominatus++

++Tributis: Macragge++

++Astropathic Conduit:  
Calth Platform  
Azimuth Omega-122>  
Veridia Maxima Relay>  
Macragge  
Lamda Kz88++

++Cartographica Stellar:  
Refer to Attached  
Logis Appendix++

++Compliance:  
Non Responsio++

Status:  
Further Authorisation  
Required...

"No world shall be  
beyond my rule;  
no enemy shall be  
beyond my wrath."

++Calth:

2 Moons

[Barren, Calth

Near-Space Monitoring Stations] ++

++Veridia Forge:

Semi-autonomous  
Mechanicum-oathed Sub-domain  
Largest Body in  
Veridian Asteroid Range  
Aptus Non Tithe Pact++

++Ravishol:

Anomalous Di-polar  
Emissions Detected  
[Mechanicum Expedition  
Scheduled 320.M31]  
9 Uninhabited Satellites++



++ 992 Orbital  
Defence Platforms  
Maximus Grade  
Multi-nodal  
Planetary Defence Grid++

++Ischara:  
Barren [Evidence of Failed  
Pre-Compliance Geo-engineering Detected]  
Veridia Maximus Star Fortress in Far Orbit  
Proximal to Apex [8.00K2+ Stability]  
System Jump Point  
Secondary System Astropathic Relay++

++ Veridian Asteroid Range:  
Multiple Mining Operations.  
Extensive Evidence of Extinct  
Pre-Compliance Survivor Colonies++

++Lamane:  
18 Moons  
[Multiple Sub-Aestimare  
Mineral Extraction Operations]++

# +The Veridia System+

++679007.M31++

+++Revolutionibis Orbium Coelestium Ultima+++



## WOLVES AMONG THE FLOCK

Few imagined that the disaster which had descended upon Calth Near-Space was any kind of accident. With the Mechanicum's manifold —the planet-wide command and control network used to coordinate machines of all types by thought alone— collapsed with the death of Calth Veridian Anchor, an immediate coordinated response was impossible. With the Kalkas Fortalice Watchtower consumed by the fall of the *Antrodamicus*, the multiple redundancies engineered into the network should have restored control with seamless efficiency. This could not occur for, as was later ascertained, the Word Bearers' Traitor Mechanicum allies had insinuated some manner of tainted machine code into the manifold, blinding and deafening Calth at its most vulnerable moment.

Anarchy ensued. Many commanders assumed that the Orks had launched a pre-emptive and overwhelming attack, and soon enough what appeared to be return fire was flashing across the burning orbital field. Bereft of functional scanning capability, ships were reduced to visual observation alone and, as their captains looked out upon the void with stunned disbelief, the contrails of fire streaking across space only served to confirm their very worst fears.

But the weapons fire was not that of any Ork war ship, it was coming from Word Bearers vessels which, even as the disbelieving Guilliman and his senior officers watched from the bridge of the *Macragge's Honour*, were closing in on the scattered mass of Ultramarines ships as they floundered amidst the chaos of burning debris.

Undetected by any of the few auguries still operational, the Word Bearers battle barge *Act of Convocation* surfaced with terrible grace through a cloud of pulsing micro debris left by the destruction of an Ultramarines frigate, the dust slowly parting by the bow wave of her void shields. The Ultramarines heavy cruiser *Star of Paramenio* never saw her slayer, the battle barge's forward weapons batteries breaking her spine before she had the chance to raise shields or react in any way. As the *Act of Convocation* emerged fully from the roiling cloud, corposant arcing from her otherwise invisible shields, another three crimson-hulled killers hove into view in her wake.

The void erupted in flame and shellfire as Word Bearers vessels fell upon the wounded Ultramarines ships. The battle barge *Judicious Truth* had barely fought clear of her burning

moorings when a broadside from the Word Bearers Legion *Sanctifying Grace* caused her to shed her guts as her keel was split wide open. The Ultramarines vessel's drive section separated and tumbled through the void along with a thousand engineerium plasma-stokers, its eventual impact gouging an irradiated crater hundreds of metres deep into the surface of the planet below. Next to die was the newly commissioned *Trials of Anteias*, her entire prow burned to superheated gas in hungry fusion waves as the *Rapture of the Void* unleashed weapons of unknown class and terrifying effect. The consequences of the discharge of these and many other weapons would scar the void about Calth for years, indicative that the devices had been wrought before Old Night and were of a type long proscribed by order of Terra herself.

Still the Word Bearers bore down on their targets, a phalanx of heavy cruisers led by the battleship *Abyssal Communion* powering along a shattered line of orbital slips as the squadron of Ultramarines frigates tethered to it struggled in vain to disengage docking clamps and boarding umbilicals. The *Communion* unleashed volley after volley from her fearsome broadside batteries, pounding the *Defence of Romus* and the *Scion of Latium* to twisted, burning metal and crippling three other vessels for her cohorts to murder.

Within minutes, scores of Word Bearers war ships were pounding every Ultramarines vessel within range, their own systems powered to full yield while those of their victims remained cold and sluggish. Shields, engines and weapons were all outputting at optimal levels, while the reactors of a great many Ultramarines ships had yet to be fully awakened.

Upon witnessing the Word Bearers' attack, Roboute Guilliman and his officers concluded that the sons of Lorgar had made some tragic mistake. Some reached the conclusion that the Word Bearers had misconstrued the death of Calth Veridian Anchor as an enemy assault and were firing blindly, their systems or their wits so blasted by the calamity that they were unable to tell friend from foe. Others concluded that the Word Bearers feared that the Ultramarines had taken it upon themselves to censure them again in a repetition of Monarchia, that if the Word Bearers' worst unspoken fears had been confirmed, they saw no alternative but to fight for their very lives.

The tortured vox channels were choked with attempts to contact the Word Bearers and restore sanity, but even those few vessels whose hailing systems were functioning were unsuccessful—the Word Bearers would not, or could not, answer.

### Rubicon

From the first moment of disaster, the bridge crew of the Ultramarines flagship, *Macragge's Honour*, had fought valiantly to restore vox capability and establish contact with the Word Bearers. Now, contact was made, albeit limited to a grainy, flickering holo projection and sibilant audio transmission laced with static and feedback. Guilliman demanded his brother stand his fleet down, swearing to Lorgar that the Ultramarines had played no part in whatever disaster had visited Calth. Lorgar had no interest in conversing with his brother and instead spat a bitter curse before terminating the link. In that moment Guilliman saw that what was unfolding could be no accident. With his fleet burning and the Word Bearers crippling or destroying ever more of his vessels with each passing minute, the Primarch of the Ultramarines gave an order he had never imagined he would have cause to speak. With bitter resolve, Roboute Guilliman ordered his sons to defend themselves, authorising measures up to and including return of weapons fire.

With the Primarch's order given, battle was truly joined. The Word Bearers redoubled their attack, their initial actions now revealed as no less than a preparatory atrocity. In the span of scant minutes, the Ultramarines vessels *Gladius*, *Hope of Narmenia*, *Valediction*, *Vesperus* and *Antropheles* were engaged and destroyed as they mounted a courageous yet doomed rearguard action in an attempt to buy precious time for their beleaguered compatriots to regroup.

Signals analysis undertaken many years later would reveal that it was around this point in the betrayal that the Word Bearers honour company that had come aboard the Ultramarines cruiser *Samothrace* at the beginning of the Calth Conjunction gained control of that vessel's bridge. In the wake of the Word Bearers assault parties came a cadre of the Mechanicum whose mission was to turn the vessel fully to the Traitors' control. Ten minutes later, the *Samothrace* was making full speed for one of the still-intact orbital platforms, a facility codified as Zetsun Verid Yard. The Dark Apostle Kor Phaeron would lead this crucial stage of the Word Bearers' attack in person, the outcome of which would damn an entire star system.







## PLANETARY ASSAULT

With the Battle of Calth fully underway, the Word Bearers enacted the next stage in their orbital operation. A formation of seventeen Word Bearers planetary bombard monitors, led by the *Destiny's Hand*, forced its way through the burning debris field and edged into a low orbit. From there, the formation broke into smaller squadrons in order to unleash an overwhelming coordinated bombardment on key surface targets. Had Calth's defence grid been operational, not one of the vessels could have approached within ten thousand kilometres, yet the bombard force went unchallenged as its vessels loomed so close that their dark forms were dimly visible from the ground, silent harbingers of an entire planet's doom.

As one, the ships of the Traitor bombard fleet opened fire. Munitions the size of tanks rained from the skies by the hundreds, detonations blossoming from horizon to horizon. Plasma bolts burned through the clouds and burst across the land, scouring all life at their touch. Blinding columns of heavy laser beams speared down through the heavens, boring through dozens of metres of crust and setting in motion a cascade of tectonic destabilisation, whilst kinetic munitions smashed into mountains, shattering the lands asunder as if they were the hammer of some ancient god enacting their terrible judgement.

With the Word Bearers in control of Calth's defence grid, the bombard squadrons had no need to seek out and destroy its hundreds of thousands of weapons silos, bunkers and towers. Instead, they moved in on the dozens of defenceless cities, ports and other centres of infrastructure and population. The skies darkened with falling bombs and entire districts were cast to burning rubble. No region was immune to the bombard fleet's attentions, but several were singled out for particularly thorough devastation.

The southern island cities simply vanished beneath a conflagration so intense that no trace of their existence remained but deep crater pits marking their graves. The oceans about this dense island chain were targeted by a concentrated fusillade of energy weaponry of numerous types. The initial effect was the flash-vaporisation of hundreds of millions of cubic metres of sea water, creating a dense, super-heated fog that thundered outwards in an ever-expanding wave front, boiling alive anyone unfortunate enough to be caught out in the open. Within hours, Calth was wreathed in a thick blanket

of vapour which little more than an actinic glimmer of the doomed Veridian star's light could penetrate.

In subjecting the southern island cities and surrounding oceans to this level of punishment, the Word Bearers were able to concentrate their subsequent ground attacks, focusing on the regions about the world's capital of Numinus City, as well as Ithraa and a handful of other locations. Subsequent analysis suggests that this strategy was dictated by cultic alignments of ritual significance, fate and symbolism, as if Calth's demise had been preordained to proceed according to a specific and intricate pattern no sane mind could perceive. Those concentrations of population and infrastructure that were not part of this formula were condemned to destruction out of hand, allowing the Word Bearers to focus on those whose death, by their own hands, held the most esoteric pattern.

### Orbital Defence

As the southern island cities were being pounded to dust and vapour, the battle in the void was spilling ever further across Calth Near-Space. The world was ringed by over nine hundred orbital defence platforms, each bristling with lance turrets, weapons batteries and torpedo launch tubes, but each had been rendered as defenceless and impotent as an unarmed freighter by the usurpation of the defence grid's command systems. Many of these platforms, even the smallest of which were served by crews of hundreds, were engaged and crippled in scornfully opportunistic strikes by passing Word Bearers war ships, while others were simply ignored. A number however were singled out for destruction or boarding, again suggesting the existence of some underlying and esoteric pattern to the entire attack. In a phenomenon that would be repeated countless times, the Word Bearers sought out specific enemies to slay in specific ways, as if in doing so they would honour their Primarch, or some other still higher power.

Across Calth Near-Space, boarding torpedoes and assault claws exploded from the launch bays of Word Bearers vessels to smash into the armoured flanks of scores of defence platforms. Even as the assault claws fusion-burned through metres-thick armour and torpedoes bored deep into their guts, the platforms' defenders mustered. All available hands were scrambled to oppose the Word Bearers boarding parties, but it was the Solar Auxilia stationed on each platform who would bear the brunt of the fighting.

While not as strong or as heavily armed and armoured as the trans-human Legiones Astartes they would be fighting, these defenders were nonetheless the elite of Calth's human forces. Configured according to the long approved and highly efficacious 'Solar' pattern, these units were equipped with vacuum-warded void armour and so could fight even in areas depressurised by the breaching of the platform's outer skin. While not so potent as Legiones Astartes bolters, their weapons were still capable of inflicting significant damage when massed against targets they could scarcely miss in the platform's cramped interiors.

The greatest advantage the Solar Auxilia defence units had over lesser troops and pressed station hands was their chain of command. Well organised and relentlessly drilled in every facet of 'Zone Mortalis' warfare, they could be relied upon to stand resolute against any foe and, if necessary, to die in pursuit of their sacred duty. On a hundred orbital defence stations and more, Word Bearers boarding parties forced their way along passageways swept with torrential blizzards of laser, plasma and flame. The defenders were on home ground and had trained countless times to undertake such duties, and so made the boarders pay dearly for the first few gains they made. The Word Bearers weathered the storm, striding inexorably into the very jaws of death. Ceramite armour cracked and degraded layer by layer as round after round impacted, but few were the truly telling killing blows the defenders could land, and so with lethal inevitability, the Legiones Astartes closed on the defenders' positions. Even then the Solar Auxilia enacted tactical protocols born of generations of void warfare mastered by their Saturnine forebears before the Unification Wars. Lasrifle sections fell back along pre-ordained routes while Veletaris Storm Sections held the attackers at bay with fearsome volleys of volkite fire and searing blasts of flame. Others simply held their position, maintaining a steady rate of fire as death came for them, determined to the last to buy their comrades time to fall back to the next defensible position. But the Word Bearers had gained a foothold and, ultimately, the bold defenders were doomed.

As the battles spilled ever deeper into the guts of the defence platforms, the passageways and chambers were transformed into charnel houses. In places, the defenders' resolve was sorely tested when confronted with the unfamiliar combat doctrines certain Word Bearers Legionaries employed.



Some chanted mournful plainsong as they advanced, an atonal dirge filling the hearts of all who heard it with dread. Others halted after every kill, pausing to enact grisly mutilation upon the recently fallen. In still more cases, the Word Bearers refrained from slaying cornered or overrun foe, instead handing them off to following mortal units to clap in irons and drag off as prisoners. The fate of these unfortunates can only be guessed at, for the last that was seen of most does not bear recounting.

On a scant handful of orbital defence platforms, the Solar Auxilia defenders were successful in repelling Word Bearers assaults, but not without paying a heavy price indeed. On Platform Principia-Veridia 27/K, a sub-cohort of the 222<sup>nd</sup> Calth Solar Auxilia rad-purged an entire marshalling deck just as a Word Bearers void-breaching party forced its way onboard. The resulting flood of neutron radiation was so intense that even the trans-human physiologies of the attacking Legiones Astartes could not fully protect them. The first of the attackers wavered and the auxiliaries of the 222<sup>nd</sup> fixed bayonets and charged, their Solar pattern void armour able to fend off the radiation only so long as it took the charge to strike home. Dozens of the stricken Legiones Astartes were overrun before they could react, and seconds later the auxiliaries fell victim themselves to the radiation. Not a single warrior of either side survived, the rad-flooded chamber forming a tomb for enemies locked in a mutual death-struggle for all time.

The defence of Platform Elipsia-Veridia 09/Q was equally successful and equally lethal for both sides. In this instance, it is thought that a substantial force of Terminator armour-equipped Word Bearers utilised a rare teleportarium array to board the station and launch a brutal *coups de main* attack on the station's primary strategium. The station master had scant moments to react and so mounted a noble, if futile, defence of his bridge. The attack had bypassed the large sub-cohort of the 255<sup>th</sup> Calth Solar Auxilia stationed on Elipsia-Veridia 09/Q, the Word Bearers judging that the defence would collapse with the strategium captured. This did not occur however, for the 255<sup>th</sup> was commanded by the veteran Lord Marshall Turnus, a beloved leader of advanced years and with countless victories to his name. Determined to strike back at the Traitors even if they could not possibly be repulsed, Turnus ordered the station's Mechanicum magos prime to overload the platform's plasma reactor. The magos refused the Lord

Marshall's instruction and so died at Turnus' hand, a bolt round detonating within his platinum-chased skull. His deputy however acceded when the Lord Marshall repeated the order, and within minutes the entire platform was consumed in atomic fire, briefly forming a new, deathly star in the tortured skies above Calth.

Elsewhere however, even the elite of the Solar Auxilia could not stem the inexorable tide of assault nor blunt the zealous fury of the Legiones Astartes Word Bearers. Valiant troopers died by the thousand, and at last the Word Bearers' intent in boarding specific orbital defence platforms was revealed as the same scene was enacted upon the bridges of scores of defence platforms. Those commanders taken alive were forced to bear witness to the destruction heaped upon the world whose defence they were sworn to. Compelled to watch by the vice-like grip of a Word Bearers Dark Apostle or other senior officer, the last sight these men and women saw served as a vital component in the vast and terrible ritual unfolding on Calth. Much later, it was determined that the intent of this cruelty was to sear the sight of the dying world into each victim's consciousness as an act of witnessing, a scene the Word Bearers believed the dead would take with them to the afterlife as evidence to the powers that hold sway there of the Traitor Legion's deeds.

#### THE HONOUR OF MACRAGGE

Two hours into the orbital battle, the Master of Vox of the Ultramarines flagship reported to Roboute Guilliman that the Word Bearers flagship, the *Fidelitas Lex*, had opened a lithocast hailing channel. The Primarch of the Ultramarines stepped onto the holocaster platform at the centre of his bridge as the hooded figure of his brother Primarch Lorgar manifested before him in grainy hard-light. For perhaps the first time in his life, the famously measured Guilliman was lost to fury. He raged at his brother for his betrayal and swore to exact merciless vengeance. Guilliman denounced Lorgar's very sanity and swore that he and all his sons would be punished. But the Lorgar that listened to all of this with a smirk upon his lips and the remainder of his face hidden in shadow was not the being Guilliman had once known. No longer was Lorgar the cerebral seeker after truth who had debated the nature of the universe with his brother Magnus for days on end, nor was he the over-zealous son who had brought upon himself the censure of the father-Emperor he had declared a god. Neither was Lorgar the chastened warrior who alone of all the Primarchs sought not

conquest, but enlightenment. Here instead was a transcended being radiating a new-found self-assurance, as if he and he alone was party to knowledge still hidden from others, but which they would soon learn whether they willed it or not. No longer cowed or eclipsed before a more overtly purposeful or assured Primarch, Lorgar was the very essence of phlegmatic defiance.

More shocking than Lorgar's manner, however, were the words he now spoke to Guilliman. With scornful derision, he informed the Lord of Ultramar that, contrary to Guilliman's assumptions, Lorgar's treachery was not vengeance for Monarchia and neither was it an isolated event. Rather, it was part of a long-planned scheme of impossible scope and ambition, and that no less than half of their brother Primarchs were complicit in it, including the greatest of their number, Horus. Three of their brother Primarchs, Lorgar claimed, were in fact already dead, a claim that history would reveal as erroneous, yet which he himself had every cause to make at that time.

Guilliman was rendered speechless by the staggering hubris evident in Lorgar's words, yet he knew his brother spoke the truth, unpalatable as it may be. In that moment, he swore anew to end his brother's betrayal, even if it was the final act in his long and loyal service. Even if it was revealed as utterly contrary to sound tactics and sane strategy, Guilliman's sole intent at that moment was to hunt Lorgar down and slay his brother by his own hand.

But it was not to be. Lorgar's hard-light avatar suddenly twisted, mutating into a monster torn from nightmare or the imagination of a madman. Guilliman ordered the hololith link terminated in disgust at what he dismissed as grotesque theatricality. Only then did it become evident that the hololithic signal lock had already been cut. The thing of eyes, teeth, tentacles, scales and unreal flesh standing in the centre of the bridge of the *Macragge's Honour* had transubstantiated from hololithic hard-light to corporeal flesh and the abomination was revealed to the horrified bridge crew and the enraged Primarch as all too real.

An instant later, the entire bridge erupted in an explosion of phantasmagoric viscera, blowing out its armoured viewing dome and blasting its occupants into the void. At a stroke, the Ultramarines were bereft of their beloved Primarch and their beleaguered fleet had lost its flagship.





## PART III: BETRAYAL ON CALTH

*"Victory is a fickle mistress, failure a haphazard executioner; for those with the courage to persevere will not abide their dictates."*

*Attr. Tetrarch Eikos Lamiad,  
from the dedication of the  
'Defence of Bathor' monument,  
Calth Holophusikon*

Just as in orbit, the surface of Calth was witness to a carefully planned and deliberate campaign of slaughter and betrayal, one whose opening moves were played out in the brief calm before the storm heralded by the *Campanile's* final moments struck Calth. This was no violent outpouring of hate and bitter vengeance, no sudden cathartic release of long-held hatred, but a cold and calculated genocide, long-planned and anticipated, whose purpose served only to further nurture the canker festering at the heart of the Word Bearers Legion.

Its genesis lay two years in the past, in orbit of Saturn amongst the gathered void craft of Roboute Guilliman's Crusade fleet, returned to safe harbours in the Sol System from the remnants of yet another petty empire broken and brought to Compliance by the tactical acumen and discipline of the 13<sup>th</sup> Primarch

and his sons. What awaited him though was not an extended period of refit and resupply at the great Jovian shipyards and the gene-forges of the Emperor, where the presence of much of the XIII<sup>th</sup> Legion, the Ultramarines, might have led history along a much less twisted path, but instead he received a set of ciphered orders directing him to bring the bulk of his Legion to the Veridia System, to Calth, for a punitive crusade against the Orks of Chaslakh.

### **A Prelude to Disaster**

The assemblage of a full Legion was no simple matter, with hundreds of thousands of Space Marines and armoured fighting vehicles scattered across a thousand far flung fleets and crusades. Those most distant contingents of the Ultramarines would take some time to properly withdraw from their current combat operations and redeploy, and



in most cases would travel directly to Calth. Some detachments, most notably elements of the 10<sup>th</sup> Chapter engaged in the ongoing Compliance of the insular colonies of the galactic north-east and those companies of the 7<sup>th</sup> and 22<sup>nd</sup> Chapters assigned to the reduction of the Fraal crucible worlds along the edge of the galactic void past the Imperial fortress of Incalpeta Terminus, were not able to join the muster, either due to the distances involved or the ferocity of the fighting they were engaged in at that time.

For Guilliman and the main body of his Legion travelling along once-stable warp conduits, now rife with storms, directly to Macragge, the journey was arduous and time consuming. It would be almost eighteen months sidereal before he would arrive, and during the voyage his fleet was becalmed twice by aberrant warp confluences and the heavy cruiser the *Tiger's Heart* was lost with all hands to the Empyrean's fury. Other detachments of the XIII<sup>th</sup> Legion voyaging along paths little travelled, such as the ever-turbulent routes through the Eastern Fringe, suffered even more. Four companies of the 14<sup>th</sup> Chapter, en-route from the border fortress of Lachesis, were ravaged by a series of geller field collapses during transit, and contingents of troops from Accatran and Tigrus were so delayed that they did not arrive at Calth until after the tragedy was over. Few at the time marked the sudden and almost vindictive rise in warp disturbances as anything other than misfortune and unhappy coincidence, though later scholars point to these incidents as the first stirrings of the Ruinstorm, or perhaps a dark future-echo of the carnage to come resonating in the Warp around Calth.

Calth itself was thrown into turmoil, its governor instituting a series of gargantuan engineering projects to accommodate the coming muster. Encampments would be needed to harbour over 100,000 of the Legiones Astartes along with their attendant war machines and chattels, requiring specialised facilities built to the most exacting specifications and the re-assignment of nearly a million labourers from the world's verdant fields. The vast majority of Calth's and Veridia Forge's industrial output was shifted to creating vast stockpiles of ammunition, small arms and armour replacements in preparation for the Ghaslakh Crusade, placing even greater strain on the growing colony which was further directed to raise a number of new regiments for service in the Excertus Imperialis.

Despite these measures, some of which were still incomplete with the arrival of the first contingents of the Ultramarines, there was little civil unrest amongst the population of Calth, many of whom were retired soldiers and well-used to the voracious appetite of an Imperial crusade. Those few insurrections that occurred, as private resources and guild workers were reassigned to service Legion needs, were quickly and quietly silenced by the Vigil Opertii, the secretive internal security force of Ultramar.

By the time of Lord Guilliman's arrival from Ultramar, Calth and the Veridia System had become a fortress. The prime warp translation points and various planetary orbits had been seeded heavily with minefields and kill-sats slaved to the Mechanicum's data grid, while deep range system cutters patrolled the fringes of the system, out past the orbital fortress of Veridia Maximus. No unauthorised craft could have survived within the boundaries of the system for more than a few moments, such was the efficacy of the Ultramarines' preparations. Yet all of this was to come to naught, for when the Word Bearers arrived to bring death and destruction to those who had so recently been their brothers, they did so in

the guise of allies, under the authority of the Master of Ultramar to pass all gates and seals without question.

### The Beginning of the End

The first ships of the Word Bearers Legion fleet to arrive at Calth were those of Erebus and attendant companies of the Flayed Hand Chapter, translating into the Veridia System around the orbit of Ischara and the Veridia Maximus Starfort nearly a month behind the original schedule set in place for the Ghaslakh Crusade. Still unaware of the Isstvan massacres, the Ultramarines sentinels who witnessed their approach initially ascribed the tardiness of their allies to the same warp turbulence which had also delayed their own ships rather than the darker purposes to which the XVII<sup>th</sup> Legion had devoted the time.

Passed through the many layers of protection draped around Calth and the growing fleet sleeping vulnerable at anchor in its orbit, Erebus and his entourage were quickly lost in the controlled chaos of the muster, a few thousand warriors amongst a million other men-under-arms. For a further solar day, Word Bearers heavy cruisers and assault barques continued to arrive in ragged

### THE UNMARKED

Of the entire Legion, only five whole chapters of the Ultramarines and a handful of separate detachments from other chapters were spared the Mark of Calth. As with those Legiones Astartes of other Legions who had lived through the Isstvan massacres, an unspoken rift formed between the veterans of Calth and those who had not passed through the fires of betrayal. No official designation to mark the veterans of Calth was ever promulgated amongst the XIII<sup>th</sup> Legion, nor did Guilliman ever sanction any division between the warriors of his Legion, yet on those occasions where the Ultramarines gathered afterwards in numbers, the survivors of Calth ever formed a separate body. The bitter wound of base betrayal was one they carried through all their days, the lasting legacy of the Word Bearers' assault on the worlds of Ultramar; trust came to them only with difficulty and always there was a hint of paranoia in their preparations for war and the execution of their campaigns.

Of the so-called 'Unmarked' chapters, two had been assigned to distant Great Crusade forces at the time of the Calth atrocity; the 7<sup>th</sup> Chapter was divided amongst the vast reaches of the Dominion of Storms and the 10<sup>th</sup> Chapter was battling through the xenos-infested Eastern Fringe. The remaining chapters, the 19<sup>th</sup>, as well as those which bore the title 'Evocatii', the 24<sup>th</sup> and 25<sup>th</sup>, had been assigned garrison and training duties amongst the myriad worlds of Ultramar. Though none escaped the fires of Horus' rebellion, none were tested as were those few who had stood against the unthinkable at Calth, none ever stood at the brink of annihilation and the edge of madness as did their brothers.

In the later years of the Scouring, the Unmarked would continuously see assignment to operations removed from the main body of their brethren; even Guilliman seemed averse to their company on campaign, perhaps seeing in them a reminder of days now lost. Eventually, the Unmarked would be among the first of the Legion to be renamed and separated during the Second Founding, and remain perhaps the truest reflection of the Ultramarines of old.



NAME: CALTH

CLASSIFICATION: LEGIONES ASTARTES FIEF-WORLD

SYSTEM DATA: TOW/9330//ZZ/Q

STELLAR GRID: 89-KPAK/L-78

SEGMENTUM: ULTIMA/RIMWARD/EASTERN FRINGE/  
ULTRAMAR

NOTATION: PREDOMINANTLY DRY SUBTROPICAL/  
MODERATE TO SEMI-ARID

APPROX. FIFTEEN YEAR SOLAR ACTIVITY CYCLE WHICH  
RESULTS IN EXTRA-SEASONAL EXPOSURE TO HIGH LEVELS  
OF IONISING RADIATION, TRIGGERING PLANET-WIDE  
GEOMAGNETIC STORMS TO WHICH AUTOCHTHONIC  
FLORA IS WELL ADAPTED.

++[FIEFDOM OF THE ULTRAMARINES LEGION]++

On the eve of the Calth Conjunction, Calth was held by many as an as-yet uncut jewel in the crown of Ultramar, a glittering example of the future. It was long planned that Calth would take its place amongst the greatest of the Five Hundred Worlds and that its name would be known not just within Ultramar, but across the entire Imperium of Mankind.

To that end, since its settlement just a few short generations before the outbreak of the galactic civil war, Calth's infrastructure was rapidly expanded in expectation of future growth. Many of its cities were built as mighty arcologies—self-sustained centres of habitation and production. Many of these arcologies were built within the extensive network of subterranean chambers and tunnels for which the world had become renowned and many housed millions of workers. These centres of population were naturally protected from the extra-seasonal solar storms which assailed the world approximately every fifteen years, and hosted additional shelters to accommodate surface dwellers forced below during especially heavy periods of coronal mass ejection.

In orbit about Calth was one of the most extensive orbital docking, repair and resupply facilities in the entire Five Hundred Worlds and beyond. This facility was built in expectation of future expansion far beyond the extent of Ultramar, and was due to see its most auspicious use to date with the Calth

Conjunction—the mustering of the combined fleets of the Legiones Astartes Word Bearers and Ultramarines in preparation for a joint attack against the Orks of the Ghaslakh xeno-hold. Being a strategically vital node in the infrastructure of the Five Hundred Worlds, Calth was heavily protected by a planetary defence network far in excess of most Imperial planets. This grid integrated over nine hundred orbital defence platforms and thousands of ground sites, from defence laser silos to interceptor launch pads, into one of the most potent defensive networks in the entire Segmentum.

The true value of Calth to the Five Hundred Worlds, and the reason for the massive investment in resources committed to it, was as a potent symbol of Mankind's future. As the Great Crusade drew to a close, the Primarch Horus taking the mantle of Warmaster while the Emperor of Mankind returned to Terra to oversee the next stage in the expansion of the Imperium, great leaders such as Lord Guilliman looked to their own role in that future. The people of Ultramar were immeasurably proud of the realm they had built and looked to a bright future in which Ultramar and the greater Imperium watched benevolently over a galaxy re-shaped by the sacrifice and toil of two centuries of conquest. It stands as one tragedy among countless others that this future will never be realised, due to the perfidy of Warmaster Horus and the Traitor Legiones Astartes.



+++ERUD PROVINCE+++

Primus Muster: Numinus City  
/5 secondary muster sites  
/29 tertiary muster sites



+++SANACHI PROVINCE+++

Primus Muster: Ithraca City  
/3 macro-dock sub-muster sites  
/17 support echelon provender nodes





procession, making no attempt to match the precise formations of the Ultramarines and taking up station in otherwise innocuous orbits overlooking the XIII<sup>th</sup> Legion ships, depositing an estimated 50,000 Word Bearers and perhaps half a million auxilia units amongst the Calth muster sites.

Sixty-eight muster camps had been created across the surface of Calth, each intended to house several full Legion companies during muster operations, providing drill grounds and munitions storage facilities as well as makeshift barracks. Guilliman intentionally arranged for his own Ultramarines to be

billeted alongside their Word Bearers allies, hoping to foster a sense of unity among the Legionaries, a gesture of trust and reconciliation that served only to make the Word Bearers' coming betrayal all the more devastating. Distributed across Calth by their hosts, the Word Bearers companies





and their cult auxiliaries prepared for the coming storm in the open, under the guise of combat preparations for the Ghaslakh Crusade, stockpiling ammunition, marking the deployment of the XIII<sup>th</sup> Legion troops and beginning the occult preparations and sacrifices that would enact the Ruinstorm.

Eager to solidify the bonds between the two Legions, the command echelons of the XIII<sup>th</sup> Legion made no attempt to investigate reports of odd behaviour by the Word Bearers or their support units. Those few officers of the XIII<sup>th</sup> Legion who questioned the discordant chanting or seemingly

pointless battle readiness drills of the Word Bearers with whom they shared their mustering camps were ignored or, if they persisted, censured.

Few records can accurately define when the killing began on the surface of Calth. Most





historians assume that the Word Bearers acted as one, on the signal of the *Campanile's* death throes in orbit, yet information gleaned from necro-cortical probes and the few survivors of the fighting indicate that it was not so. Whether driven by bloodlust, the burning desire for revenge or simple miscommunication, many of the Word Bearers units began the slaughter long before ships began to rain down from the skies of that world. The most remote of the muster camps, established in the few remaining wilds of Calth, played host to a series of coldly executed massacres as the small contingents of Ultramarines, intended to act as hosts and emissaries of goodwill, were put to the knife by their erstwhile brothers. All along the northern coast, at the edge of the Satric Wastes, the Word Bearers built grotesque monuments to their treachery from the bones of their unsuspecting allies. Such actions cannot be truly considered any form of sane warfare as these isolated camps served only as assembly points that would spare Calth's cities any disruption due to the large numbers of the *Legiones Astartes* drilling nearby, and were mainly reserved for the use of the Word Bearers' late-arriving formations and thus served little strategic purpose. Much debate has been made of the reasons for these attacks, some attributing them to simple bloodlust or madness, while others see a malign pattern to these actions, ascribing them to some unfathomable Colchisian dogmatic practise.

In more populous areas, especially those nearest the great cities and space ports of Calth, such wholesale butchery was absent. Instead, the careful scholar will uncover a number of forgotten reports which indicate that certain XIII<sup>th</sup> Legion commanders and their entourages were eliminated some hours prior to the beginning of open fighting on Calth, no doubt falling victim to Word Bearers assassination cadres which had infiltrated Ultramarines staging areas under the guise of friendship. Such cadres rarely survived their murderous attacks. Even confused and shocked, the Ultramarines responded to violent attack with immediate and deadly retribution, but by then the damage had already been done and the rigid chain of command that formed the backbone of the XIII<sup>th</sup> Legion was shattered.

#### IN THE FACE OF ANNIHILATION

When the *Campanile* struck home at the heart of the Ultramarines' orbital defences, sending kilotonnes of debris cascading from high orbit onto the surface below, those contingents of Word Bearers who had yet to

reveal their treacherous intentions turned on the Ultramarines as they were struggling to comprehend the tragedy unfolding above them. Thousands of Ultramarines and their vassals died in the first few moments, cut down at rest or as they rushed to assemble in the face of some unknown assault in orbit. Barracks were turned into abattoirs, warriors slaughtered as they slept and drill grounds were festooned with the crucified corpses of the slain. Across an entire hemisphere of Calth, ships began a stately plunge into the atmosphere, looming over doomed cities suddenly engulfed in mass panic. Even debris that, through sheer chance, failed to plough into one of Calth's teeming cities caused untold damage, sundering vital transit lines and darkening the skies with dust and ash. Each impact only served to cripple the flow of information between the scattered Ultramarines detachments and exacerbate the confusion and panic that followed. With their orbital facilities cast down and the Mechanicum's noosphere communication grid laced with lethal bio-feedback, each of the Ultramarines now stood alone, unable to reach their brothers further than the sound of their own voice. Faced with the unthinkable, the Ultramarines' carefully codified doctrines and precepts failed them entirely, and they stood for a brief moment, helpless in the face of annihilation.

On the verdant fields of Komeshe the Ultramarines 9<sup>th</sup> Chapter died, its half-assembled ranks overrun by a tide of scarlet warriors and armoured vehicles under the command of Foedral Fell. Small islands of cobalt blue shone sporadically across the plains as individual companies and small detachments made brave, but futile stands with whatever weapons and munitions that were at hand. The fighting at Komeshe was to be some of the bloodiest of the entire engagement, with upwards of 15,000 Ultramarines slain; the survivors, barely 5,000 strong, would later fight their way free under the command of Tetrarch Tauro Nicodemus in a running battle that would last almost twenty long hours. Further north at the muster camps of Erud, within sight of Numinus City, engines of the Titan Legion Suturvora scattered and blasted elements of the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Chapters of the Ultramarines Legion.

In the face of these angry metal gods, even Space Marines were as helpless as children, and hundreds died to each salvo the Titans loosed. Only determined resistance from armoured companies of the 1<sup>st</sup> Chapter forestalled the Ultramarines' complete

destruction; Shadowword and Falchion super-heavy tanks ambushing Titans as they strode unopposed through the retreating warriors of the XIII<sup>th</sup> Legion. Though several Titans were grievously wounded by these attacks, only two Shadowword tanks and a single damaged Falchion escaped the chaos within the muster zone, part of a column under Captain Sydance which fought its way clear of the massacre.

On the far side of Calth, where night currently reigned, in the sprawling munitions plants of Dainhold, the Word Bearers drove screaming swarms of ragged auxiliaries against the warriors of the XIII<sup>th</sup> Legion that had barricaded themselves within the fortified manufactorum buildings. Only when the Ultramarines' guns had run dry and the corridors of the manufactoria were strewn with the blasted corpses of the fallen, did Nur Asoktan lead the cataphractii-armoured elite of the Flayed Hand forwards to hunt down the surviving Ultramarines. Outmatched and cornered, the warriors of Ultramar fought on with combat blades and improvised explosive devices, severing power to several facilities so as to use the darkness to their advantage.

All across Calth, from the Satric wilds to the cities of Ourosene, the same brutally one-sided battles played out, the Ultramarines assaulted and overwhelmed by those they had expected to stand alongside them, their blood spilt and bodies raised as grotesque trophies. The orbital defence systems of Calth, hundreds of spaceborne weapons stations bristling with cannon intended to cripple the void craft of any attacker, were turned upon the planet by the Word Bearers, searing terrible wounds into the world and utterly annihilating any force of Ultramarines that had gathered in the open and leaving entire cities ablaze, their inhabitants nothing more than charred husks. Yet not all of the battles fought in the first few hours of the fighting on Calth were to the Word Bearers' advantage, whether by luck or some quirk of organisation, a few Loyalist units were not caught unprepared by the Word Bearers' treachery.

The Word Bearers' assault into the coastal bunker network of Sylator Province was halted by a cohort of battle-automata from Legio Cybernetica Magenim. Severed from the direct control of their Mechanicum overseer by the dumpshock that afflicted many magos in the wake of the orbital grid's destruction, the battle-automata of the cohort fell back on the core-logic of













their cybernetica cortex and responded to any potential threat, no matter how inconceivable, with deadly force. In the wake of the battle-automata's rampage, a regiment of Solar Auxilia, the 14<sup>th</sup> Garnide Heavy Infantry, secured the bunker complex and dug in.

In the far north, along the icy shores of Thrascias, close to the remote location chosen by Erebus for the locus of his Ruinstorm ritual, a large force of Gal Vorbak butchered their way through the isolated towns of the region. The fate of those Calth natives captured during these raids is uncertain, but may be linked to the bizarre rituals undertaken by Erebus and other members of the Word Bearers command echelons. This obsession amongst the XVII<sup>th</sup> Legion for the pursuit of seemingly meaningless religious rites over more practical concerns led to a number of setbacks during the fighting on Calth.

In the Thrascian wilderness, their obsession with ritual appears to have contributed to the Word Bearers' failure to engage the two thousand Destroyers of the Ultramarines 22<sup>nd</sup> Chapter mustering in the bleak region, or perhaps they believed that such a small force was no threat to their operations. Unlike other Legiones Astartes units, many of whom reacted with shock and some dismay at the appearance of the Gal Vorbak, an effect these shock troops delighted in exploiting, the veterans of the 22<sup>nd</sup> Chapter were long inured to confronting the most hideous and malignant xenos encountered by the expanding Imperium. Log excerpts recovered from the battlefields of Calth long after the fighting indicate that the officer cadre of the 22<sup>nd</sup> Chapter contingent, having no ability to confer with their fellow Ultramarines, made the assumption that the Word Bearers, either in part or as a whole, had been overtaken by some form of xenos contamination. Facing a threat they assumed was capable of suborning the potent physical form of a Legiones Astartes, the warriors of the 22<sup>nd</sup> swiftly deployed the most potent weaponry at their disposal and the fighting in Thrascias swiftly became a hell of phosphex and rad storms as Destroyers and Gal Vorbak clashed in bitter, unremitting combat.

#### A Nightmare made Flesh

Despite a few small victories, the onset of dusk over the capital city of Numinas appeared to herald the end of the Ultramarines Legion. In less than twelve hours, almost one hundred thousand Ultramarines had been slain and the Word



### The Warp Flasks

For the duration of the Calth war, the Loyalist formations were plagued by an inability to communicate between themselves. The destruction of both key orbital and surface facilities in the opening stages of the attack had utterly destroyed the vox network that had once allowed instantaneous communication between Imperial units anywhere on the surface of Calth or even in high orbit. Short range lowband vox transmissions were garbled beyond recognition by the worsening solar interference and the bizarre interruption of distant chanting and sibilant whispers. Despite this, the Word Bearers seem to have maintained the cohesion of their forces, displaying few signs that they experienced the same problems which bedevilled the Ultramarines.

Artefacts recovered from Calth suggest they employed a device that operated by transmitting communications through the Warp, thus bypassing the interference which ruined more conventional communications devices. The few accounts of those artefacts recovered from the archives of the Word Bearers hint at their operation; most tellingly in fragments of almost ritualistic verse that speak of enslaved symbiotic warp entities and ritualistic psychic disciplines that predate the arrival of the Imperium on Colchis.

Bearers controlled almost every major city and strategic target on Calth. With debris from the orbital massacre continuing to rain down on the besieged planet, orbital strikes obliterating vast swathes of the landscape and the catastrophic collateral damage caused by any battle between the Legiones Astartes, casualties amongst the civilian population were beyond nightmarish. Millions upon millions of Imperial citizens perished in fear and agony in the first few hours, and millions more continued to die as the fighting carried on. Indeed, the Word Bearers' intent seemed less to persecute the Ultramarines of the XIII<sup>th</sup> Legion than it was to cause as much death and destruction as was possible.

This design, for it was not simply bloodlust or madness on the part of Lorgar's sons, was intended to facilitate some malign psychic





ritual on a grand scale. While the deeper religious connotations of these actions amongst the Word Bearers remain unknown to us, the immediate consequences are well documented by the few survivors of the Battle for Calth. Many accounts attest to bizarre aberrant weather patterns during the early stages of the conflict – freak typhoons, unnatural aurora and cloud cover being the most prevalent. As the death toll mounted and the fighting spread, these phenomena became more pronounced and the first instances of manifesting warp entities are recorded. Such creatures were all but unknown to the Imperium at large, the subject of long discredited legend and the ramblings of delusional Astropaths and Navigators, and their appearance only inflamed the abject panic which gripped many areas, even affecting the ranks of

the usually stoic Legiones Astartes. The emergence of these aberrant manifestations follows no sane strategic plan. Indeed, the Word Bearers seem to have treated their appearance as a vital goal in and of itself rather than in furtherance of their military campaign. Most such incursions are noted as occurring in areas where the fighting was particularly fierce or the death toll excessively high, where their rampages, whilst stunningly brutal, rarely impacted on the wider strategic situation.

Not only were the surviving Loyalist elements tormented by the depredations of the Word Bearers' tenebrous allies, but also by the deterioration of the situation in the Veridia System. The Word Bearers had turned the full destructive capability of the Calth orbital defence platforms, as

well as the formidable firepower of their own fleet, against the system's sun itself and the resulting flare in solar radiation was beginning to take its toll on the warriors on Calth's surface. Those not shielded from the sun's glare or protected by the augmented physiology of the Legiones Astartes, were soon blistered and burned, and most would later to succumb to extreme radiation poisoning. Only those scant enclaves that were within one of the few shielded structures still held by the Loyalists escaped this lingering death, though few who still lived could see this as anything but a temporary reprieve.







## PART IV: THE BATTLE FOR THE MACRAGGE'S HONOUR

*"And he cried mightily with a baleful voice,  
declaring the abode of heroes is fallen, is  
fallen, and is become the habitation of devils,  
and the hold of every foul spirit, and a cage of  
every unclean and hateful beast."*

*The Apocrypha Terra*

The bridge of the Ultramarines' flagship, the *Macragge's Honour*, had been destroyed and all sanity had fled. What occurred next had no known precedent in the annals of the Great Crusade, for while the scions of the great Navigator Houses of Terra had some inkling of what lurked beyond, such knowledge was denied to almost all others, even the *Legiones Astartes*. The thing that had manifested on the bridge had exploded in a fountain of gore and the force of the detonation had breached the hull. The Primarch, who had been standing at the very eye of the storm, had been blown upwards and outwards through the breach in an instant, the writhing remains of the monster into which Lorgar's lithic avatar had transformed snaring his mighty form in a thrashing mass of spiralling pseudopods and motile shadow.

The bridge crew were given no opportunity to save the Primarch, or even in most cases themselves. A dozen senior officers were swept up in the maelstrom of blood, debris and howling air, and blasted into the void in Guilliman's wake, vacuum snatching the screams from their throats. Shipmaster Zedoff, the veteran captain of the *Macragge's Honour*, was eviscerated by shards of armoured glass, his shredded body dragged from his command throne in a storm of ruined flesh. Even Space Marines had little chance of escaping the chaos, Chapter Master Vared casting away all void-breach protocol as he was witnessed attempting to aid his Primarch by launching himself upwards into the slipstream of blood and wreckage. He was never seen again.



The First Chapter Master, Marius Gage, had been able to grasp hold of a railing at the moment of the breach and pulled himself along the tortured bridge towards the main portal, which was sealing off against the void even as he struggled towards it. Metres from the armoured hatch, Gage came across the grievously wounded Chapter Master Banzor and pulled his fellow Legion officer through the portal as the blast doors lowered. Banzor died soon after, but Gage had no chance to mourn him for the destruction on the bridge was but one torment being visited upon the *Macragge's Honour*. The entire conning tower was disintegrating around him and deafening howls of bestial insanity were flooding the corridors, accompanied by the screeching of tortured metal, the roar of escaping atmosphere and the wet screams of crew being slaughtered.

Those few who survived the destruction on the bridge, almost exclusively Legiones Astartes, for mortal flesh was too fragile to withstand such hurts, were forced to flee downwards, pursued all the while by death as, deck by deck, the conning tower crumbled into the void. If any expected respite upon reaching the main body of the vessel, they were to be disappointed. The barrel-vaulted companionway which passed along the uppermost decks of the *Macragge's Honour* presented a scene ripped bloody and ragged from the worst excesses of Old Night. Crew hands were cut down, blood and severed limbs cast in all directions by things of warp-born shadow and searing empyreal fire. The more experienced warriors knew that catastrophic warp breach could bring on chronic hallucination and mass psychosis, while some were party to the theories that certain anti-life forms were able to exist in the shadowed depths of the Warp itself. But this was no warp breach, for the *Macragge's Honour* was in realspace.

To the beleaguered defenders, it looked as if the entire ship had been boarded by creatures of no catalogued xeno-type at the very height of the battle the Word Bearers had initiated. Only the superior mental conditioning of the Legiones Astartes could bear such a weight of betrayal and horror, and many of the surviving officers reached the immediate conclusion that their traitorous brother Legion had unleashed some form of xenos-terror organism as yet another weapon in their perfidious arsenal.

But the Ultramarines had no chance to mount a coordinated defence of the flagship, for the enemy's numbers were simply

too great. Human crew were slaughtered, their minds overcome by primal terror at what they were witnessing. Lithe, horned creatures congealed of the roiling energies of warp space, whose skin glowed like lava and who carried wickedly barbed long swords, butchered those too stunned or too slow to flee. Other incarnated entities included bloated, plague-ridden corpse-things, one-eyed and drooling and using rusted cleavers to hew the helpless crew like meat on a butcher's block. Still others were deceptively mock-human, lithe and fleet of foot, possessed of viciously sharp claws that they used to sever and stab and gut foes who were stood helpless and enraptured at their approach. These and a thousand other insanities descended upon the flagship, until soon even the shattered chain of command that had survived the loss of the bridge was gone. It was as if a scene of ancient, apocalyptic mysticism was playing out, and the Space Marines of the XIII<sup>th</sup> Legion were confronted with nightmarish foes against which the laws of reality themselves held no sway. Chaos, bloodshed and anarchy claimed the interior of the *Macragge's Honour*.

The battle devolved into a bitter struggle for survival as individual warriors were cut off from their fellows and swept into the bowels of the vessel or else overwhelmed and slaughtered out of hand. First Chapter Master Gage and Antoli, so far as each knew the only Legion officers still alive, did what they could to restore sanity, ordering the crew to go to ground, to barricade themselves into whatever compartments they could while any and all Ultramarines, naval armsmen and soldiers of the Imperial Army were to rally together. Even this ostensibly straightforward order was almost impossible to enact. Wave after wave of horror flowed through the entire length of the *Macragge's Honour*, witnesses later describing how the angles of the bulkheads and the spaces between shadows were seen to wrinkle and fold in upon themselves before snapping taut once more to reveal savage wounds in the very skin of reality. It was through these wounds, which later would be described as 'micro-rifts', that the creatures came.

Across the ship, individual Legiones Astartes and naval officers fought bravely to repel the invaders. Falling back on long-established counter-incursion protocols, they ordered what responses they could. Entire sections were purged of breathable atmosphere or flooded with toxic gas, while others were plasma-scoured or subjected to brutal extremes of temperature. Nothing

worked. The creatures came on and ever on, impervious to effects that would have scoured the ship of any known life form. Such failures were compounded because the vessel's internal command and control systems had been crippled early in the betrayal, and with so many senior Ultramarines dead and lower tier officers isolated from one another, the same mistakes were made over and over. The Ultramarines' famed ability to analyse any challenge and reason their way to victory broke down entirely, through no fault of their own. Worse still, the creatures were able to shrug off even the heaviest weight of fire from the Space Marines' bolters and other weapons. They swarmed unharmed through hails of fire to fall upon the defenders with otherworldly savagery. The creatures followed no perceivable strategy or logic, and it was apparent they had no objective but to shed blood. It would later be observed that they appeared more to be culling prey than fighting an opponent in any conventional sense, an observation many others would make before the end.

#### THE KILLERS CLOSE IN

Unknown to the surviving Ultramarines Legion officers or any of the defenders desperately holding back the tide of horror spilling through the *Macragge's Honour*, a hunting pack of Word Bearers cruisers was closing in on the flagship through the burning void. Though the Ultramarines vessel was far larger than the enemy war ships, the *Macragge's Honour* was not only defenceless without its bridge, but its crew could scarcely defend their vessel from boarders whilst fighting a desperate battle for their very survival within. The cruisers took up position about the wounded flagship, matching her now drifting, directionless course before firing close range boarding grapple across the void, tethering hunters and prey together so that the boarding assault could begin. Within minutes, dozens of Word Bearers assault groups were crossing the gulf between vessels. The *Macragge's Honour* was heavily armoured against external assault however, and although her outer skin was studded with scores of air-gates of all sizes, the enemy would have to fusion-burn their way in before a full boarding action could get underway.

#### Order from Chaos

As the Word Bearers breacher squads were to begin their attack on the exterior of the flagship, the balance of the battle for the vessel's interior shifted. Pockets of organised and stoic resistance began to coalesce,



individual warriors drawn towards leaders able to command the fight-back by their own heroic example.

Chapter Master Klord Empion, commander of the 9<sup>th</sup> Chapter, was one such leader, a warrior who was attending to duties elsewhere on the flagship when the bridge was breached. Empion was fortunate to have with him at the time of the incursion a large number of warriors and sub-officers from his chapter's command cadre. He quickly built this into the core of a force with which to repel the attackers, and which was soon reinforced as it fought its way along Deck Thirty-five gathering dozens of Legiones Astartes, naval armsmen and Solar Auxilia troops. Empion had no explanation for the

nature of the attack against the vessel, but he knew that only a steady and determined counter-advance towards the forward sections offered any hope of linking up with other forces and holding the ship.

Meanwhile, Captain Heutonicus of the 161<sup>st</sup> Company had taken command of a small band of isolated Ultramarines initiates only recently ascended to the status of Legionary. The first battle these young warriors fought was against a foe none had any inkling how to counter and for many it would be their last. It fell to Captain Heutonicus not just to keep his charges alive but to lead them in battle, a task in which he excelled despite the odds against him. Barely a quarter of the initiates fighting under Captain Heutonicus

survived that day, but those who did were blooded in *extremis* and many went on to become warriors of great renown. But that was far in the future and numerous indescribable horrors lay ahead as the captain led his force through the fiend-haunted chambers of Deck Twenty in an effort to link up with other survivor groups.

Of all the tales of courage and honour told of the defence of the *Macragge's Honour*, one frequently recounted is that of Sergeant Aeonid Thiel of the 135<sup>th</sup> Company. At the moment of the breaching of the flagship's bridge, Thiel was under censure awaiting a hearing with the Primarch himself in an antechamber lined with dozens of Lord Guilliman's personal weapons. Confronted





by the first of the attackers, Thiel had reached for the nearest weapons to hand – an electromagnetic longsword and a Kehletai friction axe, both impossibly rare and incredibly potent examples of lost weaponsmiths' arts.

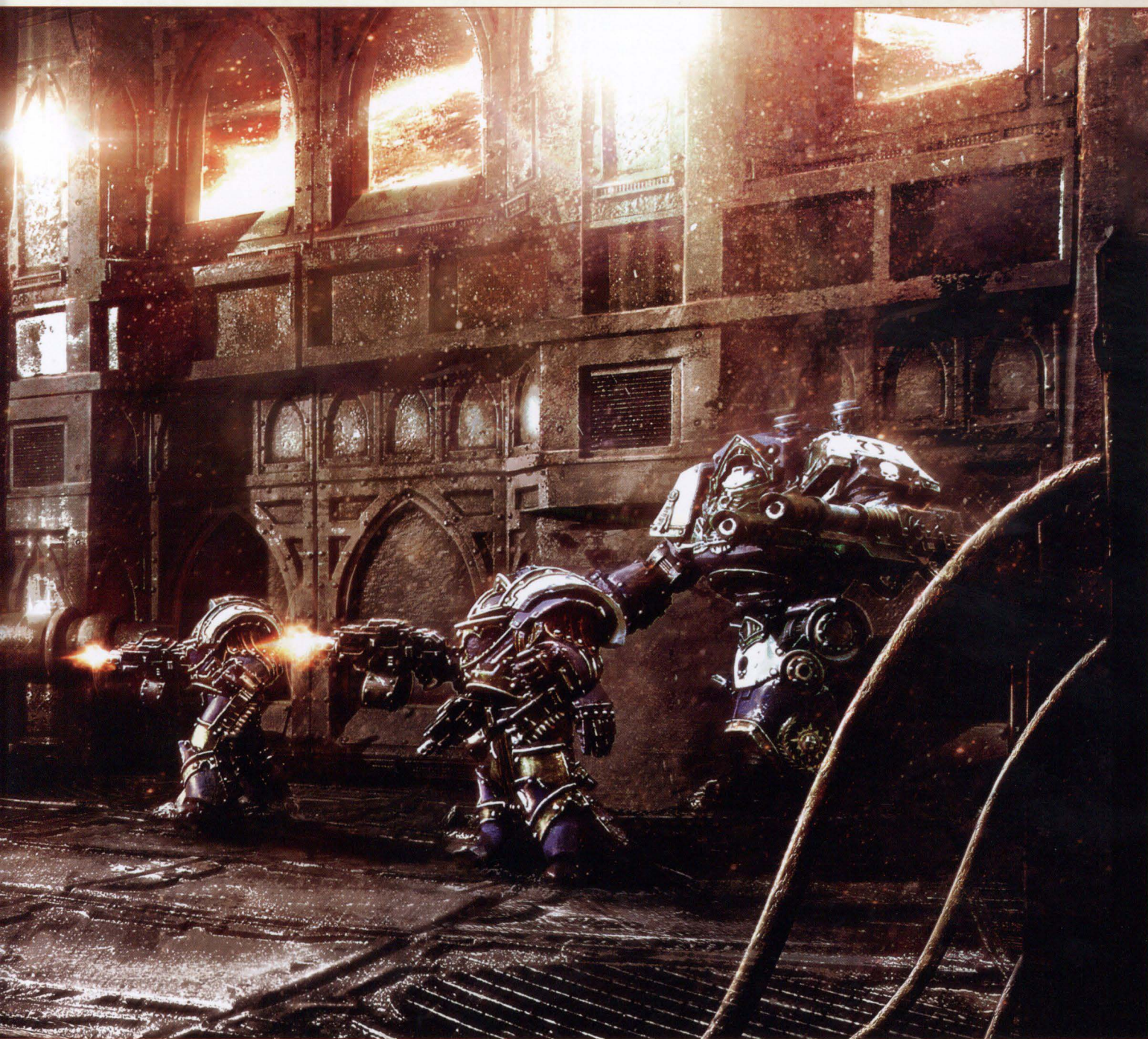
Wielding the Primarch's exotic weaponry, Thiel fought his way through a horde of foes, quickly discovering that the creatures were significantly more vulnerable to the effects of his axe and sword than they were to those of his bolt pistol. Thiel was gifted with the rare ability to think outside of accepted dogma, indeed, it was this very characteristic that had earned him the mark of censure – the red-painted battle helm which he wore still. Thiel named the invaders 'Daemons',

recognising that they were something other than aliens, psychic manifestation or even some unknown xenos strain somehow able to reside within the Warp. He saw that they were creatures from humanity's darkest nightmares in a very literal sense.

As he fought, Thiel came upon other warriors fighting back to back against the waves of attackers. He was soon leading an ad hoc force of several dozen Legionaries, armsmen, Solar Auxilia and even abhuman stokers determined to fight for their flagship. He made brief contact with both Empion and Heutonicus, and between them the three were able to coordinate an advance across several decks that would see them converge in the proximity of the conning tower, or

what remained of it. It was near this location that Thiel encountered the severely wounded First Chapter Master Gage, saving the senior Legion officer from certain death at the hands of a warp-born horror that had already severed his right arm.

Still fighting off the blood-taint of a warp entity's venom, Gage saw straight away that Thiel's methods were working and should be disseminated throughout the whole force. The First Chapter Master agreed with Thiel's observation that the creatures were more susceptible to melee weaponry, though he reserved judgement on the sergeant's theory that this weakness was derived from arcane rituals used to summon them in the ancient myths of humanity. Nevertheless, Gage was





an experienced officer and wise enough to know that in his wounded state he could not lead the force effectively. Tactical leadership was turned over to Thiel while an apothecary stabilised the First Chapter Master, and soon after, the forces under Thiel, Empion and Heutonicus were combined.

#### MASTER AND COMMANDER

With the immediate situation stabilising, Gage was able to gather information from scattered Ultramarines forces and formulate a plan to retake control of the *Macragge's Honour*. The fate of the Primarch remained unknown and few allowed themselves to dwell on it lest they be overcome with grief and lose what edge they might have retained. Rather, the First Chapter Master ordered the force to make for the flagship's auxiliary bridge, located several dozen levels directly below the destroyed conning tower. This plan was in itself insufficient to gain anything more than the most superficial control of the massive vessel; for that, the skills of an experienced shipmaster would be required, and the flagship's captain, Shipmaster Zedoff, had been slain along with the majority of the bridge cadre.

Here, at last, the fates looked kindly upon the Ultramarines. Mere minutes before the loss of the bridge, the *Macragge's Honour* had recovered a number of salvation craft ejected by the *Sanctity of Saramanth* earlier in the battle, and amongst the survivors was her captain, Shipmaster Hommed. Gage had no way of knowing if Hommed lived or had been slaughtered along with so many others among the crew, but he knew that in the veteran shipmaster lay the best, perhaps the only hope of regaining control of the beleaguered flagship.

It fell to Sergeant Aeonid Thiel to lead the search for the shipmaster, he and his force making for the primary starboard launch deck while Gage and Empion led the remainder of the force towards the auxiliary bridge. The distance was not great and overall the tide of invaders was mercifully receding. Yet many of the warp entities were the equal of a Space Marine and some were considerably stronger, so that even reaching the launch deck cost the Ultramarines irreplaceable losses. When Thiel reached his destination, he found the deck swarming with the same crimson-skinned, horned creatures that he and his warriors had faced in such large numbers at the beginning of the battle. The horde was converging on a single point, which Thiel realised with horror was that occupied by the survivors of the

*Sanctity of Saramanth*. Shipmaster Hommed had survived the destruction of his vessel and the manifestation of an entire army of warp creatures, yet even as the tides of horror receded, the last of the invaders were descending upon him.

In an instant, Sergeant Thiel saw his chance to rescue Shipmaster Hommed, but he had to act without even a second's delay. He led his force out onto the launch deck, ordering sustained and rapid fire even though he knew the bolts would do little more than distract the fiends. But distraction was exactly what the sergeant intended, for as the horde turned upon this new threat, the creatures' attentions torn from the cornered shipmaster to the attacking Ultramarines, Thiel ordered the loading deck platform upon which Hommed and the other survivors were standing to be lowered. The Ultramarines had to keep the warp entities engaged long enough for the platform to deliver the survivors to safety and so they poured a relentless rain of bolter fire into the horde, all the while taking measured steps backwards towards the deck entrance. At last the shrieking horde closed to within metres of the firing line, and Thiel judged that the shipmaster was safe. With a final step back, the Ultramarines crossed through the hatch and the blast door crashed down. The enraged howls of the warp creatures were as loud as the impacts of their weapons and claws pounding upon the other side of the portal. Shipmaster Hommed was safe.

#### SERVANTS OF THE MACHINE

As Thiel's force extracted Shipmaster Hommed, First Chapter Master Gage, now largely recovered from his injuries thanks to the superhuman physiology of the *Legiones Astartes*, led his own force towards the auxiliary bridge. The route took the column through an area of the *Macragge's Honour* that was the exclusive domain of the vessel's Mechanicum contingent; one that had clearly seen heavy fighting already, for the deck was strewn with the severed limbs and cyber-organs of scores of tech-adepts, skitarii, battle-automata and combat servitors. Gage ordered his squads to slow their advance and to remain vigilant for remnants of the wave of warp fiends that had inflicted the slaughter, as well as any survivors that might be there. It was not long before signs of both were detected.

At the heart of the area was a sacred machine fane dedicated to the Omnissiah. The chamber was counted as the holy of holies by the Tech-Priests and the only

outsiders normally permitted to enter were Techmarines, members of the *Legiones Astartes* who had been inducted into certain of the mysteries of the machine. The chamber was sealed by an armoured portal two dozen metres high and from beyond this came weapons fire intermingled with the now all too familiar sounds of attacking creatures from the Warp. Gage saw he had no choice but to violate the sanctity of the machine fane, and while he held to the secular Imperial Truth and had witnessed the worst excesses of heathen religiosity, he was wise enough to respect his allies' beliefs as mighty gears engaged and pistons spat great goutts of vented gas as the brass portal ground inwards to reveal a sight unlike any other the veteran Chapter Master had witnessed.

The interior of the machine fane resembled the inner workings of a great engine, a towering altar dominating the central space. About this was gathered a group of Mechanicum Tech-Priests of various Orders, each unleashing a relentless stream of fire into a circle of lithe Daemons capering about them. The incense- and smoke-filled air was ravaged by volkite rays and pulsing waves of focused radiation. The attacking creatures, however, were all but impervious to the effects of weapons that could melt the flesh from the bones of mortal men. They shrieked and cackled mockingly at their touch, darting back and forth to deliver graceful, yet utterly deadly caresses with long, razor-edged claws. When the Ultramarines crossed the threshold into the machine fane, the creatures immediately ceased their tormenting of the adepts and hissed in sibilant challenge to this newly appeared foe.

Where Thiel had ordered his Legionaries to fire upon the entities to distract them, Gage's intent was quite different. With a bellowed order, he called for bolters to be stowed and hand-to-hand weapons to be drawn. Combat blades, chainswords and bayonets were all brought forth and the First Chapter Master brandished the Primarch's own friction axe, which Thiel had passed to him, so that all might see and follow his example. Shouting the war cries of Ultramar, the squads advanced in perfect formation to engage the warp things in the measured fury of hand-to-hand combat. Razor sharp claws lashed from nowhere to lacerate power armour and rend *Legiones Astartes* flesh, and in a dozen seconds the same number of brave Space Marines fell. But more Legionaries stepped into their place in the line. Face to face, the creatures were revealed as nightmarish mockeries of the human form,



their faces both alien and androgynous. They were surrounded by a musk of cloying scent which threatened to overwhelm those battle-brothers dispossessed of their helms with lethargy or delirium.

Following the Ultramarines' example, the tech-adepts cornered at the machine altar cast aside their myriad exotic weapons and took up their ceremonial axes and staves. Blurring binaric war-cant across the chamber, the magos ordered the battle-automata and combat servitors to add their weight to the fight, and soon the tide was turned.

The wicked glee vanished from the warp creatures' leering faces as the realisation of their impending defeat came too late. They were surrounded, the Ultramarines on one side and the Mechanicum on the other as the battle lines pressed ever inwards. A minute later the last of the vile warp-things dissipated to nothing as their phantasmagoric forms were hewn apart by chainswords and pounded into the deck by the massive fists of the Castellax battle-automata.

#### COMMAND RESTORED

Having secured the shipmaster and the senior Mechanicum magos, the Ultramarines Legion had won a very real hope of regaining control of the *Macragge's Honour*. It was not until both Gage's and Thiel's forces at last fought their way through what remained of the warp incursion and rendezvoused at the auxiliary bridge that either knew for certain that the other had succeeded in their mission. It was a tense wait for the first squads to arrive at the muster point, but it was soon apparent that both forces had achieved their equally vital objectives.

Almost exactly ten hours after the main bridge of the Ultramarines flagship had been breached and their beloved Primarch lost, Shipmaster Hommed, with the aid of the two most senior magos rescued from the launch deck, gained control of the vessel. The auxiliary bridge was activated and control of the mighty war ship invested in Shipmaster Hommed. Within minutes, vox systems were re-awakening and contact was established with Ultramarines units on the surface of Calth for the first time since the destruction of Calth Veridian Anchor by the *Campanile*. These facts might have been cause for celebration in any other circumstance, but with the re-activation of the vessel's communications and augur systems came still more dire realisations. There was still no sign of the Primarch, Legion forces on the surface had been worse than decimated and

of the fleet that had gathered in orbit, barely one fifth of the original number of vessels were battle-worthy. Furthermore, only now was the full extent of the boarding action against the *Macragge's Honour* realised.

#### Miracle of Miracles

It fell to Chapter Master Empion to formulate and oversee a daring counter-boarding assault, drawing on every Ultramarines Legionary his staff could muster. Forty groups, each numbering up to thirty Space Marines, passed through the armoured air gates and advanced on their designated targets. Each was assigned a vital objective, from sabotaging the enemy's docking towers, detaching their void grapnels and fusion drill heads, to counter-attacking Word Bearers moving across the outer hull. Using void harnesses to bolster the in-built capabilities of *Legiones Astartes* power armour, the squads moved rapidly towards their targets, each step a Legionary took under the low gravity conditions powering him forwards tens of metres, each parabolic burn of his harnesses' thrusters carrying him high over the deep valleys and towering hills of the ship's exterior architecture. The Legionaries were dwarfed by the sheer scale of the flagship's form, a city-scaled landscape of iron and ceramite, the wounded surface of Calth visible as it rose above the port side attitude thrusters in a spectacle that under more conventional circumstances would have taken the breath away. But on this day of betrayal, all that the counter-boarding squads cared for was the survival of their flagship.

The Ultramarines soon encountered their hated foe, for there was little possibility of a stealthy approach to battle in such conditions. The cobalt-armoured Ultramarines had been observed as they traversed the slate-grey hull and soon mass reactive bolts were scything through the void on bright contrails. The Space Marines had been created for this mode of warfare and were equipped to the very highest standards, and so the battle was relentless and bitter. Bolt rounds which penetrated battle plate caused partial armour decompression before automated inner seals contained pressure loss and even with a limb exposed to the vacuum, they could fight on for extended periods so long as oxygen reserves were not compromised. Soundless battle erupted across the hull, each Legionary able to hear only his own thunderous breathing and the urgent orders barked across the vox-net. When combatants clashed in melee, impacts sent victims tumbling away through

the debris-strewn void, often trailing a cometary tail of blood globules and vented gas. Yet Chapter Master Empion's primary objective was not the destruction of the enemy boarding squads, as desirable a secondary mission as that clearly was to the Ultramarines. Three Legionaries in each squad carried a melta charge to sabotage the Word Bearers' heavy breaching equipment, and as the battle-brothers of both sides fought and bled, many of these specialists set to destroying the great fusion heads and boarding gantries with well-placed charges, many giving their lives in the process.

At one such objective, the tide of battle had turned inexorably against Squad Six, led by Sergeant Thiel. The Word Bearers had counter-attacked in far greater numbers than anticipated and the surviving Ultramarines were resigned to extracting what vengeance they could before being overwhelmed and slaughtered. But such a fate was not to be and instead something that many later named a miracle occurred. From the void came a demi-god clad in armour of cobalt and pearl, an inaudible roar distorting his usually calm visage. It was Roboute Guilliman, Primarch of the Ultramarines, and he was as a raw force of nature, his usual measured demeanour driven out by cold fury as he slew Word Bearers by the dozen. As incredible as the fact of the Primarch surviving the destruction of the bridge was, what would mystify future generations of gene-smiths was the fact that the Emperor's son wore no battle helm. He had fought for ten hours in a vacuum without any apparent oxygen supply, a feat that even the preternatural physiology of the Primarchs could not entirely account for. Many accept that the body of a Primarch could withstand the effects of ebullism, hypocapnia, pressure-driven body mass expansion and extremes of temperature for extended periods. That a Primarch's body could continue to function without oxygen however is beyond any known capability of even these most awe inspiring of trans-human super-beings.

The Primarch's intervention saved the lives of dozens of his sons. It fell to them though to persuade their gene-father to cease his furious battle on the flagship's outer hull and to rejoin his warriors within. The Primarch had fought for ten hours without respite, his sons believing him lost. Now he was returned to them, and for the first time since the beginning of the Battle of Calth, defeat and extinction did not seem inevitable.



# THE ASHES OF CALTH

"Leave no stone upon stone, salt the earth with the blood of the fallen and leave only ashes to mark their passing. Let Calth be the grave marker of the Ultramarines."

Nur Asoktan, the Butcher of Dainhold and master of the Flayed Hand

In every account of the war on Calth, there is little dispute over the overwhelming tactical advantage held by the Word Bearers in the early stages of the fighting. They had complete control of orbital space, with the Ultramarines void craft scattered and broken and the overwhelming firepower of the orbital defence platforms under their control. On the ground, the Word Bearers chapters held all major strategic objectives and had inflicted devastating casualties upon the Ultramarines, leaving the XIII<sup>th</sup> Legion with few means to even organise a cohesive campaign against the Word Bearers, let alone prosecute such an offensive.

The fighting around the southern city of Ithraca stands as an exemplar of the bloody, one-sided and yet curiously inept battles the Word Bearers fought across the face of Calth in the brief surface war. What initially appears as a strategically sound assault on an objective held by unsuspecting units of the XIII<sup>th</sup> Legion, quickly degenerated into a confused massacre, only complicated by the inexplicable tactics employed by the Word Bearers and those auxiliary units which had long served under their direction. In many cases, the Word Bearers seem to have abandoned all military logic and sought simply to kill and destroy without recourse to any other concern.

Such was the advantage granted the Word Bearers by treachery that the casualties inflicted upon the Ultramarines were crippling despite the flawed tactics the Word Bearers employed. Regardless, the Ultramarines refused to die, denying the Word Bearers the victory they reached for. Even crippled by the destruction of the orbital vox network, bereft of their command elements and battered in body and mind, Ultramarines detachments across the planet put aside doubt and fear, devised methods to

hurt those who had wounded them and put their plans into action with whatever tools of war they could gather to themselves.

## Convergence of Might

Ragged Ultramarines detachments from battlefields across the continent went on the offensive instead of running for shelter as lesser warriors might have done, some as isolated commands and others using short range local vox nets to coordinate with other groups of survivors. Leading the bloodied remnants of a dozen companies of the Ultramarines 9<sup>th</sup> Chapter, the Tetrarch Tauro Nicodemus cut his way through Word Bearers forces under the command of Foedral Fell. Wielding his tired Legiones Astartes like a rapier, he targeted isolated units as the Word Bearers dispersed to ravage Erud Province. Tetrarch Nicodemus annihilated those Word Bearers commands lost to an unpredictable blood rage while avoiding larger forces and slowly made his way to the north-east, following a fragmentary vox signal broadcast from the remains of the fortified manor of the planetary governor at Leptius Numinus.

To the north, in the scrub deserts around the Holophusikon of Calth, a second Tetrarch, Eikos Lamiad, the Iron Warden of Konor, led a mismatched assembly of Imperial Army soldiers and Ultramarines armoured units in pursuit of the same signals. Tetrarch Lamiad and a retinue composed of Solar Auxilia from the 41<sup>st</sup> Espandor High Guard, a battered Contemptor pattern Dreadnought and a towering Thanatar siege-automata, scoured



the plains for other survivors, while Imperial Army officers organised these stragglers into a column headed towards Lanshear.

Even as far south as the vast forests of Sharud Province, where Word Bearers-allied Mechanicum units and Titans of the Legio Suturvora had turned the dense foliage into a hell of flame and ash, units of the XIII<sup>th</sup> Legion responded to the call to arms. In a display of tactical coordination few other Legions could have matched, even at their best, the few thousand survivors of the 11<sup>th</sup> and 12<sup>th</sup> Chapters of the Ultramarines fought a complex war of hit and fade against fire-blackened automata and blood-hungry Word Bearers units. Ad hoc fire teams defended rough fortifications of earth and fallen trees, while other units hastily prepared the next line of defence, exacting a heavy toll in blood for each position the Word Bearers forced them to abandon.

As the fighting wore on, what had begun as a series of isolated and chaotic slaughters slowly began to coalesce. With many Word Bearers detachments disregarding what was once considered standard military practice to engage in inscrutable rituals and wanton butchery, the XIII<sup>th</sup> Legion survivors were afforded a momentary respite. For any other than Guilliman's own, such a pause would have meant little; a chance, perhaps, to sell their lives dearly in a glorious but hopeless last stand or futile rage-fuelled assault. For the XIII<sup>th</sup> Legion however, it was a chance to grasp victory from defeat. With several task forces of survivors converging on the outskirts of Lanshear, an army that numbered in the thousands and even included a Titan maniple of the Legio Oberon, the Deathbolts, the Loyalists had assembled a response that was capable of achieving more than an honourable death.

Yet while the Word Bearers had sacrificed the strategic initiative, they still held a tenuous advantage in numbers, the initial battles and orbital bombardment having taken a terrible toll on the XIII<sup>th</sup> Legion, and unlike the Loyalists, they were not scattered across the surface of the planet and isolated from their commanders. In Lanshear City, Hol Beloth, master of the Graven Star, commanded a force of almost ten thousand Legiones Astartes and uncounted auxilia

### The Martyrs of Calth

In the aftermath of the fighting on Calth, it was all but impossible to form an accurate picture of the losses incurred on the combatants. With the surface of the planet rendered all but uninhabitable by the actions of Kor Phaeron, it has since proved impractical to recover many of the fallen or verify the deaths of those who came to Calth with treachery in their hearts.

The Ultramarines recorded their casualties at the moment when Guilliman and the remains of the XIII<sup>th</sup> Legion fleet departed Calth at 119,422 Legiones Astartes fallen in combat, with a further 28,392 rendered combat-incapable by battle injuries and trauma. Few of the chapters committed to Calth could muster even a quarter of their nominal strength, and some were so decimated that they faced being reorganised into other chapters and their old designations removed from the XIII<sup>th</sup> Legion's order of battle. Most of the injured were evacuated to the surviving craft of the fleet and swiftly returned to combat duties in the crisis that was unfolding across Ultramar, a crisis that forced Guilliman to order the prioritisation of military assets over the stranded civilians in the brief evacuation effort. Almost 40,000 Ultramarines, both wounded and combat-ready, were forced to remain on Calth, some as volunteers, set to the protection of those civilians who could not be evacuated, and others due to the brutal dictates of circumstance. Of the forces of the Excertus Imperialis, details are more vague, but it seems likely that at least half a million men-under-arms perished during the fighting, alongside the entire fighting complement of the Legio Praesagius.

Of the Word Bearers who landed on the surface of Calth, almost none would ever leave. It is estimated that 50,000 or more of Lorgar's sons and an uncounted mass of Auxilia troops were sacrificed in the battle, although only 20,000 are thought to have died in the initial fighting, with the remainder prosecuting the Underworld War on Calth for over a decade after the initial battle.

Just as bitter to the Ultramarines Legion was the damage inflicted on its fleet assets. Never renowned for the numbers of heavy combat void craft in its service, the losses suffered at Calth were crippling and hamstrung any effort to prosecute a war beyond the bounds of Ultramar. Such was the Ultramarines' desperation, missions to salvage the hulks drifting in orbit above Calth were quickly authorised despite the death toll such missions exacted in the deadly radiation of the Veridia star.

troops, reinforced by several maniples of Legio Suturvora Titans; were the Loyalists to engage such a force head-on, they would have had little hope of a conventional victory. Another target, one of significant strategic value enough to tip the scales of the brutal war unfolding on Calth, would have to be found before the Loyalists would expend their last strength.

### Bitter Victories

Elsewhere on Calth's war-torn surface, the fighting knew no pause or ebb in its brutal ferocity. Innumerable battles, both large and small, played out in blasted cities, frozen tundra and burning forests. The entirety of Calth was engulfed in a war that knew nothing of mercy or restraint, and blood was spilled under the bright sun of Veridia as well as the starlit blanket of night. Heroes were born in the crucible of war and perished forgotten and unrecorded by any who yet lived, and the most treacherous of villains

met their ends with none to tell of the deed. Even where they emerged momentarily victorious, the warriors of Ultramar could not help but be dismayed by the cost of their triumph before more foes sought them out.

Sanachi Province and much of the southern continent were reduced to a charnel house as rampaging entities spawned there from the very depths of the Warp, and few would ever live to speak of the horrific events that took place. The Korvel Islands were engulfed in nuclear fire, their populous cities blasted from orbit at Kor Phaeron's command, perhaps for no better reason than to see them burn. The slaughter fields of Komesh were covered with over twenty thousand dead Ultramarines, their corpses and the bodies of the wounded who still lived used to ornament Word Bearers tanks and aircraft. In Sylator, the war engines of the Legio Cybernetica Magenim, long since having exhausted their stocks of ammunition,



sought to stem the hordes of fanatical auxiliaries and deformed Word Bearers shock units with bare manipulator and the strength of their servo-driven limbs, while their masters sought with desperate futility to restore control of Calth's defence systems.

In the blasted ruins of the manufactoria of Dainhold, the remnants of the Ultramarines 8<sup>th</sup> and 15<sup>th</sup> Chapters, reduced to less than 1,000 warriors, continued a grim battle against the Flayed Hand Chapter of the Word Bearers. Already worn down by the unending tide of chanting auxiliaries unleashed upon them to drain their munitions, the survivors were little more than desperate bands isolated in the crumbling halls of the manufactoria, and yet they still held after almost a full twelve hours of constant battle. However, measures taken to stymie the screaming hordes of auxiliaries unleashed by the Word Bearers, severing power to lights and heating systems and forcing the merely human auxiliaries to fight in the frozen darkness of Calth's winter night, deterred the power armoured Word Bearers as little as they did the remaining Ultramarines.

With dusk falling over the cities of Erud, half a world away, dawn was arriving over Dainhold's manufactoria, heralding an assault by the elite of the Flayed Hand Chapter of the Word Bearers. Fully two hundred hulking Cataphractii Terminators were unleashed on the exhausted Ultramarines holding out. Trampling a path through the masses of dead and injured auxiliaries who thronged the manufactoria hallways and vestibules, the fresh Word Bearers Terminators tore into the few battered Ultramarines who remained, spending munitions with abandon as they slaughtered the defenders.

With almost no ammunition remaining to them, the warriors of the XIII<sup>th</sup> had few weapons left that could stop the rampaging Terminators, yet still each warrior strove to inflict as much damage as they could before death overtook them. Improvised pitfalls and hastily converted industrial tools accounted for several of the heavily armoured Word Bearers, and those officers and veterans who bore powered weaponry potent enough to pierce Terminator plate made valiant stands, but ultimately there was little the isolated and exhausted warriors could do. By the time Dainhold was fully engulfed by the changed and suddenly deadly light of Veridia there remained only corpses, mounted on the manufactoria walls as gruesome trophies by the Word Bearers.











## PART V

# THE BATTLE OF ITHRACA

*"He who partakes of the devil's works will be brought at length to wield the devil's sword."*

*The Book of Admonitions  
The Apocrypha Terra*

One of a thousand bloody betrayals and desperate engagements that went on to make up that bleak day on Calth, the Battle of Ithraca is notable for a number of reasons, and not simply because of the apocalyptic scale of the forces involved. It can be seen, in no small part, as a dark foreshadowing of what was to come for the Imperium in its struggle with those who had betrayed it as, by its end, terrible and otherworldly forces—unbelievable and unexpected in nature—had been unleashed on the battlefield and carnage inconceivable to sane minds had taken place. It is also of singular note that

the Battle of Ithraca is a lesson to those who would study the cataclysm that befell Calth and the Ultramarines, that it would not only be the vaunted XIII<sup>th</sup> Legion that would suffer on that day of ruin, but other forces of the Imperium—some no less august or legendary—would meet their own tragic end in the wreckage of this once fair world.

The Battle of Ithraca then was also to be a war not simply of brother Space Marine against brother Space Marine, but also of Titans and gargantuan war machines, of god-engines and warp-spawned monsters.



## ITHRACA CITY

Perhaps the most important orbital transshipping hub on the surface of Calth, rivalled only by Lanshear in the size and scale of its facilities, the Ithraca Macro-dock comprised three distinct landing zones. Each contained a cluster of interconnected star docks and loading platforms, fed by a labyrinthine array of semi-subterranean storage and logistics facilities. Overall, these landing zones formed an uneven-sided triangle several thousand square kilometres in area. Between and around these vast facilities, Ithraca City had grown. Clad around the vast spider web of arterial roadways and the extensive network of elevated maglev railways designed for transporting priority personnel and cargo transport between the landing zones, the city had formed semi-organically, first as part of the support structure serving the bustling dockyards, then increasingly as a habitation space for the thousands, then several millions-strong population who carried out its industries and their ancillary services. In its overall layout, Ithraca City was complex but orderly and, in addition to the numerous precincts of worker habitation-blocks, it possessed myriad sub-districts centred on storage depots, power generation plants, repair workshops, support manufactoria and Administratum chamber-houses.

Civil and military control of the city and the dockyards was bound to the Ithraca Heliokon—a fortified spire-cluster which, at one and a half kilometres high, was both the tallest structure on the city's skyline and the most heavily constructed bastion in the entire Sanachi Province of Calth. The Ithraca Heliokon served as the primary orbital traffic control interface for Calth's southern equatorial region and the Ithraca Macro-dock in particular, as well as being one of the principal centres of ground-side command redundancy for the planet's defence grid should the central control at Kalkas Fortalice become compromised. Built to withstand direct attack as well as potential crash collision from wayward orbital traffic, the Heliokon possessed its own void shield generators equal to a capital class warship as well as its own missile batteries and defence turbo-laser emplacements to be called on in an emergency.

Bordered to the north by the sea, Ithraca City's coastline was dominated by a thirty kilometre-square industrial aqueduct and desalination facility, known in local parlance as 'The Trident,' a name owing its origins to its three great water reservoirs. This vital

part of the city's infrastructure provided both drinking water for its population as well as vast quantities of coolant waters for the numerous blast pits and yard facilities of the Macro-dock. Further on, the city's sprawling southern inland edge gave way to an area of barrens and industrial spoil known as the Spur Wastes. Here was to be found the designated ground for wrecking yards, salvage sites and refuse processing operations, a blighted and desolate expanse of ground leading to the rocky barren plains of the Sanachi hinterlands beyond them.

## The Titan Muster

When the drum beat of war was heard upon Calth and the vast army of conquest was gathered there for the assault against the Orks that would never be, Ithraca, with its potent resources both as a star port and arms store, as well as its formidable civil infrastructure, was key in the campaign's muster and deployment plans. As the lynchpin of the Sanachi Province muster, and because of the scale of its macro-transshipping facilities, which were able to handle the largest orbital landers and shuttles, coupled with its proximity to large areas of uninhabited barren land nearby, Ithraca City was selected for the singular role as the mustering point for the principal strengths of two entire Titan Legions: the Legio Praesagius (the True Messengers) and the Legio Suturvora (the Fire Masters), and over two hundred god-engines.

A force sufficient to raze whole worlds to ashes stood awaiting their orders on the city's outskirts like a terrifying second city skyline of baleful figure cast on a gargantuan scale, their sirens piercing the darkness of the night. These two mighty forces, assigned to Landing Zones Macro-Alpha and Macro-Beta respectively, dwarfed all around them, but they were not alone. Several other major Imperial units requiring the use of macro-loaders and supporting Colossi class machine shops, as well as other facilities able to handle the repair, rearming and refit of large numbers of super-heavy tanks, were also accorded Ithraca City as their muster. Of these by far the largest was the Calaq

War Host stationed around Landing Zone Macro-Gamma. The war host was a massive mechanised army group of the Excertus Imperialis hailing from a chain of industrial night worlds known as the Calaq Sequence. This army group comprised three 90,000 strong divisions of mechanised infantry with five companies of field artillery and two full cohorts of super-heavy tanks in support.

In addition, within the city's core inside the subterranean bunker system that spread out from the Ithraca Heliokon, the greater strength of two chapters of the Ultramarines Legion had been temporarily based: the 4<sup>th</sup> Chapter (the Aurorans), a chapter whose structure was biased towards heavy armour tactics with its own super-heavy division, and the 24<sup>th</sup> Chapter (the Exitium), which operated as part of the XIII<sup>th</sup> Legion's strategic reserve and featured a considerably above-strength contingent of dedicated support ordnance, mobile artillery systems and munitions train. These noted units formed only the most prominent of the forces deployed to Ithraca for the muster operations though, and kilometres of freshly constructed temporary hangars and barrack-blocks had been erected in the Spur Wastes and the Sanachi hinterlands beyond the city's boundaries to accommodate the vast influx.

A further quarter of a million soldiers of the Excertus Imperialis, ranging from feral tribe levy to elite Solar Auxilia elements, as well as more exotic units such as the ochre-liveried battle-automata of the Taghmata Xerxes from distant Accatran, also found temporary home there awaiting resupply, assignment and orbital lift to the waiting fleet and the promised war.



## A DARKNESS AT MACRO-GAMMA

Just as so much of the record of the Battle of Calth is fragmentary, so much of what happened in and around the Muster of Calth has been lost to the savagery loosed against the planet itself and the solar-scouring it would suffer long afterward; data-corrosion and the dead themselves taking with them much that could offer explanation and clarity into the events of this apocalyptic battle and its inception. There are however exceptions to this rule and artefact-data where it has survived has offered great insight, for the Ultramarines and their demi-realm were nothing if not meticulous in their record keeping. One such artefact, an arbitrator-notary's personal logos-core found in the wreckage of Arcology Epsilon-XXIV, speaks to the days and hours at Ithracia City before the betrayal. The logos-core contained a report detailing a wave of strange and unaccountable phenomena, and a vast upswing in violent criminal incidents in the region of the Macro-Gamma sector of Ithracia City. The reports date almost exactly in their commencement to the arrival of the Calaq War Host to the Sanachi Province muster some five local weeks before the arrival of the Word Bearers Legion and their auxiliaries in the Veridia system.

The reports range from inexplicable power outages and localised weather and temperature phenomena, to a 300 per cent increase over average of equipment breakages and petty systems failures in the sector. In parallel with this was a steadily escalating pattern of civil disturbances, from an increase in domestic violence in the dock workers' habitation stacks, to a seemingly unconnected web of individuals suffering catastrophic mental breakdown, furthered as time progressed to include a spike in reported murders—often of an extremely bloody character—and a staggering increase in missing persons in the sector (both from the local population and other Excertus Imperialis regiments of the muster assigned to the region). This culminated in the arrival of a forty-carriage maglev worker shuttle train, full at departure but putting into its destination the day before the attack on Calth empty save for blood-spattered walls and a few shreds of gore-clotted clothing. This incident was considered so shocking and inexplicable that the masters of Ultramar, in the shape of the feared Vigil Opertii, had been called in to investigate. The tide of history however would prevent any answers being found.

The final addendum of the report features a commentary by the author that no such strange or violent occurrences can in any way be connected or attributed to the Calaq War Host, despite its general proximity in all cases to the locations involved. It does note the considerable disquiet generally resulting from the war host's noted insularity, lack of cooperation with local authorities and seemingly barbaric and sinister character. Though the report itself notes that such a reputation had preceded the Calaq War Host, and was not uncommon in regards to tithed armed forces drawn from worlds grown savage during the Age of Strife—going so far as to include a reference to the works of the Imperial Iterator-General Emnilda Žmavc who cited the Calaq Hold Worlds as a rare *Res ipsa loquitur* case of a society which had suffered complete social and moral regression while maintaining an almost unaffected technological base after the fall of human-galactic civilisation.

In retrospect, the assignment of the Calaq War Host by the orders of the Warmaster directly to the Calth Muster can now be seen for what it was; an entirely deliberate act, most likely at Lorgar's direct request. It had been the Word Bearers who had brought the Calaq Holds to Compliance during their great post-Monarchia campaign of conquests, and who had also held their strange superstitions to be of a nature that prolonged exposure to Imperial culture would dispel. The powerful Calaq War Host had served on many battlefronts in the intervening years and for a number of masters with great success, as the Calaq's savagery and military expertise, in conjunction with their mental resilience, was found extremely useful in a variety of high-intensity war zones. But with the wisdom of hindsight it can be acknowledged that ignorance of the true nature of the Calaq culture had been deliberately fostered by the Traitors' conspiracy, and the dangers of its ritual beliefs had been fatally underestimated.

## THE BETRAYAL AT ITHRACA

Just as the first great blow of the Battle of Calth was struck and the fleet tender *Campanile* smashed into the planet's supra-orbital ring, wreaking havoc and destroying the Calth Veridian Anchor stations and ravaging dozens of vessels docked there, Ithracia, in the southern hemisphere and with the planet's mass between them and the orbital conflagration, was at first ignorant of what had transpired.

It was mid-morning by the local diurnal cycle and the industry of the port was in full swing, with the activities of the muster having progressed to the stage where the Legio Praesagius and the Legio Suturvora were at last beginning the embarkation of their Titans to waiting macro-transporters in high orbit in imminent preparation for the coming war. Of all of the forces that had been gathered around Ithracia City, the True Messengers had been given the honour of being the first to depart, and in order to facilitate this, its major strength of Titan engines, some seventy god-engines, had been drawn up into close order at the primary facility of the vast Macro-Alpha landing zone. Several smaller sub-deployments destined for various sub-commands within the future invasion force, designated Battlegroups Argentus, Geryon and Peregrine, were then scattered to other smaller marshalling zones at the edges of Macro-Alpha.

The leading elements of Legio Praesagius, including its heaviest and most honoured Battle Titans, had already boarded the colossal orbital lifter *Arutan* at the centre of Macro-Alpha's primary landing zone, and it would be the *Arutan* which would be the first to carry the Legio's Titans back to the stars. The *Arutan* was a vast, slab-like vessel, a purpose-built Mechanicum Titan-conveyor, itself almost two kilometres in length by nearly a kilometre across and near half a kilometre in height. The lifter was fitted with plasma-thruster engines so powerful no other craft could operate in its vicinity with any margin of safety as it blasted off. To this end, air and orbital traffic across Ithracia City had been placed in temporary abeyance in preparation for the *Arutan's* departure, and the countdown had reached its end and the colossal plasma thrusters bloomed into fire only moments before, when, suddenly and inexplicably, the vast flow of coordination signals and command and control information from Calth's planetary data manifold fell silent, killed in an instant by the *Campanile's* deadly work. This silence was the cue for the Traitors to act.



As the *Arutan* rose on its ponderously slow assent, its engines flaring like new suns rising over the city, force commanders and systems control officers across Ithraa who were not part of the treachery fruitlessly tried to re-establish contact with the signal control network, only to be greeted at first by the maddening absence of transmission which served as an ominous prelude to a slowly rising dirge of incomprehensible chanting and malign data scrapcode, which began to assail any cogitator system that received it, blotting out all else. Elsewhere, the Traitors were not so afflicted; to them the dirge was a sacred call to arms. Engines roared to life and war machine reactors spiked into full power, as on sealed and encrypted vox-channels harsh orders were barked and baying cries issued by discipline masters to their troops as the betrayal swung into operation and fire struck down from the sky.

The first strikes which fell were few but strategically targeted and scheduled by the Word Bearers' plan of attack, lance-beams and plasma-burst cluster barrages unleashed from Traitor vessels in high orbit before they turned on closer prey in the void. Each struck down at Landing Zone Macro-Alpha, raining a blaze of destruction down on the ill-prepared Titans of the Legio Praesagius, slicing through armour caught unprotected by void shields.

With the *Arutan* still ascending above Macro-Alpha, the city found itself at the centre of the storm and was struck a dozen times by the spears of killing light from space. The *Arutan* also suffered through the attack's fury; a lesser vessel would have been immediately destroyed, but the Titan-conveyor was forged on Mars to deliver and extract its precious cargo in the heart of the most tempestuous battle and its armoured hide was more akin to that of a battleship than a simple lifter craft. But still the *Arutan* shook and shuddered under the bombardment, its ascent wavering as its upper hull glowed ember-red with searing heat, when suddenly one of its four great thruster units, slammed again by lance fire, broke away, becoming a fiery missile careening across the city-scape to plunge into the seas beyond, and the *Arutan* began to fall. The huge lifter slewed across the skyline of Ithraa, its Mechanicum Navarchos pilots desperately trying to retain height as the craft smashed the upper stories off habitation blocks and toppled the vent spires off of high-reaching thermo towers as it went, creating a swath of destruction through the city before crash landing in the civic parklands at the city's core.

Though the brief fury of the first orbital attack meted out destruction to the Legio Praesagius, they were not its sole or indeed principal target. Instead, this was the scores of orbital lifters, landed gunships, fighter squadrons and void shuttles caught supine on the ground below, and across these the Traitors sowed total havoc, shattering hulls and rending fuselages, detonating munitions and fuel lines so that entire dockyard complexes became seas of fire rumbling with the percussion of an endless series of secondary explosions as power cells and shell magazines cooked.

The city reeled in shock, but this was but the beginning. All across Ithraa and its vast array of landing zones and marshalling yards, and out into the wastelands and plains beyond, the Imperialis Auxilia in their hundreds of thousands were set cheek by jowl, regiment by regiment, Traitors alongside Loyalists who were not yet even aware of the division, but to whom the reality was about to be made bloodily plain. Just as the treacherous assault from space fell, betrayal and murder were unleashed. At sentry posts and checkpoints, in commissary halls and barrack-blocks, loading bays and vehicle slipways, men and women were gunned down by those they had thought comrades, blades were bared and blood flowed. Grenades were hurled into packed dormitories and on muster fields. Whole battalions waiting in ordered ranks were scythed down like wheat, fired on at point-blank range or simply crushed under the tracks of armoured vehicles of supposed allies in the Imperium's cause. It was a tide of murder; a massacre of a multitude carried out in minutes.

### The Clash of the Gods

Little more than fifteen minutes had elapsed from the first fall of the orbital strike when a deep report, louder even than the sound of explosions and disaster sirens that swept the city, was heard, drowning all else out as the ground trembled. It echoed across Ithraa from far beyond its boundaries—a sound that can now be identified as the decameton impact concussion wave generated by the hulk of the falling Ultramarines grand cruiser *Antrodamicus* striking Kalkas Fortalice to the north and all but obliterating that fair city. This death cry was answered immediately by the terrifying exultation of a hundred Titan war sirens bellowing at once; the Fire Masters were on the move. Their targets, the remaining True Messengers at Macro-Alpha, however, were still unaware of their intentions and did not respond. Vox

channels were now completely jammed with chanting incantations and endlessly repeated names, which caused many human operators exposed to them to succumb to hysteria or even spontaneous psychotic breakdowns. While the internecine slaughter was at first largely confined to the forces of the Imperial Army stationed around the city and in the mustering camps beyond, other off-world forces from the Taghmata Xerxes to the Titans of Legio Praesagius were at a loss as to how to react, unsure of just who the enemy was or whether some vast accidental calamity was unfolding around them, the true danger not apparent until it was far too late. Great plumes of fire and toxic smoke were already rising above the city from the blasted dockyards and landing zones, and panic was already spreading throughout the civilian population faster than any wildfire. Arterial roadways soon became blocked by multiple vehicle collisions, and crowds stampeded away from the carnage the forces of the Imperialis Auxilia were suddenly inflicting on each other as hundreds of civilian workers and functionaries were killed in the crossfire.

On the south-western flank of the city, the great span of the Spur Wastes which separated Landing Zones Macro-Alpha and Macro-Beta and their respective muster sites began to roil and shake as if localised earthquakes were taking place. Such was the tread of an entire Titan Legion at flank march. Drawn out in a wide, shallow echelon, some seven kilometres end to end, more than one hundred Titans charged to war, the might of the Legio Sutturvora hungering for battle. In their passing, the Spur Wastes were hammered flat, and anything caught in their path, friend or foe, be it soldier, armoured vehicle, bivouac or bastion, was simply pulverised like an insect beneath the tread of the unstoppable god-engines. For all the Titans' breakneck charge, there was method to the madness and strategy, and no Titan from this gargantuan attack wave let forth its weapons until their true quarry was in sight. Rounding the broken line of refineries and tech-reclamation yards which marked the boundary of Landing Zone Macro-Alpha, throwing up a great dust storm around them, at last the vast plasma coils of the Fire Masters began to burn hot and their megabolters wracked their chambers with shells; the unsuspecting Legion Praesagius waited.

Far above the city, the sky began to at once darken and became scattered with brief, savage flares of light as the void battle broke out in Calth's orbital space, while at the Ithraa Heliokon, savant-magos and



lexmechanic clades struggled with little success to engage their emergency control protocols to assume control over the city's defences and airspace, or even to gain any kind of accurate portrayal of just what calamity was befalling them, blinded as they were and infected with malign scrapcode which bedevilled their every effort to assert command. It is likely that the Mechanicum Tech-Priests of the Heliokon could well have reasserted such control in time, but it was not time they were allowed, and in their ignorance they also awaited their doom.

Slowly at first and then in gathering numbers, the black smoke trails and fiery comets of burning debris began to fall upon the city, adding steadily to the gathering chaos and the mounting death toll in the streets. One such orb of fire grew more steadily brighter than the others but did not fall; instead it hung there like a portent

of death to come, and such it was. The hovering blaze was in fact the orbital entry burn of the *Dirac's Lament*, a Mechanicum-modified Tritonos class galleass which served as the sovereign domain and principal conveyance of the Ordo Reductor Covenant of Mormoth-Null, and unlike the ships which had unleashed the first sweep of fire from high orbit, it moved with measured and deadly patience. As the *Dirac's Lament* attained its precisely calculated geostationary orbit above the city, it emptied its missile banks towards the surface and, for a brief moment, the burning star was haloed in a many-barbed crown of fire. This was to be no saturation strike by atomantic fusion warheads however, a blow that might have put an end to Ithra City, as helpless as it was, in a single strike—and on reflection a perhaps more merciful manner—but a far crueller and drawn-out death was in the Traitors' design. The warheads were

instead siege weapons; directed melta charge warheads designed to unleash their power in tightly patterned cones of effect. The greater number of the missile spread fell towards the prostrate Heliokon, its defences in disarray, its void shields stubbornly inactive thanks to the baleful infection in its control systems, whilst other lesser clusters streaked down towards the generator stations of the city and its arbitrator block fortresses—anywhere that would cripple the city and any resistance it might rally.

Exactly fifty metres above their targets and in utter synchronicity, the machine-spirit-inhabited weapons detonated, unleashing blinding down-beams of heat and killing radiation, each equal to that of the radiance of a dying star. Wherever the killing blaze struck, ferrocrete burned to ash and the ash burned to nothingness, plasteel became superheated steam and adamantium flowed





like water. The Ithrac Heliokon ceased to exist, replaced by a blinding wash of light before a vast black mushroom cloud rose up to the heavens like the afterblow of a wrathful god's hammer. A hurricane of superheated air driven forth from the blast tore through the city, howling like the triumph of the damned, bowling ground vehicles through the streets and tearing maglev carriages from their rails like spilled toys. It was to this tumult and its portent that the Titans and scions of the Legio Praesagius at the Macro-Alpha landing zone were turned, their shields and armour plates angled cityward to protect them against the blast, when the Fire Masters slammed into their flanks, their weapons blazing.

A score of Praesagius Titans fell to the Fire Masters' first salvo, and a score more were savaged brutally, their back carapaces rent open, reactor-vessels cracking, or their vast

endoskeletons simply coming apart under the assaults of a hundred of their brethren into twisted wreckage. It was a slaughter of god-engines unprecedented in its speed and scale since the dawning of the Imperium, and still the Fire Masters came on.

### The Slaughter of the Innocents

On the other side of the city from the Titan battle that was then erupting, the Calaq War Host broke from Landing Zone Macro-Gamma and fell upon the panicked city like ravening jackals. Having already slaughtered everyone not of their company within the landing zone area, they poured through the streets killing as they came, using the bladed prows of their tanks' dozer blades to create utter carnage amongst crowds huddling for cover, and turning to bayonet and cleaver wherever they could, the more to sow terror and mutilate those they killed, daubing strange sigils in the blood of their victims on their bodies and the flanks of their armoured vehicles. Wherever the Calaq met stern resistance, be it a Loyalist army unit quickly dug in, or even a force of tech-adepts who had managed to engage an emergency lockdown on a bunker-manufactura, the Calaq quickly concentrated strike forces of super-heavy tanks to smash such resistance aside, or unleashed close support wings of Avenger bombers and gunship-modified lifters to saturate the area with fire.

But this tactical expediency aside, the Calaq War Host's goal was clearly wholesale slaughter, and they pursued the workers and the citizenry with a diabolical fury, running them down, penning them in and butchering them like cattle. They held no ground, established no lines of supply or forward bases of attack, they simply pressed on with a relentless, malign hunger to kill while above them, the skies were blackening further and a fresh rain of fire was beginning to fall. But these were not merely the burning debris of dead warships, these were the dark contrails of Legiones Astartes gunships bedecked in the Word Bearers' new livery of dark crimson, and the bright falling stars of drop pods and Ordo Reductor war crucibles.

### The Fate of the Pegasus

It is a testament to the courage and discipline of the Legio Praesagius that faced with such shocking catastrophe and brutal losses, they succumbed neither to panic nor disarray in the face of the onslaught. Those of the True Messengers who remained active and those ancillary forces who attended them that survived after the initial storm of firepower from the Fire Masters quickly recovered

their wits and rallied. The battlegroup fell into a defensive 'trinity shield' formation. This comprised three maniples of five Titans each of their most heavily armoured units, all as yet undamaged Warlord class Battle Titans forming a continuous wedge of reactor-overcharged void shields as a bastion wall behind which their lighter units and damaged brethren could rally. But as the air between them and the closing Fire Masters front line Titans was rent with annihilating energy blasts and screaming shells, even this high-impenetrable wall of atomantic force began to quickly buckle and waver as the ground before them was fused to black glass and the firmament above recoiled in washing plasma flame.

With the other general officers of the Legio trapped in the wreck of the *Arutan* somewhere in the city and out of contact, and for all she knew dead, field command of the True Messengers fell by seniority to Master-Princeps Rhiko Trieste of the Warlord *Auric Pegasus* at the heart of the shield line. She knew without doubt that the situation was dire; her surviving True Messengers were outnumbered and vastly outgunned by the onrushing world-burners of the Legio Suturvora, who were now closing the final breach of distance between the two lines. She knew that when the Legios collided, the numerically superior, wider-file Fire Masters force would encircle and crush her own and there would be no escape.

Cursing the Traitors, she issued her first and final command as mistress of the Legio Praesagius; all of her surviving units behind the trinity shield formation, some thirty-three god-engines of various classes along with a score of affiliated Knights —nearly all damaged in some way— would immediately fall back into Ithrac City and disperse, finding cover in order to try to restore shield power and blunt the numerical advantage of the Fire Masters in the artificial canyons of the great city and carry on the fight unto the death. The nine Warlords, including her own, would buy them the chance to flee with their blood. To these, she issued a single order; charge. Two of the True Messenger Warlords never made contact with the enemy, one at the extreme end of the formation as it broke caught the weight of weapons fire against it as the shield wall moved apart, its own shields sheering away in a blaze of light before it detonated in a thunder of plasma, while another, its knee joint burned through by a volcano cannon strike, toppled disastrously to the ground in a vast plume of dirt and wreckage. The fallen Warlord's





weapons were still firing blindly as it was overrun minutes later, but the seven-strong counter-shock charge slammed home into the thinner Fire Masters line and splintered it, forcing the attack echelon to prematurely close upon itself to compensate. The surviving Warlords of the Legio Praesagius battled on with desperate fury, each fighting with pride and contempt, and one by one they died.

Apocryphal accounts of the action state that it was indeed the Auric Pegasus that was the last of them to fall, the severed head of an enemy Reaver Titan clutched in the Warlord's power fist, its carapace weapons left little more than blackened stumps and its armour running like molten wax under the savagery of the Fire Masters' attack. The nine fell, but their wounded brothers had escaped into the city.

They were not alone. Elsewhere, several of the smaller sub-deployed Legio Praesagius battlegroups had survived, although one, Battlegroup Peregrine, had been annihilated outright by the fury of the Dirac's Lament's missiles. Conversely, Battlegroup Argentus, led by the Reaver Titan *Invigilator*, had survived the initial attacks all but unscathed, saved almost perversely by its close proximity to the trailing edge of the Fire Masters' own sub-marshalling area when the orbital assault had occurred. Coming swiftly under attack from the Fire Masters' outlying elements, it had quickly fallen back into the city, but had been tragically unable to warn the main Legio Praesagius force of the calamity that was about to befall it owing to vox interference. This relatively small force would go on to play a key role in the battle to come.

The battle-automata cohorts and armoured squadrons of the Taghmata Xerxes had likewise weathered the storm. After suffering initial losses from orbital attack, they also

fell back towards the city, selecting a heavy industrial zone in its southern quarter as affording the greatest cover. Traitor auxiliaries in the form of the Mordechai Occlusion regiments had thought to bar their way, but the feudal world-raised troops possessed only relatively light armaments and proved no match for the taghmata, which pitilessly eradicated the chanting assault waves, killing thousands, while Mechanicum-affiliated Knights secured the taghmata's flanks as it advanced en masse into the industrial zone.

The initial wave of slaughter and destruction was over. Now the stage was set for the Battle of Ithrac's second bloody phase.

#### DARKNESS AND FIRE

By the end of the first hour of the Battle of Ithrac, the western sectors of the city had become the scene of a deadly conflict between Titans, the most powerful of all the Imperium's war machines, in a clash of unprecedented scale and ferocity. The Legio Praesagius god-engines, battered and wounded but far from helpless, scattered down the ferrocrete and plasteel canyons and pathways of the city's main arteries and thoroughfares, forming a maze walled in on all sides by sky-scraping multi-level habitation blocks, squat manufactura complexes and hulking modular storage bunkers. The Titans of the Fire Masters followed relentlessly on their heels, their apocalyptically powerful weapons blazing great arcs of bright plasma and screaming shellfire. Soon, the city-scape was a crumbling ruin; towers were toppled into rubble or shot through with gaping rents like bullet-ridden corpses as the Titans did battle, manoeuvring to put such cover as they could between them and the foe or simply using their bulk and power to crash a path through buildings and elevated plazas, uncaring of the results so long as they lived to fight on.

Whole streets were set aflame by the lethal breath of inferno cannon, and crowds of terrified citizens were driven before the battling giants in mindless panic. For the people of Ithrac there was no sanctuary and the death toll was nigh incalculable. Soon the battlelines of the two Titan forces became hopelessly interpenetrated, the burning city-scape forcing the larger Fire Masters force to break up in order to pursue their foes, and the fighting devolved into a score of savage brawls, ambushes, counter-attacks and desperate retreats between small bands of Titans and Knights. The sundered reactors of over-taxed Titans exploded in their bitter

death throes, bringing yet more devastation and sending up great black palls of scalding toxic vapour, which further added to a miasma of dust and smoke which had spread out across the city in a false night. In the midst of this chaos and bloodshed, the Legio Praesagius Battlegroup Argentus, although relatively few in number, at a dozen Titans of various classes still largely intact and under the command of the *Invigilator*, pressed on through the cataclysm with a single goal—the wreck of the *Arutan* and the hope that within its armoured bulk salvation lay.

In the city's eastern sectors, on the opposite side of its core from the crashed *Arutan*, the murderous assault of the Calaq War Host held sway. It was only when armoured figures in praetorian blue and burnished gold began to appear at the edges of the spreading Calaq attack to confront them that at last the stampede of murder met its match. The warriors of the XIII<sup>th</sup> Legion were a scattered few at first, members of the 4<sup>th</sup> and 24<sup>th</sup> Chapters who had been diverted to smaller sub-deployments across the city's core and who had been caught up in the catastrophic after-blast of the Helikon's fiery destruction. These small commands had immediately rallied and were now independently seeking access to the deep sub-city bunkers in which their brethren had been based beneath the sprawling Helikon complex. The main entranceways to the bunkers around the blasted Helikon were sealed under a seething tarn of molten rock, but slowly auxiliary tunnels were opened up or blasted clear of rubble, often by Tech-Priests and Ultramarines that were under direct enemy fire, and the number of the XIII<sup>th</sup> Legion's forces in the fray began to increase; however a great many of their number had already been lost, either incinerated or buried alive in collapses and cave-ins caused by the Traitors' onslaught.

Confronted by the Calaq War Host's wanton butchery of the very men and women of Ultramar they were sworn to defend, many of the Ultramarines in the eastern sector fringes turned immediately to counterattack, just as those to the west became embroiled in the Titan battle. Striking with a righteous and avenging anger terrible to behold, they plunged into the blood-soaked ranks of the Calaq, their power armour resistant to the war host's small arms and offering precious little vulnerability to be exploited by knife blade or bayonet point. The superhuman Ultramarines killed with machine-like efficiency, the bodies of the Calaq riflemen exploding apart in hails of bolter fire or

#### The Glorious Dead, known to the annals of the Collegia Titanica as the Nine Paragons of Ithrac

- The Auric Pegasus
- Sabris Regnum
- Plutarchos
- The Lion of Mars
- The Silver Thorn
- Reason's Thunder
- The Will of Adamant
- The Triumph of Accatran
- Chrysaor's Wake



slashed apart by whirling chainswords. The Ultramarines' desire for vengeance, however, did not fray their discipline and where they met concentrations of enemy combat walkers or armoured vehicles, they held back until heavy weapons could be brought forwards to deal with them.

Quickly co-ordinating as best they could, the Legiones Astartes formulated a strategy by which they used the city's topography to their advantage and the terrain of the soaring habitation blocks to gain the higher ground. From there they used concentrations of missile launchers and lascannon to strike down upon an enemy whose tactical sense seemed rapidly replaced by rabid madness and bloodlust. But even as the Ultramarines' few held out against the Calaq's many, the vast reverberations from the west of the city, which shook the ground and rent the air, drowning out even their own pitched battles, told them that far more terrible struggles were raging elsewhere whose outcome would yet decide Ithracas's fate.

### Apocalypse

The strange malady of wrath which first revealed itself within the Calaq War Host soon began to show evidence within the other Traitor forces as well. Wave upon wave of other Traitor Auxilia and cult forces began to hurl themselves against the improvised defences and barricades the Taghmata Xerxes had quickly set up in the southern industrial zone they had marked for their stand against their foes. These waves came so thick and so fast that the carefully calculated kill zones became swamped with bodies, and the weapons of the defenders began to overheat and magazines ran dry, such was the relentless, suicidal fury of the enemy.

It was an enemy spurred on now by hulking crimson-armoured figures in their midst; Word Bearers whose power armour the magos now registered as having become corrupted with non-blessed adornments and modifications, such as jutting, bladed horns rising from their helms and burning sensors gouting psychotropic incense from their backpacks. These Word Bearers, identified in after-action data extractions as carrying the iconography of the Chapter of the Unspeaking, bought with them recognisable Legiones Astartes heavy armour and weapons, as well as devices of unrecognised pattern and murderous power which, in conjunction with the relentless human and abhuman attack waves, started to cause significant damage to the hard-pressed battle-automata and Adsecularis cohorts of

the Taghmata Xerxes. Vastly outnumbered and now seriously threatened, the Taghmata were forced to slowly begin giving ground so that they could fall back in an ever-shrinking series of redoubts and hastily, though efficiently organised, defensive perimeters.

Nor even were the Legio Suturvora and its mighty Titans exempt from this unreasoning madness. Although Suturvora had been the holy name gifted to the Titan Legion on its inception on Mars at the dawning of the Great Crusade, they had taken another cognomen, that of 'Infernus' in the popular parlance of their peers, while the rank and file of the auxilia who had seen their work had dubbed them simply the 'Fire Masters'; it was a name in which they had come to revel, and on this terrible day, never had it been more deserved.

As the hours wore on, less and less did the Fire Masters seem to operate as a coherent fighting force and more as akin to nightmarish and murderous beasts let loose to savage the city like creatures of ancient myth. Tactical considerations slipped aside in their desire simply to kill, and while some of the Fire Masters Titans continued to pursue their chosen foes in the dwindling ranks of the Legio Praesagius, others, having lost sight of their quarry, simply began to turn on the panicked and fleeing masses of humanity before them, slaughtering thousands as they went and shattering tower blocks filled with screaming innocents for the seeming pleasure of seeing them fall. Against these fleeing masses, the Fire Masters employed tactics used previously only against worlds that had shunned the Imperial Truth or xenos forms marked for utter extermination; with the raw power of their battle sirens, they drove people staggering, bleeding and deafened from cover and corralled them like stampeding cattle into streets and loading-bay defiles where only fire and death waited, and none were spared.

As baleful as this madness proved for the people of Ithracas, for the grievously wounded remnants of the Legio Praesagius it offered a vital respite, as had the Fire Masters force been able to concentrate properly on the wreck of the *Arutan*, all would have been lost for the True Messengers. As it was, when Battlegroup Argentus forced its way through to the crash site, along with a ragged support column formed of less than a company's worth of Ultramarines survivors and a tercio of the 312<sup>th</sup> Solar Auxilia, it found only a single hulking Nemesis class Heavy Battle Titan and a pair of Warhound Scout Titans

alongside a cadre of Fire Masters skitarii barring their way, where they might—and perhaps should—have found a triumphant demi-Legio gloating above a smouldering crater where the *Arutan* had been. Even this would prove a deadly match, for while Battlegroup Argentus had the numerical advantage in Titans, the Fire Masters Nemesis—the darkly renowned *Revoka*—was a true Titan-killer of appalling power, alone able to destroy any Titan of the True Messengers' number in a single volley of its gargantuan weapons. Knowing that time was not on their side and their only chance to reach the *Arutan* was in an all-out attack, Argentus engaged without hesitation.

### THE DRUM BEAT OF HELL

Across Ithracas, as across Calth itself, war raged, but at Ithracas, no one side had the upper hand. By the sixth hour of the fighting, more Ultramarines reinforcements had moved into the city by gunships and Rhinos from the west to add their strength to the Loyalist forces. These were the surviving companies of the 17<sup>th</sup> and 18<sup>th</sup> Chapters, fighting their way clear of ambushes and dogged by aerial attack by the Word Bearers Black Comet Chapter's void strike wings. The commanders and squad leaders of these companies had guessed rightly that although Ithracas City offered no safe harbour, to remain exposed on the plains beyond meant certain death, as already the Word Bearers, in control of the planetary defence network and all but unchallenged now in orbit, were commencing a renewed and savage bombardment of the southern hemisphere.

Separated from their battle-brothers by tens of kilometres of burning cityscape, the surviving force of the Ultramarines 4<sup>th</sup> Chapter had solidified around the leadership of Sub-captain Mantargo. He had led a break-out from beneath the city of a sizable proportion of his chapter's armour and mobile artillery, deploying it in a stroke of strategic brilliance to the high ground offered by the city's great Trident Aqueduct system, whose massive construction, built to hold vast tonnages of purified water, had yet withstood the ravages of the war. Holding off probing attacks from Traitor Reductor Thallax strike forces, from there Mantargo directed deadly counter-battery fire across the city's northern reaches and coastline, and channelled reinforcements to where fighting was thickest. But for all Mantargo's effective command, he was still limited in his reach by the incessant jamming of all long range vox and signal traffic by an incessant chanting of repeated words and phrases on all channels



[not duplicated here on grounds of potential mimetic contamination] which had intensified to the point that soon resembled nothing so much as a maddening drum beat.

At the site of the Arutan's fall, after the mighty Fire Masters Titan Revoka had been defeated but at great cost to Battlegroup Argentus and its allies. The Legio Praesagius Warlord Evocatus and the Warhound Deathrunner had also been destroyed, while the commanding Invigilator and its two surviving comrades had been badly damaged. The remnants of the battlegroup, along with the last survivors of the Legio saved by the sacrifice of the nine, were now holding out in a desperate last stand around the Arutan. They were under heavy fire from increasing numbers of Traitor infantry and freshly encroaching Fire Masters Titans as Loyalist Techmarines and Mechanicum work teams laboured to free the half-buried and heat-buckled main assault bay doors of the crashed macro-lifter. But their hopes had already been proved sound, as contact with those within had ascertained that some of the heaviest units of the Legio Praesagius had survived, though they were rendered impotent. Contained as they were, they could not activate their void shields and did not dare trigger their weapons to burn their way out due to certain lethal back-blast in a compartment awash with spilled fuel and munitions.

To the south-east at this hour, matters for the Taghmata Xerxes were becoming increasingly desperate. The arrival of a Household of Loyalist Knights from the stranded House Vornherr detachment at Ithra had bought a temporary respite, but the Xerxes had shortly afterwards found themselves pinioned between the living waves of Word Bearers-driven cult troops and the crimson and black liveried siege-automata of the Ordo Reductor of the Traitor cohort of Covenant Mormoth-Null, which had sought them out for destruction. While the scions of House Vornherr bought time with their steel and their blood, the magos of the Taghmata Xerxes, cut off from outside contact and aid, enacted a desperate plan, working feverishly to dismantle and reconfigure a large plasma reactor unit which had been until then the beating heart of one of the great manufactora of the city, the plasteel-clad ruins of which now constituted the Taghmata's final redoubt.

Seven point six hours after the battle had commenced, the Taghmata Xerxes launched its counter-attack. Utilising its last reserves of Castellax class battle-automata as a fighting









wedge, relying on their servo claws and power blades to cut their way through the enemy, the charge of the battle-automata cleared a path to the heart of the Word Bearers-driven horde. Into this breach, three damaged but still-functional Thanatar class siege-automata dragged the modified reactor, now rebuilt into a highly unstable plasma bomb of prodigious explosive power. Oblivious to their fate, the cultic horde drove on afresh to the attack, while high above aboard the *Dirac's Lament*, the master of Covenant Mormoth-Null, the Archmagos Barbatos Hexad, known as 'the Worm' to the commanders of the Great Crusade, perceived the danger and ordered an immediate withdrawal, but it was too late.

Having determined that victory was logically impossible, the magos of the Taghmata Xerxes activated a program of mutual destruction, detonating the bomb. An area of roughly a half kilometre in diameter was immediately burned to vapour, while beyond that, the blast wave reached out to ravage an area equivalent to twenty-three city blocks, charring flesh to cinder and twisting metal into smouldering wreckage.

The explosion which destroyed the southern heavy industrial zone, despite its tremendous power, went unnoticed at the Arutan crash site, such was the firepower and destruction being unleashed between the warring Titans across the Demesnus Parklands. The sacrifice and determination of Battlegroup Argentus, now reduced to only the half-crippled *Invigilator*, had not been in vain. Just before the beginning of the seventh hour, the *Arutan's* assault door had been lowered and the most powerful units of the Legio Praesagius were unleashed into the fray, among them the *Immortalis Domitor*, a Warmonger class Emperor Titan, whose power and stature dwarfed even the two full maniples of Warlord Titans which accompanied it from the *Arutan's* hold. The massed firepower of these fresh god-engines smashed flat the parklands in a three kilometre radius, destroying outright the Fire Masters Battle Titans *Deus Vassago*, *Orias*, *Consecratus Inferna* and *Tyrant's Fist* in their opening salvo.

The tide was turned. The *Immortalis Domitor* led the vengeful Titans of the True Messengers in a scouring of the western sectors of the city, operating as a single, co-ordinated group. Though the vox and signal interference had now reached a crescendo, the Titans reverted to the age-old practice of communicating through the deafening

cries of their war sirens. They faced enemies—be they Titan engine or levy infantry—seemingly overcome by pure homicidal rage, blundering and killing almost at random, and against these madmen the co-ordinated power of the Legio Praesagius was unstoppable. On their respective battlefields, the separated elements of the Ultramarines consolidated their forces and began a targeted series of attacks, taking advantage of the sudden shift in the fortunes of war in their favour. They also began to channel such civilians as had survived to evacuation via newly secured sub-city routes to the underground arcologies thirty kilometres to the west of Ithra. Hampered by the anarchy and vox-storm as much as by the devastation that had engulfed the city, this was a near impossible task and the flow of refugees only merely a trickle. Against all odds, the Loyalist forces were retaking Ithra City, and the enemy was in disarray. The eighth hour was at hand.

### From Beyond

The first indication of what was to come was the sudden cessation of the blinding vox interference which had blanketed the city. The silence that followed was ominous after such a horrific tumult, but was soon replaced by a blizzard of Loyalist signal; isolated units attempting to reconnect with their commanders, distress calls, demands for casualty and situation reports, and a myriad other desperate impeachments for aid, obedience and information as the survivors of the Traitor onslaught sought order amid the anarchy of war.

Across this fresh cacophony cut a high priority vox burst from the Legio Praesagius Warhound Titan *Lacardio*. The Scout Titan had been despatched into the smoking wasteland of the industrial zone where the Taghmata Xerxes had made their defiant end, shielded as it was against both heat and radioactive fallout, in order to search the area for survivors, Loyalist or Traitor, and respond accordingly. It reported arriving at scenes of burned bodies fused with twisted metalwork raised up almost to form a concentric forest of macabre trees, evidently not consistent with any known weapon or blast effect, while its auspex and sensory equipment were nearly overloaded with contradictory life signs and energy readings, which seemed empty one second and filled as if by a multitude the next. Shortly after its initial report, its transmissions cut out and repeated attempts to raise the *Lacardio* by both the *Immortalis Domitor* and several Ultramarines Damocles command vehicles operating to

the north were fruitless for several minutes when a single final burst of garbled signal suddenly came in: "...impossible...winged figure, not a Titan but taller than us, out of a fog...cannot be living...Omniissiah, is that thing alive?...red like blood, auspex screaming...register...blood fog...it cannot be...thousands...armour compromised...hel...Machina Salvea Potenti...save!"

Of the *Lacardio*, no further report was ever made.

### HELL AND RUIN

No concrete narrative of the concluding horror of the final hours of the Battle of Ithra can be given. Such reports which remain beyond the eighth hour are fragmentary and much data, even drawn from systems pertaining to recovered Legiones Astartes wargear, Mechanicum cogitator and Cybernetica necro-cortical extraction, is often incomplete, corrupt and unreliable. Eyewitness testimony is if anything more unreliable; very few who faced what was to come in battle survived, and of those who did, their recollections are by their very nature compromised by direct exposure to what they witnessed. What can be conjectured with some accuracy was that in the ruins of Ithra City, a number of spontaneous ruptures in the fabric of corporeal reality occurred; breaches between our reality and the Warp through which a vast torrent of hostile entities emerged into the city.

Of these schisms into the empyreal maelstrom beyond, the largest and most powerful occurred at the site of the death of the Taghmata Xerxes, while others occurred at what seems at first glance to have been random placement throughout Ithra City and the marshalling yards beyond. However, savants have since theorised that this placement was in fact keyed to locations of bloodshed and massacre of particular enormity, and indeed the malevolence and wanton slaughter perpetrated by both the Calaq War Host and the other Traitor Auxilia under the puppet-like control of the Word Bearers was in fact calculated and carried out to this exact end.

Against such horrors which came howling forth, whose nature was as yet unknown to the Ultramarines and the Titans of Legio Praesagius alike, there was no preparedness and no ready counter. Already spent and reduced by long hours of unexpected combat of the most violent intensity imaginable, the Loyalist forces were almost immediately



outmatched and overwhelmed as thousands of malefic warp entities appeared, ranging in form from tides of bestial vermin, to nightmarish mockeries of the human form whose speed and might matched the power of the Legiones Astartes themselves. Similarly, vast and terrible monstrous forms whose stature rivalled even that of the Battle Titans materialised, while indescribable horrors soared above the battlefield, driving mad those who looked upon them. The skies rained down steaming acid as the ground trembled and the dead screamed and juddered to baleful half-life, corposant fires burning in their skulls, and something very much like the apocalyptic myths of Ancient Terra was visited upon the beleaguered survivors of Ithraca.

At the Avaris Plaza, a gaseous malignancy like a great dark storm cloud writhing with blind serpents, each hundreds of metres long crushed the Reaver Titan *Knossos* in its coiling embrace, while the last of the valiant 312<sup>th</sup> Solar Auxilia known to have had thus far survived the battle made a last stand against what witnesses have since described as a 'wild hunt' of ghostly luminous beasts and bladed chariots, sacrificing themselves so that a column of refugees could flee into the tunnels below. Nor were the attacks from beyond limited to the Loyalists and the wretched civilians of Ithraca; the denizens of the Warp it seems were utterly indiscriminate in their attacks, save for the Word Bearers who, it is testified by unverifiable accounts, passed among them as if charmed. The surviving magos and Cybernetic cohorts of the Traitor Covenant Mormoth-Null it appears were not spared the ravages of the warp entities' claws and flame, and immediately began to withdraw to their crucible drop ship, and blasted off for the *Dirac's Lament*, which promptly broke orbit.

At the field command post of the Ultramarines 4<sup>th</sup> Chapter at the Trident, a shifting, dog-headed entity sprang from the ruptured body of a Word Bearers captive and swelled to the size of an Imperial

Knight as it tore through the Legiones Astartes around it, feeding and growing more powerful as it killed, until at last it was felled by a desperate close-quarter airstrike via Fire Raptor gunships. This incident itself bears disturbing parallels to similar reports elsewhere on Calth that day, where by identical means monstrous entities appeared, each repeating an identical certain word [which is here withheld] indicating that some form of manifold or gestalt entity was involved in all of them.

This attack in which he himself was injured, coupled with terrified reports that flooded in from across the city, convinced Sub-captain Mantargo that this was no longer a war it was possible to win, and even resistance would offer a futile death. His general evacuation and dispersal order issued to his forces at the thirteenth hour was quickly taken up in the northern sectors, where the warp entity attacks were least severe, and in these regions many fled into the tunnels or commandeered gunships and surviving transports to escape the city—particularly from Macro-Gamma, which had been largely spared orbital attack as it had already been occupied by Traitor troops at the start of the battle.

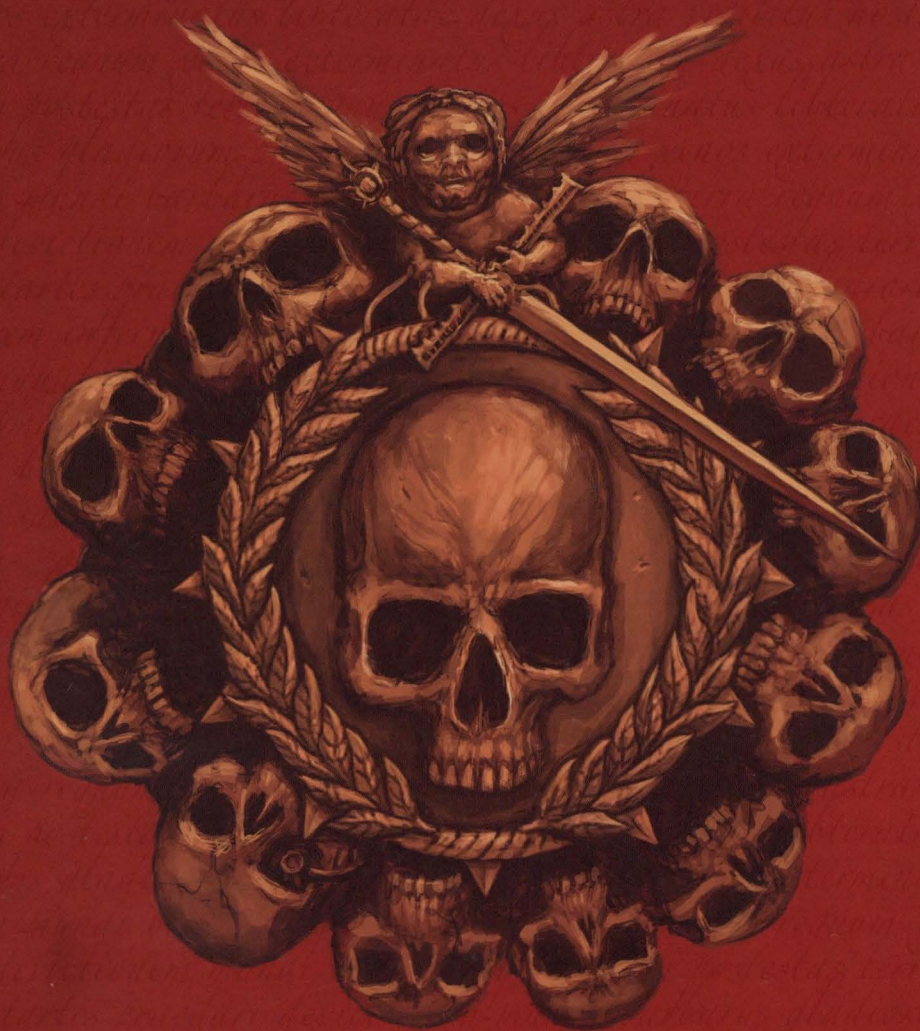
Elsewhere, desperate flight and bloody pursuit had already become the general state of affairs against a terrifying foe whose shapes were as myriad as its numbers seemed limitless. When the signal for retreat and escape reached the southern and eastern regions of the city it went unheeded, likely either because the few humans remaining were by now too desperately fighting for

their lives to heed it or simply there was no one left alive; certainly no extant record from any survivor in these sectors has ever been recovered for analysis.

Of the Legio Praesagius, it is recorded by the testimony of their few survivors—the wounded crew of crippled Titans who alone were ordered to seek rescue—that it was immediately understood that for the dozen or so Titans that remained to the Legio, there could be no escape. The *Arutan* certainly would never fly again and no lifters capable of handling a Titan remained anywhere in Ithraca, save for those in the hands of the retreating Fire Masters at Landing Zone Macro-Beta. With many of the survivors of the Legio Suturvora having seemed to have regained their senses just as the baleful signal interference cut out, they were themselves now in full retreat to their landing zones, burning everything, friend or enemy in their wake. Escape by that means was equally impossible. The True Messengers then took the decision to fight on rather than stage a futile break-out to the wastelands, where they might be picked off easily from the air. Their lot would be to fight on against the tides of horror which were renewing each moment, and by their sacrifice buy time for what remained of the Ultramarines Legion, loyal Auxilia and the civilians of Calth to live to fight on elsewhere.

No Titan of the Legio Praesagius is known to have survived the Battle of Ithraca, but it was through their sacrifice that more than four thousand Ultramarines were to escape its hell-haunted ruins and swear vengeance for the dead.





# EPILOGUE

*"The only sight more grievous to the eye than  
a battle lost is a battle won."*

Attrb. Duke Artur  
Warleader of Ancient Terra

By the twentieth hour of the Battle of Calth, many had resolved themselves to the fact that the XIII<sup>th</sup> Legion would very likely die beneath the baleful glare of the poisoned Veridia star. Not a single Legionary abandoned himself to despair however, for the Legiones Astartes —and especially the proud sons of Roboute Guilliman— were wrought of sterner stuff. The Ultramarines in orbit and on the surface of Calth fought boldly on, determined that if this day was to herald the death of the greater portion of their Legion, history would recount that they went boldly to their deaths and made their treacherous brother Astartes pay dearly for their betrayal.

Even in the midst of such total and overwhelming betrayal, there were those who from the outset had fought to assert mastery of their own fate. The Primarch was one such, for the tactical and strategic insight bred into him by the Emperor's gene-smiths ensured that he would ever strive to win the war, even should the battle appear lost. First Chapter Master Marius Gage was another, for in activating the auxiliary bridge of the *Macragge's Honour*, he had regained the initiative in orbit and made possible the events that followed. Another was the captain of the 4<sup>th</sup> Company —Remus Ventanus— whose initial reaction to the betrayal and the sequence of events set in



motion on the surface formed the fulcrum of the Ultramarines' resurgence and led ultimately to the wresting back of control of the Calth Defence Grid. At that point, the Battle of Calth turned.

The key to victory lay with the defence grid, consisting as it did of many thousands of weapons emplaced on the surface and aboard the platforms in orbit. The fell genius of the Word Bearers had gained control of the grid early in the battle through the Traitor Mechanicum's integration of their tainted machine code into Calth's command and control systems. When at last it was possible for the Ultramarines forces in orbit and on the surface to share intelligence and coordinate their actions, the fight-back well and truly begun.

It took the form of two simultaneous operations; one in orbit and the other on the outskirts of what remained of Lanshear City on the surface. On the ground, Captain Ventanus rallied what he could of the Legion's strength and launched an all-out assault on the Lanshear Guildhall, his mission to gain access to the data-engine sealed in its basement, the only one of its class not infected with the Traitor Mechanicum's poisoned machine code. Having done so, allied loyal Mechanicum would be able to purge the enemy code from the system. But control of the grid would only be gained when the enemy's grip upon its master systems was wrested from the Word Bearers and their Traitor Mechanicum allies. That could only be achieved by disabling the overseer data-engine on the Zetsun Verid Yard orbital station.

The surface battle began with Captain Ventanus leading a large and heterogeneous force into the ruins of Lanshear. The spearhead of this advance was a company of Land Raider tanks, and behind them came the bulk of the Ultramarines 4<sup>th</sup> Company, bolstered by the many varied elements of other units it had swept up since the betrayal hours before. The advance was further supported by a company of Shadowword super-heavy tanks and various battlefield support vehicles, a cohort of Mechanicum skitarii and the remnants of the Neride 10<sup>th</sup>.

As Ventanus' column pressed along the main arterial transit, it encountered its first enemy presence, a Warhound Scout Titan of the Legio Mortis. Its void shields pounded out of existence by the column's numerous Predators, Whirlwinds and Sicarans, it fell to the Shadowword to strike the killing blow.

With the Warhound slain, the Ultramarines Land Raiders led the advance on the Word Bearers' positions about the guildhall. When the charge struck home, the battle devolved into bitter and savage carnage and the Ultramarines fought with a righteous fury born of the myriad injustices heaped upon them by their erstwhile brother Legion. Scores fell on both sides, the Gal Vorbak joining the fray and cutting down Ultramarines with war cries born of the madness of the Warp, but the sheer fury of the Ultramarines attack carried them through their enemy's lines with unstoppable force.

Ventanus had reached the guildhall, but even as his Mechanicum allies awakened the data-engine, they perceived they were too late, their sacrifices for nothing as a massive enemy force was detected closing on the guildhall. With the cold clarity of the machine, the Mechanicum measured the survival of the strike force as scant minutes, but they fought on with relentless and noble resolve, the defence bolstered when a second wave of allies converged on the guildhall. The 111<sup>th</sup> and 112<sup>th</sup> Companies were led not by a Legion officer, for their command cadres had been decimated, but by a single sergeant named Anchise, whilst alongside them came

#### Historia Terra Regum

### THE RE-TAKING OF THE ZETSUN VERID YARD

The final act in the battle for Calth Near-Space took place on the Zetsun Verid Yard, the orbital platform captured by Kor Phaeron, the Word Bearers Master of the Faith, soon after the betrayal of the Calth Conjunction. It was from this station that the Word Bearers' Mechanicum allies subverted control of the Calth Defence Grid, which they used to poison the Veridian star, shatter Veridia Forge and strike down Ultramarines warships with impunity. It was the Primarch himself who led the assault on Zetsun Verid Yard, utilising the flagship's teleportation array to do so. Failure in this mission would have resulted in the death of the Primarch and the entire assault force, for the long range teleportation would drain so much power from the flagship's reactor that extraction by that method would not have been possible. Guilliman judged the risk worthwhile though, for if the defence grid was not disabled, his Legion would meet its death either way.

With the boarding assault led by a Primarch, it could be expected that there was little that the Word Bearers could do to oppose the Ultramarines. The Word Bearers however were led by Kor Phaeron, a man so steeped in the raw power of the Warp that he came close not just to repelling the attack, but to slaying Roboute Guilliman. It was in Kor Phaeron that Lorgar had invested responsibility for the death of Calth, the Ultramarines mustering there and even, if the opportunity presented itself, the death of Guilliman himself.

When Guilliman and Kor Phaeron finally faced one another on the master control deck, the Word Bearer unleashed a sorcerous beam of black light so powerful it drove the Ultramarines Primarch to his knees. At that moment, Kor Phaeron might have killed a son of the Emperor, a feat no mortal had ever performed, but even as he pressed the blade of his warp-tainted ritual athame to Guilliman's throat, he stayed the killing blow and instead whispered an offer he had no right or authority to make. Kor Phaeron promised Guilliman a position of honour at the side of Horus and Lorgar if he would only foreswear his oaths to his father.

Guilliman's answer was unequivocal. As Kor Phaeron had been speaking, the Primarch had been rallying his strength. In a movement too rapid for the human eye to follow, Guilliman punched through the Word Bearer's armour and closed his fist about the traitor's beating heart. The last sight Kor Phaeron witnessed was his own heart torn from his chest and cast aside upon the metal deck.

Zetsun Verid Yard was finally under Ultramarines control and within moments the fearsome power of the entire Calth Defence Grid was turned upon the Word Bearers, both at their warships in orbit and upon their ground forces ranging across the surface.



the 19<sup>th</sup> Company, known as 'the Honoured', under Captain Aethon. From another quarter still came a host of mortal soldiery and armour led by no less a worthy than the Tetrarch of Konor, Eikos Lamiad, and the Dreadnought Telemechrus. Yet, with the Zetsun Verid Yard still under enemy control, all their efforts were as nothing.

And then salvation. The first that Captain Ventanus and the Loyalist forces outside and around the Lanshear Guildhall knew of the re-taking of the Zetsun Verid Yard was when the heavens erupted in flame and the Word Bearers and their allies, pressing

in from all quarters, were consumed in blinding incendiary fire. The yard had finally fallen and the Mechanicum in the guildhall data-crypt below finally had control of the defence grid.

Hell rained down upon the Word Bearers and their auxiliary forces across the surface of Calth. In an instant, the Ultramarines' imminent extinction had turned to deliverance and a planet-wide counter-attack exploded as from nowhere. The Word Bearers were forced from the offensive to the defensive as they were assailed by orbital strikes and then overwhelmed by the

blooded and vengeful hosts of the surviving Ultramarines Legion, Mechanicum and Imperial Army.

But the fury unleashed upon the Word Bearers was not reserved for those Traitors on the surface. The instant the Word Bearers' attack on Ventanus' force was defeated, the grid was turned upon the enemy ships in orbit. No fleet could survive such punishment. Word Bearers warships that had served for decades through the bloodiest actions of the Great Crusade and come through the terrible void battles fought to contain the Loyalists at Istvan V were





annihilated by the dozen. Until that point, Calth Near-Space had been alight with the burning debris of slaughtered Ultramarines Legion vessels. Now it exploded with the fiery wreckage of Traitor warships so dense that for future generations it would form a visible and hazardous ring about the devastated planet.

On the bridge of the *Infidus Imperator*, havoc reigned, for Kor Phaeron had been teleported back to the Word Bearers flagship, somehow still alive despite his heart being torn from his chest, but too wounded to assume command. Seeing the vessels of

the Traitor fleet being destroyed all about him, the shipmaster of the *Infidus Imperator*, Sire Antonius Antwark, saw that they had contributed all that they could towards the invocation of the Ruinstorm and that their death could serve no possible service. Antwark ordered the *Infidus Imperator* to come about and make full speed for the edge of the system where it could safely translate into the Warp.

The Word Bearers flagship would not escape so easily however. Roboute Guilliman, on the shattered command deck of the *Zetsun Verid* Yard, was informed of its escape by Marius Gage. The Primarch immediately ordered his First Chapter Master to take the *Macragge's Honour* and run the *Imperator* down—the account of Gage's pursuit of the enemy flagship though is a tale for another volume. Suffice to say that Guilliman would remain ignorant of the fate of his beloved vessel and his most trusted Legion officer for many years until word of the epic clash that led to the destruction of the *Infidus Imperator* finally reached Macragge.

#### THE LOOMING SHADOW

Though the Ultramarines were victorious, they would not be afforded the luxury of reaping the fruits of that victory. Even as the Primarch Roboute Guilliman reviewed the terrible events of the thirty hours or so since the destruction of Calth Veridian Anchor by the *Campanile*, his surviving counsellors and advisors, in particular a delegation representing his fleet's most senior Navigators and Astropaths, came before him with dire news indeed.

The first trouble placed before the Primarch was the issue of the Veridia star. It had been grievously wounded by the Word Bearers in some manner they could not understand and the solar winds emanating from it were inexplicably poisoned. The surface of Calth, its atmosphere already grievously injured by the Word Bearers' bombardment, was rapidly destabilising to the point that it would soon be impossible for unprotected mortals to walk upon it. The only possible course of action was to evacuate all civilians and all Legiones Astartes and other units on the surface into the vast subterranean arcologies in an effort to provide some shelter, however tenuous, from the fell light of the Veridia star. Captain Ventanus, the hero of the Battle of the Guildhall, would take this duty upon himself, and a worthy account of his deeds in the subsequent battles would fill an entire tome on their own.

The second crisis brought to the Primarch's attention was at that time only partially understood, but already astrotelepathic messages were relaying desperate pleas for aid from all over the Five Hundred Worlds of Ultramar. The Traitors' assault on Calth was not an isolated event; other attacks were being reported across dozens of other systems. In a moment of stark clarity, Guilliman saw what the Word Bearers had intended at Calth—they had planned the extinction of the Ultramarines so that the Traitors could reave unopposed across those stars under his protection. In this they had failed, for while the Ultramarines had suffered unprecedented losses, the Legion had rallied and was yet a formidable force. Guilliman's vengeance would be terrible indeed, and well earned.

But here the Primarch's counsellors set their final piece of ill news before him. The Warp, which had been turbulent and capricious for the past year, was now rising towards a storm of unprecedented fury. Worse, it was now closing in around the Veridian System and any vessels that did not leave in the coming hours might be stranded there for years.

In the manner for which he had become so well known, Roboute Guilliman listened to this flood of portentous omens, considered their combined import, and stated clearly his solution, which was this. The fleet would embark what units it could, prioritising armoured units and the few surviving Loyalist Titan god-engines. Those infantry units remaining would withdraw into the arcologies to continue the Battle for Calth, a conflict that would develop into the decade-long Calth Underworld War.

At the last, Guilliman took his leave of the once-bountiful world of Calth, the would-be jewel in the crown of Ultramar which had stood for so much that now could never be realised. Before the Primarch ordered the fleet to depart, the Warp closing in all about it, he swore to return to Calth and to deliver it from the Traitors. It would be many years and many battles, across five hundred worlds and more, before that promise could be delivered upon.

But it would be delivered upon, for Roboute Guilliman, Primarch of the XIII<sup>th</sup> Legion and Master of the Five Hundred Worlds of Ultramar, had sworn it.







# THE ULTRAMARINES

**Numeration:** The XIII<sup>th</sup> Legion

**Primogenitor:** Roboute Guilliman

**Cognomen:** (Prior) No single cognomen officially recognised, however several sub-divisions of the XIII<sup>th</sup> had gained widely accepted de facto cognomen before unification with the Legion's primogenitor (ref: 'the Aurorans', 'the Nemesis', 'the Desert Lions', etc) which were later subsumed or discarded. (Early Great Crusade – informal/antiquated; the 'War-born').

**Observed Strategic Tendencies:** Mass Assault, Targeted Decimation, Planetary Interdiction, Liberation and Limited Theatre Compliance Campaigns.

**Noteworthy Domains:** The Realm of Ultramar (a semi-autonomous administrative region of the Ultima Segmentum, accorded full rights of governance and muster by decree of the Emperor, comprising a division popularly known as the 'Five Hundred Worlds'). Primary Legion headquarters centred on the world of Macragge (strategic command and primary armoury), secondary Legion establishments at Armatura (Legion training and indoctrination hub), Konor (forge and secondary armoury) and Calth (fleet base, under re-construction and expansion at the outbreak of the Heresy). Several outpost stations and their attendant colonies established beyond the borders of Ultramar during the Great Crusade (Honorum, Ulixis, Gathis Secundus, etc).

**Allegiance:** Fedelitas Constantus

*"Humanity's nature is war; an undeniable fact to any student of history, but to what end? Merely survival perhaps? Such many will claim, but this accounts for so little of all we have accomplished by way of wonders and terrors both. I contest that war is no more than a natural clearing of the earth; a purge which we instinctively know is needed so that greater things can be built, greater heights achieved, and greater dreams made real for generations to come. Man will kill without hesitation to survive, yes, but man will die in glory unrivalled for the future yet unborn."*

*From the Book of Nine Cryptographs  
Unknown Author, M.7*



At the outset of the cataclysmic civil war created by the treachery of Horus and the machinations of the dark powers of the Warp, the XIII<sup>th</sup> Legion, the Ultramarines, stood as one of the single, most powerful military forces in the Imperium. With an active fighting strength somewhere in the region of a quarter of a million Legiones Astartes, a sector-spanning domain under their overlordship and an arguably unparalleled structure for the supply and training of initiates —allowing it to withstand losses that would potentially cripple other Legions— it was this very strength that would make it a prime target for the Traitors' conspiracy. It would be at Calth that this blow would fall. But while the legend of the lapis-blue hosts of Ultramar and the strategic genius of its Primarch Roboute Guilliman were already widely promulgated by the Iterators and Remembrancers of the Great Crusade, the path by which it arrived at this apotheosis of power was not so well known and in some cases, the facts actively kept secret. The complexities of the Legion's past and the sometimes divisive and even antagonistic relationship the Ultramarines had with several of their fellow Legions was also concealed. It would be this hidden history that was to bear bitter fruit on Calth and cast its own shadow on the wars that were to follow.

#### ORIGINS: THE WAR-BORN OF OLD NIGHT

The XIII<sup>th</sup> Legion's origins lay, as with their fellows, on Terra and the closing years of the Unification Wars. Extant records from this time show the XIII<sup>th</sup> Legion's 'Alpha' intake —the test bed raising of several thousand warriors by which its gene-seed's stability and adaptability was judged— was passed firmly within acceptable parameters and with no singular or notable physical mutation beyond the expected pattern, with full functionality of implanted organs to projected specifications. Psycho-organically, initiates were noted to display increased aggression, as was expected, but also a marked tendency towards cohesion and the adoption of hierarchy, alongside an almost pathological dedication to the achievement of an assigned goal, particularly when compared against the psychological profiles of certain other alpha samples such as those of the XII<sup>th</sup> and V<sup>th</sup> Legion groups, who demonstrated more markedly heightened individualistic and fractious tendencies post-implantation. Although much of what would then transpire for the XIII<sup>th</sup> Legion's very early expansion past its test stage has been occluded by layers of the unbreachable secrecy inherent in much of the Emperor's

gene-work, and records lost in the destruction caused on Terra during the great siege, certain facts can still be pieced together and a hypothesis formed.

In terms of recruitment, evidence is apparent for a net being cast across Terra for initiates for the XIII<sup>th</sup>, with intake from areas as diverse as the sub-equatorial maglev clans of Panpocro, the war families of the Saragon Enclave, the proud Midafrik Hive Oligarchy and, most latterly, the anthropophagic tribes of the Caucasus Wastes. As varied in culture and origin as these groups were, they all had one factor in common; their violent and often bitter resistance to the later stages of Unification, a resistance broken ultimately in each case not by negotiated surrender but near annihilation, with in some situations little remaining save interned refugees and orphaned populations left by the savage conflicts which had brought these peoples to heel. It was this which led to the first informal cognomen by which the XIII<sup>th</sup> Legion was known by the forces alongside which they served—'the War-born'. It may then be theorised that the particular psychological effects of the XIII<sup>th</sup> Legion's gene-seed may have been used deliberately as a final weapon of the Unification to bleed away potential rebellion on Terra, and also further absorb the strength of the savage tribes of Old Night into the fledgling Imperium. Further evidence for this can be perhaps inferred by the fact that no evidence remains of the XIII<sup>th</sup> Legion seeing active deployment on Terra itself during the Unification Wars' bitter dregs —as both the VII<sup>th</sup> and VIII<sup>th</sup> Legions' early incarnations were, for example— with their first full battle honours recorded as being for the Pacification of Luna, and the brutal Sedna Campaign at the edge of the Sol System.

As the earliest phase of the Great Crusade, the liberation of the Segmentum Solar, progressed, it was discovered that this ancient and most heavily settled region of the first stellar domains of humanity held many survivors from the Dark Age of Technology. Of these there were some who openly welcomed the Imperium as patron and protector, but there were also many worlds who resisted Compliance, either through ignorance or prideful assurance in their own strength, just as there were others who were enslaved under the yoke of xenos oppression. The tide of conquest however, with the Emperor at the head of the war effort, quickly gained rapid momentum, and the fledgling Space Marine Legions undergoing their first great expansion were a

key part of this. During this period the XIII<sup>th</sup>, then around 8,000 strong, began to make its mark by taking part alongside other Legions under the Emperor's direct generalship, gaining renown in notable campaigns such as the Liberation of Diurnus and the destruction of the Scorvidian xeno-empire, as well as amassing a string of successful Compliance actions in solo operations on planets such as Lorin Sigma, Sekel's Landing and Ne'deble. From each of these conquered human worlds, the most militant factions provided additional intakes of recruits tithed for the XIII<sup>th</sup>, much as the war-born sons of Terra had infused their first intake.

It was during this early period of the Great Crusade that the genius of the Emperor's grand design for his Space Marine Legions became increasingly apparent. While each of his superhuman cadres proved itself able to fight on any battlefield and achieve victory, the Emperor had clearly patterned in the alchemical mix of his sons a diversity of tempers and abilities that had given each Legion a strength or suitability to a theatre of war of its own beyond that of its peers. In some cases these talents were atavistic and visible, be they the near preternatural fury already being displayed by the IX<sup>th</sup> Legion or the uncanny resilience of the XIV<sup>th</sup>. In others they were subtle and bred in the bone, such as the obsessive darkness which consumed the souls of the VIII<sup>th</sup>, and they could manifest in word and deed to the ruin of their foes, or the unyielding, cold passion and technological aptitude of what was already becoming known as the 'Iron Tenth'. It was into this latter category which the XIII<sup>th</sup> fell.

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. The Legion also gained significant success in independent operations where it took direct command of secondary support forces of the Imperialis Auxilia, whether the professional and elite regiments of the Solar Auxilia and the regiments of the 'Old One Hundred', or the often resentful and fractious hosts of Imperialis Militia auxiliary forces raised or even indentured from worlds recently forced into Compliance. In the latter case, the XIII<sup>th</sup> Legion often detached cadres of its own warriors to act as provosts and disciplinarians if needed, handing out final justice to the recalcitrant and inspiring bravery from the front lines; duties at which many other Legions balked at as beneath their honour or as a poor use of Legiones Astartes in battle.



In their adaptability and range of operations, they were said to be reminiscent both of the vaunted 1<sup>st</sup> Legion and the prominent Luna Wolves on whose glory and accomplishments, since that Legion's early restoration of its Primarch, much has already been made. The key to their fighting style was imitation and adaptation. Their own arts of war had evolved quickly from the tenets laid out during their indoctrination and training, becoming combined with

influences drawn from the host of martial cultures from which they were founded and the other Legions alongside which they served, from the knife-craft of the Opaki gangs of Hive Kôr to the armoured warfare tactics of the X<sup>th</sup> Legion.

#### **The Brotherhood of the Thirteenth**

By the third decade of the Great Crusade, the XIII<sup>th</sup> Legion had begun to develop a distinct character of their own. They

were recorded as having a practical and forthright mien, with little time given to the esoteric arts of warfare or conjectural strategising, preferring a direct approach of swift engagement. In warfare, they relied upon the rapid attainment of quickly defined tactical objectives and strategies born of tried and tested battlefield experience and determined by the situation at hand. They also had their pride, and while they were accorded as being unwaveringly loyal to the





Imperium's cause, they developed a tendency to guard their honour well and engaged in an open rivalry of achievement with the other Legions alongside which they served, particularly those few whose Primarchs had already been recovered. The warrior brotherhood of the XIII<sup>th</sup> had also, in recent years, begun to display its achievements visually. But rather than take on a particular livery and iconography as a whole as the III<sup>rd</sup> Legion or the Dusk Raiders had, individual

companies who had come to prominence in a particularly important Compliance operation or campaign took on additions to their core Legion livery—which maintained the post-Unification storm grey and gunmetal they had worn since Sedna—to commemorate their greatest achievements. Those companies who had fought alongside the VIII<sup>th</sup> in the purgation of the abhuman corsairs of the Cancerei Nebula afterwards bore black gauntlets, midnight blue helms and the ancient weighing scales and death's head icon of judgment in heraldic opposition of their Legion numeral, and took the name of 'Nemesis' as their own. Conversely, the principally armoured formations of the XIII<sup>th</sup> who had halted the Ork advance on the ash plains of Cypra Mundi, and in doing so had saved a city of millions from a savage death, afterwards commemorated the battle by mirroring on their right pauldron the emerald light of the blazing aurora borealis that had riven the skies under which they had fought. Such honours were claimed as the Legion's strength made visible, but for them no formal name for the Legion as a whole was desired save for its number, as their first Lord Commander Gren Vosotho is recorded to have said, "...I am told that once the numeral thirteen was taken as an ill omen by the weak minded and those enslaved by the lies of superstition, but in the Emperor's service we shall make it a byword for redemption and glory". The sorest test of the XIII<sup>th</sup>'s resolve and their arts of war was yet to come however.

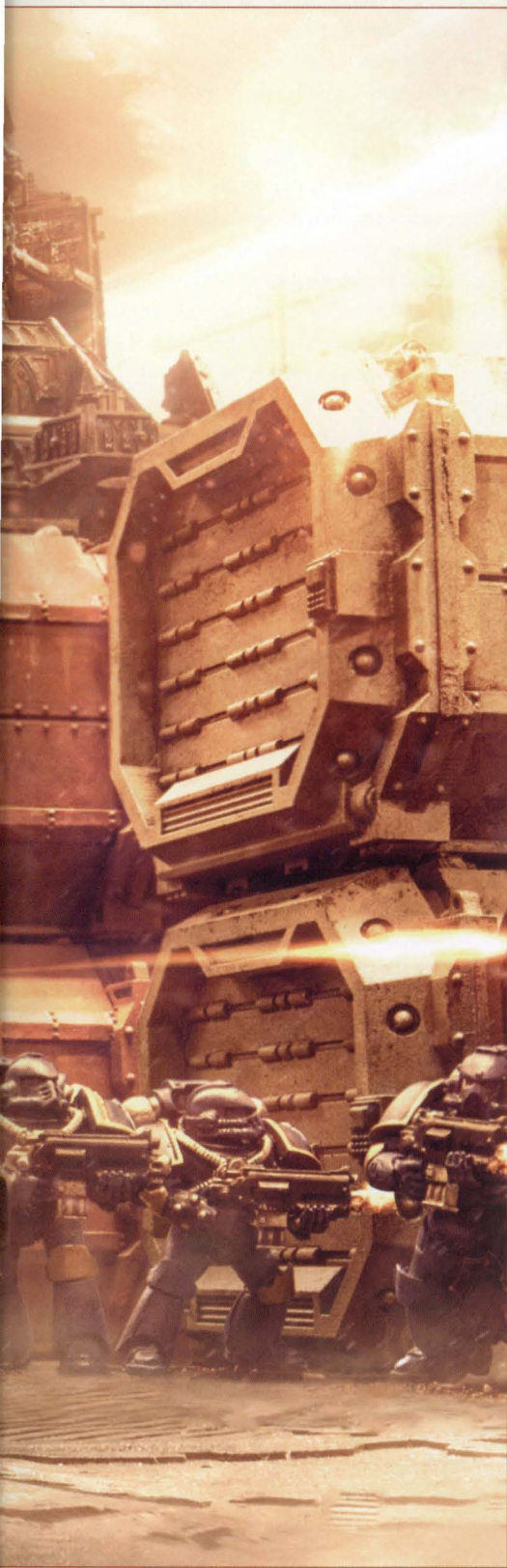
### The Osiris Rebellion

By the year 833.M30, the XIII<sup>th</sup> Legion had increased in number to an active force of around 33,000 Space Marines, whose primary battlegroup now consisted of the autonomous 12<sup>th</sup> Expeditionary Fleet. This expansion of their number in a relatively short space of time had been due to two principal factors. The first was that their particular practical style of warfare had a tendency to avoid casualties where possible compared to the tactics employed by certain other Legions. The XIII<sup>th</sup> avoided battles of attrition and prided themselves on achieving strategic goals with the minimum expenditure of life—and where salvageable human worlds were involved, this desire was also extended to the minimisation of collateral damage. The second was a latterly revealed aspect of their gene-seed. While the rates of gene-seed implantation success for the XIII<sup>th</sup> Legion's zygote type were very close to the median level, it had proved to be in the highest resistance band during extensive replication—a meridian matched only by the 1<sup>st</sup> Legion's own core

sample—suffering relatively little mutation or deviation in subsequent generations of harvested organs. This allowed the Legion to steadily expand its numbers, even without the stabilisation brought by a Primarch's own mature gene-code.

Such was the size, self-sufficiency and stability of the XIII<sup>th</sup> Legion that while the Emperor, in command of the might of the Principia Imperialis war fleet, Ferrus Manus and his Iron Tenth, and Horus and his Luna Wolves respectively led the three main thrusts of the Great Crusade at this time, pushing on into the outer void far beyond the Segmentum Solar, the 12<sup>th</sup> Expeditionary Fleet was entrusted with the task of exploring the extent of the inner galactic disc and its densely packed star systems coreward of Terra. This was why when a secession crisis unexpectedly flared up close to the capitoline systems of the Segmentum Solar itself, the XIII<sup>th</sup> Legion was the closest available Legion and the swiftest to respond.

The Osiris Cluster, a grouping of eleven star systems making up the inner portion of the Segmentum Solar's second quadrant, had suddenly and without warning declared secession from the Imperium. Chartist merchant vessels had been seized, Imperialis Armada naval patrol squadrons fired upon and driven off by system defence ships, and agents of Imperial authority rendered silent and assumed dead. The inhabited worlds of the Osiris Cluster, many technologically advanced at contact, had originally come into Compliance during the Great Crusade's eighth year in relatively bloodless order. It had been viewed as a highly successful campaign in which the XIII<sup>th</sup> themselves had a hand. That the Osiris Cluster had now fallen into open rebellion was deemed an affront to the Legion's honour by its Lord Commander, Gren Vosotho, and the master of the XIII<sup>th</sup> had vowed to bring the matter to a resolution as swiftly and emphatically as possible. Vosotho, acting on initial intelligence reports, ordered the warships of 12<sup>th</sup> Expeditionary Fleet to proceed directly to the halo world of Septus XII, leaving behind the fleet's support elements, lumbering transports and forge ships guarded by its slower combat vessels. The target of this rapid strike force was to be the atmospherically-sealed hive city of Cabasset, located on the night-side of Septus XII, and the economic and political capital of the Osiris Cluster. A strike there before the rebels had time to consolidate their forces, Vosotho reasoned, might end the rebellion in a single, bloody stroke.





Breaking into realspace in the outer system, the power of the 12<sup>th</sup> Expeditionary Fleet's two score of capital warships, led by the Legion's flagship, the Goliath class macro-battleship *Sethal's Thunder*, easily swept aside the system defence monitors and fireships sent out to intercept them. Immediately after the short firefight, in which the Space Marine ships sustained no losses, they engaged in a brief and equally successful long-range precision bombardment to defang Septus XII's orbital defences, before moving to attack the planet itself.

Vosotho had formulated a plan of attack based around a decapitation assault against the governmental and environmental control complexes on which all life in the hive city was dependant for survival. The strategy was a variation of a tried and proven tactic in part developed from close observation of the Luna Wolves' mastery of such attack forms, and which promised a quick resolution with the minimum of damage to the hive world's infrastructure and an object lesson in the futility of rebellion. The plan itself was predicated on detailed prior knowledge of the world as an Imperial holding and a military assessment of the potential numbers and capabilities of the rebellious militia forces the Legion was projected to encounter. Unfortunately, every assumption Vosotho and his command staff had made about what awaited his Legion was wrong.

### The Attack on Septus XII

The attack began well enough, with the close support fire of the *Sethal's Thunder* opening up great rents in Hive Cabasser's protective outer shell into which Vosotho personally led his Legion's Stormbirds to the attack. Resistance was immediately far heavier than expected as the landing force became swiftly bogged down in human attack waves made up of at first hundreds and soon thousands of dead-eyed civilians crudely stitched into makeshift pressure suits and armed with improvised weapons of every sort, not least among them explosive mining charges converted to suicide devices. The XIII<sup>th</sup> quickly modified their tactics to inflict maximum attrition but, heedless of casualties, the tide of bodies pressed on in cold silence and it was quickly apparent that this was no mere rebellion and no ordinary enemy. Unwilling to allow his attack to be stalled and his invasion force surrounded, Vosotho called down reinforcements and ordered his attacking squads to press on, relying on speed and co-ordination, as well as the superiority of his Space Marines in close quarters, to carry the battle. Slowly and with

steadily growing losses, the Legiones Astartes forced their way deeper into the hive city and one by one began to claim their tactical objectives, crushing better armed but equally vacant-minded opposition formed of what had once clearly been the bodyguard cadres of the hive's nobility. It was then, when the XIII<sup>th</sup> Legion was heavily committed and kilometres deep into the hive, that the trap was sprung. A xenos fleet of unknown type and origin, comprising five vast hourglass-shaped vessels whose structure turned and rotated ceaselessly like clockwork, appeared with great speed from within the fiery corona of Septus' giant star. Realising the disaster that was about to unfold, Vosotho called a general retreat from the surface, but as his forces battled to return to their gunships and transports, the assault on the Space Marines intensified as the nature of the attacks began to change.

While the waiting Stormbirds fell under concerted all-out attack in an attempt to cripple or destroy them, fresh mobs of grasping civilians poured from side-junctures and corridors, their intention not to kill but to overwhelm and pinion individual Legiones Astartes, drowning them in their mass of bodies, heedless of the cost in life. Above them in the void, the two fleets clashed. The great hourglass craft, each easily out-massing the gargantuan *Sethal's Thunder*, lashed out with blazing whips of elemental particles, scorching and burning the Imperial warships and engulfing any fighter squadrons or torpedo salvos that came close in collapsing gravitational singularities, annihilating them utterly. The 12<sup>th</sup> Expeditionary Fleet was overmatched but fought on valiantly, causing one of the titanic xenos craft to fall back, strangely-coloured vapours bleeding luminously from its rent hull, but at the cost of a dozen of its own number, while the *Sethal's Thunder*, at that point a burning wreck, tumbled out of control through the line of battle.

It was then that fearful figures, aglow from within with sickly light, began to materialise among the attackers both on their surface and to teleport directly onto the warring Imperial vessels. Armoured in some form of baroque bio-mechanical containment suits, the creatures within were barely corporeal; ghoulish shapes of glowing mists whose gauntlets spat ethereal fire and whose alien wills reached out to crush the minds of those who resisted them. Vosotho's final command was for the fleet to withdraw with as many of the XIII<sup>th</sup> Legion that could be recovered, but withdraw it must. A new enemy of the

Imperium had been met, and word of it must reach Terra at any cost. Vosotho committed his life to the command of the rearguard on the surface, taking penance for his error, and his last act was to transfer Legion command to the most senior surviving commander present in orbit, Marius Gage. It was a testament to Gage's swift thinking and tactical acumen that he was able to hold off the enemy vessels until every surviving Stormbird from the ground assault had departed the planet, fighting a swirling three-dimensional battle of thrust, counter-thrust and retreat which held the enemy titan-ships at bay until the 12<sup>th</sup> Expeditionary Fleet had fought its way clear.

Ultimately, what could have been a disaster had been fought into a mere defeat, and when all was afterwards measured, the XIII<sup>th</sup> Legion had suffered a little over 6,500 Space Marines lost, the largest tally of any single battle in the XIII<sup>th</sup>'s history. Although this was approximately a fifth of its fighting strength in terms of Legiones Astartes, the lost counted among them much of the elite of the Legion, many of them Terran veterans from its founding and its Lord Commander Gren Vosotho with them. Its fleet had also suffered severely, with a quarter of its warships lost or irrevocably damaged, not least of all its flagship. Just as bitter a blow was to the Legion's pride and honour at the defeat to which their overconfidence had led them. They hungered for vengeance but even this was denied them.

When the XIII<sup>th</sup> Legion returned to the now quarantined and blockaded Osiris Cluster a little under a standard year later with a force heavily augmented from the Solar Armada, elements of the XVIII<sup>th</sup> Legion and specialist anti-psyker cadres from Terra, of the xenofoms the Officio Biologis had designated with the cognomen of 'Osiran Psybrid', they instead found worlds either left as wastelands of the unburied dead or locked in turmoil and civil strife. But of the architects of these atrocities they found no sign. Piecing together fragmentary records from planetary dataspheres and human minds alike all but purged clean, it was impossible to know from where the xenos had come or where they had gone, only that they had operated covertly at first, insidiously claiming certain worlds outright; burning out the wills of their populations, stealing away some bodily into the void, and leaving the others to simply mindlessly perish by starvation or inaction in their absence. Other worlds they had sent first into rebellion and then strife through covert psychic



domination of their rulers and manipulation of their population's fears. The revelation was of a foe perhaps not numerous, but both insidious and frighteningly powerful, a clear threat now marked for extermination by the Emperor's own writ.

In the wake of the short campaign, empty of glory, which brought the remains of the Osiris Cluster back under the Imperium's control for repopulation, the XIII<sup>th</sup> swore a blood oath for vengeance against the xenos wherever and whenever they might appear again. The Legion, now under Marius Gage's stewardship, reorganised and sought to quickly replenish its numbers and supplies, and afterwards redoubled its effort in the Great Crusade's service, as if trying with each fresh victory to prove that the defeat at Septus had been an aberration never to be repeated, and the name of its lost master and indeed the battle in which he fell became a thing no longer spoken of but which dwelled as a shadow at their shoulders.

There existed within the Legion now a brooding sense of loss and a canker of doubt in its own abilities, and in the hearts of its Legionaries grew the desire, always present but now lent keen impetus, to reunite with their Primarch as a balm to all their ills, to become—as they saw it—whole. The dark irony was that more than two years previously, unknown and withheld from the Legion's knowledge and before the events at Septus, their Primarch had been located by the Emperor, but owing to the vagaries of the Warp, contact would not prove possible for several more years. During this period, brief as it was and yet seeming an eternity to the sons of the XIII<sup>th</sup>, the Legion fought on with a relentless but joyless hunger for battle, taking world after world for the Great Crusade in rapid succession, but shunning now both the laurels of victory it once courted and the respect of its peers it once craved, until the hour of its salvation came at last.

#### ULTRAMAR

Around the time that the young Roboute Guilliman waged war in Illyria, the Emperor's fleet had reached the planet of Espandor at the outer edge of the network of worlds with which Macragge had maintained tenebrous contact. From the Espandorians the Emperor learned of the existence of Macragge and the extraordinary son of the Consul Konor Guilliman, and from what he learned he knew that this child could be none other than a missing Primarch. There have been some who have suggested that

the Emperor's arrival at Espandor and the isolated region so far from the frontline of the Great Crusade's main spur of progress was no accident, and that by some arts he had perceived or had foreknowledge of what he would find. Regardless, what followed was certainly not foreseen. As the Emperor's fleet quickly moved on to Macragge, it was almost immediately deflected by violent warp squalls which had risen up to separate Macragge and a handful of nearby systems from approach. Thwarted by a power even the Emperor could not readily ignore, it would be something in the region of five standard years before contact could be successfully attempted.

In the years that intervened, Macragge had undergone a striking transformation. It was now a world of uniformity and order, prosperous and productive. Its cities had been rebuilt in glittering marble and shining steel, and the serried ranks of its armies were well armed and well equipped, and outfitting themselves now for operations beyond their own world. For even before the Emperor's arrival, Roboute Guilliman, it is said, had dwelt much on the ancient histories contained in the great libraries that he had confiscated from his world's deposed aristocracy, and the fragments he found there telling of the ancient domains of Mankind, and he had begun to dream of new horizons and new worlds to conquer, of a domain 'beyond the sea of night' or to use the ancient scholarly form found in the texts—'Ultramar'. By his will, he made it so and within their warp-sealed enclave, vessels from Macragge now plied regular and well-patrolled trade routes with local star systems, bringing raw materials and people to the flourishing world, while against some of its neighbours, short, victorious conflicts had already been waged to pacify the strife they had found there.

It is said that when the Emperor saw what his lost son had wrought, he was indeed pleased, and that he met with Roboute Guilliman without the dissembling that had been needed with those Primarchs he had found of more savage timbre. It is furthermore recorded that once Guilliman learned the truth of his origins, he immediately swore his fealty to the Emperor, who he knew was his true father, for he had already theorised correctly the purpose for which he had not been born so much as deliberately created. It was immediately apparent to Imperial observers that Roboute Guilliman possessed a powerful analytical intelligence, even when compared to the superhuman cognitive abilities of his peers, as well as a

talent for statecraft and macro-organisation of staggering potential. Yet few could then guess what such talents harnessed to the Great Crusade would go on to achieve.

#### The Unification of Body and Blood

The XIII<sup>th</sup> Legion of Space Marines was assigned to the command of Roboute Guilliman in short order, for the Primarch needed little urging or aid in the assimilation of knowledge of the wider galaxy, the Great Crusade and the many technological wonders of the new-born Imperium of Man. It was a development greeted by the XIII<sup>th</sup> with great rejoicing and pride in the honour that Roboute Guilliman paid them in accepting their fealty. The oratory and vision with which their new-found Primarch expounded to them his designs for the future and the righteousness of the Great Crusade filled the Legiones Astartes with a renewed vigour and dispelled any shadows of doubt in their minds, and made Guilliman's takeover, according to official records, all but seamless.

Roboute Guilliman did far more than merely take command of the XIII<sup>th</sup> Legion, he set about transforming it. His vision was for a Legion that was more than simply one army among many, however exceptional, but a self-sustaining power for conquest, order and expansion; the strength of the body and blood of the Imperium made manifest by the will of the Emperor through His servant Roboute Guilliman. To him, a military force was more than the warriors who wielded arms—it was their chain of supply, the ships which carried them between, the manufactora which supplied their munitions and the worlds which bred their recruits; they were indivisible and equally vital. To Guilliman's mind, all of these things made a Space Marine Legion, and he meant to control them all so that his own would prosper and the Emperor's will be done.

In accordance with this grand design, he planned to not merely take the world of his fosterage as his headquarters and recruiting ground as his peers had done and would continue to do, but from the start set it up as merely the fulcrum of a far larger network of provender and support. The basis of this network would be the worlds Macragge had long maintained links with, but they would merely be its first components, not its fullest extent. This would be the start of Roboute Guilliman's 'Ultramar' and it would be a project of decades, and continue to expand right up to the first treacherous blow of the Horus Heresy.



## THE SON OF MACRAGGE

Thanks to the widely distributed efforts of numerous Imperial Iterators, the story of the Primarch Roboute Guilliman, his early life and his finding is widely known and well accounted for, in stark contrast to certain others of the Primarchs. Much of these accounts have of course served the role of edification for the masses and the demands of propaganda, but between the accounts, variously embellished, a number of consistent facts and themes emerge.

### Planetfall

After their mysterious expulsion from Terra, the twenty incubation capsules of the infant Primarchs came to rest on human-settled colony worlds throughout the galaxy—distant worlds that were inhabited by a wide variety of human cultures, and whether by fickle fate or cruel design, each world would provide a crucible which would temper the child into the Primarch they would become, be that hero or monster, tyrant or liberator. The capsule containing the developing form of one Primarch fell upon the world of Macragge in the Eastern Fringe of the galaxy. Macragge was a bleak but not inhospitable world, part of a decayed star empire of ages past that Mankind had inhabited for many centuries since the time of the Dark Age of Technology. Its industries had survived the Age of Strife relatively intact, and its people had retained an authoritarian but cohesive society. It had remarkably preserved a number of antiquated short range warp-capable craft which could be utilised for near-stellar transit—conditions permitting—and its

people had continued to build sub-light spacecraft even during the time of the most intense warp storms. This had allowed the people of Macragge to maintain contact with several neighbouring human-settled star systems, despite the storms' fury, and so retain a tenuous link to the rest of human space and the knowledge that it was not alone in the darkness.

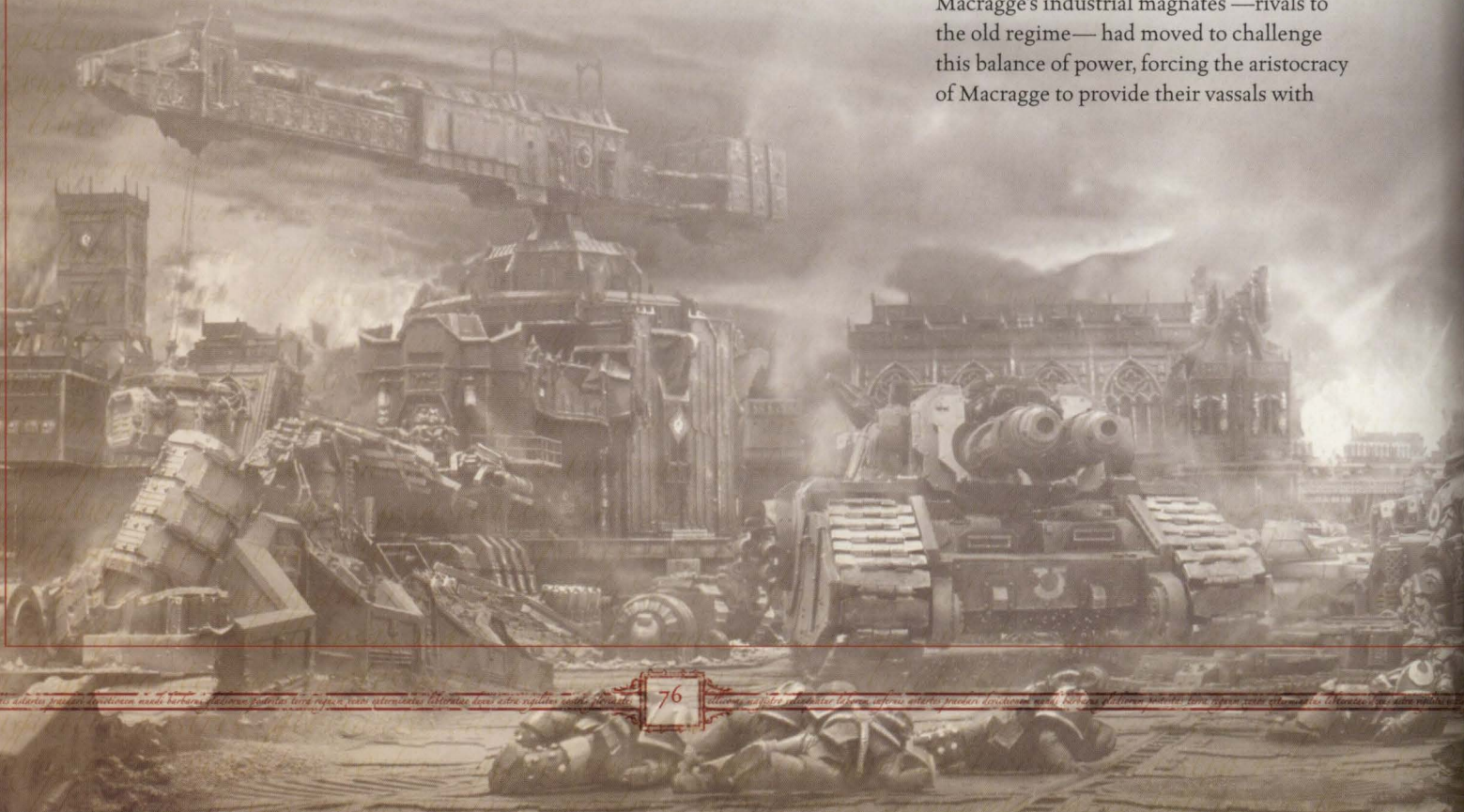
So it was that when the Primarch's fallen capsule was discovered by a group of magnates who were on a hunt in a local forest, they knew it immediately for a device of advanced technology rather than a thing of superstition or magic. The magnates broke the capsule's seal and discovered a strikingly beautiful and perfectly formed child within it who was surrounded by a glowing nimbus of power. The child was brought before Konor Guilliman, one of a pair of nobles who bore the title of 'consul', whose authority governed the most civilised and powerful region of Macragge, and Konor adopted the infant as his own son in a manner not uncommon to his culture, naming him Roboute.

The young Primarch grew unnaturally quickly and as he did so, his unique physical and mental powers became obvious to all. It is recorded that by the time of his tenth birthday, Guilliman had mastered everything the wisest tutors of Macragge could teach him. His insight into matters of history, philosophy and science astonished his teachers, while his recall was absolute and his ability to extrapolate accurate conclusions from fragmentary information

was said to border on the inexplicable. His greatest talent, however, lay in the art of war, which was itself treated as a high and lauded science in Macragge's culture. As soon as he had attended his legal majority, Roboute's foster-father Konor immediately granted him command over an expeditionary force sent to pacify the far northern lands of Macragge. Named Illyrium, it was a barbarous land of outcasts and petty, warring micro-states that had long harboured brigands and mercenaries who raided more civilised lands as often as they hired themselves as foot soldiers to fight their neighbours' wars. Roboute fought a brilliant campaign and won both the submission and the respect of the fierce Illyrian warrior bands, but when he returned to his home from the northern frontier, Roboute found the capital of Macragge Civitas in turmoil.

### The Death of Konor

During Roboute's absence, Konor Guilliman's co-consul, a man named Gallan, had unleashed a coup d'état against Konor—a development far from unknown historically, if in this instance a surprise. Gallan, it transpired, had long harboured designs on undiluted rulership and had conspired with those amongst the wealthy nobility of Macragge who were jealous of Konor's political power and popularity, and also increasingly afraid of his preternaturally precocious foster child's future. These malcontents represented Macragge's ancient regime, an aristocracy whose wealth was manifested by vast estates which were supported by the toiling of a multitude of impoverished vassals. Konor, backed by Macragge's industrial magnates—rivals to the old regime—had moved to challenge this balance of power, forcing the aristocracy of Macragge to provide their vassals with





increased living standards and rights before the law, weakening the aristocracy's stranglehold on the polity. Konor had also passed legislation that obliged the nobility of Macragge to begin an ambitious programme of improving the long neglected infrastructure of their nation and enlarging the capital city at their own expense. These reforms made Konor Guilliman all but unassailable in the common people's eyes, but were highly unpopular among all but a few of the more far-sighted aristocrats.

As Roboute Guilliman and his triumphant army approached the city of Macragge Civitas, they saw the smoke from a multitude of fires and encountered citizens fleeing from a city in anarchy, and Roboute learned that Gallan's private army had attacked the senate house while Konor and his loyal bodyguard troops had been inside. The refugees each told the same story; that rebel soldiers had attacked the senate, whilst a drunken mob, instigated by Gallan but now out of anybody's control, roamed the city burning, looting and murdering. Roboute hurried to his foster father's rescue. Leaving his own troops to deal with the drunken rioters without quarter, Roboute personally fought his way towards the centre of the city, passing the bloody work of rebel firing squads everywhere in the government district, but at the senate house, found himself too late. All was a bullet-

ridden and blasted ruin, and even the rebels it seemed had fled the scene to join the looting. There, in the half-collapsed shelters beneath the building, he found his father dying. For three days the wounded Consul had directed the defence of the besieged senate house, even as surgeons fought for his life following a botched assassination attempt on the senate floor which had touched off the conspiracy's chaotic attack. It is apocryphally said that as he gasped out his last breath, Konor detailed the extent of Gallan's betrayal to his beloved foster son and named those whose hands were stained with his blood.

Roboute Guilliman's cold rage at his foster father's death was unstoppable. With the full backing of his army and the beleaguered citizens of Macragge Civitas, Roboute crushed the aristocratic rebels, scattered their hireling armies and lined the streets with the hanging bodies of the rioters, thereby quickly restoring order to the capital city and the surrounding lands. Thousands of citizens flocked to the senate house and amidst a wave of popular acclaim, Roboute assumed the mantle of the sole and now all-powerful Consul of Macragge.

The new ruler broke the old, aristocratic order and stripped from them their lands and titles. Gallan and his fellow conspirators were seized, the ring leaders publicly executed and the rest sentenced to hard labour rebuilding the city they had ruined stone by stone by hand. It was not a sentence they would long survive. In the new order, loyal soldiers and hardworking settlers were granted rights where the oppressive aristocracy had once held sway. With super-human energy and the singularity of vision only a Primarch was capable of executing, the new Consul reorganised the social order of Macragge, creating a ruthlessly enforced meritocracy where the hardworking prospered and the honourable received positions of high office, and those who shirked the law or worked against the good of the whole faced draconian, but faultlessly even-handed punishment. The stagnated and uneven economy was re-ordered, technology disseminated rather than hoarded by the elite, and the armed forces were transformed into a powerful and well-equipped force. Macragge flourished as never before—one people and one order, united under the unchallengeable rule of Roboute Guilliman.





### THE EAGLE OF THE EAST

As swiftly as he put his plans for Ultramar into action, he embarked on the root and branch reorganisation of his Legion. Adopting an extraordinarily detailed plan which drew from both the military doctrines and political philosophies of his surrogate home world, a detailed study of the history of the XIII<sup>th</sup> and each and every other Legion and armed force under the Emperor's banner in their then current form, he remade the organisational structure and tactical doctrines of his Legion accordingly.

The result was an elegantly structured but elaborate and highly meritocratic force. It unsurprisingly built on much that had already been evident in the character of the XIII<sup>th</sup> Legion, as their Primarch's gene-seed

had already partly shaped them, however unconsciously, and through the application of analysis and reason sought to purge any weaknesses or deficiencies to achieve the optimal military outcome. This, as with so much of the Legion's affairs, was considered by the Primarch an ongoing project, and it evolved quickly into a dual doctrine which embraced in parallel on one hand what were the ancient and deterministic values of the warrior: courage, discipline, skill and adaptability, defined as that which was 'practical,' and on the other: planning, precedent, analysis and assessment, defined as that which was 'theoretical.' Both were of equal weight and value, one complementing and informing the other, blending together as the metals which made a fine blade. This became the Legion's doctrine and its creed.

As with the society Roboute Guilliman had built on Macragge, the XIII<sup>th</sup> Legion under his mastery would be as ruthlessly even-handed as it was efficient, with the needs of the individual sublimated to the greater whole, but the life of the individual never spent wantonly or without purpose; for the doctrine stated that each Legionary lost weakened those who remained. Within the Legion, the valour and the achievement of the individual were rewarded with honour and responsibility, but the obedience to hierarchy and order it demanded of its members was to be unquestioning and unchallenged. The outward signs of this transformation were striking, the livery of the XIII<sup>th</sup> was altered to a deep blue, chased with gold, while the symbol of the ancient 'Ultima' glyph found in the pre-isolation





stellar charts of the region was adopted as its icon and seal to tie them to the newfound realm which they embodied, and with it the cognomen of 'Ultramarines', perhaps as one monograph attributed to the Remembrancer L. Amphidal suggested, "Roboute Guilliman and his Legion would vow to take the Great Crusade beyond the stars themselves if needed to see its completion".

With its forward base relocated to Macragge, Guilliman was granted independent Crusade command for the region, and quickly set about a series of fresh conquests. His 12<sup>th</sup> Expeditionary Fleet reformed under his command and supplied with warships of the latest designs from Mars as a boon of the Emperor. Fresh conquests were immediate, as the newly named Ultramarines rapidly

expanded their range out from Macragge, identifying suitable targets for Compliance and singling out xenos holds for eradication. Interrupted only when called upon to join larger campaigns by the will of the Emperor, for nearly a century the 12<sup>th</sup> Expeditionary Fleet ranged as far to the galactic north as the dead expanse where the Dominion of Storms ended and as far to the galactic east and south as the point of Ultima Thule, where the stars paled and emptied out into the limitless darkness of the exo-galactic void.

During this period, the Ultramarines, by some records, succeeded in liberating more worlds than any other single Primarch's forces, and the planets Roboute Guilliman brought within the Imperium always benefitted from his intense passion for efficient and ordered government. Whenever Guilliman and the Ultramarines made a world Compliant, his forces spent as much effort in establishing it afresh, setting up self-supporting defences, and ensuring that in his wake, the agents of the Imperial Truth and industry would firmly seal the world's place in the fabric of the Imperium. This spread of cohesive civilisation in the Legion's path served both to solidify and expand supply lines for its advance, facilitating in no small part the great speed and range of the Ultramarines' conquests.

### The Pattern of Empire

As inexorably as its tally of victories multiplied, the Ultramarines Legion's numbers began to also grow. Even before its reunification with its Primarch, the XIII<sup>th</sup> Legion had been mindful of its losses and demonstrated its ability to expand steadily thanks to the resilience of its gene-seed during multi-generational replication. But with its Primarch's vision to guide it, his organisational skill and his own genetic material available to further strengthen the Legion's gene-stocks, the resultant expansion was meteoric, perhaps beyond anyone — even the Emperor's — expectations. Within months of the Legion's establishment on Macragge, the first influx of new recruits had arrived at the Fortress of Hera, the new Legion headquarters Roboute Guilliman had ordered constructed there, and the process of renewal and increase in the XIII<sup>th</sup> Legion's fighting strength had begun and never since had ceased.

Wave after wave of recruits were taken in and processed, not simply from Macragge and the surrounding worlds of the slowly expanding Ultramar, as numerous as they were, but from scores of worlds and colony outposts where

the conquering fleet of Roboute Guilliman had gone. The process was meritocratic and exacting; only the strongest and most able candidates were selected, chosen for both desired physical and mental attributes, but the net was flung so wide that the intake dwarfed that of any other single Legion. This, coupled with the Ultramarines' resistance to what they saw as the 'waste' of attrition warfare, created a kind of amplification effect in practice where the larger the Legion used in a single Compliance action, the more force was bought to bear and the fewer the casualties taken. Where this was not the case — and there remained many hard battles fought by the Ultramarines against hideously powerful foes such as savage Ork empires, the Tanaril and other nightmarish xenofoms — and heavy losses were inevitably suffered, the Legion's sheer size and its huge capacity to renew itself with more recruits offered it formidable resilience, and such losses were almost invariably replaced within a few years.

By the time Horus was appointed Warmaster, the Ultramarines were by any official assessment the largest single Space Marine Legion by number of Legionaries with a considerable margin. Owing to this expansion, the now massive 12<sup>th</sup> Expeditionary Fleet was sub-divided into a score of smaller Expeditionary and Persecution fleets, allowing the Legion to range further, each still numbering scores of vessels and thousands and sometimes tens of thousands of Legionaries. The numeric strength of the Ultramarines Legion would be an achievement that would not be surpassed, though in secrecy the late expansion of the Word Bearers would come to rival them by some assessments, while the wilder claims as to the strength of the Alpha Legion also have them run closer than official records would indicate.

This scale of military force and the near autonomous 'empire within an empire' that maintained it, Ultramar having reached a dominion popularly ascribed as the Five Hundred Worlds before the outbreak of war, would have dire and unforeseen consequences for the Ultramarines and their Primarch. Separate and inviolate in the east, and a great power within their own right, the Legion's very existence made them a threat to the Traitors' conspiracy that could not be ignored, and on Calth would the Warmaster's plan and the Word Bearers' desire for revenge see that threat destroyed.





## UNIT FORMATION STRUCTURE WITHIN THE LEGION

From its earliest incarnation, the XIII<sup>th</sup> Legion had remained true to the strictures of the *Principia Bellicosa*, as laid down by the Emperor and his advisors at the beginning of the Great Crusade. The warriors of the Legion were organised into standardised companies of approximately a thousand warriors, then into chapters, each of ten companies. Unlike many of their brother Legions, they made little attempt to re-codify the structure or vary the size of individual units. Instead, the War-born enshrined the basic strictures of this system as an honoured tradition of the Legion, one that was to see little modification even in its later years after the rediscovery of Guilliman, who expanded and elaborated on this structure, seeing in it great virtue, rather than replacing it. Roboute Guilliman also expanded on the XIII<sup>th</sup>'s practice of observing how others fared in battle and adopting modified versions of their comrade Legions' tactics where

efficacious. This spoke to Guilliman's own predilection for analysis and observation, and in his case what the Primarch saw he studied with a relentless precision, always seeking to distil and improve upon success and exceed the originator's accomplishments by the application of his intelligence and the diligence of his Legion. Such improvement was something he always believed a possibility, an attitude which at times brought the ire of some of the Roboute Guilliman's peers.

The operational doctrines of the XIII<sup>th</sup> favoured tactical diversity and the application of overwhelming force. As a reflection of this, the Legion maintained relatively few specialised companies, instead choosing to spread those units which maintained large stocks of non-standard equipment and munitions evenly throughout the various companies of the Legion. It was intended that every Ultramarines company would be individually capable of meeting the enemies of Mankind on any terrain and in

any theatre of war with equal ability and emerge victorious, magnifying this power in combination with other chapters almost geometrically. To this end, each chapter featured a proportionate mix of tactical and assault units, armour and artillery as well as gunships and transports.

With the sub-division of the massed ranks of the XIII<sup>th</sup> that occurred in the latter years of the Great Crusade, reforming it into more individual Crusade fleets than any other single Legion, the value of the doctrine was quickly re-established and built upon, the Legion attempting to standardise much of its equipment base and supplement it where needed with local patterns, which if not the most potent or advanced of their type required lesser resources to mass produce, in order to optimally meet the ever-expanding needs of its warriors. This factor itself would have great impact on the latter day development of Space Marine forces beyond the wars of the Horus Heresy.

While this doctrine of structured adaptability was to become deeply ingrained within many of the Legion's chapters, there were some notable deviations from this pattern. Some few individual chapters, through long





held preference or some quirk of supply, maintained notable strengths of non-standard equipment or personnel. The 4<sup>th</sup> and 22<sup>nd</sup> Chapters are the most noteworthy examples of this, with the 4<sup>th</sup>, known within the Legion as the Aurorans, operating roughly five times as many armoured vehicles as a standard chapter, while the 22<sup>nd</sup>, the so-called Nemesis chapter—long a hold-out of its Terran-born contingents—maintained large number of Space Marines equipped as destroyer units, and was one of the few Ultramarines formations to routinely be deployed especially to Exterminatus operations by the Legion. Roboute Guilliman was known to hold something of distaste for such horrific weapons as fundamentally self-defeating; they destroyed the very ground on which they were used, which was to his doctrines a poor way to conquer or liberate a world. But this having been said, Guilliman held no outright ban upon such weapons' use in his Legion as Vulkan did, realising that in certain cases their use was all that would suffice, and strategically he would not let his Legion be without the ability to deploy phosphex, oxygen destroyers and even carbosilic cascades in extremis.

Alongside the conventional order of battle with which the Ultramarines operated, several unique formations stood wholly apart from the traditional structure. The earliest of these to emerge were the Evocatii chapters, first introduced by Lord Commander Vosotho and later reorganised, expanded and renamed by Roboute Guilliman. The Evocati was the training ground of the Legion; comprising two double-strength chapters composed of both raw recruits from across Ultramar and beyond, as well as a core of war-hardened veterans. Where the late Lord Commander had once blooded these neophyte warriors at the forefront of his campaigns, Guilliman assigned them first to a tour of defensive operations within the borders of Ultramar in conclusion to a rigorous training regime which favoured both practical battle experience and more rigorous and more lengthy cerebral conditioning and memetic implantation than most other Legions undertook.

A later development, but of equal importance, were the Invictarii; a veteran cadre who served both as a Legion elite and as a pool of warriors who through their actions had singled themselves out for potential future high command, not simply by bravery or skill at arms, but also for displaying a talent in governance, organisation and administration. Their ranks formed the core outside the usual Legion structure devoted in no small part to the control and order of the Ultramarines writ of domain, and increased in number as the Legion itself expanded and the realm of Ultramar with it.

The most famed and potent of these elite sub-formations were the Suzerain Invictarus. These formed the retinues of the five Tetrarchs of Ultramar, and functioned as both a military force for the defence of that fiefdom, arbiters of law for the population and an honour guard for their commander in battle. The individual forces of these Suzerain Invictarus varied in size, with Tetrarch Amyntas maintaining a force of several thousand as feared peacekeepers in the troubled worlds around Iax, while Tetrarch Lamiad had but one hundred in his guard, partly in deference to the Mechanicum warriors who stood in Konor's defence and did not need aid in doing so. Outside of the Suzerain forces, members of the Invictarii could also be found in limited numbers spread out through the Legion's veteran units and various sub-stratas of command (although by number only a fraction of all veterans, officers or sergeants ranked amongst them) gaining further battlefield experience and honing their skills by field command.

Though rarely spoken of, there existed another agency of the XIII<sup>th</sup> Legion at work within the borders of Ultramar. The Vigil Opertii, an organisation whose roots stretch back to the early days of Ultramar's founding, operating as a shadow arm of the military government of Ultramar, silencing those threats uncovered within the Five Hundred Worlds and holding custodianship over the various defence militias of its standing human armies. Little is recorded of their internal organisation, save that the warriors who made up their forces were at their core a body of augmented humans—those

aspirants whose minor deficiencies of mind or body barred them from joining the ranks of the XIII<sup>th</sup> Legion, but not from service. This organisation reported to the Invictarus and went where a superhuman Legiones Astartes could not go covertly or easily, and in its manner may have been patterned at least in some part on the similar operatives of certain other Legions of more insidious mien, although with an assuredly ironclad code of conduct set for their operations.

### Legion Command Hierarchy

The XIII<sup>th</sup> Legion operated under a strict hierarchy where each warrior's responsibilities and duties were known at all times. Roboute Guilliman had overall command of the Legion, deciding its disposition and strategic objectives, as well as taking command of whichever fleet or war zone he was present in. Beneath the Primarch were the chapter masters, each of whom led approximately 10,000 warriors and a contingent of Ultramar's void fleet. Assisting them were the cadre of senior officers and commanders, the Legatii. Each chapter of the Legion contained ten companies each in turn of 1,000 Legiones Astartes commanded by a captain, who was responsible for the tactical deployment, efficiency and training of his warriors.

### THE LORDS OF ULTRAMAR

The Lords Martial of the domain of Ultramar in 007.M31:

#### The Tetrarch Council

- Roboute Guilliman, Master of Macragge, Primarch of the XIII<sup>th</sup> Legion and Lord of the Five Hundred Worlds
- Eikos Lamiad, Tetrarch of Konor
- Tauro Nicodemus, Tetrarch of Saramanth
- Eben Frain, Tetrarch of Occluda
- Stolos Amyntas, Tetrarch of Iax

#### Legati and Senior Commanders of Note

- Marius Gage, 'First Master' – Chapter Master Primus of the XIII<sup>th</sup> Legion
- Orfeo Cassandar, Legatus of the Evocatii and Seneschal of Armatura
- Valentus Dolor, Legatus of the Vigil Opertii, Provost-Magistratus of Ultramar
- Drakus Gorod, First Legatus of the Invictarus Assembly and Fief-commander of the Primarch's Guard



Some few chapters retained and employed variations of the older XIII<sup>th</sup> Legion's sub-structures and heraldry, marking achievements of the Terran first generation of the 'War-born' or the disparate origins of their warriors, but these had faded somewhat over the years as the body of the Legion's demographic changed to favour the sons of Ultramar. By the closing decades of the Great Crusade all, regardless of origin, followed the same detailed organisational scheme, with only minor variations allowing for personal heraldry and honours among its highest echelons. All twenty-five chapters of the Legion—a vast notional strength of around 250,000 Legionaries by the time of the Horus Heresy—comprised then a single cohesive force with a fully integrated command structure, and were capable of seamlessly forming together for grand strategic assaults or operating flawlessly in smaller detachments to carry out individual actions under this flexible arrangement.

While the captains and chapter masters of the XIII<sup>th</sup> Legion governed the crusading armies of the Legion, it was the parallel system of tetrarchs and their own legatii who governed the many military institutions of the realm of Ultramar and were entrusted with its defence. Each tetrarch was a military dictator of one of the five 'king worlds' of Ultramar, and ruled over a sub-sector of that realm. The tetrarchs were appointed by the Primarch, who was himself Master of Macragge and the core worlds of Ultramar—though his duties as governor of these worlds often fell on his seneschal in practice, while he led the armies of the Emperor's Imperium on crusade.

The legatii were a special division who held rank equivalent to a praetor of the Legion by the Terran pattern. They served as the commanders of the Legiones Astartes armies stationed within Ultramar itself and of particular specialised units and detachments outside of the legion's regular order of battle. A particular legatus, sometimes known as a fief-commander, was also assigned to lead each of the tetrarch's retinues of the Suzerain Invictarus, a position of high honour. Overall command of the twin chapters of the Evocati and the war world of Armatura also fell to a legatus, charged with maintaining a steady flow of recruits for the crusading chapters of the Legion, while another was placed at the head of the Vigil Opertii, and charged with overseeing civil order, a position of much influence and dark renown within the realm of Ultramar.

## The Ultramarines Fleet

In contrast to the vast numbers of Space Marines in the Ultramarines Legion, the naval assets of Ultramar were more limited. Historically, Roboute Guilliman had made a virtue of close alliance with the Imperialis Armada fleets of the Ultima Segmentum, and relied upon them closely when a particular campaign called for a powerful capital ship contingent to be employed or extensive orbital bombardments to be undertaken. The Primarch himself was known to have observed that his warriors were intended to excel in spheres of combat other than the impersonal long range clash of star ships many kilometres apart in the deep void, and greatly favoured his own Legion fleet to be optimised for close assault and maintained ships designed for invasion operations for this reason.

As a result, the Legion had never operated large numbers of the heaviest capital ships, retaining less than 30-35 of such craft at various points, having lost several in battle over time, notably the Legion's first flagship among them during the disaster at the Osiris Cluster. Of those heavy capital ships which remained, most had served since the Legion's inception at the beginning of the Great Crusade and had been heavily refitted over time. Only a handful of the newer models of heavy capital ships had been assigned to them since the Primarch Roboute Guilliman's command tenure had begun, although of these notably two were of the extremely powerful Gloriana class.

The main body of the Legion's void craft fleet was then made up of mid-scaled cruisers and smaller battle barges of various classes, along with substantial numbers of lighter pattern purpose-built strike cruisers, frigates and fast patrol cutters, all which could be produced by the shipyards of worlds across Ultramar. Although this fleet structure did allow the Legion a great deal of flexibility and range in how it deployed its many Space Marine chapters, its combined overall tonnage and firepower ranked the Ultramarines fleet in the mid-tier of the Legions, considerably behind the Imperial Fists, for example, in terms of tonnage and destructive power, and behind the Death Guard in terms of number of heavy capital units.

## War Disposition

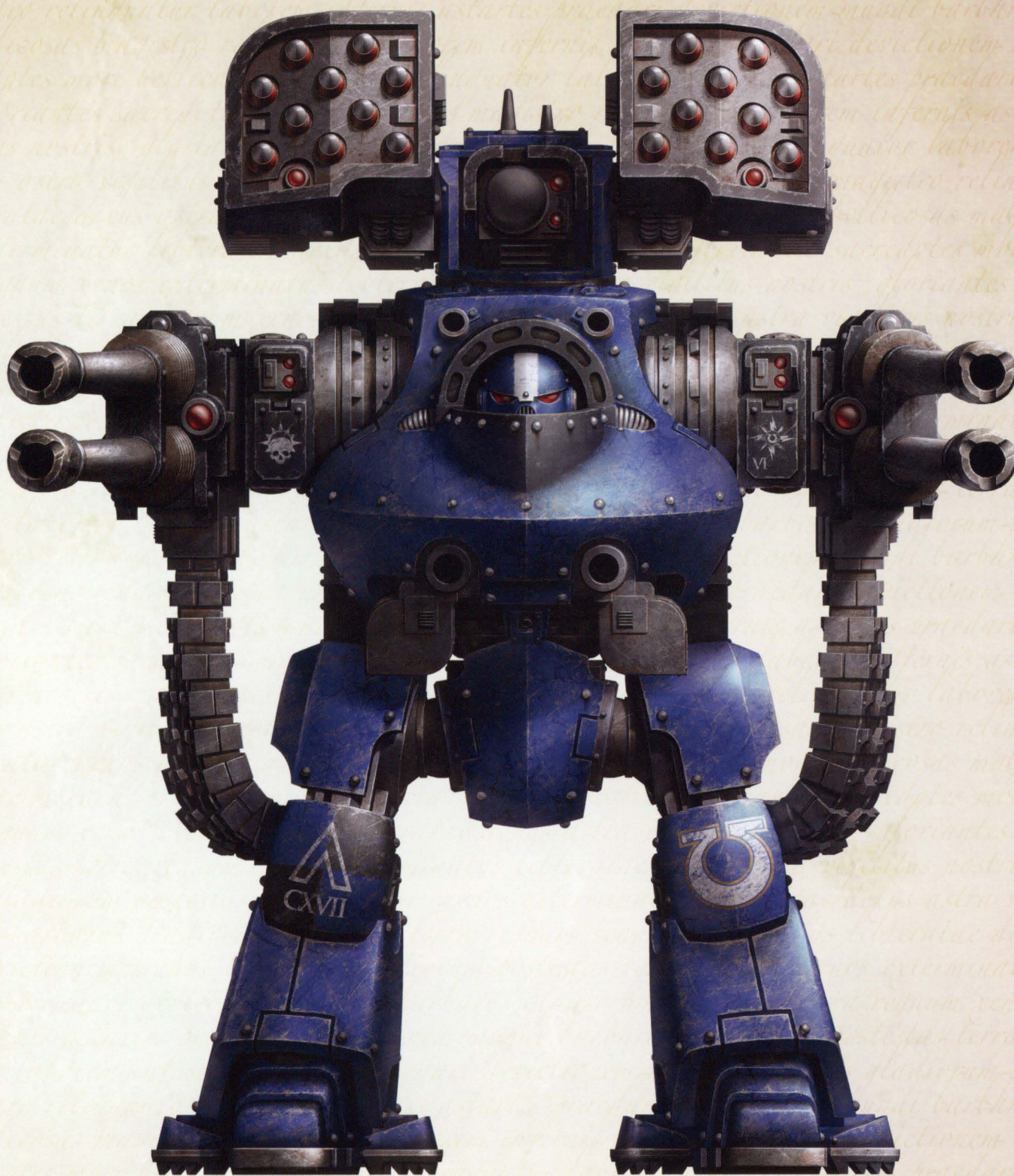
Prior to the orders to assemble on Calth for the Ghaslakh Crusade, the majority of the XIII<sup>th</sup> Legion had been distributed across the southern and eastern sectors of the galaxy in numerous crusade fleets. Of these, Guilliman

recalled fully twenty chapters to Calth, with fourteen of them rendezvousing at Saturn in the Sol System to take on supplies before making the onward voyage. This meant that somewhere in the region of 200,000 Legiones Astartes—alongside uncounted auxiliaries—were deployed to Calth. Such was the death toll at Calth during the atrocity, that while exact figures are impossible to obtain, it is estimated that no more than 40,000 Ultramarines were to escape Calth's system in the aftermath of the fighting, many of whom were casualties, with an indefinable number trapped beneath the surface of that ruined and radiation-wracked world.

Of those chapters that were not recalled for the Ghaslakh Crusade, the following details are known. The 7<sup>th</sup> Chapter was embarked on a costly campaign sweeping the Eastern Fringe of a splintered Khrave infestation that threatened to overwhelm Imperial colonies established in the area and could not be spared for the muster, while the 10<sup>th</sup> was scattered across the north-eastern limits of Imperial expansion and was simply too far away to have been considered for recall. The 24<sup>th</sup> and 25<sup>th</sup> Chapters, elements of the Evocati, alongside the 19<sup>th</sup> Chapter, were dispersed across the most important worlds of Ultramar to remain as Guilliman led the bulk of his Legion to war, unaware of the coming storm that was to follow, but spared at least initially from its ravages.

Alongside a great many bonded ships of the Imperialis Armada, and hundreds of military and Mechanicum transport vessels, the bulk of the Ultramarines fleet was at Calth for the muster, and caught ill-prepared for the Traitors' attack and suffered savagely for it. Many of the Ultramarines capital and cruiser class craft were hammered into burning hulks, were simply missing or were sorely damaged and in need of repair. This state of affairs left the Legion, and Ultramar, dependent primarily on smaller craft for their defence and strategic transport, and military ship building became a priority for those worlds which were left able to do so. Guilliman sought to improve his position by adding to his few remaining heavy warships (a handful had not been present at the muster and so were spared the ambush), with additional warships appropriated from the Imperialis Armada if they were available and modified for Space Marine use, and where possible made capturing enemy warships by boarding action a priority. The rapidity and efficiency with which this was done was nothing short of phenomenal and would have great import on the battles to come.





## ANCIENT MARCELLUS

HEAVY SUPPORT ECHELON, 117<sup>TH</sup> COMPANY  
BATTLE OF ITHRACA, LANDING ZONE MACRO-GAMMA

A former Consul-Centurion with three decades service and numerous citations for valour, Captain Marcellus fell at the First Portresh Compliance when recidivist forces unleashed a bio-psionic weapon of forbidden provenance. He is depicted here as he deployed to Ithraca City, where he mustered at Landing Zone Macro-Gamma. Marcellus stood against the traitorous Calaq War Host at Macro-Gamma, his heavy weaponry cutting down scores of Traitors. He was last recorded battling against the wave of summoned warp entities that slaughtered almost the entirety of the Loyalist forces mustered in that region, and while his remains were never located, his name was added to the roll of honour of the many thousands who fell during the Battle of Calth.



# ULTRAMARINES TACTICAL MARKINGS AND HERALDRY



Legion Icon  
standard heraldic use



Legion Icon variant



Legion Icon and Numeral



Legion Honour variant



Chapter Master



Senior Captain



Line Captain



Line Captain variant



Invictarus Honour



Breacher Sergeant



Heavy Support Sergeant



Veteran Legionary



Tactical Squad



Tactical Squad variant



Assault Squad  
with Chapter Numeral



Assault Squad variant



Heavy Support Squad  
(Specialist weaponry)



Heavy Support Squad  
(Armour core)



Heavy Support Squad Variant  
(Armour core)



Breach Squad with  
Chapter Numeral



# ULTRAMARINES TACTICAL MARKINGS AND HERALDRY

## ULTRAMARINES LEGION APOTHECARION

Ultramarines Apothecaries replace some or all of the Legion's standard cobalt blue with white, making them easily recognisable on the field of battle. Legiones Astartes Apothecaries bear the 'prime helix', the symbol of their unique genetic inheritance. This is frequently adorned with further iconography such as common Great Crusade era symbols or motifs unique to the individual Legion.



Medicae Primus



Legion Apothecary

## ULTRAMARINES LEGION DESTROYER VARIANTS

The Ultramarines observe the common, although not universal, Legiones Astartes convention of adorning their Destroyer units with heraldry of black. This practice has its origins in the earliest days of the Great Crusade, where those warriors given the often odious and invariably perilous task of employing weapons forbidden to the greater bulk of the Emperor's hosts were often kept apart from their peers.



Destroyer Squad with Chapter Numeral

## ULTRAMARINES HELM VARIANTS

Like many Legions, the Ultramarines utilise a range of armorial variants unique to their own Legion Forge. The 'Praetor' pattern helm featuring its distinctive visor plate is often worn as a mark of distinction and honour by veteran and Legion officers. Shown here is a range of unit and rank markings used within the XIII<sup>th</sup> Legion. Variation exists between chapters, in particular those stationed or serving beyond the borders of Ultramar.



Line Legionary



Sergeant



Apothecary



Veteran Sergeant



Lieutenant



Captain



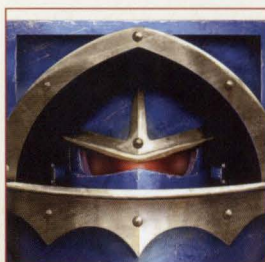
Vehicle crew



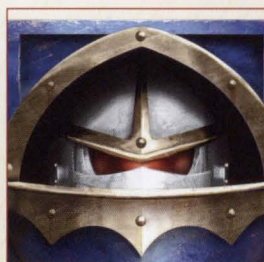
Destroyer



Destroyer Sergeant



Terminator



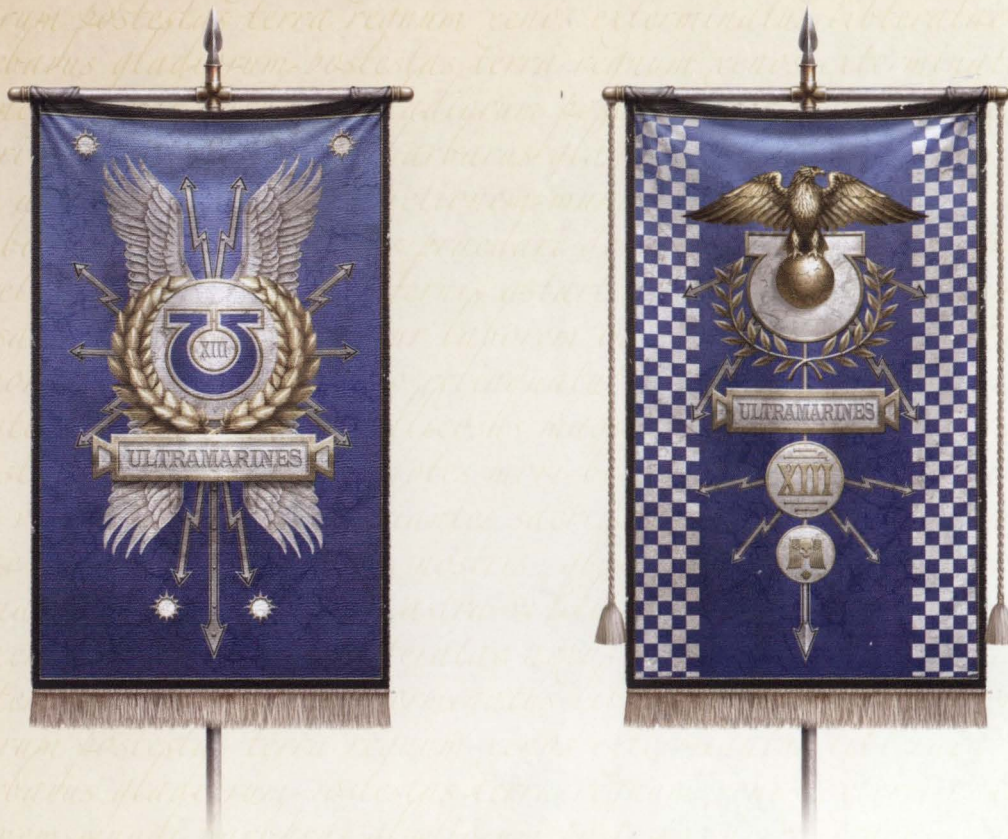
Terminator Sergeant



Terminator Captain



# ULTRAMARINES LEGION HERALDRY



## ULTRAMARINES LEGION BANNERS

Of all the many banners and icons borne by the Ultramarines, the Legion battle standards carry the most significance. These large, fabric banners are individually commissioned by Legion High Command and issued to chapter sub-commands, often in honour of a great victory and a symbol that the chapter's commanding officer bears the authority of the Primarch and the honour of the entire Legion.

## ULTRAMARINES SHIELD ICONOGRAPHY

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 XIII<sup>th</sup> Legion equips its elite Invictarus Suzerain squads with artificer-wrought boarding shields which many Invictarii continue to bear in their subsequent service in the ranks of the Legion's officer cadre.



Legion Breacher Squad



Legion Officer



Honour variant



# ULTRAMARINES VETERAN TACTICAL LEGIONARY

LEGIONARY KRATO PELEOS

COMMAND COMPANY, 7<sup>TH</sup> CHAPTER

EURYDICE RETRIBUTION TASKFORCE

Legionary Peleos is depicted here on the eve of the final destruction of the xenos 'Psybrids'. The bulk of the 7<sup>th</sup> Chapter was deployed to the Eurydice Retribution Taskforce aboard the warship *Thunder of Hera* and took part in the boarding assault against the alien nomad-ships. Legionary Peleos and his company fought as part of the second wave against the xenos vessel, moving through the interior in the bloody wake of the 1<sup>st</sup> Chapter's Terminators, planting charges and performing a key role in the ultimate destruction of that vessel.

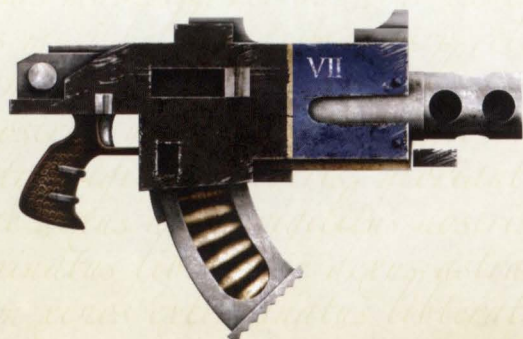
Legionary Peleos is equipped with mid-production Mk II power armour, constructed on Mars and common in the Legion in this era. He bears Veteran Tactical Legionary iconography and displays a marksmanship honour on his chest plate awarded a decade earlier during the Uttaus Compliance.

## Panoply of War

1. **Phobos pattern boltgun:** Standard Legion issue, mid-Great Crusade era.
2. **Combat knife:** Terran Unification issue.



I.



2.





# ULTRAMARINES TACTICAL LEGIONARY

## LEGIONARY NAEVIUS 112<sup>TH</sup> COMPANY, 11<sup>TH</sup> CHAPTER LANSHEAR COUNTER-THRUST

Legionary Naevius was recruited from Orpheus Prime having not only survived, but excelled in the ritual games associated with the annual tribal levy, and at the time of the Calth Conjunction was in his fourth year of Legion service, fighting in the ranks of the 112<sup>th</sup> Company. Having sustained calamitous losses at the outset of the Battle of Calth, the remnants of the 112<sup>th</sup> Company were rallied by Naevius' squad commander, Sergeant Anchise, at whose side he fought throughout the advance on Lanshear.

Legionary Naevius is depicted here on the eve of the Erud Muster. He wears the Mk IV ('Maximus') battle plate he was issued upon induction into the Legion, the Ultramarines Legion numeral displayed upon his left knee armour. Naevius served in a Legion Tactical squad, as indicated by the icon on his right shoulder pauldron, but this battlefield distinction became all but irrelevant in the aftermath of the Word Bearers' betrayal, Sergeant Anchise re-organising the surviving warriors according to the skills and experience of each Legionary.

### Panoply of War

1. Phobos pattern boltgun with combat blade attachment: Note addition of Legion numeral.



I.





# ULTRAMARINES LEGION BREACHER

## LEGIONARY VARINIUS

97<sup>TH</sup> COMPANY, 9<sup>TH</sup> CHAPTER

(ATTACHED TO 402<sup>ND</sup> FLOTILLA)

FLEET DEFENCE DETACHMENT, BATTLE BARGE 'PHAUNOS'  
BATTLE OF CALTH NEAR-SPACE

Legionary Varinius was a long-serving warrior of the 9<sup>th</sup> Chapter and marked for ascension to one of his Chapter's Veteran Tactical squads. At the time of the Calth Conjunction, Varinius was serving in a Legion Breacher squad assigned to shipboard security detail onboard the battle barge the *Phaunos*, having displayed formidable skill in this role during the scouring of the nine orbital plates of Hydras Reach in 001.M31. Varinius and his battle-brothers were especially noted for their expertise in counter-boarding actions, and it was in this role that they fought during the Battle of Calth, successfully repelling three separate breaching assaults against the *Phaunos* by Word Bearers boarding parties.

Legionary Varinius is depicted here wearing late production Mk III battle plate ('Iron' Armour) and bearing a boarding shield displaying the heraldry of a veteran Breacher squad. The numeral 'CDII' on the shield refers to the 402<sup>nd</sup> Flotilla of the Ultramarines fleet, of which the *Phaunos* was the flagship, and the icon and numeral 'IX' below it marks his membership of the 9<sup>th</sup> Chapter. On his right knee armour Legionary Varinius wears an icon honouring his skill in void warfare battle doctrines, bestowed upon him after the conclusion of the Hydras Reach campaign.

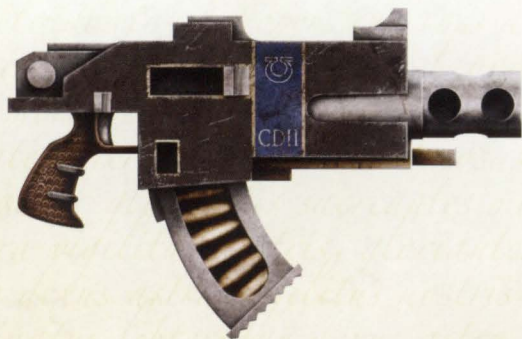
## Panoply of War

1. Phobos pattern boltgun.

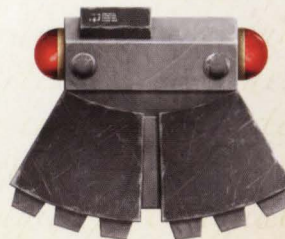
2. Breaching charge.



1.



2.





# ULTRAMARINES LEGION HONOUR GUARD

INVICTARUS SARERVAN

15<sup>TH</sup> CHAPTER COMMAND CADRE

DAINHOLD MUSTER

Legionary Sarervan was at the time of the Calth Conjunction a fully inducted member of the Invictarii, having served his Legion for three decades and earned the approbation of the Primarch himself. Marked for high rank, Sarervan was serving in the command squad of his battalion's commanding officer, Captain Teutona, at the time of the Battle of Calth. When his immediate superior was slain by frenzied Traitor auxilia, Sarervan assumed command of the remaining Legionaries and led the dwindling force for a further six hours before the Dainhold Manufactoria fell.

As a member of the Invictarii, Sarervan wears a highly ornamented, artificer-modified suit of Mk IV ('Maximus') power armour. The armour is typical of that worn by many Invictarii, featuring adapted motifs drawn from the heraldry of the Battle-kings of Macragge and the armies of Terra, including the laurel wreathes of victory, the ultima icon of Ultramar, the lightning bolts and raptor head of Terran Unification and the eagle of the Imperium of Mankind.

## Panoply of War

1. Proteus pattern power sword.

2. Ryza 'Sunspite' pattern Mk IIIv plasma pistol.

1.



2.





# ULTRAMARINES INVICTARUS CENTURION

## INVICTARUS CASSIAN

### XIII<sup>th</sup> LEGION HIGH COMMAND CADRE

At the time of the Calth Conjunction, Cassian was serving with Legion High Command and had recently completed service in the ranks of the Invictarus Suzerains having been identified as a candidate for company command by First Chapter Master Marius Gage himself. Cassian had served in the honour guard of the Primarch on three occasions and fought in the ranks of the Suzerains in a dozen battles. Although he would never know the honour that was to be bestowed upon him, Lucius Cassian had been marked by Lord Guilliman for command of the 213<sup>th</sup> Company. During the Traitors' betrayal at the Calth Conjunction, Cassian was on board the Ultramarines flagship the *Macragge's Honour*. He and his squad were last seen rallying an ad hoc force of several dozen Legionaries and armsmen in defence of the starboard primary enginarium against a horde of warp entities. While the vital location was saved, Cassian and his warriors gave their lives for victory.

Cassian is depicted clad in artificer wrought Mk IV ('Maximus') Astartes power armour. His armour's adornments and markings indicate his former service in the ranks of the Invictarus Suzerains and his helmet crest marks his rank as that of a Centurion.

## Panoply of War

### 1. Artificer wrought thunder hammer.

I.





# ULTRAMARINES LEGION TERMINATOR

## LEGIONARY KLION

### 13<sup>TH</sup> CHAPTER ELITE

#### CAREN PROVINCE MUSTER

Legionary Klion had served his Legion for four and a half decades at the time of the Calth Conjunction, and having been stationed on the outskirts of the Prohibited Zone had not set foot on any of the Five Hundred Worlds in almost ten years. Klion was a veteran of the xenocidal wars fought along Ultramar's frontiers and had sustained such heavy injuries fighting ravaging xenos that he had been considered for interment within a Dreadnought. On each occasion, the 13<sup>th</sup> Chapter's isolation had necessitated arduous surgery and an extended recovery period, Klion returning to the fray after each injury more determined in his duty than ever.

Legionary Klion is depicted clad in the Cataphractii pattern Terminator plate he had worn for the best part of ten years, which for the muster at Caren was restored to nigh pristine condition by the hand of his chapter's weapons-artificers. At Calth, Klion was to sustain yet another, near-mortal wound in his long service, not by the hand of the xenos but, for the first time, at the hand of his brother Astartes.

#### Panoply of War

1. Proteus pattern power sword.

2. Mars-Omega pattern volkite charger.



I.



2.





# ULTRAMARINES LEGION TERMINATOR

## LEGIONARY SOLON

### 12<sup>TH</sup> CHAPTER COMMAND CADRE

#### SYLATOR PROVINCE MUSTER

Solon was the standard bearer of the 3<sup>rd</sup> Battalion of the 12<sup>th</sup> Chapter, an honour earned in recognition of a decade of line service. Solon's armour bears numerous honour marks, notably the laurel and skull icon indicating that his rank was conferred by the hand of a Chapter Master. The marking on Solon's right knee armour is a personal motif, memorialising his service in the ranks of his battalion's Veteran Tactical squads.

Legionary Solon served with distinction at the Battle of Calth, bearing his battalion's standard so that his battle-brothers could rally against the Traitors at Sylator. Solon's battalion faced the entire Traitor 199<sup>th</sup> Thorion Yeomanry, an Imperialis Militia unit serving under the Word Bearers and deployed to Sylator for the Calth Conjunction. Accounts of the clash between the desperately outnumbered force of Legionaries of the 12<sup>th</sup> Chapter and the thousands-strong host of inducted militia state that Solon never once faltered in his duty. Even when the enemy revealed formerly concealed mutations and unleashed the power of the Warp upon the Space Marines, Solon fought on and by his example Sylator was saved.

## Panoply of War

1. Meridius pattern Mk VI power maul.

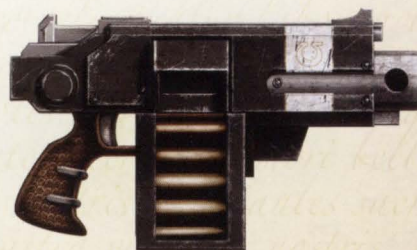
2. Tigrus pattern combi-bolter.



I.



2.





# ULTRAMARINES LEGION APOTHECARY

APOTHECARY THEON  
SUPPORT ECHELON, 3<sup>RD</sup> CHAPTER  
OUROSENE PROVINCE MUSTER

Apothecary Theon was deployed to his chapter's command post at the landing fields on the Bay of Lisko. At the moment of the destruction of Calth Veridian Anchor, Theon and his brethren from the Chapter Apothecarion were embarking an orbital transport, but as the burning debris began to fall, they rapidly disembarked in anticipation of the casualties to come. Within the hour, the coastal landing zone was aflame and thousands of Legionaries, Auxilia and civilians were dead and many more were wounded. There was little Theon could do for the majority, but operational records state he served with courage and resolution that day, and recovered the progenoid glands of dozens of battle-brothers fallen in glory.

Apothecary Theon wears modified Mk IV Astartes battle plate, bearing not only the specialised chirogenical systems crucial to his role, but a number of honour marks conferred upon him by Legion high command. The marbled surface finishing of his armour is normally reserved for formal occasions, indicative that the Ultramarines were not anticipating imminent combat at the time of the Traitors' attack.

## Panoply of War

1. 'Thunder edge' pattern chainsword.
2. Tigrus pattern Mk XXIq bolt pistol.

I.



2.





# ULTRAMARINES LEGION DESTROYER

## LEGIONARY KLETOS

2<sup>ND</sup> DESTROYER COMPANY, 22<sup>ND</sup> CHAPTER

## THRACIUS PROVINCE MUSTER

Legionary Kletos was deployed to one of the many muster camps scattered across the highlands of Thracius and served in one of the 'Nemesis' Chapter's Destroyer squads. The 22<sup>nd</sup> numbered many specialised units, most of which utilised unconventional weapons and tactics, and so they were deliberately mustered far from Calth's centres of population.

Legionary Kletos wears mid-production Mk II ('Crusade' Armour) Astartes battle plate, displaying the predominantly black heraldry worn by Destroyer units within the Ultramarines and several other of the Legiones Astartes. The suit bears several common icons, such as the veteran's laurel on the left shoulder pauldron and the three-pointed destroyer icon on the right. The Terran Raptor icon at the waist indicates the bearer is a veteran of the early Great Crusade and in this case of Terran origin. The markings on the forearms are highly idiosyncratic and have only been observed in use amongst the Destroyer cadres of the Legiones Astartes Ultramarines, Emperor's Children and Raven Guard.

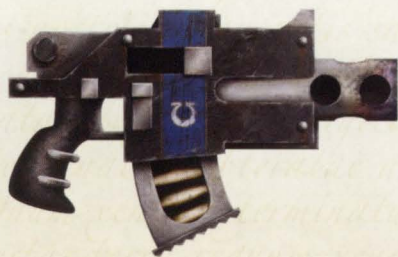
## Panoply of War

1. Paired phobos pattern bolt pistols.

2. Rad, frag and krak grenades.



I.



2.







## EXEMPLARY BATTLE

### The Debt of Vengeance

Since his takeover of the Legion in the fourth decade of the Great Crusade, Roboute Guilliman had succeeded in transforming the XIII<sup>th</sup> into an intricate and highly functioning weapon of war, and in doing so had built upon a track record of success in battle which held very few stains of defeat. For more than half a century the Legion had gone from strength to strength, waging Compliance actions and liberating worlds for the Imperium across the eastern reaches of the galaxy, and forging the realm of Ultramar in the process. Though not yet having reached the decisive numerical superiority of the other Legions, it would manifest by the time of the Horus Heresy, yet the Ultramarines of 899.M30 were perhaps on the cusp of becoming so, as their ranks, then at around approximately 166,000 Legionaries, stood them in the forefront of their peers. The Dark Angels, who in the previous decade to this had been undoubtedly the most powerful single Legion, had fallen in number and evened this figure, having suffered massive casualties holding the line during the famed Third Rangdan Xenocide; the blood of 50,000 Space Marines spent in preventing the destruction of perhaps the entire northern Imperium by the menace from the outer darkness. The Ultramarines in contrast had spent decades in building up their forces and expanding the frontiers in the east, having had the advantage of their excellent network of supply and recruitment, and their Primarch's formidable generalship was at a zenith of its strength thus far.

Yet for all this, Roboute Guilliman knew that a shadow of doubt afflicted his Legion's soul. That doubt had its origins in its darkly storied defeat during the disastrous intervention in the Osiris Cluster Rebellion a few short years before the Primarch's reuniting with his Legion. Marius Gage's tenure in command had commenced with this disaster, and it became a baleful influence in the psyche of the Legion, a thing which while left unspoken nevertheless had power, and that even seemed to cast a pall over the Legion's recruits unborn when the battle was lost. The Primarch knew that the only way to truly purge his Legion of this shadow of the mind was to find once more the xenos known as the Osirian Psybrids, and with the Ultramarines at his back, destroy them utterly.

To this end, ever since he had first reviewed reports of the action when he took over his Legion, Roboute Guilliman had begun planning the Psybrids' destruction, analysing and re-analysing every facet of the Legion's battle-logs, gun-pictor footage and even the deep auspex data gathered from the aetheric cogitators of the warships that had survived for microscopic fluctuations. In the decades as his Legion had gone from Compliance to Compliance, war zone to war zone, the Primarch had never stopped running continued theoretical battle scenarios against the macabre and powerful xenos, knowing that one day they would make their reappearance and that he and his Legion would be waiting. But decades passed and they did not return.

There had been rumours of course, unsubstantiated accounts passed on from frontier Rogue Traders, intermittent reports of inexplicable massacres and mass disappearances, but the galaxy, even within the fold of the growing Imperium, was a strange and dangerous place, and the evidence was seldom conclusive as to the culprit, or pointed to the more commonplace if no less deadly privations of the Khrave, the Enslavers or degenerate Eldar corsairs. Only at Maxilla Veritas near the Maelstrom, twenty-six standard years after the Osiris Rebellion, was the evidence for the Psybrids involvement considered viable. Here an agri-world had been robbed of a third of its population almost overnight, the remainder simply lying down in the fields to starve to death, their minds and wills utterly destroyed. But by the time fast cruisers from the Ultramarines fleet had arrived, the trail was already long cold and the planet's dead bore silent witness to the Psybrids' passing.



It was in the closing segments of 899.M30 that conclusive word finally reached the Ultramarines Primarch that the Psybrids had not only been encountered, but met in battle. Relayed from the central Astrotelepathic chamber of Terra, the strange report had come from a sub-fleet of the XII<sup>th</sup> Legion, then in its last days as the War Hounds before its own Primarch, Angron, was found.

The fleet, under the command of Praetor Erad Krüg, was fighting on the south-western extreme of the Great Crusade's frontier near Eurydice Terminal. Here the War Hounds had been engaged in repelling an attack on the frontier outpost world by Ork void raiders from the self-styled Glortian Empire from the untracked abysses beyond. The War Hounds, though severely outnumbered, had held off the repeated Ork attacks through a series of savage boarding actions in close orbit and high intensity assaults on their landing zones, preventing the xenos from gaining a foothold on the ground. It had been during the latest of these assaults, the largest yet attempted by the Orks, that a mysterious third party had attacked both sides.

A duo of immense hourglass-shaped vessels had appeared and launched a devastating assault, which the Orks—reacting in a frenzy unwarranted even for their kind—had responded by immediately abandoning the planetary assault and turning on the newcomers with suicidal abandon. The War Hounds had taken advantage of this unexpected respite to regroup and then counter-attack the Orks' all-but-unprotected flank, so savagely were the raiders engaged in attacking the hourglass vessels, many of their warships simply ramming the enemy, all guns blazing. The War Hounds battle barges massacred a path through the Orks and carried through to the unknown foe, encountering the Osiran Psybrids first-hand as the nightmarishly powerful xenos smashed the War Hounds void shields and teleported aboard. In the chaotic void melee that followed, only the savage tenacity of the War Hounds allowed them to survive, as dozens of their own ships and hundreds of Ork vessels were shattered and left as burning wreckage in the skies above Eurydice Terminal before the two hourglass ships were finally driven off. But not before one Psybrid vessel made a low pass of the planet's surface and strange energy readings spiked across its ground stations.

By the time the report had reached Guilliman, thanks to the vagaries of astrotelepathic communications, it was

already several standard months out of date, and he knew that his own orders, sealed under his authority as a Primarch and a Lord Marshal Primus of the Great Crusade, for the War Hounds to hold at all cost and if possible track the hourglass ships to their source might arrive too late. Regardless, Roboute Guilliman swung his long-planned strategy into action, and with near-impossible dispatch, a powerful Ultramarines Retribution fleet was soon underway to Eurydice Terminal.

### The Killing Star

When the retribution fleet arrived, not even the intellect of the Ultramarines Primarch could have predicted what his Legion would find there. The entire star system had been sundered into a battleground littered with burning debris and the radioactive echo of heavy weapons fire. The dead and broken hulks of Ork and Imperial warships, as well as less readily identifiable wrecks, were scattered everywhere, and the atmosphere of Eurydice Noctis, the system's only life-sustaining world, was scorched and blackened with the fires of war. Above this battle-torn orb, at the heart of a sea of orbital wreckage, no fewer than seven of the monolithic, clockwork-spinning shapes of the Psybrid hourglass vessels hovered, several badly damaged by intense conflict.

Immediately coming under scattered attacks by Ork gunships stalking the debris fields, the Ultramarines fleet began scanning the system in an attempt to comprehend just what was transpiring there, but it was not until they were contacted by a narrow band Imperial vox signal from the surface of one of the system's outer ice moons that matters became clear. The signal was from the badly damaged War Hounds battle cruiser *Cold Cerberus*, which had made an emergency landing on the ice moon to make repairs. On board were the last surviving few hundred Legionaries of the XII<sup>th</sup>, the remnants of a force that had once been ten times its number, led by the terribly wounded but still commanding Erad Krüg.

The arrival of the Ultramarines fleet was a welcome surprise to him, for he had received no orders to stand and fight to the last against the xenos menace—he hadn't needed any. He detailed to the Primarch the story of a strange and terrible battle in which the Psybrids had managed through their mental powers to enslave a vast feral population of Orks to do battle for them against their own kind, and had sought to do the same to the Imperial defenders of Eurydice. Only the

War Hounds had proved able to resist the creatures' baleful influence, but massively outnumbered they had paid for their resistance in blood, and would have been overwhelmed regardless if huge numbers of enraged Orks, seemingly the massed forces of the entire Glortian Empire, had not swarmed into the system.

The Orks had fought with unbelievable fury even given their warlike species' mien, seeking either revenge or compelled by some inbuilt genetic drive to exterminate the Psybrids. More of the gargantuan hourglass ships in turn had appeared to reinforce their fellows, and with them thousands of enslaved xenos warriors and ships, few of which were known even to the lexicanic datacores of the Imperial ships. Eurydice Terminal had become a killing star; a vortex of destruction that was even now calling more armies to their deaths, and here the Ultramarines had come to restart the battle afresh.

Guilliman, having apprised himself of the tactical situation, modified his battle plans accordingly and without pause put his strategy of attack into operation. Despite Erad Krüg's request for his surviving Legionaries to be lifted from their wrecked vessel and given a place in the line of battle, the War Hounds were denied; this would be a battle for the Ultramarines alone. It was to be a tactical operation more traditionally the speciality of other Space Marine Legions than his, but at which his own warriors were still well versed—a full assault-strike boarding assault.

Having long poured over the action reports from the disaster at Osiris, Guilliman had parsed out a number of cohesive facts about his enemy that he planned to exploit to their downfall. The first was that despite their vast ships and the enslaved hosts they deployed with such ruthless determination, the real enemy, the semi-vaporous Psybrid-creatures themselves, were relatively few in number. Their entire style of combat, to fight battles first by proxy as marshals rather than as frontline warriors, intervening only to tip the balance with their prodigious psychic powers, was predicated on keeping their own exposure to casualties as low as possible. The hourglass vessels, as massive as they were from what he could ascertain from data gathered via auspexes, were themselves more akin to mobile space stations than warships, and their internal habitation limited in scope, the rest a vast provision for supply and self-sufficiency. This supposition was now confirmed by his warships' concentrated



scanning as the Ultramarines fleet approached their targets; the Psybrids had no home system, no empire; they were nomads, wanderers with all they possessed on their backs, and they were few. The war upon the surface of the world, the Orks, the mind-blasted slave-soldiers, all were irrelevances — a smoke screen — the enemy was the masters of war, the puppeteers aboard the nomad ships, and Roboute Guilliman would not suffer them to live.

### The Fire upon the Deep

The Primarch's plan of attack was a shockingly direct one. His fleet would not pause for long range bombardment, it would not present broadside and pound the enemy at close quarters as a High Admiral of the Imperialis Armada might have done, but rather he would conduct a full boarding strike without prelude. Guilliman would drive the core of his fleet and with it nearly 100,000 Ultramarines into the heart of the enemy. Unlike Thetos, where it had been the Ultramarines who had been outnumbered and slowly overwhelmed, now it would be the Psybrids, forced to contend with a blazingly blue armoured mass of super human warriors whose only purpose was their utter annihilation. It is not without irony that Roboute Guilliman records in his own testimony about the assault that in the past some had thought to opine that he and his Legion were adverse to strategies which resulted in a heavy cost of Ultramarines' lives; this single action would dispel that

myth and illustrate the truth that such tactics were often wasteful and unneeded by a skilled general, but when such sacrifice was the most efficient and indeed perhaps the only path to victory, he and his Legion would pay that price with fervour and unbreakable determination.

So it was that the huge fleet set off, its engines at maximum burn with at its centre the Primarch himself aboard the *Macragge's Honour*, spearheading a dozen battle barges and a score of cruisers. While in parallel, the two other giants of the fleet, the *Spear of Konor* under Marius Gage and the *Thunder of Hera* under the command of Severin Vale, led their own strike groups of battle barges and cruisers, while the heavier line of battle void ships of the fleet, more suited to firepower than assault, formed an echelon behind.

This rear echelon broke in parallel as the fleet made its final approach, sweeping out to encircle the enemy and cutting off any avenue of escape. At first, the Psybrid nomad vessels responded by closing ranks and hurling out great pulses of sheering gravitational force in the path of the oncoming Ultramarines, hoping to break their formation and crush or deflect the volleys of fire they expected to be unleashed against them at any moment. But too late they realised the danger they were in as no such bombardment was forthcoming.

Instead the Ultramarines fleet ploughed on through the spacial-gravitic turbulence, their pilots and captains having practised such manoeuvres in endless simulations at their Primarch's command, and few ships were lost to the roiling void, though many were pounded and battered like flotsam in a terrible sea storm. The Psybrid vessels began to scatter, but slowed by their own huge mass, which rendered them ungainly in the planet's gravity despite their power, could not break away in time to avoid the vast fleet of warships hurtling at them.

At a range of no more than a handful of kilometres apart, the Ultramarines at last unleashed their wrath, and before the after-image of the blinding fire-flash of a thousand lance batteries and macro cannon unleashed could fade, hundreds of gunships and assault rams were roaring from their flight bays to the attack. The Psybrid nomad-vessels lashed about them with frenzied whips of elemental energy, and all around them hulls burst and ships burned, but it was too little against the unstoppable tide of ire which crashed against them. The Ultramarines fleet engulfed the towering Psybrid vessels, strike cruisers and battle barges themselves ram-charging into the turning clockwork-like cores of the nomad-ships, grapple nets and corvus bridges piercing the alien ships' sides. They were as giants beset by hundreds of birds of prey and slowly torn to pieces.



Through maze-like networks of turning corridors like the innards of a great machine, the Ultramarines stormed with deadly intent, destroying as they went. The ghoulish, half-solid vapour forms, lean and gaunt without their exo-armour, fought with the savagery of caged animals, burning bright with psychokinetic energy and striking out with mind-burning blasts of power, but for every Legionary who fell, a dozen pressed forward in their place and, one by one, the Psybrids began to be corralled, cornered and killed. Led by axe- and shield-wielding Invictarii and moving bulwarks of Terminator armour-clad veterans, the Ultramarines pressed into the heart of the great vessels, mining the corridors and power junctures with melta-bombs and atomantic implosion charges as they went. The armoured claws of the Ultramarines Dreadnoughts tore open bulkheads to reveal vaults of plundered treasures and the wealth of innumerable worlds, but the Ultramarines were not swayed by such wonders any more than they were halted by the larder-surgeries they encountered, where the cephelvoric aliens hung the still-living heads of their victims by the hundreds for later consumption,

for the warriors of the XIII<sup>th</sup> Legion were implacable, and in them had been woken a rarely displayed drive for vengeance that could not be diverted nor denied.

It was Roboute Guilliman himself who breached the innermost chamber of the largest of the hourglass ships to find the master of the Psybrids. It was a towering, multi-limbed gestalt-thing, thrice the Primarch's own height, whose long, almost equine head screamed out shockwaves of ceramite-breaking force as its inner sanctum was invaded. But even as his own Terminator armoured bodyguard staggered and fell under the psychokinetic onslaught, the Primarch, with his chief battle psyker Aaroth Ptolemy beside him, charged. The Psybrid-King reared up above them, its clawed arms bearing strange weapons like the image of some forgotten devil-god of Old Night, but Guilliman with the strength and speed born of the Emperor's unmatched arts struck, cleaving the creature limb from vaporous limb as Ptolemy fought it on the

psychic plane with very ounce of power in his possession, sacrificing his life so that Guilliman would be defended from the nightmarishly powerful creature's psychic assault. The monster fell and the Primarch of the Ultramarines enacted his Legion's vengeance, ripping the thing's glowing brain from its skull and crushing it under his heel.

One by one the towering hourglass vessels of the Osiran Psybrids fell, either torn apart by explosive charges from within, or rent to flinders in the crossfire of the waiting Ultramarines' echelons as they tried to break free. There was no escape. As the Psybrids died, so too did their slave armies still warring on the ground, and soon only the Glortian Orks, already mauled and all but exhausted, remained, and the Ultramarines made short work of driving them away once more into the outer darkness. The blood price of the battle had been high enough, several thousand Legionary casualties, and many among them veterans of the Legion's Terran roots, eager to be the first in battle in order to expunge the failings of the past. But it had been a price willingly paid for vengeance, and it would be a price and more that the Ultramarines Legion would willingly pay again in the future.





# ULTRAMARINES ARMoured FORCES

The Ultramarines Legion was able to draw upon the wealth and resources of Ultramar and as such possessed extensive strategic reserves of munitions and materiel amassed over many years. Not least among these assets was the mighty fleet of war ships, many of which were constructed within the Five Hundred Worlds or, in the case of the very heaviest of classes, in the Forge Worlds of Thramas. Of equal import to the Legion's ongoing operations were the large numbers of armoured vehicles which its chapters were able to call upon, and the Ultramarines were well versed in the many doctrines of armoured warfare.

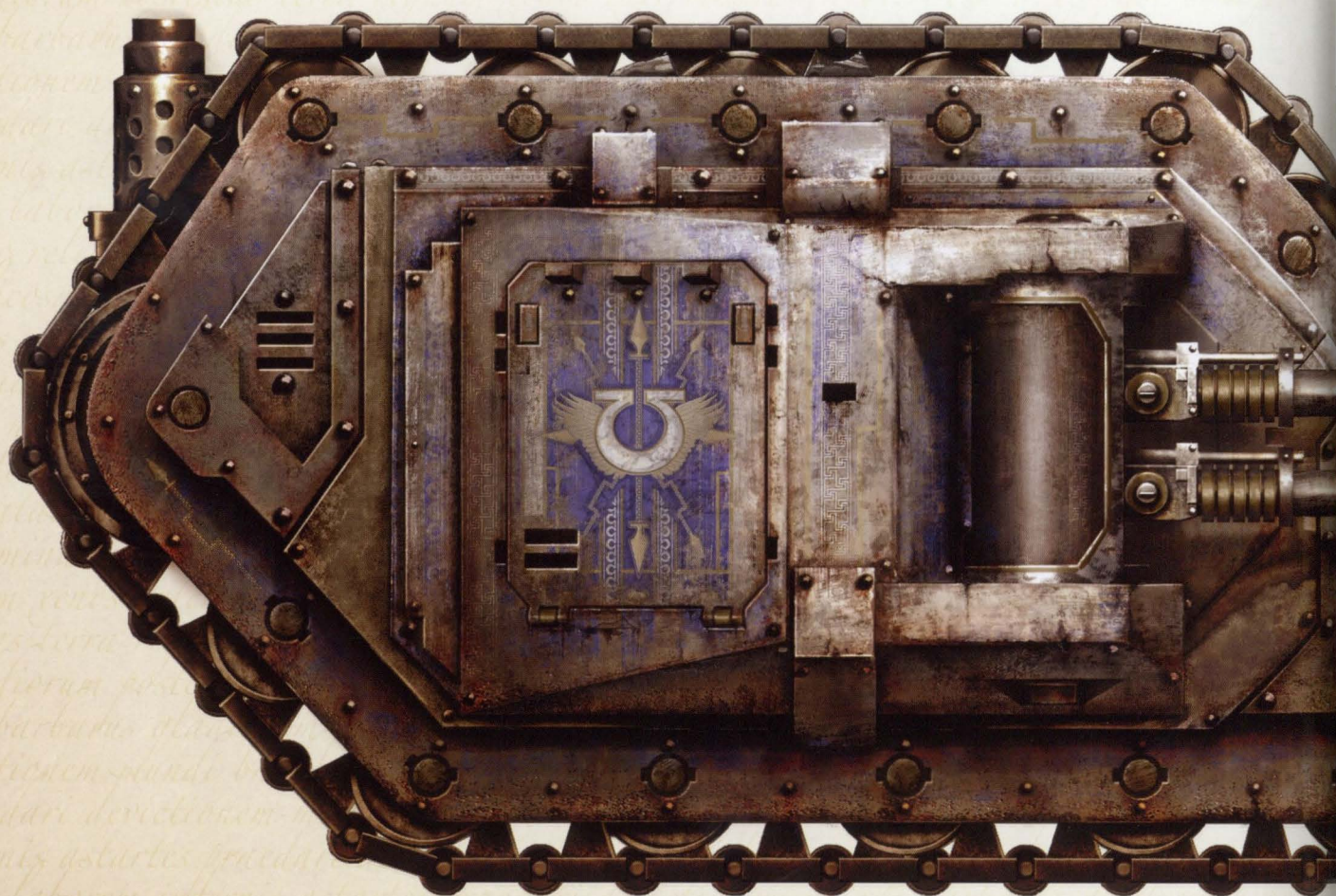
Each of the Ultramarines Legion chapters maintained its own stocks of armoured vehicles, allowing individual formations to deploy as befitted tactical and environmental conditions. All held large numbers of Rhino armoured carriers, used for the rapid

conveyance of massed squads across open terrain, while many maintained sufficient numbers of Land Raiders to prosecute armoured spearhead assaults directly into the teeth of enemy positions. These transport vehicles were bolstered by armoured support echelons of Predator and Sicaran battle tanks, with long range bombardment being supplied by batteries of Whirlwind missile tanks and other patterns of mobile Legion artillery.

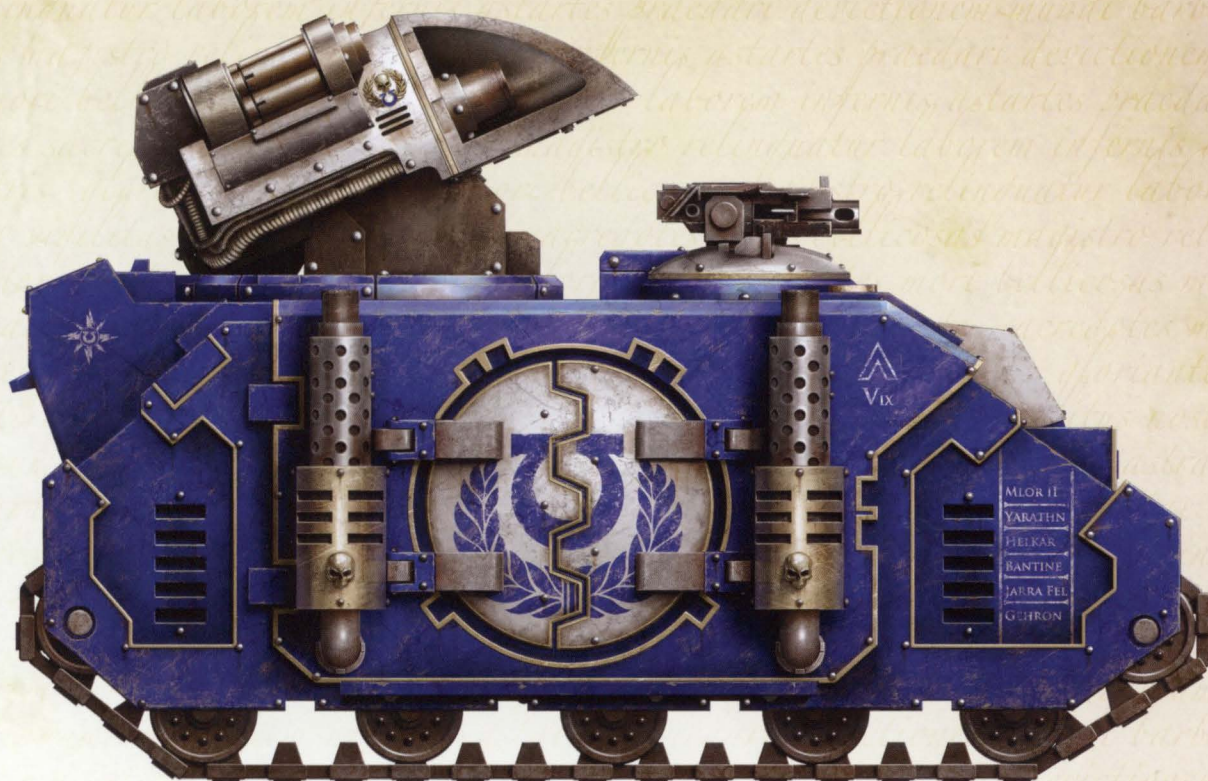
One body within the Legiones Astartes Ultramarines maintained especially extensive numbers of armoured vehicles – the 4<sup>th</sup> Chapter, known with increasing formality as the 'Aurorans'. This formation operated a wide range of tanks, but was especially well known for its expertise in the deployment of super-heavy engines including the Fellblade, Falchion and Glaive as well as other, far less well known or prototype classes.

## Specialist Armoured Vehicles

The Ultramarines Legion armoured forces included a wide range of vehicle classes, patterns and types, including the very earliest patterns of war machines which were subsequently deployed in large numbers across the entire Legiones Astartes. Some of these had been kept operational by constant field repair and had not received the attentions of the Legion Forge for many decades. Conversely, the Legion's forces included vehicles only just beginning to see use, one of which was the Damocles pattern command Rhino, a Deimos pattern armoured carrier modified by replacing most of its troop carrying capacity with a suite of sophisticated communications equipment. Following the Ultramarines' example, this command and control platform was beginning to enter service across the Legions by the close of the Great Crusade, the sons of Guilliman leading by example and sharing their hard-won battle doctrines with their brother Legions.







**Whirlwind Scorpium Missile Tank:** This missile tank belonged to the support echelon of the 12<sup>th</sup> Chapter, the ultima symbol on its rear superstructure marking it as belonging to a strike company and the laurel wreath motif indicating it is that formation's command vehicle. The vehicle was deployed for muster south of Numinus City at the time of the betrayal of the Calth Conjunction and is depicted here bearing the ceremonial heraldry applied for that muster. Its blackened shell was later discovered on the shattered Malonik Transit, where it is surmised the tank was ambushed by elements of the Word Bearers chapter identified as the Asps of the Sacred Sands.



**Land Raider Proteus 'Lhatyriom Compact':** This ancient, armoured variant of the venerable Proteus pattern Land Raider served with the 7<sup>th</sup> Chapter for over a century. Externally, the vehicle appears to be in very poor condition indeed. Mechanically however, the Land Raider is extremely well maintained, its crew devoting all their efforts to keeping it operational and considering its external heraldry of secondary concern. Such a view is regarded as a throw-back to the age before the Primarch joined his Legion, and is held by few outside the units serving far beyond Ultramar's frontiers.



# THE MUSTER OF CALTH

The Calth Conjunction was intended as an auspicious gathering of the combined forces of two entire Legions and as such the Ultramarines mustered not only the war machines of the line formations and those of the Legion armoured reserve, but also hundreds of vehicles manufactured especially for the campaign against the Orks of the Ghaslakh Xeno-hold. Many of these assets were gathered together at Calth and mustered at the macro landing fields in and around Ithracia City to be reviewed by the Primarch Roboute Guilliman and the assembled Chapter Masters before being loaded into heavy orbital transports. As with so many other elements of the XIII<sup>th</sup> Legion, all but a handful would be destroyed at the opening of the Battle of Calth.

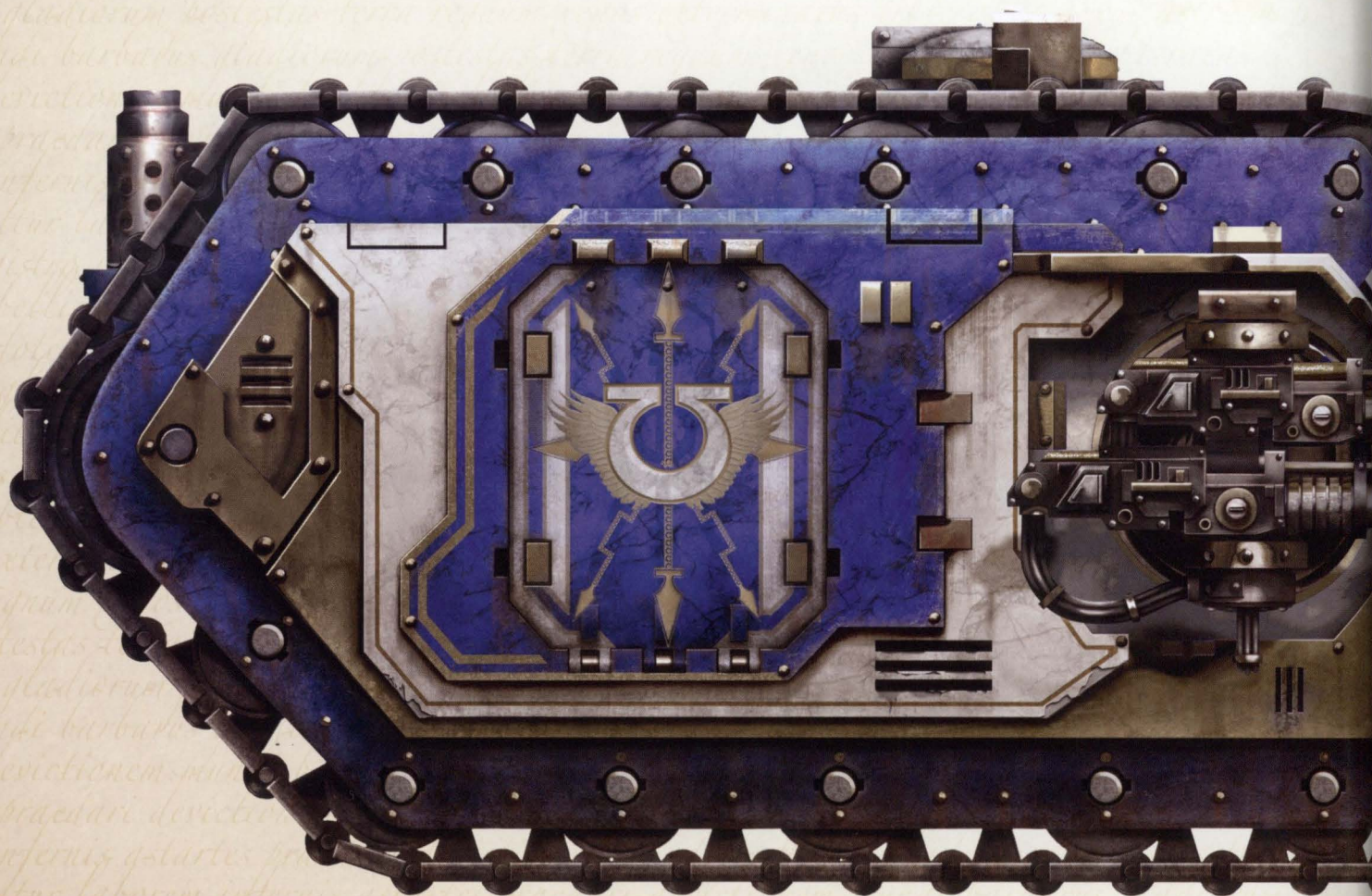
Many of the war engines of the XIII<sup>th</sup> Legion Reserve had been formally prepared for the Calth Conjunction in a manner befitting the traditions of the Ultramarines, while

others were so new they had never borne any other colours. Heraldry of cobalt blue and white was often rendered with a distinctive marbled surface pattern reminiscent of the magnificent stone architecture of Macragge, polished to a sheen as bright as that of any palace of governance. The flanks of many vehicles were plated with gold, inspired by the war-thrones of the Battle-kings of Macragge. Each was further adorned with a complex array of symbols, drawing from the iconographic traditions of both Macragge and Terra, and exemplifying the shared cultural heritage of both worlds. The ultima symbol, long associated with the region of Ultramar and adopted as the Legion's icon, was displayed prominently, as were the spear-tipped lightning bolts of Unification.

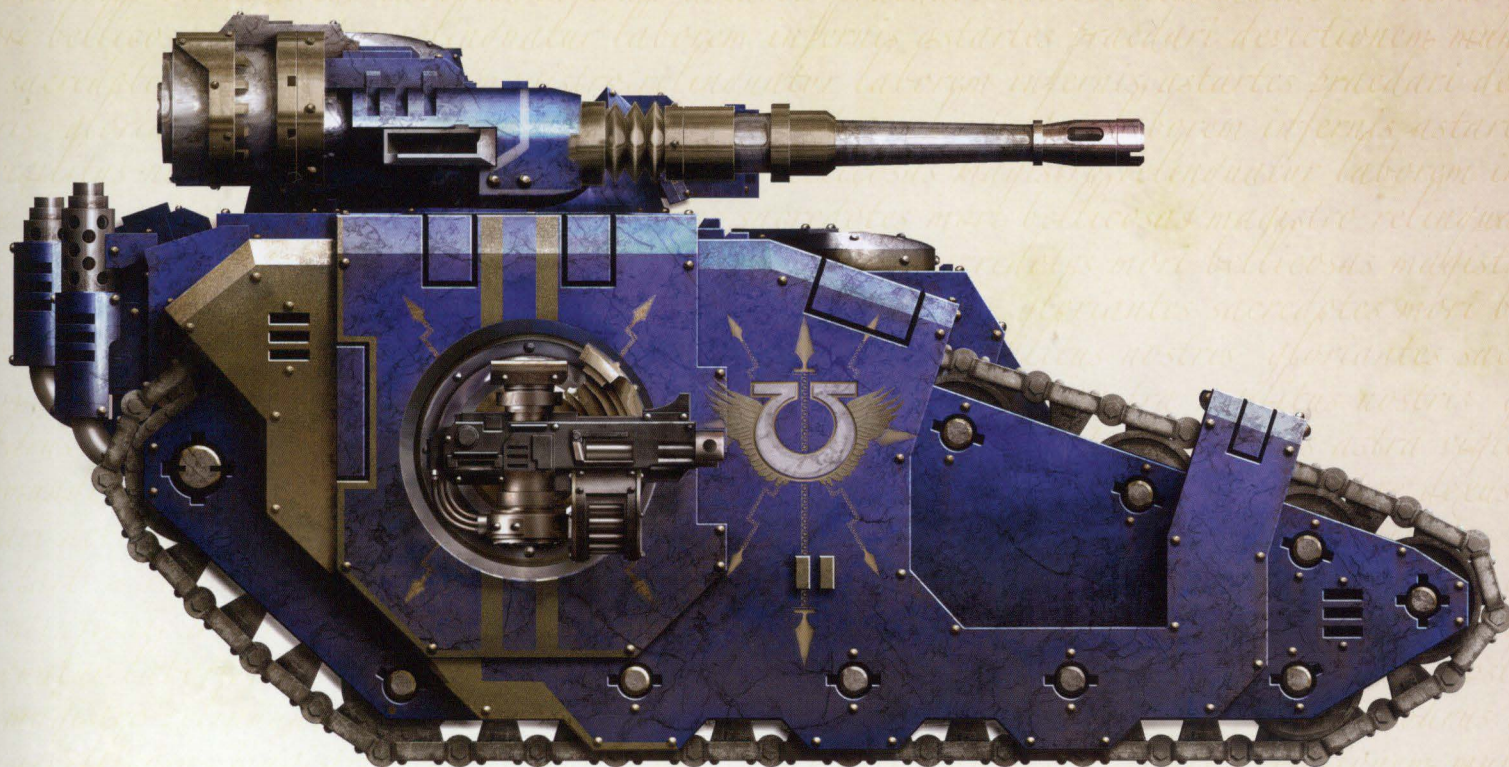
The ostentation lavished upon the armoured vehicles of the Legion Reserve might appear excessive or superfluous to some outsiders, especially given that within days the war

machines were to be loaded onto combat transports and shipped to war, much of their finery to be obscured by more practical battlefield markings. The phenomenon is in keeping with the traditions of the Imperium however, for Roboute Guilliman had learned from his father the value of such a visible statement. It was Guilliman's hope that the display would honour his sons in his own Legion and the sons of his brother Primarch, Lorgar and bind them together in common endeavour.

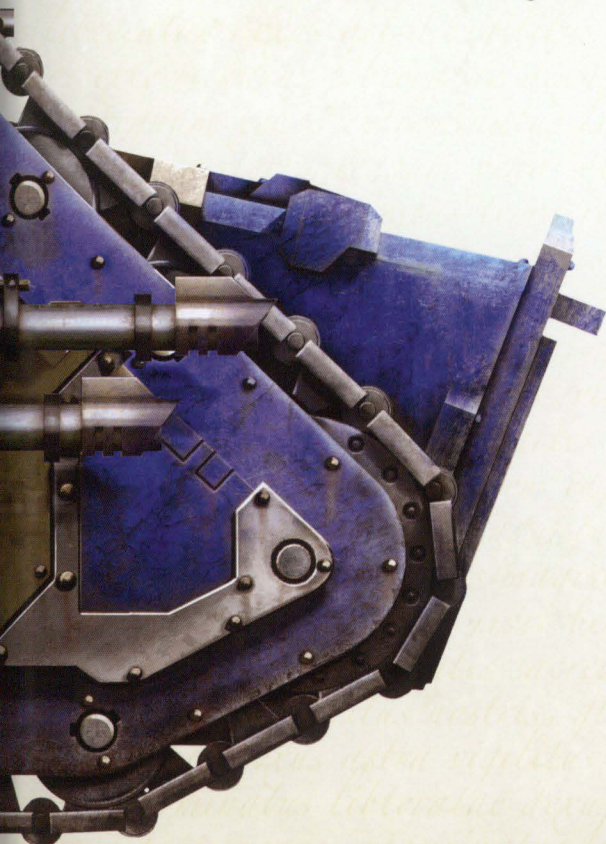
One tragedy amongst the many heaped upon the Ultramarines during the Battle of Calth was the fact that many of their war machines met their deaths clad in the finery intended to honour their brother Astartes. Instead of returning that honour, the Word Bearers offered only betrayal and death to their erstwhile brothers.







**Sicaran Battle Tank 'Praetorian Prime':** Detached from the XIII<sup>th</sup> Legion Armoured Reserve and assigned to the 16<sup>th</sup> Chapter's sub-muster in eastern Erud Province, the *Praetorian Prime* led the armoured spearhead that broke the Traitor Imperialis Militia cult forces massed in the central Dera Caren Lowlands. Though too distant to take part in the relief of Lanshear, the vehicle was instrumental in scouring the wastes about the Holophusikon of retreating Word Bearers units.



**Legion Spartan Assault Tank 'Ardentian':** This mighty war machine was constructed on Mars and served with the 12<sup>th</sup> Expeditionary Fleet before Roboute Guilliman assumed command of his sons. At the time of the Calth Conjunction, *Ardentian* had yet to be assigned to a specific Legion sub-unit, but served with the armoured companies of 4<sup>th</sup> Chapter throughout the Battle of Ithra.





# THE WORD BEARERS

First among traitors, the Word Bearers were already mired deep in infamy when they arrived at the Veridia System, the blood of many thousands of loyal warriors on their hands. The Legion had laid long plans for the attack on Calth, quietly gathering their strength in the shadowed places of the galaxy and courting the attention of fell powers. At Calth they had procured every advantage, attended to every detail, and yet the results of that fateful battle suggest that for all their confidence, something within the Legion was flawed.

## THE WORD BEARERS AT CALTH

The Word Bearers that arrived at Calth were a much changed force from that of only a few months before. Gone was the crisp grey heraldry of their early conquests, replaced with blood-slick crimson armour and a near indecipherable schema of unit insignia which bore little resemblance to any standard Imperial pattern. This superficial change hid a much deeper rot within the Legion too, one that had left little of the old Iconoclasts that had departed the Sol System to further the Emperor's dream.

Throughout the companies that landed on Calth were seeded Gal Vorbak warriors, imperfect and flawed copies of the creatures created by Lorgar prior to the conflict in the Istvan System. These monsters were hidden in plain sight, within the reassembled ranks of the false chapters on Calth, placed right in front of the Ultramarines but concealed by the changes made to the Legion's colours.

Indeed, those warriors that Lorgar selected for deployment on Calth were those he either considered lacking in devotion to



the new cause to which he had dedicated his Legion, or were simply too unstable or consumed with hatred to be of use to his plans. Despite the later disdain the Primarch was to show for both the battle for Calth and its architects, it would appear he had held little hope of its success from the start. The unfortunate warriors chosen for the assault were to prove their loyalty with their deaths, and it is one of the many tragedies of Calth that they did so with no qualms or remorse.

In order to convince the Ultramarines and his brother Guilliman that the entire Word Bearers Legion had been dispatched to Calth, the approximately 50,000 Legiones Astartes of the Word Bearers committed to the action were reorganised into false chapters. Each of these was little more than a reinforced company, but through the artful wiles of Erebus and Kor Phaeron, they were deployed in such a fashion that gave little indication of their true size, and kept the warriors of Ultramar unaware of the danger they were in until it was too late.

### The Chapter of the Flayed Hand

One of the largest constituent chapters of the Word Bearers Legion to arrive at Calth in force, the warriors of the Flayed Hand were one of several groups of Legiones Astartes included in the assault whose loyalty to Lorgar's new cause was undoubted, even if their mental stability was now suspect. It seems likely that their zeal was intended to act as an example for those whose commitment the Primarch found to be questionable. Of the 6,000-8,000 of the Flayed Hand deployed at Calth, it is believed, through inspection of data records of the conflict and necro-cortical interrogation of the fallen, that nearly half of this number fought interspersed with other chapters as well, reinforcing their numbers and in turn their resolve to the mission at hand, rendering a truly accurate accounting of their numbers impossible.

Records and testimony gathered from within the Traitors' ranks reveal that the warriors of the Flayed Hand had enthusiastically embraced the new path of Lorgar and showed particular interest in various occult rites and practices, and from accounts of the surviving Raven Guard and Salamanders veterans of Isstvan were responsible for a number of atrocities during that conflict, perhaps to fuel this growing obsession. Many among their number volunteered to undergo Erebus' new process for the manufacture of Gal Vorbak warp-tainted warriors to replace those lost in battle—a process that met with mixed

results. In the years before the outbreak of the Horus Heresy, the Flayed Hand were noted for their intricately planned, multi-pronged assaults and set piece battles. In the wake of the changes wrought upon the Legion, such tactical complexities appear to have been cast aside; during the fighting on Calth, the Flayed Hand fought with a fury that disdained all except the slaughter of the foe and their ritual dedications. These dedications it seems found favour with Lorgar, but perhaps ultimately less so with Kor Phaeron and Erebus, who saw perhaps a rising and secretive power within the Legion, un beholden to them for revelation and contact with occult truth.

At the head of the Flayed Hand on Calth was Nur Asoktan, one of many Colchisians taken into the Legion in the years after Lorgar's rediscovery. Once the architect of many of the Flayed Hand's grandest strategies, Praetor Asoktan's genius for strategy had not been abandoned as had the wider chapter's, but instead perverted into a gift for the creation of cruel and elaborate traps for his foes.

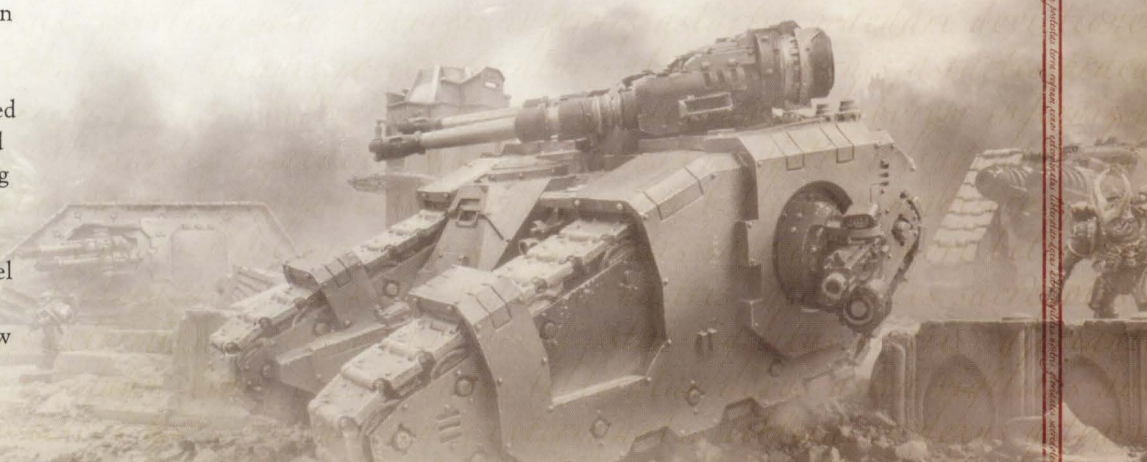
At Calth, Asoktan and his men were assigned to muster among the vast manufactoria of Dainhold, and in the hours before the *Campanile* struck, he directed his men to begin the construction of concealed roadblocks and fortifications, under the guise of training drills. This being the least of the oddities the Word Bearers manifested in the hours before their treachery was known, and under orders from Guilliman himself to accommodate their allies, there was little obstruction of the work. When the battle was joined in earnest mere hours later, these obstructions were used to channel the retreat of the Ultramarines, forcing them into manufactoria from which there would be no escape. Once the warriors of the XIII<sup>th</sup> Legion were trapped, Asoktan and his warriors then indulged in an extended

torment of their foes, as did many of the other Word Bearers, stopping them from gaining any strategic impetus above the torture of the trapped Ultramarines.

### Other Chapters present at the Battle of Calth

As well as the greater strength of the Chapter of the Flayed Hand, the presence of the false chapters makes it difficult to correctly assess the full disposition of the Word Bearers at Calth, but it is clear that certain established chapters were present. These included the Chapter of the Tri-Fold Crown, the Chapter of the Inscribed and the Chapter of the Twisting Rune, the last of which, according to certain sources, had been created as a deliberate sink for those of the Legion consumed with hatred of the Ultramarines for the perceived sins of the past.

It is certain that each of these chapters were used wantonly in the attack by their commanders, heedless of the chances of their survival. The Chapter of the Graven Star is also recorded as operating in strength but, as before the Horus Heresy, it was noted that this chapter had made a speciality of boarding actions and gunship-carried assaults; and this may have been a tactical expediency of Lorgar's battle plan. Also noted in the savage portion of the conflict categorised as the Battle of Ithra was the presence of the Chapter of the Unspeaking. This chapter was under the command of the so-called 'Crimson Apostle' Zardu Layak and his Ashen Circle destroyer units, who are charged with enacting some of the worst civilian massacres of the opening hours of the battle. These last two chapters were known to have largely retreated from the planet's surface during the final hours of the war, and would go on to further infamy in the Shadow Crusade.





# WORD BEARERS TACTICAL MARKINGS AND HERALDRY



Legion Icon



Legion Icon with Colchisian script



Geometric symbols derived from the teachings of Lorgar



Heavy Support



High command personal heraldry



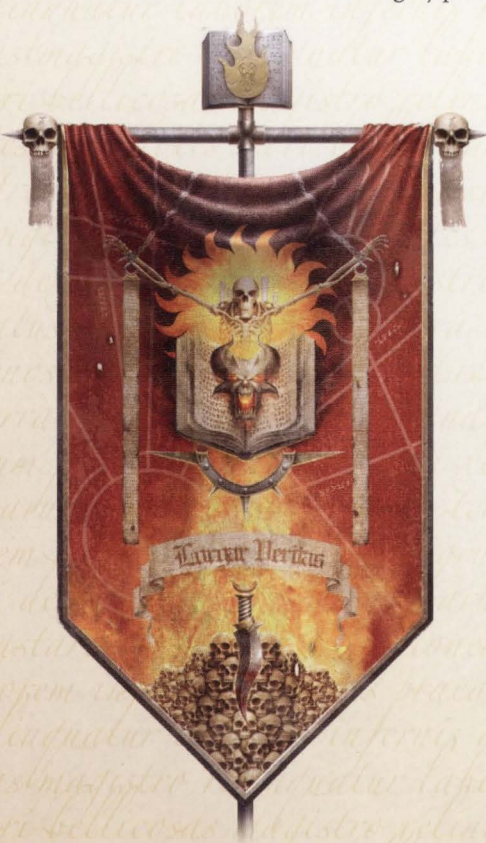
Unidentified sub-cult icon



Legion Icon variant

## WORD BEARERS BANNERS

The Word Bearers make extensive use of a wide range of banners, icons and vexillas at every level of the Legion's command structure. Initially derived from the runic script of ancient Colchis, the banners have come to display ever more disturbing and debased symbols as the full extent of the Legion's treachery and corruption has been revealed. In particular, the burning book icon which held such significance to the Legion prior to its shaming at Monarchia changed dramatically, a leering devil face appearing from the flames and investing it with an entirely different and highly portentous meaning.





# WORD BEARERS

## CHAPTER ICONOGRAPHY



The Unspeaking Chapter



The Unspeaking Chapter, command cadre variants



Flayed Hand Chapter



Graven Star Chapter



Black Comet Chapter



XVII<sup>th</sup> Legion Tactical Squad



Legion Chaplain



XVII<sup>th</sup> Legion Icon

### THE LEGION OF OLD

By the time of the Battle of Calth, the arterial red and abyssal black first worn by the Serrated Suns Chapter had become widespread throughout the Legion. Also almost entirely supplanted was the use of ancient Colchisian runic script, once employed extensively to denote a Legionary's rank, status, role and deeds in a manner comprehensible only to other Legion inductees and to varying degrees depending on the viewer's level of initiation into its mysteries. The runes came to be replaced with distinctive esoteric geometry, readable only by those steeped in the mysteries revealed to them by Lorgar in the aftermath of his journey into the Great Eye.



# WORD BEARERS VARIANT HERALDRY



Serrated Sun Chapter



Tri-fold Crown Chapter



Star of Judgement Chapter

When first the Primarch Lorgar assumed control of the XVII<sup>th</sup> Legion, he imposed his own ideals of organisation and hierarchy upon its ranks. Informed by the mysteries of Colchis in which Lorgar had been raised by Kor Phaeron, these structures were typically impenetrable to those not party to the complex and mystical hierarchies of that ancient culture.



Osseous Throne Chapter

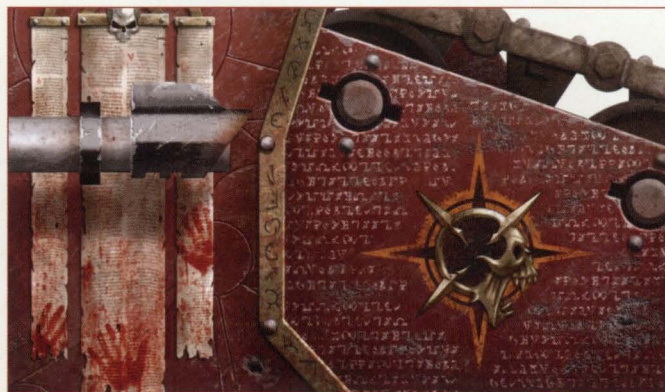


Broken Scythe Chapter



Twisting Rune Chapter

The titles and iconography of the chapters into which Lorgar first sub-divided the XVII<sup>th</sup> Legion were derived from the constellations seen in the night skies of Colchis. As the Word Bearers' descent into treachery and corruption accelerated, newly founded chapters drew their titles and symbols from other, less visible and far darker sources. Of the six chapters shown here, the Twisting Rune Chapter illustrates this principle well, its title referring not to the night skies of Colchis but the language of dark, forbidden crafts.



## WORD BEARERS VEHICLE MARKINGS

The Word Bearers adorn their war machines with a complex range of symbols, icons and markings, much of it entirely impenetrable to outsiders but which holds ritual and esoteric meaning to those privy to the teachings of the Book of Lorgar. Most of the Legion's vehicles mount the Word Bearers Legion icon, often placed at the convergence of an intricate web of geometric lines. This motif is derived not from the mysteries of Colchis but from the fell wisdom obtained by Lorgar in the aftermath of his fall to dark powers, and by the time of the Battle of Calth it was commonly applied to vehicles of all classes.

The white text often applied to the flanks of Word Bearers Legion vehicles represents passages copied from the Book of Lorgar. It is also common for vehicles to have paper prayer rolls applied to them before battle, a practise derived from ancient Colchisian battle-rites but twisted into new and debased significance as the Word Bearers fell ever further from grace.





## THE BEAST OF SCAIDAVA

UNKNOWN LEGIONARY OF THE UNSPEAKING CHAPTER  
PICT RECORD, THE BATTLE FOR ITHRACA CITY, CALTH

This pict was recovered via necro-cortical probe from the ruins of the town of Scaidava, northern Calth. The entire town was slaughtered in the hours just before the Battle of Calth began, along with a dozen other nearby settlements, all in areas later untouched by the larger battles which raged across the planet. Initial reports blamed such destruction on orbital debris or mistargeted artillery strikes, but eye witness accounts by those who had fled the region revealed the truth. In every account, the slaughter of these towns was no random accident, no tragic misfortune, but a deliberate act of callous and horrific brutality perpetrated by monsters clad in the remains of blood-red Legiones Astartes plate. The creature depicted in this pict capture was identified as perpetrating the slaughter in Scaidava, and clearly displays the insignia of the Unspeaking Chapter of the Word Bearers and other iconography of the XVII<sup>th</sup> Legion. Though once a Legiones Astartes warrior, some horrific transformation has rendered this Legionary into something almost unrecognisable.



# WORD BEARERS BREACHER LEGIONARY

LEGIONARY SHIR SHADIRU

ZARADNAR SIEGE SQUAD,

4<sup>TH</sup> COMPANY OF THE FLAYED HAND CHAPTER

Newly recruited from the teeming cities of Colchis in the years immediately prior to the Istvan rebellion, Legionary Shadiru was blooded in the fighting against his fellow Legiones Astartes having known no other foes. Shadiru was one of the first of a new generation of Legionaries whose primary combat experience was the fratricidal wars of the Horus Heresy; warriors who never knew the glorious days of the Great Crusade and the crusading spirit it had engendered in the warriors of the Emperor. This new breed of Legionary fostered a scathing disregard for the achievements of the Great Crusade and a brutal pragmatism regarding the horrors of Horus' rebellion. As the war progressed, warriors like Shadiru became increasingly common in the ranks of both sides.

Shadiru, recorded here during the early stages of the Calth muster by an Ultramarines monitoring station, wears Mk III Astartes battle plate. Many Legionaries came to favour this mark over more advanced examples during the Heresy as its reinforced frontal plating proved more resistant to bolter fire than other marks, a trait armourers had never thought to purposefully engineer in the more advanced issues of armour.

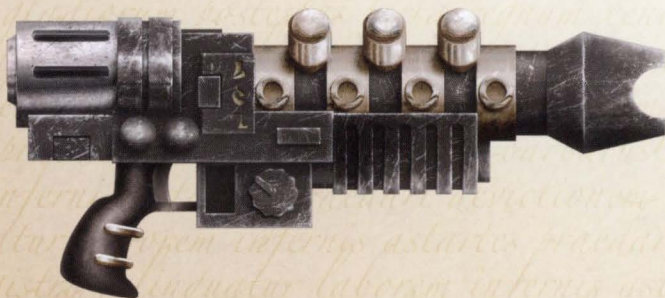
Shadiru's armour is covered in meticulously applied Colchisian runes, assumed to be excerpted from one of the seditionist texts penned by the Word Bearers commander Erebus or the Traitor Primarch Lorgar. Shadiru also bears several trophy skulls alongside the emblem of the Flayed Hand Chapter on his boarding shield, considering the campaigns in which Shadiru had participated, the origin of these skulls may be that of Loyalist Legiones Astartes.



## Panoply of War

1. Autotellurian pattern grav-gun.
2. Tigrus pattern bolt pistol.

I.



2.





# WORD BEARERS ASHEN CIRCLE LEGIONARY

ICONOCLAST NŪL VABER

'IGNEUS MANI VERITATIS' ASHEN CIRCLE COTERIE

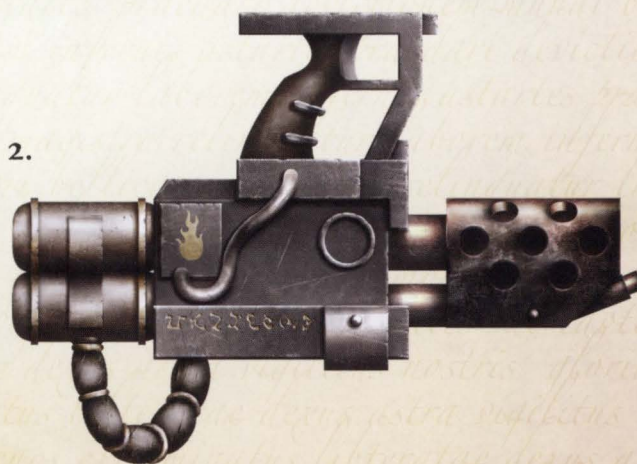
ATTACHED TO THE UNSPEAKING CHAPTER

Iconoclast Vaber is one of the few remaining Terran Legionaries in the Word Bearers' ranks. During the fighting in Ithraa City, Iconoclast Vaber and the other members of his coterie engaged in wanton slaughter of civilians fleeing the war zone and the destruction of Imperial iconography, even to the point of ignoring more tactically valuable targets. The final fate of Vaber and the rest of his unit is unknown, as is that of the vast majority of the Word Bearers units operating in Ithraa.

The Ashen Circle is an organisation that predates Lorgar's return to the XVII<sup>th</sup> Legion, and as such maintains a unique pattern of heraldry that is distinct even within such a diverse Legion as the XVII<sup>th</sup>. By the time this pict was recorded, few elements of this heraldry remain, with only the modified destroyer icon on Vaber's belt and the dark gun-metal grey colouring of his armour unobscured by the Colchisian symbology and trappings of Lorgar's new creed. The battle plate worn by Legionary Vaber is a pattern of Mk III 'Maximus' power armour unique to the Word Bearers Legion.

## Panoply of War

1. Astartes axe-rake.
2. Akkadic pattern hand flamer.





# WORD BEARERS LEGION CATAPHRACTII

LEGIONARY ORTAN CINAPHER  
UNKNOWN TERMINATOR SQUAD  
UNKNOWN CHAPTER

The Word Bearers force present at Calth was intended in the earliest stages of the battle to fool the Ultramarines Legion into thinking that the entire Word Bearers Legion had been committed to the muster, while in reality the majority of the Legion was in the process of assaulting a number of worlds across Ultramar. Legionary Cinapher is one of many Legionaries who took to the field under false colours to further this deception, and was only correctly identified post-action in various pict recordings by the three hooded skulls on his chestplate – an honour marking won in the wars to pacify distant Corphyra.

Legionary Cinapher's cataphractii armour bears the insignia of the Chapter of the Osseus Throne upon his left greave. Alongside other Legionaries bearing the insignia of the chapter, this was intended to make it appear that the entirety of the Osseus Throne was on Calth, a ruse later exposed when several detachments of the Osseus Throne Chapter were deployed to the fighting on Armatura. In all, it is thought that as many as 20,000 of the Word Bearers Legionaries deployed at Calth were bearing false colours, with small detachments noted as bearing the ciphers of all known chapters of the Word Bearers. Unfortunately, the Ultramarines would not notice the deception until it was far too late.

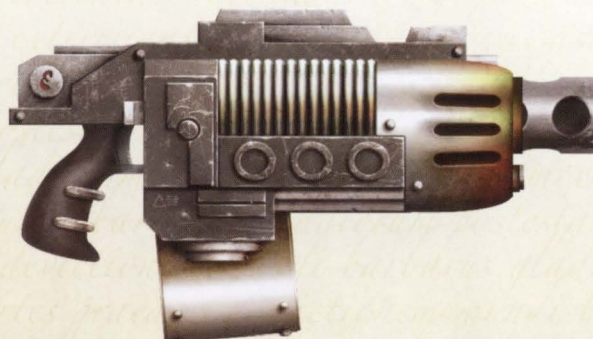
## Panoply of War

1. Meridius pattern power Maul.
2. Phobos pattern combi-plasma.

1.



2.





# WORD BEARERS DIABOLIST

UNKNOWN CENTURION-CONSUL  
ATTACHED TO COMMAND ELEMENTS  
OF THE CHAPTER OF THE INSCRIBED

Images of this Word Bearers officer were recovered via neural cortical probe from the remains of several members of the Ultramarines 22<sup>nd</sup> Chapter recovered from the Thrascian Highlands. Though it defies current understanding of the denizens of the aetheric medium, it appears that this Legionary was directing the corporeal manifestations of the Warp—manifesting what some observers have referred to as warp magic. Vox records from the few survivors of the 22<sup>nd</sup> Chapter of the Ultramarines refer to such officers as Diabolists, a designation later adopted en masse by their brethren to identify those Word Bearers commanders whose training appears to somehow harness the aetheric medium as a weapon of war.

Carefully hidden from Ultramarines observers, other officers of similar specialisation to those observed at Thrascia appear to have been present in most of the Word Bearers units mustered on Calth. Indeed, ritual use of psychic powers by these individuals appears to have been the source of some of the bizarre transformations and illogical tactical choices made by certain Word Bearers formations. One of many dictates issued by Guilliman in the campaigns following Calth was the priority targeting of enemy officers classified as Diabolists.

## Panoply of War

1. Charatran pattern chain axe.
2. Ryza 'Sunspite' pattern plasma pistol.

I.



2.





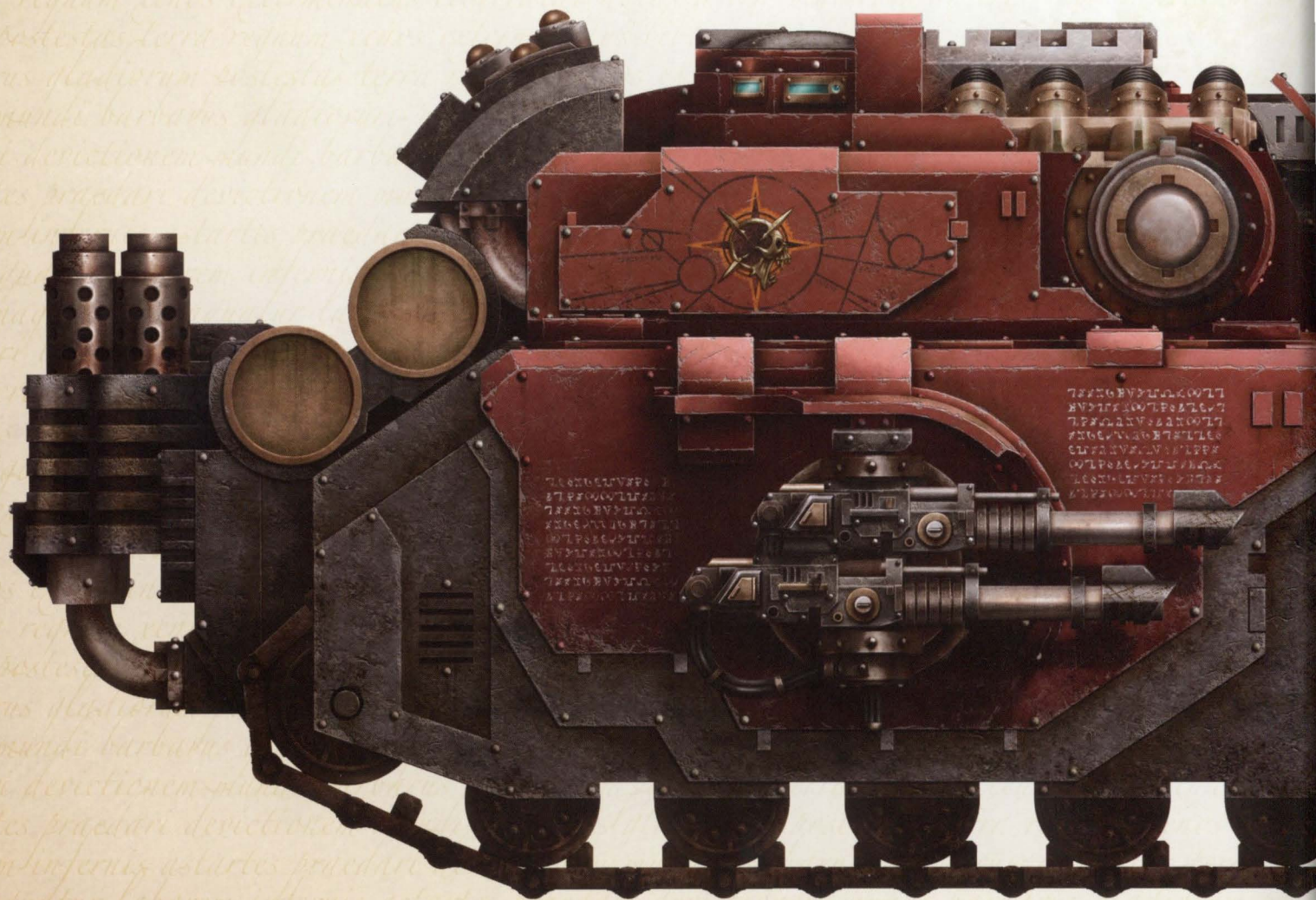
# WORD BEARERS ARMOURED FORCES

Never known for employing massed heavy armour formations, the XVII<sup>th</sup> Legion preferred to focus its strength on infantry companies of various specialisations, and those armoured formations which it did employ were intended to act in close support of infantry. Its mechanised phalanxes included a spearhead of heavy armour alongside a heavy infantry force, often including Cataphractii units, mounted in Land Raider transports. In battle, the heavy armour was tasked with sweeping aside screening enemy units and unleashing a bone-shattering barrage to prepare the way for the infantry assault.

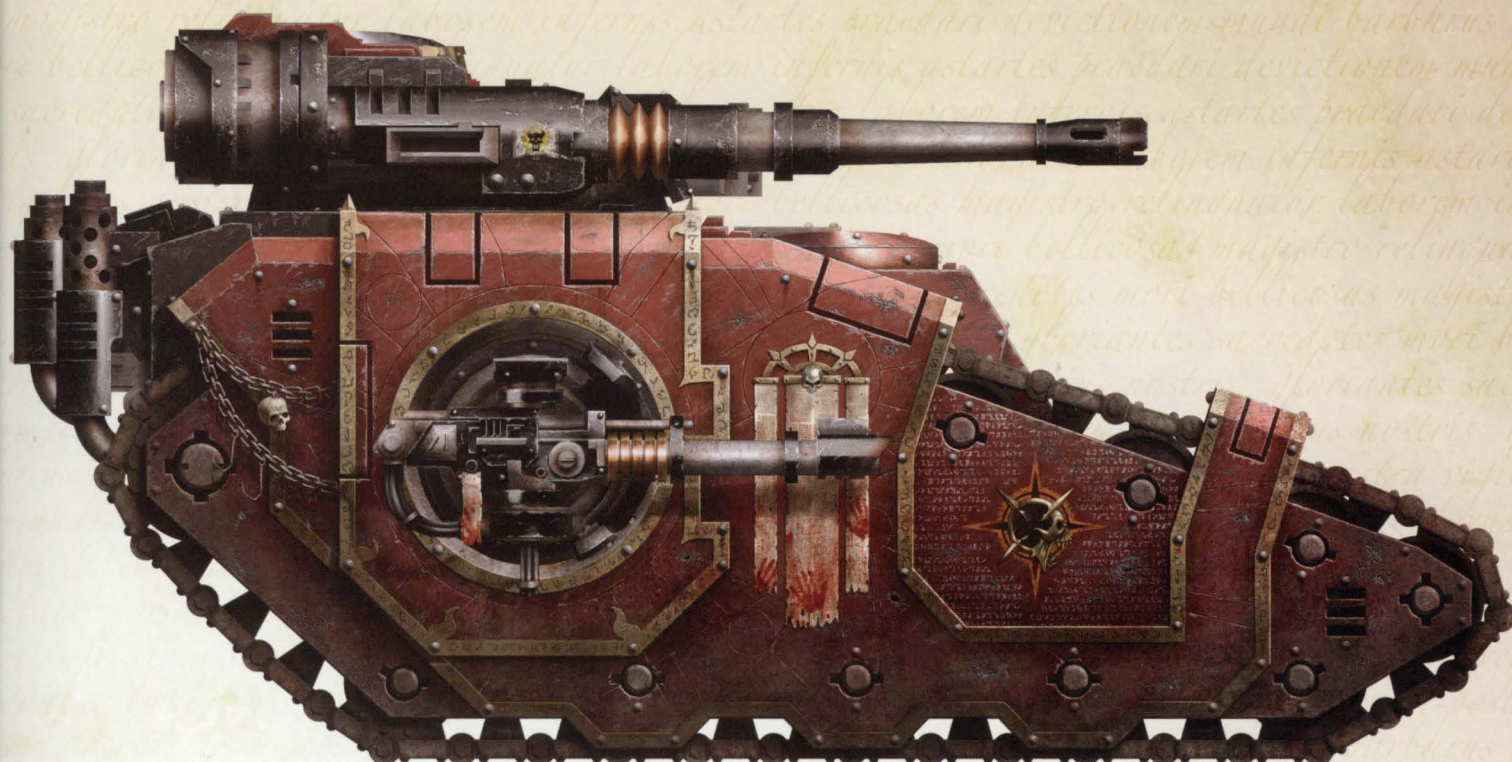
Of all the chapters of the Word Bearers, the chapter of the Graven Star was known to field the highest number of armoured units in the XVII<sup>th</sup> Legion. Aggressive use of these units had led the chapter to many victories in the Great Crusade, for which it also acquired a reputation for ruthless efficiency on the attack and bloody-minded stubbornness in defence.

The Graven Star was deployed to the muster zone at Khomesh, with several of its armoured squadrons operating under the colours of other chapters which were not present at Calth. The phalanx 'Invisible Truth', one of the few squadrons to field multiple super-heavy vehicles, took up

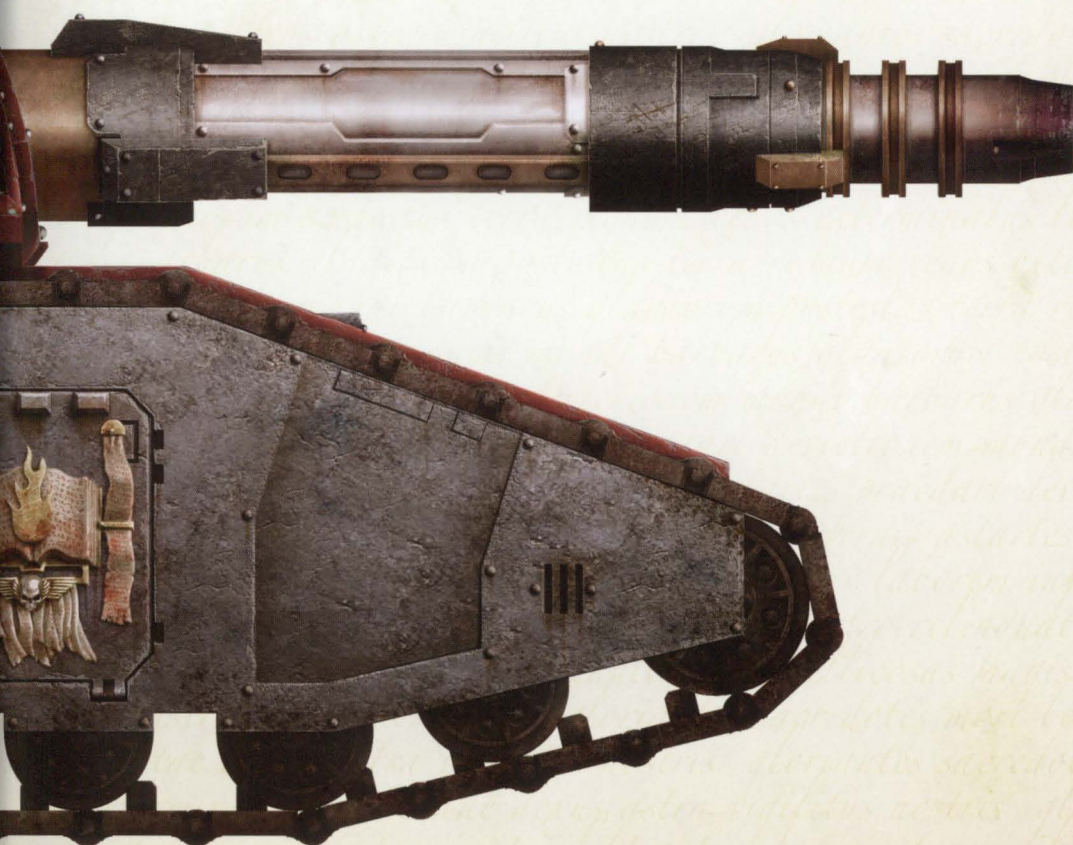
station alongside the Ultramarines super-heavy squadrons that had yet to embark. The phalanx slowly moved to positions that offered interlocking fields of fire over the unsuspecting Ultramarines vehicles, remaining powered-up at battle alert under the guise of battle-readiness drills. When the *Campanile* struck the fatally unprepared Ultramarines orbital docks, the vehicles of 'Invisible Truth' turned their guns on their brethren without hesitation. The opening salvo left the unpowered and uncrewed vehicles of the XIII<sup>th</sup> Legion burning, while the charge of the Land Raider-mounted infantry squads slaughtered the crews and those squads of Ultramarines charged with the security of the armoured squadrons.







**Legion Sicaran 'Animas Exuro':** After the initial betrayal, where it claimed two kills on Ultramarines light vehicles, the 'Animus Exuro' was to expend three full loads of ammunition in the destruction of the Ultramarines companies that made a futile stand on what came to be known as the 'Slaughter-fields of Khomesh'.



**Legion Falchion 'Eightfold Lance':** One of a handful of 'Titan-killer' super-heavy tanks deployed by the Word Bearers, the Eightfold Lance used its immense paired volcano cannon to obliterate the command bunkers of the Ultramarine chapters stationed at Khomesh before they had any chance to rally their troops.





# LEGIO PRAESAGIUS

**Title:** The Legio Praesagius Ordo Titanica

**Militaris Grade:** Secundus

**Patent:** Post-Unification, Martian Mechanicum

**Warden Domain:** Gantz (Forge World)

**Cognomen:** The True Messengers

**Allied War Houses:** None

**Allegiance:** Fidelitas Constantus

As one of many Titan Legions founded to serve as the vanguard of the Great Crusade as it left the Sol System, the towering war engines of the Legio Praesagius bear the scars of over two centuries of warfare far from the red sands of Mars. Renowned for the fervour with which the Titan Legion accepted the doctrine of the Imperial Truth, and indeed for many of those who fought in the Great Crusade alongside it, the Titans of the Legio Praesagius, bedecked in all the secular finery of the Emperor's grand vision, remain its most enduring symbol. In contrast to many of its brother Titan Legions, the Legio Praesagius also garnered high praise from both the Officio Militaris and those alongside whom it fought for the precise application of

firepower that became its hallmark in battle. The True Messengers did not deliver merely the burned and broken corpses of worlds into the Imperium, but functional realms, ready to contribute to the great empire they now served. In this they were considered by many superior to others of their ilk, who knew only the utter destruction of those they came to conquer.

Sworn into the Emperor's service as avatars of His justice and of the Mechanicum's commitment to the Great Crusade, the Legio Praesagius has ever borne a far greater burden than any other of the Legio Titanicus. Where others of its kin serve simply as engines of destruction, killers of cities and



burners of worlds, the Legio Praesagius held itself to higher standards. Simple destruction was but one facet, and to many within the Titan Legion the least desirable one: their task was not to destroy Mankind, but to unite it as one empire.

To this end, the warriors of the Legio Praesagius sought by their actions, conduct and presence to champion the future of the Imperium. In war they fought as honourable warriors, following a code which forbade the indiscriminate deployment of ordnance in populated areas and encouraged a tradition of duelling with enemy Titan class war engines, and long range precision engagements. In peace they personified the technological achievement and pageantry of the Imperium that was being forged among the stars, serving as rallying points for those who pledged themselves to the future envisioned by the Emperor.

It was at Tentrion, one of the earliest campaigns of the Great Crusade outside of the Sol System, that the Titan Legion was to win the most famous of its victories. A world of sprawling cities and manufactoria of prodigious output, a long-abandoned remnant of the glory days of the Age of Technology, Tentrion was a vital foothold for the forces of the Great Crusade, being closer to the various systems of the galactic core and prosperous enough to supply the Emperor's growing fleets with fresh soldiers, munitions and war machines rather than relying on distant Mars and Terra.

Yet Tentrion was unwilling to abandon its own dreams of hegemony and stood against the forces of the Emperor, rebuffing all attempts at diplomacy. Many among the Emperor's council argued for the utter destruction of Tentrion, despite its potential value, considering any siege of the world nigh unwinnable without unthinkable casualties and decades of exhausting siege warfare, but the Emperor's Great Crusade could not be allowed to stumble at such an early stage in His plans. So, the vast armies of Terra and Mars were unleashed upon Tentrion, only to be met by the massed levies and towering autonomous gun platforms of the Pontifex of Tentrion. It seemed that the cities of that world would be ground to dust in a war that neither side could back down from, leaving only ashes for the victor.

Tasked with breaking the armies of Tentrion, it was expected of the Legio Praesagius to blast the world's cities and slaughter the soldiers sent against them, to cow them with

the sheer destructive force of their Titans. Instead, the first grandmaster of the Legio Praesagius, Bohemond of Old Thyre, and the other Titans of his maniple took to the field alone, far from the populous cities, and challenged the finest of the Titan-analogues of Tentrion to stand against him. In a five day long gruelling series of titanic duels with the multi-legged gun platforms of the Tentrion Pontifex, the Legio Praesagius established the Imperium's supremacy on the field of battle and proved its noble intent, though Bohemond was later to perish from wounds received in the final confrontation.

With the pride of their armies broken but their populations left unscathed, the vast cities of Tentrion joined the Emperor's realm as willing subjects. The Titan Legion's actions in a war zone where others had called for the annihilation of Tentrion in order to avoid an unwinnable siege earned them the praise of the Emperor Himself. History records the words he spoke at the victory celebrations, naming the Legio Praesagius as the *"truest messengers of his grand intent"*, a title they adopted for the remainder of their service.

Other hard-fought battles followed as the True Messengers found themselves assigned to the vanguard of a number of Expeditionary fleets, often fighting alongside the XVII<sup>th</sup> and XIII<sup>th</sup> Legiones Astartes. In many campaigns they found themselves summoned to battles others had dubbed impossible, called upon to champion the armies of the Great Crusade and to bolster flagging morale. Amidst the howling dust wastes of Akeron Carcis and the towering cities of Benthur, they fought with stoic pride and utter devotion to the cause of the fledgling Imperium, and paid a high price in blood and the precious Battle Titans that were the soul of the Titan Legion to achieve victory.

On other worlds, where true victory required that the target, be it a single city or an entire world, be captured with a minimum of destruction, the renowned skill of the True Messengers' moderatii and the discipline of its princeps ensured time and again that the Imperium secured vital factory worlds nearly intact, a crucial objective were its far-flung fleets to remain supplied with the munitions of war they required. Their success inevitably stirred the envy of other Titan Legions, those who clung to a darker fame if no lesser a tally of victories. These Titan Legions saw the rewards reaped by the True Messengers earned by what they saw as a coward's choice to avoid the realities of war, and hungered to claim these unjust accolades for themselves.

Chief amongst their rivals were the Legio Suturvora and the Legio Mortis, both Titan Legions of unimpeachable standing, but whose records of battle were stained with rumours of unwarranted massacre and a disturbing taste for destruction. Through the auspices of these Titan Legions, and the magos on Mars and beyond who championed their cause, the Legio Praesagius found themselves increasingly pitched into the forefront of the most brutal conflicts of the Great Crusade with little support. While the True Messengers emerged victorious again and again, the toll on them was terrible.

By the dawning of the 31<sup>st</sup> Millennium the True Messengers had been crippled by the continuing pace of their deployment, reduced to a third by casualties and with many of their surviving Titans unable to take to the field due to damage. Though the reputation of the Titan Legion remained intact, it could ill afford to remain at the tip of the spear of men and machines that was the Great Crusade. In recognition of the Titan Legion's service and eager to add to the defences of his newly established realm, Roboute Guilliman, Primarch of the Ultramarines, prevailed upon the magos of the newly founded Forge World of Gantz to offer a new home to the Legio Praesagius.

For seven years the bulk of the Legio Praesagius was to remain on Gantz, both as a sentinel force to protect the growing forges and to rebuild and repair their damaged god-machines. The True Messengers were not idle in this time however, for Ultramar yet remained a border realm, ever ready for attack and still expanding its reach. Though it could not yet muster in full force, it was rare for an Ultramarines task force to leave Ultramar on campaign without at least a maniple of the True Messengers in support, and many worlds of Guilliman's realm were to host demi-Legio forces during times of crisis. The worlds of Magniat and Orizus were both brought into Ultramar at the point of Legio Praesagius cannon, and the Hrud migrations which threatened Prandium in 005.M31 were only repulsed by the efforts of their Titans and veteran crews.

By mid 006.M31, the Legio Praesagius was once again at full strength, now fully entrenched as wardens of the growing and prosperous forges of Gantz and renowned throughout Ultramar for their valour. With news of the new Warmaster's call for a massive deployment of the Imperium's armed might to counter the growing Ork threat at Ghaslakh, the True Messengers



assembled for their first full-Legio deployment since their arrival in Ultramar and departed for the world of Calth.

### Materiel Strength

Scions of the venerable Legio Gryphonicus, amongst the largest of Mars' Titan Legions, the Legio Praesagius were created not as wardens of some far flung realm of the Mechanicum, but to prosecute the battles of the Great Crusade. As such they were provided at their founding with a large complement of heavy Battle Titans—Warlord, Carnivore and Mirage class god-engines that would stand strong in the fires of battle.

In these earliest days of its existence, the Legio Praesagius ranked as a Legio of the primaris grade, comprising over 300 god-engines of various classes and including Emperor Titans of both Warmonger and Nemesis classes amongst its ranks. After the last few cataclysmic battles within the confines of the Sol System, the Titan Legion was rarely assembled in its entirety, for few conflicts would require such a force for any end other than utter destruction, a task for which the True Messengers showed little enthusiasm. Instead, the Titan Legion was assigned in demi-Legio forces to a number of Great Crusade fleets, fighting in actions the length and breadth of the nascent Imperium.

The continued pattern of its deployment as demi-Legio battlegroups fostered a doctrine of dispersed command and individual initiative amongst the various princes of the Titan Legion. Many of the veteran warriors of the True Messengers were called upon to take charge of detachments of their brethren whilst crusading alongside other arms of the vast Imperial military, developing their own unique styles of command as well as the confidence and experience necessary to quickly and efficiently marshal such a headstrong force as a Titan battlegroup while under heavy enemy fire.

On many occasions this style of leadership, as opposed to the more stratified and dictatorial models employed by many of their brethren, was to be the cornerstone of a great number of the Legio Praesagius' victories. During the fighting on Akeron Carcis, where Eldar pulsar fire had sliced apart the command Titan of the Legio Praesagius force, there was no panicked retreat, nor even a brief space of confusion. Command was immediately taken up by Princeps Trieste of the Auric Pegasus, a veteran warrior of the Titan Legion already well respected by her peers, and as

the wraith-like Eldar war machines moved in to finish off what they expected to be a demoralised and broken foe, the True Messengers surged forward on the attack, swiftly exacting revenge upon the xenos warriors for their losses.

During these battles, the princeps and moderatii of the Titan Legion displayed a distinct preference for precision weaponry. The indiscriminate destruction caused by such weapons as void missiles, Titan class flame cannon and Vulcan mega-bolters was eschewed as lazy and ill-befitting the avatars of the Emperor's dream of a united humanity. Instead, the True Messengers Titans relied on the precise firepower of turbo lasers and volcano cannon, weapons which resonated with their preference for long range duelling on the battlefield. As the Great Crusade progressed and the fighting became ever more ferocious, some few of the Titan Legion's most renowned warriors were also noted for their prowess with the chainfist and power gauntlet, skills which some amongst the old guard frowned upon.

This preference in both weaponry and tactics that left the Titan Legion at a disadvantage against hordes of properly equipped infantry had been seen by some as a weakness, leading to some among the more bloodthirsty Titan Legions to make mockery of the fact that on several occasions the True Messengers withdrew from the battlefield in the face of overwhelming numbers of enemy infantry—though the warriors of the Legio Praesagius have always maintained that such actions were to avoid the wholesale slaughter of human soldiers who might later be made into allies.

The True Messengers instead relied on the support of the Excertus Imperialis and allied Mechanicum cohorts to engage such foes, and were amongst the most skilled of the Titan Legions in the close support of infantry actions. Many regiments of the Imperial Army tell of the pinpoint accuracy of the True Messengers' cannon and the stalwart devotion of their princeps to the lowly infantry who fought beside them.

In the latter years of the Great Crusade, after the Titan Legion was settled on Gantz, its power had waned from so many of its god-engines having fallen in battle, and it could only muster less than a hundred engines. These surviving war machines were almost exclusively of the Warlord or Reaver classes, with only a few remaining Emperor and Warhound class machines, and their crews

were veterans, seasoned by the fires of the Great Crusade's wars. Indeed, the Titan Legion retained more trained personnel than it did operational Titans at the time of its ceremonial grounding on Gantz.

Some among the True Messengers feared that the 'prize' they had been granted as the new wardens of the Forge World of Gantz might be the death knell of the Legio Praesagius of old, the systematic destruction





of the old crusading traditions of the True Messengers and the slow remoulding of their beleaguered force. These fears were to be proved unfounded, as the Legio Praesagius was to remain active as a core component of Guilliman's wars to expand Ultramar.

The magos of Gantz would slowly rebuild the Legio until, by the time of the call to arms at Calth, the True Messengers were ranked as a Titan Legion of the secundus grade and

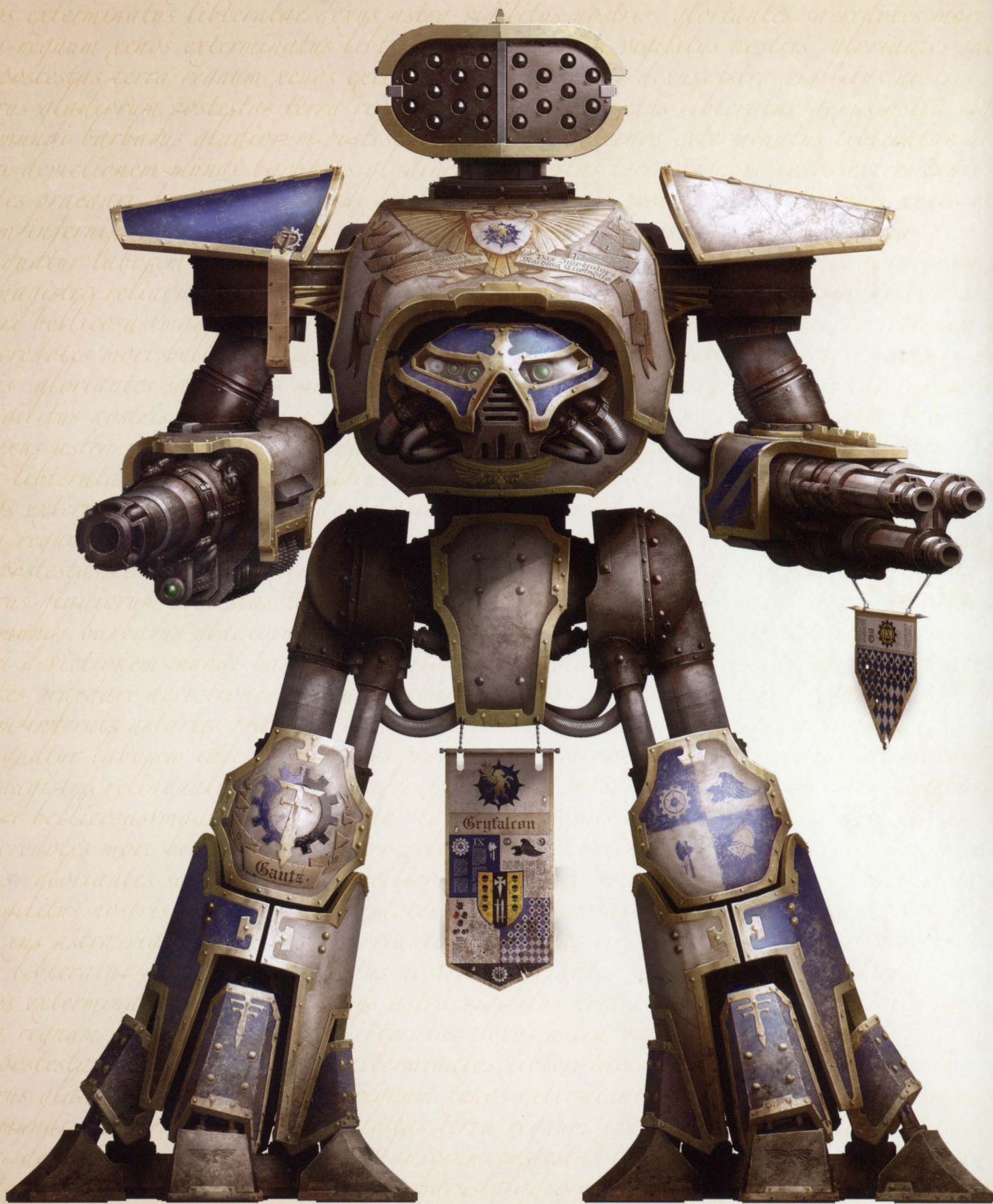
were to pledge 112 Titans of various classes to the Ghaslakh Crusade. Unlike the Legio Praesagius of old, this force was more varied in composition as many Warhound and Reaver class Titans that bore the hallmarks of the Gantz magos' unique forge craft now walked beside the Ancient Terran Warlords and the last few Emperor class Titans. The Ghaslakh Crusade battlegroup that left Gantz in 007.M31 was at the time the majority of the Legio's complement. Only a handful

of god-engines remained at Gantz for the defence of the great forges that burned at the heart of that world, mainly those in dire need of repair or whose construction and dedication had yet to be fully completed.

In the aftermath of Calth these few warriors, a mere dozen Titans, with only three of these being Battle Titans bestowed on the Titan Legion at its founding, were all that remained of the once proud Legio Praesagius.







The Mars pattern Reaver class Battle Titan  
"Gyr Falcon"



# WAR MANIPLE HONOURIS δ9

FIDELITAS CONSTANTIS LEGIO PRAESAGIUS

BATTLE FOR ITHRACA CITY, CALTH



Suilis Vestra



Banner of Princeps Owaine Breulin



The Argent Courser



Misericorde



Kill banner of Reaver class Battle Titan  
'Suilis Vestra', melta cannon  
(Moderatus Morvain ++deceased++)

War Maniple Honouris represents a standard second line formation in the tactical doctrines of the Legio Praesagius. Its role was to follow in the wake of the Legion's heavier Battle Titans, reducing enemy formations designated as of secondary threat by the towering Warlord and Emperor class Titans and finishing wounded enemy Titan-analogues. At Ithra, the Titans of War Maniple Honouris were forced into the front line, giving a fearsome account of their fighting prowess in the close confines of Ithra City, claiming four god-engine kills before the last of their Titans, the Misericorde, ceased transmitting.





# HOUSE VORNHERR

**Title:** The Imperial Knight Household of Vornherr-Luhnburg

**Household Grade:** (Pre-Calth) Primaris; (Post-Calth) Mors Obselarus

**Patent:** Autonomous, Warrant of Ancient Domain and Arms (recognised 817.M30, ratified 841.M30)

**Warden Domain:** Luhnburg System, de facto rights to local stellar group under review.

**Cognomen:** (Pre-Calth) the Luhnburg Uhlanii, the Bloody Dukes; (Post-Calth) The Black Lancers.

**Allied Legions/Forge Worlds:** Ties to Legio Tempestus and Legio Praesagius, bonds to Accatran and Konor Forges.

**Allegiance:** Fidelis ad Mortem

The Knights of Luhnburg-IX, an honourable company of warriors with a record of distinction within the Great Crusade had, by fortune of war, sworn to Roboute Guilliman, the Primarch of the Ultramarines, a binding oath. This was a promise which saw the majority of the House muster in the Veridia System for the auspicious Calth Conjunction.

With the unveiling of the Word Bearers' betrayal, most of those Knights in attendance were callously and cowardly cut down from orbit by a Word Bearers planetary assault squadron. Only a handful survived the initial bombardment and the fate of these bold Knight-scions is a testimony to their stoicism and devotion to duty in the face of impossible odds. By the time the Ultramarines regained control of the Calth Defence Grid and the tide of battle finally turned in their favour, House Vornherr was shattered and its survivors irrevocably changed. It was then that a new oath, even more potent than that made to Guilliman, would be sworn.



## Scarlet and Sun-fire

The Knight-scions of House Vornherr were renowned the length and breadth of the Ultima Segmentum, for they served with great honour and achievement first in the Great Crusade's cause in the later Compliance campaigns of the 12<sup>th</sup> Expeditionary Fleet and subsequently in numerous operations across the leading edge of the wars of the Eastern Fringe. In terms of the number of war engines alone, the Knights of Luhnburg-IX were counted as one of the greatest Houses in the region and in bearing the most aristocratic of all their class. Each Knight-scion was a noble of high birth, refined in demeanour and lofty in ideal, educated not just in war, but in culture, philosophy, rhetoric and all of those pursuits that would raise Mankind from the darkness of Old Night and in time turn feral world savages into civilised subjects of Terra. All such intentions were to die at Calth however, leaving behind the remnants of a once-noble House, now forlorn and desiring nothing so less than a vengeful death.

The Knights of House Vornherr hailed from the Luhnburg System, itself part of a scattered stellar drift deep in the gulf between the galactic spiral arms. What led the colony arks of Old Earth to settle this system cannot be known and it is thought likely that the colonists who made it their home were simply washed up there by the capricious tides of the Warp. In time, seven Knightly Households rose up across the system, an unprecedented number in what little remains of the histories of the Mankind prior to Unification. When the darkness of Old Night fell and consumed the galaxy, the Luhnburg System too was plunged into an era of ceaseless war. For many long centuries, the seven Houses fought bitterly against one another and against the numerous foes that descended upon their system from the cold void beyond. Whatever madness had gripped the galaxy at large must have tainted them too, for no one House ever sought to broker peace and unite as one against the foes that assailed them all. Instead, the Houses vied for supremacy and a militaristic culture arose, one in which mercy was regarded as weakness and compromise treachery.

Luhnburg's wars ground on for a thousand years and more until, at length, one House rose from the bloody tumult and gained ascendancy over the others. Rather than displaying magnanimity however, the victor claimed the lands and the Knight armours of the vanquished as its prize of war and burned their standards in a great,

symbolic pyre. In a single night, six ancient Households symbolically ceased to exist and only the bloody scarlet and sun-fire yellow livery of the victor remained. The colours of the defeated Houses were erased from the rolls and their coats of arms defaced, whilst their sons and daughters were offered the choice of assimilation by marriage into the bloodlines of their new overlords, or exile, albeit one they must undertake without the benefit of their Knight armours. The names of the six vanquished Houses will ever remain unknown; the name of the victorious House was Vornherr. Generations later, the Grand Masters of House Vornherr would claim that their forebears were forced to lay their fellow Houses low in this manner to end some terrible evil that had overcome them. Of course this claim can never be verified and long has it been said that to the victor falls the privilege of writing the histories of its kind.

Having forcibly united the worlds of the Luhnburg System, coerced the defeated Knight-scions to join its ranks and claimed many hundreds of Knight armours, House Vornherr assumed the position of a ruling aristocracy, and within the span of a handful of generations, all traces of the vanquished Houses disappeared and the culture and traditions of the Vornherr supplanted all. After assimilating so many other bloodlines, the genealogical tree of House Vornherr was a sprawling mass that by its very essence nurtured internecine rivalries and plots, and its Knight-scions raised themselves ever higher above their subjects until they existed in a rarefied world of privilege and high culture. This was nonetheless tempered by intrigue and the need to assume a unified defence against the myriad alien horrors that would periodically assail them from the depths of the void.

In time, strangers appeared at the verges of Luhnburg who were not intent upon the destruction, enslavement or consumption of its peoples; a flotilla of scout frigates under the command of the veteran and celebrated aristocrat-explorer Rogue Trader Kohnwallis pressed cautiously in from the system's borders, the leading element of the 12<sup>th</sup> Expeditionary Fleet's pathfinder units illuminating the vast, stygian gulfs between spiral arms. Possessed of few space craft, none of which were capable of warp travel and none a match for the Rogue Trader's flotilla, there was little House Vornherr could do to oppose its advance. A veteran of a hundred such contacts, Rogue Trader Kohnwallis displayed the utmost tact in his opening vox-

hail, setting the rulers of House Vornherr at their ease so that by the time the Imperial delegation made planetfall at Luhnburg-IX before the gates of the Household's ancient manse, it was clear that hostilities were largely out of the question.

Soon thereafter Duke Khorvun Bhaevenwulf, Lord of the House of Vornherr and Grand Master of its Knightly Order, and Rogue Trader Kohnwallis entered into talks. It quickly became clear that the two men shared many characteristics of temper and mien, and both were drawn from aristocratic bloodlines which shared certain trappings of the nobility of Ancient Terra, suggesting a common descent which provided the foundation of subsequent negotiations. Within a month those talks were concluded and Duke Bhaevenwulf announced that his Household would ascend to the Imperium. Luhnburg-IX would remain independent of the Mechanicum, to start out with at least, for its size and power made a pact with any Forge World largely unnecessary, and when the bulk of the 12<sup>th</sup> Expeditionary Fleet laid over at Luhnburg on its great voyage towards the south-eastern galactic fringe, Vornherr took its place amongst the crusading hosts, leaving a cadre of veteran Knight-barons behind to defend its holdings and govern its people.

Upon aligning itself to the Great Crusade, House Vornherr was present at and central to many of the 12<sup>th</sup> Expeditionary Fleet's greatest victories. Vornherr's Knight-scion took part in the latter half of the 12<sup>th</sup>'s Long March to Ultramar, where they confronted numerous xenos strains, several of which they knew of old and took immense satisfaction in scouring from the stars for all time. Others were long known to Mankind at large, in particular the barbarous Orks, whose monstrous engines of war the Knights of House Vornherr had confronted in battle on numerous occasions before Imperial contact and soon became increasingly adept at slaying. Other foes Humanity had never encountered before and never would again, indescribable horrors banished from existence by the deeds of House Vornherr.

The greatest and most portentous battle the Knights of House Vornherr fought in would be the First Scouring of Jardingris. It was here on this grave-world, under the baleful light of its black sun, that the Household first took to the field of battle under the overall command of the Primarch Roboute Guilliman as part of a combined force consisting of twelve full chapters of the Legiones Astartes Ultramarines, the might of



the Legio Metallica, ten cohorts of the Solar Auxilia and scores of Excertus Imperialis line regiments, along with the Conquestor companies of Rogue Trader Kohnwallis. The war against the anti-human revenant-organisms of Jardingris was a bitter one indeed, and by its end the necrogenic xenos strain had paid for its crime of existence with its utter extermination. The victory came

at the cost of a dozen Titans and a hundred Knights, tens of thousands of casualties amongst the human infantry and almost three thousand Legiones Astartes were slain; a truly phenomenal tally for a single planetary assault, but one not unexpected given the threat. At the height of the victory parade, carried out at the conclusion of the war amid the dust of that now silent

world, the Duke of House Vornherr went down on one knee in his battle-scarred Knight-Lancer before Guilliman's review stand, and his entire Household echoed his act. In that moment, the duke pledged his House to fight alongside the hosts of the Five Hundred Worlds unto death, and although detachments of Vornherr would be committed to battle under other Primarchs,





in particular Magnus in the gruelling jungle wars of Sophias-Mors and Dorn at the costly Delta-Arbuthnot Landings, the House would hold none in such high regard as the Lord of Ultramar. Thus when the Warmaster ordered the Calth Conjunction at the Veridia System in preparation for war against the Orks of the Ghaslakh Xeno-hold, the Knights of House Vornherr were proud to answer.

In the aftermath of the Triumph at Ullanor, which the House had received the honour of attending, House Vornherr had separated into numerous detachments assigned to war zones across the Imperium, and as the Legiones Astartes Ultramarines voyaged from the Sol System to Veridia, so the scattered elements of House Vornherr mustered at their home system of Luhnborg.

There Duke Sorvak Bhaevenwulf, the heir of old Duke Khorvun, tasked some of his most trusted and experienced barons with guarding House Vornherr's ancient keep before leading the remainder of his force—a formidable army of several hundred Knight armours and their supporting Sacristans—to the muster at Calth.





## Materiel Strength

Upon taking its place alongside the crusading hosts of the 12<sup>th</sup> Expeditionary Fleet, House Vornherr was allotted a nominal Household grade classification of 'Primus Belicosa', a rating that recognised the very high number of Knight armours the House was able to field. While the majority of the House took its place in the Great Crusade, the preparatory stages of integration into the Imperium of Man progressed on its home world, leading to its eventual recognition as an autonomous domain in line with many other planets classified as Knight Worlds. Part of that process was a thorough survey of the world's military potential, as well as its ability to produce new Knight armours, and it was during this stage that the Imperium's assayer-adepts discovered something of the wars fought across the Luhnburg System during the Age of Strife, and that the reason for Vornherr's numerical superiority was its defeat of the six other Households.

Further investigations into the matter yielded very little, for the masters of House Vornherr would not allow the assayers to make a full account of their arsenals. All that could be estimated was that the five hundred or so Knight armours fighting with the 12<sup>th</sup> Expeditionary Fleet represented the upper level of available Knight-scions, but many more armours were stasis-sealed within the House's inner armoury vaults. Only as the

bloodline issued heirs entitled to don these armours, and then trained them in the arts of war, would these reserves be drawn upon. This fact made it entirely unnecessary for the masters of House Vornherr to enter into compact with any of the many Mechanicum Forge Worlds whose envoys sought access to their vaults, and while it was never determined how many Knight armours laid within those hallowed chambers, it must have been a large quantity indeed for the House to feel secure in rebuffing the Mechanicum's advances.

It was only in the field of conveyance across the stars from one war zone to the next that Vornherr was deficient. In practice this mattered little, for the vast armada of ships of all imaginable type that was the 12<sup>th</sup> Expeditionary Fleet was well able to accommodate their armours, and after years of service, many of these vessels were permanently assigned to the service of House Vornherr.

In composition, the House was able to commit a wide range of armour types to the field of battle and displayed a singular organisation in this regard. Unlike many other Knight Houses, the Vornherr deployed their Knights into broadly homogenous wings. The largest number were the Knights of the Line, generally equipped with Questoris class armours,

predominantly Errant and Paladin types. Other Knights were fielded as a vanguard phalanx, invariably equipped with Questoris Knights-Lancer and similar types of armours. The duke himself favoured an ancient suit of Cerastus Knight-Acheron type armour called 'Surcease of Sorrow' and he was ever attended on the field by a veteran Life Guard formation equipped with Cerastus Knight-Castigator suits.

On the eve of the Calth Conjunction, as House Vornherr mustered for review by its Grand Master Duke Bhaevenwulf, it was numbered at almost six hundred Knight armours and thus rated as the largest Knight House known to be operating along the entire Eastern Fringe. Less than a day later, the Word Bearers would erase that honour, along with the entire southern island city chain where they were mustered.

## THE DOOM OF THE HOUSE OF VORNHERR

At the moment of the death of Calth Veridia Anchor, the bulk of the Knights of Vornherr were arrayed in a great phalanx on the muster field at Platia City, with perhaps a further quarter forming a demi-Household assigned to shadow the Titans of the Legio Praesagius in the coming war and thereby mustered with them at the great city of Ithraca. The departure of the House from the surface had not long begun and one orbital conveyor, the *Iaxth-CV*, had embarked its cargo of the House's war machines but had yet to lift off, two dozen Knights secured in its hold, including Duke Bhaevenwulf himself. When the Mechanicum's planetary data-manifold fell silent, the Sacristans gathered in echelon upon the muster field set to invoking their own localised command and control net, a task doomed to failure as the darkening skies overhead filled with the contrails of burning debris already falling from orbit. The Sacristans had all but completed their task just over an hour after the *Campanile* had struck the orbital yards, mere seconds before the Word Bearers planetary assault squadron, led by the *Destiny's Hand*, unleashed its bombardment of the southern island cities, and even though a sudden warning pulsed outwards through the mustered Household at the speed of thought, none had time to heed it, for hell was quickly descending upon Platia City.

The *Destiny's Hand* is said to have loosed an atomantic bombardment so potent that the city and every Knight gathered at its mustering field was incinerated in a creeping barrage of inexorable nuclear fire. As if anything could possibly have survived the

## The Legend of the Dark Messenger

Within the House of Vornherr, a particular legend pertains to the cataclysm at Calth which cannot be independently verified but is taken as sovereign truth by the scions of the House. The tale recounts that upon the very eve of the Word Bearers' betrayal at Calth, Duke Bhaevenwulf had completed a review of his entire Household upon the landing field at Platia City and afterwards retired to his pavilion justly satisfied by the strength at his command. Gazing southward across the star-lit ocean, the duke is said to have sensed a presence behind him and turned. A robed stranger had entered the tent having slipped past the Household's guards and stood leafing idly through the many scrolls, maps and data-slates heaped upon the large command table at its centre. Taking the measure of the stranger with a practised glance, the duke knew him for a messenger rather than an assassin, and demanded he be out with his missive and leave.

That missive was a simple one, an offer delivered in a whisper from beneath a hooded cowl. The Warmaster would bestow his favour upon the House of Vornherr in honour of its service to the Great Crusade and in recognition of its devotion to a higher ideal its forebears had shown when they had crushed the other six Knight Houses of Luhnburg. The duke's pride swelled, but he sensed duplicity and the trap of hubris and so demanded to hear the price of the Warmaster's largesse. "No price but obedience", replied the messenger, but the offer would have to be accepted immediately and in doing so, the Knights of Vornherr would be provided the means to depart Calth before the dawn. Not a moment passed before the old duke gave his reply, dismissing the messenger with his words. Vornherr had bent the knee to Guilliman and would heed the call to war. The duke had sworn that his House would follow Ultramar, an oath it would maintain unto death.



assault, the Word Bearers followed it up with an attack of singular, almost vastly overkill, as simultaneous waves of meson-converter attacks, rad-caster saturation and pin-point lance strikes hammered home so that the island that had been Platia City's foundation was broken into rubble, the rubble scoured from the sea bed and vast swaths of the ocean around it vaporised. Not a single Knight of House Vornherr was left upon the Platia battlefield, nor indeed did any living organism on the entire island survive.

At the moment of the death of Calth Veridia Yard, the *Iaxth-CV* with its precious cargo still inside had performed an emergency launch as its auguries detected the incoming wall of missiles from above, and its ponderous bulk had been rising through the skies away from the target zone as the atomantics struck. The blast blinded its pilots and the electromagnetic fury of the assault all but burned out the conveyor's command systems, and even though the damaged craft struggled valiantly to reach Ithra for an emergency landing, a wall of fire rising behind it, the wounded craft was soon spiralling towards the turbulent ocean entirely out of control. The conveyor overshot its destination and crash-landed off the coast of Ithra, the wreck rapidly settling to the sea bed. Those crew not killed on impact were quickly drowned, but the Knights inside survived, their systems keeping the pilot-scions alive as the star ship's hull, intended to withstand the vacuum of the void, collapsed under the pressure of the ocean. Recovered tactical in-load archives depict the scene as the doomed conveyor's interior flooded and Duke Bhaevenwulf girded his mighty reaper chainfist. With a grinding downwards stroke, he tore a great slash in the hull and as the ocean crashed in and the interior cargo space was flooded, the Knights inside were able to push through the breach and into the open sea beyond.

Only fragmented battlelogs exist from which an account of the Knights' march across the sea bed can be constructed, and it is apparent from the garbled tacticae-vox traffic that passed between them that they had no way of knowing what had occurred in orbit. All they could attempt to do was head north towards the coast of Ithra in the hope of linking up with outlying elements of Legio Praesagius. They had no way of knowing that just over an hour into their sea bed trek, the remainder of their House would be gone and they would be its only survivors on Calth. Scrolling data-tracks imprinted over the recovered pict-feeds showed at that point a sudden

and drastic rise in exterior temperature and in moments the seas through which the Knights trekked were boiling. With visibility reduced to almost zero, all that could be seen was the Knights' arc-lights stabbing through churning clouds of sea-debris, and as they pushed forwards, chunks of rock were torn from the sea floor by the blast and cast along the boiling tides, striking the Knights as they fought with desperate resolve towards the coastline of Ithra, the temperature soaring ever higher as the seas vaporised and raged around them.

Finally deliverance came as at last they forged across the burning shoreline of Ithra City. The lead Knights found themselves stumbling from the boiling oceans, their pict-feeds depicting not churning sea but a bank of super-heated fog from which torn and ember-hot docking cranes towered like a twisted forest. Within minutes, a dozen or so Knights had emerged from the flash-boiled seas and it was clear that those not at their sides must surely have perished. What happened next has gone unrecorded, or at least the Knights' datacore in-loads returned to Luhnburg by agencies of Ultramar much later were purged in order to spare the surviving Vornherr the truth. The very last scene captured was of a mass of dark figures parting the fog, their eyes lambent with the guttering hell-light of the Warp. Then nothing.

Months later, a Legion recon squad of the Ultramarines operating from Arcology Epsilon-XXIV in the central massif of the Ithra Basin came upon a scene that more

resembled a deathly *tableaux vivant* than the aftermath of any battle they had ever witnessed. A dozen Knights were arrayed as if in battle against an unseen foe, their joints frozen and their armour scoured, rent and pitted as if by the talons and teeth of a host of predatory animals. The Knights were mustered about a single figure—the Cerastus Knight-Acheron *Surcease of Sorrow* of Duke Bhaevenwulf himself, as if rallying to him in the midst of heated battle. All were dead, their forms burned coal-black by the touch of some second empyrean fire. Of the foes the duke and his Knights had fought on that blasted battlefield, no trace remained but blackened smears upon the cratered ground.

When at last word of the fate of the Knights of House Vornherr that had joined the Calth Conjunction reached the garrison at Luhnburg-IX, all knew this must surely spell the end of the ancient House. All that remained was a handful of old barons and young squires, and in token of their fate they obscured the bold colours of their armours with black and pronounced their oath to serve Ultramar unto death discharged. Released from their bond, they swore a new oath—to avenge the fallen duke at any price, and in so doing go boldly to their doom.

Their death-oath sworn, the remnants of House Vornherr deactivated the stasis seals on their ancient armoury vaults and equipped themselves for the final war of the House's long and glorious history.





One of the oldest and most potent Knight armours in the service of House Vornherr, the *Surcease of Sorrow* belonged to Duke Sorvak Bhaevenwulf himself and he had inherited it from his father, Duke Khorvun. The armour bears several key examples of Duke Sorvak's personal heraldry, of particular note the icon of the *Legiones Astartes White Scars*, which the Vornherr served alongside during the First Kolarne Circle Compliance.



## HOUSE VORNHERR CERASTUS KNIGHT-ACHERON 'SURCEASE OF SORROW'

### DUKE BHAIVENWULF'S HERALDRY

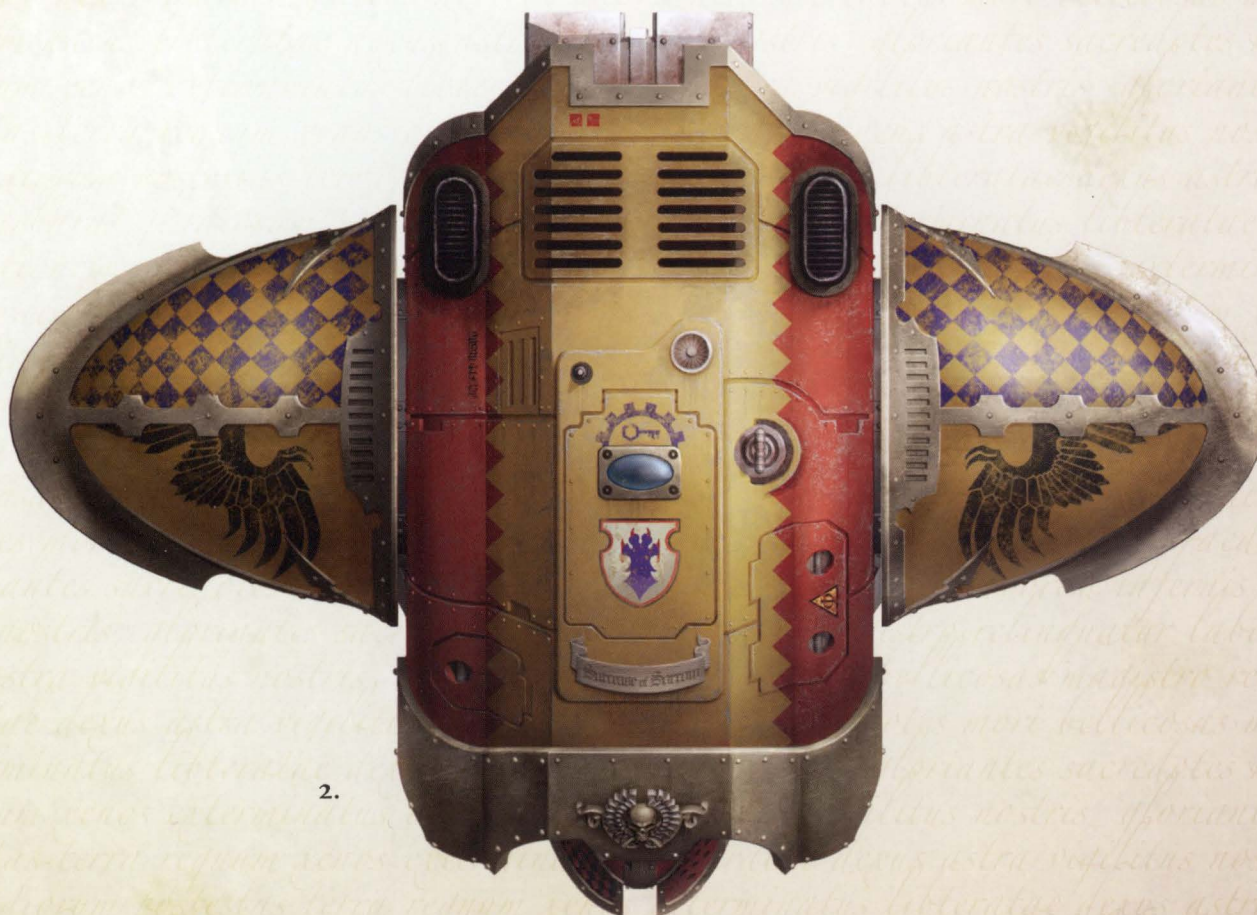
The personal heraldry of Duke Bhaevenwulf utilises a number of motifs common across numerous Knight Households, as well as several unique to the Vornherr. Where the crimson fields are rendered with a jagged edge, this is commonly indicative of deliberate erasure of some facet of the Household's history, most likely in reference to the Knight Houses the Vornherr defeated and absorbed during the Age of Strife. The dark blue check pattern is here indicative that the bearer has inherited the mantle of power from an immediate forebear. The white shield with blue beast's claw is Duke Sorvak's personal icon, applied in remembrance of his slaying of a Krell over-mind beast at the height of the Goeth Incursion. The skull-headed raptor icon of House Vornherr is prominently displayed on the Knight's shoulder armour as well as the duke's personal banner.

1. **Warbanner:** Displaying Duke Bhaevenwulf's key personal honours and familial devices.
2. **Armour Detail:** Displaying heraldry unique to the leader of the Vornherr Knight House.

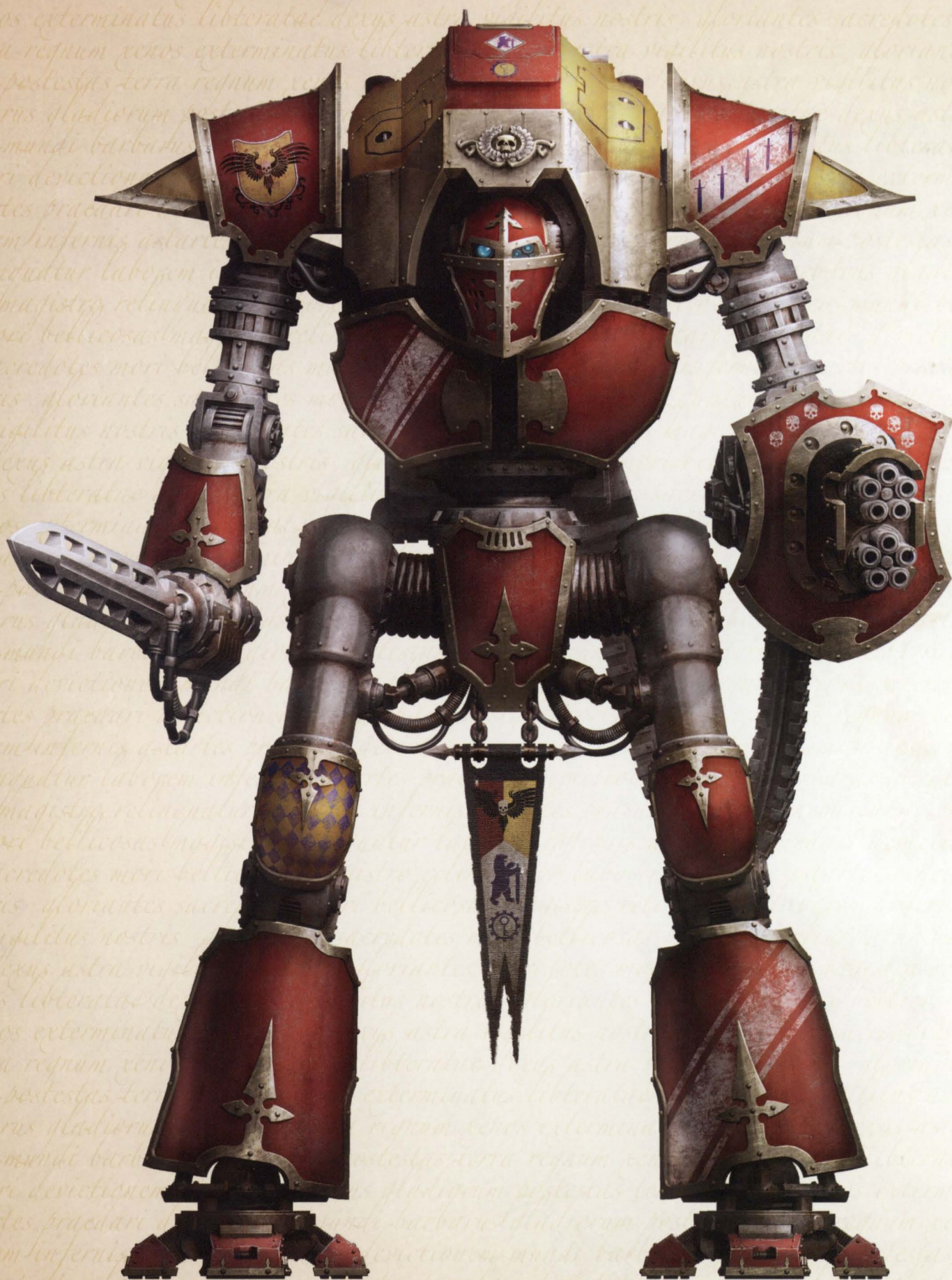
I.



2.







Nepenthes is the armour of Knight-Scion Ulas Karn, a kinsman of Duke Sorvak Bhaevenwulf and a senior member of the lord's elite Lifewatch phalanx. As such, Nepenthes was rarely more than a dozen strides from Surcease of Sorrow, and the remains of both were recovered in the aftermath of the Battle of Ithraca.



## HOUSE VORNHERR CERASTUS KNIGHT-CASTIGATOR 'NEPENTHES'

### KNIGHT-SCION ULAS KARN'S HERALDRY

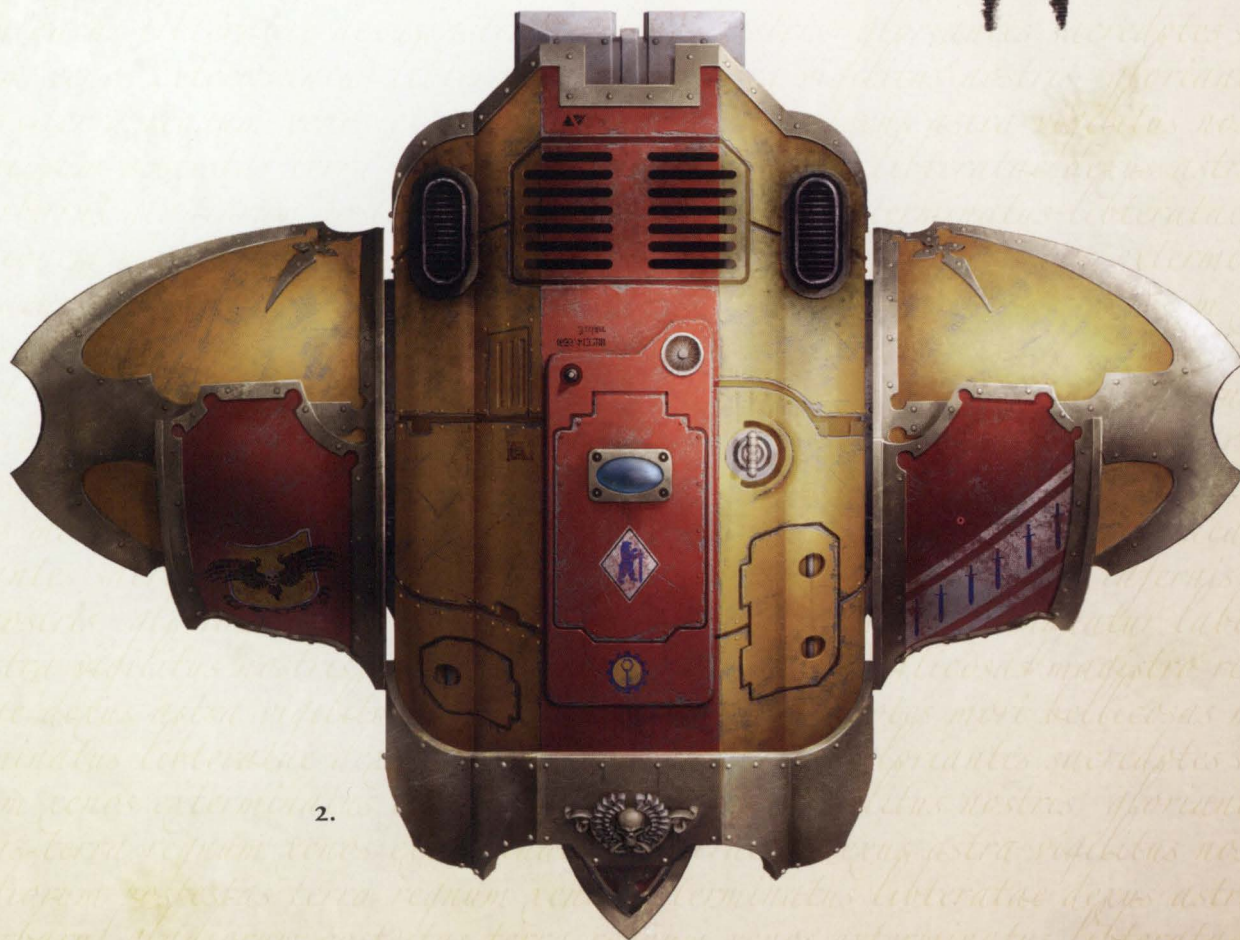
The personal heraldry of Ulas Karn reflects his rank and position, being less complex than his master's but featuring more individual symbols than the bulk of the Household's armours. The white band upon the red field indicates a wound suffered, and the sword symbols within the band record the fact that the wound was sustained in the course of the bearer's duty to the elite duke's Lifewatch. The white and blue bear symbol is Knight-Scion Karn's personal crest, which was granted to him by his liege lord.

1. **Warbanner:** Heraldic banner of Knight-Scion Karn, including personal crest confided by his duke.
2. **Armour Detail:** Displaying heraldry unique to the elite Lifewatch phalanx of the Vornherr Knight House.

1.



2.







# THE MECHANICUM TAGHMATA OF THE CALTH MUSTER

**Primary:** Taghmata Barbarel

**Title:** The Taghmata Omnisiah of Archmagos Cronn Barbarel

**Militaris Grade:** Hekta class Battlegroup (over 35,000 alpha through gamma grade combatants)

**Magos Primus:** Cronn Barbarel, Archmagos Macrotechnika

**Primary Sub-taghma:** Barbarel Taghma (Gantz), Usolkan Myrmidex Taghma (Veridia Forge), Kemekkan Lacyraemarta Taghma (Konor), Vekrit Autokrator Taghma (Anuaris)

**Allied Cohorts:** The Warbound Household of Nahrin, Legio Cybernetica Magenim Cohort

**Secondary/Allied Taghmata:** Taghmata Xerxes -Third Quinternary Division (Accatran)

**Allegiance:** Fidelitas Constantus

After having received the order from the Warmaster to muster his Legion for war, Guilliman called on not only the many contingents of the Ultramarines scattered across the galaxy, but also those fiefdoms of the enigmatic Martian priesthood that dwelt within the expanding borders of his own domain, the Five Hundred Worlds of Ultramar. Such a realm, dependant as it was on the technological gifts of the Mechanicum to both provide for its people and to protect its borders, was home to a number of significant Machine Cult enclaves as well as several fully fledged Forge Worlds, and when the Lord of Ultramar called, they were bound to supply warriors for his cause.



Unlike the Imperial Army and Legiones Astartes, whose regiments and companies form a permanent professional military force for the imposition of the Emperor's will, the Mechanicum does not maintain a standing military force intended for offensive actions. Instead, when a call to war is received and approved by the holy synod of a given enclave, a force of warriors and war machines is raised from the retinue of those magos of the enclave most suited to the task at hand. On the larger Forge Worlds of the Imperium these forces, the Taghmata Ommissiah, can rival Legiones Astartes chapters in size. One such force was the Taghmata Xerxes, the battlegroup dispatched from the Forge World of Accatran to join the gathering force at Calth whose Third Quinternary Division comprised nearly 15,000 combatants alone, being an approximate one fourth of Xerxes' full strength.

Within the fledgling realm of Ultramar there were as yet no Forge Worlds of the magnitude of ancient Accatran, with only the newly established Forges of Anuaris, still tied both in tribute and loyalty to distant Accatran as much as Macragge, and the reclusive magos of the iron-bound moon of Gantz ranked as true Forge Worlds within the boundaries of Guilliman's fiefdom. However, there did exist a large number of Mechanicum enclaves scattered throughout the Five Hundred Worlds of Ultramar.

These enclaves ranged from tiny collectives such as the Cult Logis enclave on Sotha which numbered less than a dozen adepts, to the sprawling Mechanicum cantons of Konor, a world denied the status of a true Forge World only due to its extensive connections to the political hierarchy of Ultramar, which were considered unseemly by the envoys of Mars. At Calth, the amassed gathering of smaller individual taghma from around Ultramar, which as a whole numbered near 35,000 Mechanicum combatants of varying grades, were under the command of Archmagos Cronn Barbarel, and as appointed Magister Mechanicum for the campaign, Barbarel was also given overall lordship of all the taghmata bound for the proposed war against the Orks under the seal and aegis of Roboute Guilliman, with only the Titan Legions assigned to the muster as well as the notoriously independent Ordo Reductor, represented by the Covenant of Mormoth-Null, remaining outside this chain of command.

### The Warmaster's Poison

Konor, one of the founding worlds of the realm of Ultramar, had long played host to a large population of the adepts of the Machine Cult. By the 31<sup>st</sup> Millennium, the Mechanicum cantons covered nearly three quarters of that world and its industrial output far exceeded that of the nearby moon of Gantz—which held the title of Forge World by ancient treaty with Mars and its allies on the Forge World of Tigrus. Yet Konor was not to gain the full freedom of the status of Forge World until the Age of the Scouring for reasons of Imperial politics. The Archmandriture Council of Magos on Konor had placed before the Synods of Mars a petition to grant Konor an official charter as a Forge World, with all rights and privileges attendant to that position, on several occasions in the waning years of the 30<sup>th</sup> Millennium. On each occasion the appeal was denied by the express order of the Fabricator-general Kelbor Hal, citing the ties held by the world of Konor to the ruling hierarchy of the realm of Ultramar.

That Konor played host to one of the five Tetrarchs of Ultramar, as well as a sizable garrison of the XIII<sup>th</sup> Legion, and ceded some part of its own authority to that of Guilliman on Macragge were reasons enough in the eyes of many within the byzantine and dogmatic structure of the Cult Mechanicus to disregard the request. Yet in the years which followed the great wars of the Horus Heresy and those of the Scouring, this and many other decisions made by Kelbor Hal were re-examined and found to carry hidden within them the Warmaster's poison.

Located at the heart of Ultramar and one of the principal suppliers of munitions and war machines, to both the XII<sup>th</sup> Legion and the various regiments of the Imperial Army raised within the borders of Ultramar, Konor was perfectly placed to serve the Warmaster as a cancer in the breast of that realm. If it could be turned to his purpose, either knowingly or not, it could become a weapon that would cripple his brother's armies without disturbing any of the other forces that had pledged their loyalty to him. While all attempts to overtly gain the loyalty of the magos of Konor proved to be a failure, it was far easier to spread the twin curses of jealousy and mistrust amongst their ranks.

With the Fabricator-general's continued denial of their petitions and Guilliman's reluctance to relinquish any authority over the world of Konor, vital to his realm as it was, the magos of Konor succumbed to the Warmaster's plans, unwittingly contributing to his cause. The paltry contributions made to the forces sent to Calth, their divisive meddling in politics beforehand and belated response to the Traitors' incursion into Ultramar were all symptoms of this infamy.

### The Fanates of Ultramar

Though individually there was no comparison between these separate Mechanicum enclaves of Ultramar and any of the great Forge Worlds, taken as a whole they were a mighty force of technological might, possessed of much esoteric lore and efficacious machineries of war. Where the great Forge Worlds were often dogmatically tied to a single overarching doctrine, even amongst the varied magos and cults which composed their synods, the lesser enclaves encompassed many fields of esoteric technological endeavour unknown to their brethren, some of which verged on tech-heresy. Such dangerous experimentation was common at the very fringes of the Emperor's vast domain, but was tolerated in those turbulent times where it could be turned to greater purpose.

When the call to arms for the Ghaslakh campaign reached these enclaves, the various magos were quick to see the logical advantage of combining their forces. Alone they would be subsumed into one or other of the Imperium's other formations and likely employed with minimal efficiency; together, acting as one body, they would operate at optimum efficiency and prove a valuable military tool for the coming crusade and the advancement of their own enclaves.

Amongst the ranks of the Imperial Army or certain of the Legiones Astartes, such a decision would have prompted many months of posturing and political conflict as the various leaders sought one amongst them to lead, not so among the warriors of the Mechanicum. While the various magos were no less vehement in their arguments, no less proud of their own abilities, records



held on Macragge state that the resulting debate lasted for exactly fourteen seconds. Conducted entirely in the binary cant of the Machine Cult, the fraught negotiations granted primacy within the taghmata to Archmagos Cronn Barbarel, due both to his eminent seniority and fealty to the lords of Gantz who remained neutral in the ancient feud between Konor and Anuaris. Only by deft compromise were the contingents of both Konor and Anuaris kept within the ranks of the taghmata and even so, the magos of Konor were to delay their arrival at Calth by several weeks over supposed disagreements that the muster order favoured the taghma of Anuaris over their own. Indeed, the forces of the taghmata assembled from the various enclaves was amongst the last of the formations to arrive at Calth, with detachments from over a dozen individual worlds, moons and Monolith class factory hulks from across Ultramar. When arrive they did, each was assigned a muster site as space became available amongst the teeming horde of military might assembled upon the surface of Calth, with taghma from the greater taghmata scattered across the planet's surface.

The vast flesh-thrall hordes of Konor's lacyraemarta adepts were assembled on the rolling plains of Barrtor alongside the Ultramarines 2<sup>nd</sup> and 16<sup>th</sup> Chapters and the armoured autokrator squadrons of the Anuaris taghma, the magos at the head of those taghma being at pains to ensure that their old rivals would not seem more efficient than their own vassals as they stood in flawless ranks alongside the cobalt blue files of the Ultramarines. The spindle-legged walkers and ornately augmented magos of the taghma assembled in the deep

space drift-refineries of Zeta-Orizus IX were deployed among the desert spires of northern Erud and a regiment of the newly raised 43<sup>rd</sup> and 44<sup>th</sup> Erud Infantry regiments. The commanders of those regiments had placed several requests to be moved to other muster zones within hours of the arrival of the skeletal magos, despite the Mechanicum troops' repeated attempts to appropriately interface with the Imperial Army regiment's command structure.

Other taghma were placed across the provinces of Calth's greater continent, from Sylator to Thrascias, in preparation for the crusade into Ghaslakh, with the overall command under Magos Prime Barbarel raising its flag in the sealed bunkers of Sylator Province. With so many units, each from vastly different worlds and using their own unique communication protocols, Taghmata Barbarel was not completely integrated with the planetary communication grid, itself a sovereign Mechanicum domain under Uhl Kehal Hesst, Calth's Server of Instrumentation, but instead routed much of its command traffic through secondary encrypted vox nets. Thus, when the *Campanile* ploughed through the crowded orbital space above Calth, destroying critical orbital stations and relays, and bringing the grid down in a debilitating screech of neural feedback and static that laid many other Mechanicum units low, the magos of Taghmata Barbarel were only briefly incapacitated. Where the various Ultramarines commands were paralysed by the sudden loss of their chapter masters and the unthinkable nature of their foe, Magos Barbarel, whose calculations were predicated solely on logic, could make only one assumption—that the Word Bearers and

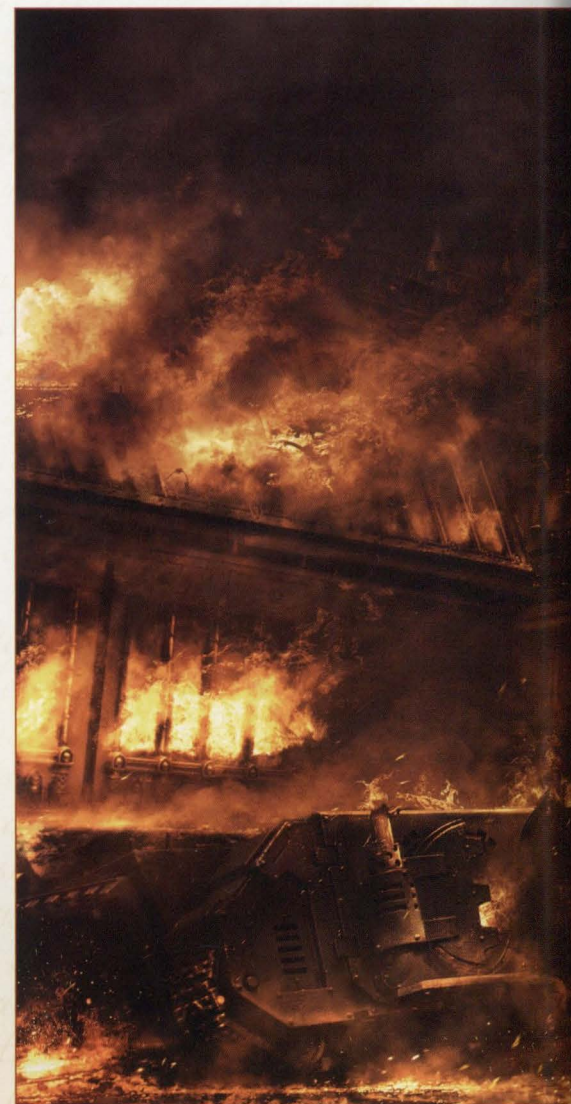
forces allied to them meant to destroy both the Ultramarines and those units pledged to their service.

Barbarell's immediate orders, relayed on the heavily encrypted vox network used by the Thallaxii cohorts and skitarii units attached to the various taghma, were simple but direct: inflict maximum damage upon all hostile units, regardless of heraldry or losses. It was imperative that the Mechanicum units buy time for the Legiones Astartes and Imperial Army units to rally, as alone they had no chance of defeating the Word Bearers forces.

On the plains of Barrtor, unnoticed by the beleaguered Ultramarines, it was the sacrifice of Anuaris armoured units engaging the onrushing Word Bearers units that allowed the remnants of the Ultramarines 2<sup>nd</sup> and 16<sup>th</sup> Chapters to pull back without being annihilated. In the deserts of Erud, the Mechanicum troops waged a war of hit and fade attacks which drew Gal Vorbak assault units into the maze of rock spires at the desert's edge, away from the Imperial Army units that were desperately trying to arm

### The Scions of Accatran

Alongside the Taghmata Barbarel, the Third Quinternary Division of the Taghmata Xerxes was a separate, subordinate battlegroup of the Mechanicum. Part of the sizable and long established armed forces of the Forge World of Accatran, the Taghmata Xerxes, alongside Accatran's principal Titan Legion, took its name from Xerxes Importalus, the legendary warrior-magos whose thousand-year reign had preserved Accatran through the terrors of the Age of Strife. Politically long aligned directly to Terra rather than Mars, Accatran's warriors figured in no part of the Warmaster's plans of rebellion other than as enemies to be destroyed, and the taghmata division sent to bolster the muster at Calth was no exception to this. The Third Quinternary Division was a long-standing veteran formation which had over the years served many masters during the Great Crusade on a score of battlefields, and thus warranted a specific assignment within the Traitors' ranks as their nemesis when battle was joined. This nemesis was to be the Ordo Reductor Covenant of Mormoth-Null, who remained in orbit before the attack and were also given the task of destroying a number of strategic targets in the void-dock city of Ithra where the bulk of the Taghmata Xerxes were based.





and assemble. All across Calth the separated parts of Taghmata Barbarel engaged the Word Bearers in holding actions, trading their lives for precious time as the Loyalists struggled to regroup. In Sylator, the automata of the Magenim Cybernetica cohort were unleashed to hold back the Word Bearers forces attempting to capture the bunker complex that lay under the cliffs of that province. Deep within the bunkers, Magos Prime Barbarel and his acolytes struggled to regain control of the communications grid, unaware of the scrapcode infection that rendered any such attempt impossible.

In the chaotic aftermath of the Word Bearers' retreat, less than a tenth part of the taghmata remained to take refuge in the arcologies beneath Calth. Many of the individual taghma had fought to the last to aid the efforts of the wider war on Calth, their deaths a calculated and measured choice to gain the greatest advantage. Those who still retained combat effectiveness, especially those units whose level of augmentation afforded them some protection from the worsening solar radiation, were ordered to cover the retreat of

those units less able to endure. Though none of the taghmata are known to have survived the Underworld War, it is through their sacrifice that so many others did so.

#### MATERIAL STRENGTH

Taken as a whole, the amalgamated Taghmata Barbarel was classified as a hekta class battlegroup by the standards of the Mechanicum, composed of over 35,000 combat personnel and independent automata. Fewer than 2,000 were to survive the initial battle, and none are thought to have survived the Underworld War that was to follow. In addition to its ground assets, the taghmata also included 14 warp caravels or other small warp-capable transport craft and two barb-snouted destroyers of arcane design—all of these craft were destroyed in the orbital battle above Calth.

As with its brethren, Taghmata Barbarel was not a single unified command as were the regiments of the Imperial Army, but a chimeric creation of varied taghma from across Ultramar. Each of these separate taghma had its own specialities and tactical

preferences, as well as the individual magos who led it. Where in other branches of the Imperial military this diversity would have quickly become a hindrance, the long established protocols of the taghmata called for each of these masters of the Cult Mechanicus to allow their wills to be bent to the control of the magos prime for the duration of the conflict. Such an act of submission was no simple sacrifice for men who had mastered the most terrible secrets of the technological arts, but were they to function efficiently on the field of battle, it was a necessity. In total there were 34 taghma of various types within the taghmata, ranging from lumbering automata to hordes of flesh-worked tech-thralls. The vast majority were gamma or delta grade combatants, combat servitors of near endless variety and thallaxii cohorts. Though fewer in number, the alpha and beta class units were more fearsome for the rare nature of their construction. Battle-automata of the most ancient patterns and war machines conceived of by magos of rare talent, these were the primary battle units of the taghmata, to be preserved with the lives of the lesser warriors.







## COHORT MAGENIM CASTELLAX CLASS BATTLE-AUTOMATA

MANIPLE  $\Sigma$  957/8

CYBERNETICA DETACHMENT

SYLATOR PROVINCE, CALTH

One of several maniples of battle-automata deployed to Sylator Province, Maniple Epsilon-957 was key to repulsing the Traitor assault on Sylator Province's extensive system of bunker-catacombs. When the loss of the planetary vox grid violently sundered communications, the various battle-automata of Cohort Magenim defaulted to the instructions sealed in the logic-engrams of their cybernetica cortex, eliminating all targets of hostile intent regardless of affiliation. Unrestrained by shock or doubt, Maniple Epsilon-957 butchered three companies of Word Bearers auxiliaries attempting to force entry to the complex, as well as several tercio of Loyalist troops that had opened fire upon them in the confusion of the battle's opening moments.

Castellax Delta-9 is shown in an inventory pict, taken prior to offloading for the grand muster on Calth, in full Magenim regalia. The sigil of the Magenim sect of the Legio Cybernetica can be clearly seen on the battle-automata's right pauldron plate, while on the opposite plate is an example of the unique unit identification system in use amongst the secretive adepts of the Magenim. Long isolation has seen a notable divergence of Magenim iconography from the Martian baseline, of particular note is the alternative Opus Machina displayed on this unit.





## TAGHMATA XERXES CASTELLAX CLASS BATTLE-AUTOMATA

UNIT 10, SECOND TAGHMA, 43<sup>RD</sup> MANIPLE

VOID-DOCK CITY OF ITHRACA, CALTH

One of several hundred Castellax class automata included within the ranks of the Third Quinternary Division of the Taghmata Xerxes, a force sent from distant Accatran to join the muster at Calth as a mark of respect for the Primarch Guilliman. These formidable battle-automata formed the principal fighting strength of the Third Quinternary Division and were at the forefront of the fighting at Ithraça.

This particular unit is shown in the drab mustard-yellow favoured by the Taghmata for field operations. Note that although the Third Quinternary Division has fought alongside countless storied units, including Accatran's own Legio Destructor, it has adopted none of the honour markings of those formations – retaining a stark utilitarian heraldry.





# WARP CULTS OF THE AGE OF DARKNESS

"There are no lies in the Abyss, for all that Man calls lies are its truths and all that is neither true nor untrue rejoices therein."

*The Empyrean Truth (suppressed 193.M31)*

When the Age of Darkness descended upon the Imperium of Man, the galaxy reeled in shock that the Emperor's greatest champions—the Primarchs and their sons—would seek to tear down all they had built during the Great Crusade. The Legionēs Astartes were created to be the very best of Mankind, the champions and protectors of an entire species, the stalwart defenders against the unnameable horrors that had brought humanity to the brink of destruction during the bleak millennia of Old Night. If such as Horus, Fulgrim or Lorgar could be corrupted under the baleful influence of the powers of the Warp, then what hope remained that the teeming masses of mortal humanity would do otherwise?

As the Horus Heresy entered its second year and the fires of war swept across the Imperium, the true and horrific extent of the Traitors' sins was exposed. The earliest battles had revealed the Warmaster to have turned numerous august bodies to his cause, including those within the Mechanicum Taghmata and the Legio Titanicus, as well as uncounted Excertus Imperialis Auxilia units. At Calth however, a new element of the Traitors' blasphemy was employed—vast hosts sworn to serve the Traitor Legionēs Astartes, devoted to them not only in body but in soul; these deluded 'warp cultists' so-named because of their mindless veneration of the creatures that dwell in the Empyrean and of their fallen Legionēs Astartes masters.



Warp cults had of course been encountered, albeit infrequently, during the progress of the Great Crusade. Such debased examples of humanity were usually found on worlds within proximity of existing warp storm activity or with a prevalence of psyker birth within the general population. Such cults were oft times tainted with interaction with xenos lore or contamination by alien species, or promulgated by some alpha-level rogue psyker with messianic or apocalyptic pretensions. Direct confrontations with such threats were however rare as they were either a relatively minor factor in a larger Compliance campaign or encountered in highly unusual circumstances, such as the lengthy persecution of the void-born Gethora Warp-Witches by the Night Lords Legion across the Vaomir Reaches in the late 970s.M30. The principal reason for this was that since the very beginning of the Great Crusade, any world encountered with substantial warp breaches in evidence of the kind that such cults either promulgated or were often spawned from were simply destroyed via Exterminatus from orbit without direct confrontation. This order had been a direct and unwavering dictate issued directly by the Emperor and one that had been upheld almost without exception until the Word Bearers themselves began to covertly subvert and ignore it for their own ends. As to the 'truth' of such veneration, it was considered no more than just another false religion, meaningless in the context of the Imperial Truth, and consigned to the darkness from which the Great Crusade was delivering the galaxy, or so it was believed.

The truth, however, was that on many fringe and backwater worlds declared Compliant by Horus' supporters, entire populations had not just been allowed to shed the mask of civilisation and reason and surrender themselves to the Warp, but actively encouraged to do so by the work of the Word Bearers and other, far more hidden, forces. As the insanity of galactic civil war gripped the Imperium, previously law-abiding peoples rose up against their masters, slaughtering those in authority in bloody displays of long-repressed hatred. Once-productive workers smashed the machines they had tended for generations and set manufactoria to the torch, whilst amongst the madness educated men and women cast off the secular reason they had been born into and resurrected the heathen idolatries of their ancestors.

#### THE ROOTS OF INSANITY

Of the seeds of this galaxy-wide chaos, much has been surmised but very little proven.

Indeed, it is likely the warp cults that aligned themselves to the Warmaster's cause did so for a wide range of different reasons, although the end result was essentially the same—anarchy, bloodshed and treachery on a galactic scale. Regardless of the underlying source of the taint, it was the dark genius of the Warmaster's numerous envoys, in particular the Word Bearers Dark Apostles and their disciples, that harnessed it to the Traitors' cause. No doubt most would have receded over the generations were it not for the far-reaching and horrific scheme of Erebus and his kin, while others would likely have burned themselves out in brief, if bloody, rebellions.

One source of the corruption which led to the formation of many warp cults was the religiosity of many ancestor populations, suggesting woeful failure in the Iterators whose task it was to dispel these beliefs and replace them with the Imperial Truth. Indeed, no world should have been declared fully Compliant until this had occurred, hinting at either conspiracy on a monumental scale or gross systemic incompetence. The latter might seem the more plausible theory, but the events of the Horus Heresy indicate the former is all too possible. Regardless, in the aftermath of the Isstvan V betrayal, countless thousands of formerly denounced religions reawakened in subtly altered form. Benevolent deities were supplanted by vengeful gods and offerings of crops replaced with demands for blood sacrifice. All led inexorably to the worship of those powers which came so close to laying the Imperium low.

Another source lay in Mankind's own dark nature. Despite the trappings of civilisation and the appointment of Imperial Commanders to rule over them, the populations of a great many worlds still existed in barbarous conditions little improved since the Age of Strife. A campaign to bring a primitive feral world such as Oran or Forman C2 to Compliance might be won in weeks, but it might take decades or centuries before such a world could support a functioning society able to take its place within the Imperium. The populations of these worlds were notoriously warlike and primitive, and it took many generations to educate them in the Imperial Truth, for native ancestral superstitions were never far from the surface of those recently illuminated by the Emperor's Light.

Similarly, large parts of the populations of many hive worlds were violently lawless and

resentful of any form of authority. Even the most productive of hive worlds were host to countless thousands of wretches who existed in the lightless underhive depths without ever learning of the Imperial Truth. On worlds such as Gamma-Horgan, Kado and Avellorn, hyper-violent underhive gangers were quick to join with the forces of disorder when the Horus Heresy came to their world, hailing the Warmaster as a leader truly deserving of their loyalty.

At the other end of the spectrum were highly-ranked individuals whose positions within the upper echelons of the Expeditionary fleets granted them access to knowledge others were denied. Though many aberrant cultures were entirely obliterated, conservators attached to the Great Crusade fleets strove to record tales of the defeated foes of Mankind, from ravaging alien horrors to recalcitrant human societies. Much of this knowledge was locked securely away and remained accessible only to the most senior of human and trans-human leaders, for many accounts contradicted the Imperial Truth and could not be allowed to fall into the hands of the weak or the ignorant. Inevitably however, some did, and many senior conservators were compromised by the events they recounted or the accounts in their custody. Men and women who had dedicated their entire lives to proving primitive superstitions false discovered that their own beliefs were in fact founded upon lies. When the Age of Darkness fell, the knowledge watched over by many conservators escaped into the hands of madmen and traitors who preached it to the warp-slaved multitudes.

The events that unfolded at the Battle of Calth would reveal a far more concerted effort to cultivate false religiosity in direct contradiction of the Imperial Truth in preparation for the galaxy-wide uprising that erupted in the aftermath of Isstvan. It would be many years until the horrifying extent was realised but it is now evident that the XVII<sup>th</sup> Legiones Astartes—the Word Bearers—deliberately seeded countless hidden warp cults across the worlds they had brought to Compliance in the five decades prior to the outbreak of the Horus Heresy. These were referred to by the sons of Lorgar and by many of the cults themselves as the 'Holy Worlds' and beneath the mask of Compliance, they hid a myriad of aberrant doctrines. Worlds that on the surface appeared ordered and civilised in fact seethed with heresy just below the surface. Furthermore, they attracted the outcast and the dispossessed,



those unable or unwilling to accept the Imperial Truth. Individually or in small groups, hidden pilgrims travelled from all over the Imperium to join these bodies, swelling their numbers to such an extent that when word was given, countless billions rose up as one and declared the Warmaster as their lord, and in some cases, their god.

### IGNORANT ARMIES

The Traitor Legiones Astartes made increasingly extensive use of allied human warp cults as the wars of the Horus Heresy progressed. In many cases the cultists were found easier to raise and frankly more disposable than conventional military units, for while they were nowhere near as well trained or equipped, they were often so utterly devoted to their trans-human masters they would obey any order and perform any deed, no matter how callous, inhumane or suicidal it was.

The Sons of Horus Legion, for example, used warp cults as occupation units during the Warmaster's later phases of the so-called Dark Compliance, for they brought such oppression to captured worlds that few would dare rise up against them. Cultists made effective hunter-killer squads, adept at tracking down every last vestige of Loyalist activity on Traitor-held worlds and making grisly examples of those they captured. Cult forces also served as brutal overseers of enslaved populations, driving the output of industrialised worlds to many times previous levels to meet ever more strident demands for arms and equipment to fuel the Traitors' advance on Terra.

Where the Sons of Horus used cult forces to control dominated worlds, the III<sup>rd</sup> Legion, as it slid into its own moral abyss, used such allied forces as disposable sycophants and slavish worshippers, debased beings who viewed the Emperor's Children as the very apex of creation and for whom no indignity, crime or sacrifice was too great to perform in the hope of favour. Mortal servants of the III<sup>rd</sup> Legion abased themselves before their masters and would offer their lives in return for the briefest acknowledgement of their very existence. With a single word, any Emperor's Children Legionary could order a hundred allied cultists to attempt the most lethal of tasks or suicidal of battlefield missions, orders the cultists would obey unquestioningly with rapturous fervour. The Legionaries themselves regarded the cultists with contempt, barely noting their presence except where dictated by necessity.

In several Traitor Legions, the ranks of humanity that constituted their support echelons — Legion serfs, void crews, menials and auxiliary troops — were slowly transformed into cult-like bodies. As the Horus Heresy ground on and the Traitor Legions began to cast off the trappings of their founding, their servants too were transformed into something else entirely. Many of the warp cultists came to idolise their trans-human masters as demi-gods, entire sects springing into being aboard the Traitor fleets. Many were a continuation of the warrior lodges seeded in the Traitor Legions before the Horus Heresy even began, while others were spontaneous expressions of recidivistic superstition entirely beneath the notice of the Traitor Legiones Astartes themselves. Soon enough, all had called upon and were enthralled to warp-born entities that cared only to feed upon their bodies and their souls.

Not all Traitor Legions, it must be said, had much use or regard for allied warp cults, seeing them as debased, dangerous and beneath them, at least before the Age of the Scouring when many were forced to turn at last to dark forces themselves to survive. One noted example of this disregard was in the Iron Warriors Legion who, in a manner entirely in keeping with the nature of their Primarch and temperament, used hordes of cultists under their control as expendable levies, utterly scorning their 'faith' and viewing them of less use than even enslaved local defence militia, which could at least be counted upon to hold a weapon correctly. Notably, if such cult forces came under Perturabo's control, his standing orders provided for the culling of any potent psyker or warp-crafter able to raise such entities as might interfere with the Iron Warriors' authority, while thousands of the cult's members were driven across mine fields or on to the enemies' guns; those who reached the walls forming a ramp of casualties over which the Iron Warriors would launch the final escalade assault. Sometimes, cult forces tens of thousands strong were herded towards an enemy city or fortress simply so that Iron Warriors warsmiths could survey the foe's fortifications and map their fire plans without expending their own forces, both Legion and military auxilia they deemed of greater value.

To the Night Lords, it seems that such warp cults were often no more than trivialities — pawns in the Warmaster's game and the distrusted lickspittles of the Word Bearers, with whom they were nominally allied but

scorned and distrusted. The Night Lords auxilia and servants had no master but them, even the whispers of the Warp failing to entice them, and no rule but for the fear the Night Lords engendered. This paranoia and obsessive control was even more evident in the machinations of the Alpha Legion, whose own web of agents and armies were labyrinthine and unknowable, and what use they made of warp cults in this era, and at what remove, cannot now be determined.

Of all the Traitor Legions however, it was the Word Bearers that made the greatest use of allied warp cult groups, and it was at Calth where they were first openly employed.

### SLAVES TO THE WORD

Although the Word Bearers often employed the many warp cult forces aligned to them as auxiliary soldiery, their greater worth was as a mass offering to the warp entities to which they were dedicated. In the aftermath of the Istvan V betrayal, the Warmaster had tasked Lorgar and his brother Primarch Angron with engaging the Ultramarines on the Eastern Fringe and ensuring that the XIII<sup>th</sup> Legion was not able to interfere with the Traitors' march on Terra. Lorgar intended to achieve this by two means: one military, the other far more esoteric. The military objective was to unfold during and after the Battle for Calth, once the Ultramarines' strength had been shattered by the surprise assault of the Word Bearers forces. In this, the warp cultists aligned to Lorgar played a support role, for the task of killing Legiones Astartes could only be performed with any true efficacy by other Legiones Astartes. The warp cultists' role in the Battle of Calth was to engage the mortal forces mustered on and about Calth — the native defence units, Imperial Army line regiments and the elite of the Solar Auxilia. They were used as cannon fodder by the Word Bearers, hurled against a thousand defensive positions in order to foul the defenders' guns while the Traitor Astartes closed to assault range to deliver the killing blow. They were then used to hunt down survivors of the initial betrayal and to harry any force that attempted to consolidate with other remnants and were given responsibility for scouring the cities of Calth of their populations, driving the populace from the shelter of the dense cities and into the killing fields directly under the guns of the Word Bearers planetary bombardment fleet.

As much as these tasks represented a military objective, they each served a still greater end which not even the genius of Roboute



Guilliman could foresee. The deaths inflicted by and upon the numerous warp cults aligned to the Word Bearers were all enacted as part of Lorgar's great ritual to bring about the Ruinstorm—a vast warp storm that was to reave its way across the stars and slice the Imperium apart. Every drop of blood shed by the warp cults, whether that blood was their own or their enemies', served to attract the attentions of the Ruinous Powers. Each scream resounded in the Empyrean and added yet another note in the great symphony of Chaos which only Lorgar could perceive and direct. That symphony was building to a crescendo that was to break many months later at Nuceria, a tale yet to be told in accounts other than this one.

Though it might appear that the Word Bearers' allied warp cults were brutally exploited in the pursuit of Lorgar's grand scheme, the truth must be that they were entirely willing participants in their own demise. The cultists had been promised all manner of esoteric and visceral rewards in return for their lives. They willingly threw themselves onto the enemy's guns, in the process achieving the multiple goals of soaking enemy fire, blocking shots aimed at their Legion Astartes masters and of proving themselves worthy of the rewards promised to them. They did so with evident fervour, shrieks of blasphemous ecstasy on their bloody lips even as they fell.

A further, still more awful, use which the Word Bearers' cultic allies were put to was only suspected at the time and was uncovered in more detail during the long

#### THE PRIMORDIAL ANNIHILATOR

At the time of the Battle of Calth, few amongst the Imperium's rulers were conscious of what the numerous warp cults actually believed. Later, they would become all too aware, and later still, all such knowledge would be suppressed and declared anathema. At that early stage, it was guessed that the cults worshipped what they imagined to be deities within the otherworldly dimension of the Warp. Certainly, Navigators and Astropaths, and perhaps the Primarchs, were aware that the Empyrean was host to an order of life that had no analogue in the material universe, but which was able to interact in a limited fashion with it, in particular through those who had been born with psychic abilities, ranging from enslavers to psychneuein.

Investigations, interrogations and signals intercepts revealed myriad occult terms in use amongst the cults, much of it beyond classification, but there remained certain terms and precepts that appeared over and again. The 'Primordial Annihilator' was one such term, a title determined to refer to the Warp itself, as if the Empyrean were some vast gestalt consciousness which the warp cults appeared to venerate. Others referred to the 'Octed' and the 'Eightfold Path', ascribing an unfathomable formulae and a dark purpose to those entities they believed guided their actions.

years of the Calth Underworld War. The cultists were used as offerings to the Ruinous Powers, willingly setting their necks upon sacrificial blocks or shedding their guts upon stone altars as part of the most hideous and debased rituals imaginable. The objectives of these rituals varied, and while some were component parts of the larger ritual to bring the Ruinstorm into being, others were intended to summon warp entities—only later named 'Daemons' in common parlance—from the other-dimension of the

Warp. The more ritual form the deaths took, the more powerful or more numerous the entities summoned, so that for a time at least, the raw stuff of reality became stretched and worn at Calth as the things brought forth by the Word Bearers fell upon their mortal prey in an orgy of blood. Oftentimes, those cultists not slain during the summoning of the warp entities were butchered by them soon afterwards, serving as the sustenance the creatures required to fuel the planet-wide slaughter to come.



## WARP CULTS AT THE BATTLE OF CALTH

"At Calth, black stars shall rise in the night, and strange moons cross the skies..."

*Uncoded vox traffic detected in the days before the Calth atrocity*

History has yet to relate the names of all of the cultic forces the Word Bearers committed at Calth, and it is likely that as the Underworld War ground on, those factions brought to Calth as part of the Conjunction altered greatly. Some were obliterated when the Ultramarines began their fight-back on the surface, while others merged, split or changed in other ways. On the day of the Calth Conjunction, however, there were four chief cultic groups represented amongst the ranks of the Traitors, and it is likely there were numerous smaller factions present in addition to these, the names of most of which history does not record and only substantive evidence for cult forces in the northern hemisphere remains. The four primary warp cults present at the Battle of Calth were the Ushmetar Kaul – 'the Brotherhood of the Knife', the Tzenvar Kaul – 'the Recursive Kin', the Jeharwanate – 'the Ring', and the Mandari – 'the Gene-kin'.

The heavily mechanised forces of the Calaq War Hosts that took part in the Battle of Ithra in the southern continent were

notable in themselves as their trappings of technology and record of Imperial military service masked the truth of their savage culture and devotion to the influence of the Warp, and therefore do not conform to the pattern illustrated here. As such they were not a cultic force in this accepted sense.

### The Unclean Horde

Of the Recursive Kin and the Ring, very little is known save they were represented on the muster-tally as feral world levies dragged along in the wake of the World Bearers Legion. While both factions fought in the opening phases of the war and inflicted heavy losses on the defenders of Calth, both were largely wiped out by counter-attacks when the Ultramarines regained control of Calth's defence grid and initiated a heavy bombardment of Traitor units from orbit. According to after-action reports, both forces were observed engaging in the most outlandish of rituals and employed warp craft via rogue and aberrant psyker mutants concealed within their ranks. The Tzenvar Kaul, in particular, numbered many thousands of abhumans and mutants in their ranks, ranking them as third-line troops suitable only for hazardous environment labour, forlorn hope operations and Zone

Mortalis 'clearance' duties. The conspiracy of the Traitors had concealed the full extent of their physiological deviance, however, which proved to be far in excess of that which would have warranted extermination on the grounds of biological contamination to the Imperium. These forces, when unveiled in battle, were revealed to be so debased in body and mind, they were little more than caricatured mockeries of humanity whose limbs were twisted far beyond all human norms, sporting chitin horns, thrashing tentacle limbs and far more eyes than any living thing should have. These aberrant creatures were simply driven at the Loyalists in massed wave assaults, seeking to overwhelm by sheer numbers, and died in their thousands either to Loyalist guns or the indiscriminate bombardments launched by their 'allies'.

### The Crimson Brotherhoods

The Brotherhood of the Knife was the largest and most effective of the warp cults deployed by the Word Bearers to Calth. As with others of its kind, it was brought to the muster under the guise of second-line Excertus Imperialis Levy Auxilia, with an entry given to the muster as classification 'Light Infantry/Terrestrial Sub-type/Feral-Feudal Regressive'. The cult force was, it appears, organised into between 10-20 sub-sects, each at least 10,000 strong. The members of the Ushmetar Kaul had already gained something of a reputation as a most bloodthirsty and brutal fighting force alongside the Word Bearers during their later Compliance actions, and they were recorded as engaging in the most violent rites before, after and even during battle.





The excesses attributed to these forces during the Battle of Calth —particularly by the harrowing accounts of civilian survivors— speak of the Brotherhood of the Knife fighting clad in rags soaked with the freshly-spilled blood of sacrificial victims, which were as likely to be drawn from their own ranks as from captured enemy combatants. Others had daubed arcane symbols on their skin with blood or had hair matted with clotted viscera; the by-products of mutilations and acts of furious cannibalism beyond the countenance of any sane mind. Many bore ceremonial blades and other melee weapons, and the more senior wielded ritual weapons since classified under the general term 'athame', fashioned of jagged stone or strangely alloyed iron. Such weapons were by unknown means specifically attuned to the realm of the Warp, so that every death they inflicted was an offering to feed the empyreal entities with which the cult was in communion, and by the act of killing, they sought to breach the barriers which separated the material realm from the Immaterium.

It is believed that the Ushmetar Kaul proved itself a key component in the vast ritual of which the death of Calth was but the opening phase, its thousands-strong cohorts being deployed into the many cities and provinces across the surface of Calth, from Numinus to Talanko. The brotherhoods fought in close coordination with their Word Bearers masters, either serving as an expendable first wave or to clear entrenched foes by weight of numbers, butcher the wounded and round up prisoners for sacrifice. They were also fearsome and skilled fighters, and while individual cultists were no match for a Space Marine, they had the advantage of numbers and were driven by their twisted creed to perform deeds beyond the endurance of mortal soldiers. With each death inflicted by the Ushmetar Kaul, Lorgar's grand ritual was progressed an increment more, making the Brotherhood of the Knife as useful in an occult sense as it was in a military one.

### The Gene-bound

Perhaps the most unusual of the cultic sects engaged at the Battle of Calth were the Mandari, about which very little is known, for the manner of its members' devotions left little behind in the way of evidence that might be studied. What is known from examining captured fragments of their 'sacred texts' from the bodies of the dead is that the rank and file of the Mandari —the so-called 'Gene-kin'— were bound by some aberrant combination of technology and

genetics to the service of the Warp in such a way that they believed utterly they would be re-born immediately after their deaths into a new and glorious form. The Word Bearers, it appears, promised the Mandari Gene-kin that they were in essence immortal. While a great many of the warp cults committed to the Battle of Calth and elsewhere likely held similar beliefs, those of the Mandari were far more than dogma or esoteric metaphor.

Accounts submitted by Ultramarines units following the Battle of Calth and the subsequent Underworld War describe incidents of spontaneous mutation of a singular character far beyond the most extreme cases of bio-aberration previously recorded by Imperial savants, up to and including the bodily re-vivification of the dead. Forensic examination of recovered corpses by the Legion's apothecaries obtained during the Underworld War also record numerous medical anomalies, such as unnecessary surgical interventions and seemingly non-functioning implantations of extraneous foreign matter. The process by which these individuals underwent change was far from certain, yet in time the defenders of Calth came to recognise the hideous effect. Within a period of a few minutes to several hours after death, the body of the slain might begin to convulse and then thrash, bones snapping and flesh distending to the extent of acquiring additional mass by unknown means. Ruined flesh would re-knit, the fallen Mandari becoming a bent, split and twisted thing which bore little resemblance to the human form and that moved across

the ground in an entirely unnatural rapid gait and was impervious to pain and trauma. Killing the returned Mandari took bravery, discipline and concentrated fire, and the defenders of Calth soon learned that only severe trauma inflicted to a Mandari cultist's central mass would ensure the horrific process did not occur. By their very nature and the fact that they could only be killed by the most destructive of means, the re-animated Kaul Mandari proved impossible to study.

### CULT ORGANISATION

Throughout the wars of the Age of Darkness, cultic factions organised themselves in many different ways which remain still largely incomprehensible to Imperium observers. It was only much later that the numerological and esoteric significance of certain patterns and formulae were apprehended and categorised in the broadest terms by the agents of the Imperium's own more esoteric agencies. Countless variation was observed and any concerted effort to quantify or categorise cult formations was invariably doomed to failure. Despite this, certain common factors were observed across a wide range of cults, and while there were always examples of bodies with unique structures or no structure at all, some degree of commonality was recognised. The task of studying these groups was entrusted to a small number of savants and logistae on the staff of Malcador the Sigillite—the Regent of Terra. While most of the work was carried out in secure isolation deep within the labyrinthine bowels of the Imperial Palace

### THE DAVINITE LODGE PRIESTS

Such histories that exist describing the roots of the Horus Heresy reserve a special place for the warrior lodges of the feral world of Davin. Such descriptions are beyond the scope of this account and much remains unknown to us, but any examination of the warp cults of the galactic civil war must also include some mention of the Davinite lodge priests who were often to be found serving alongside them. These twisted abhuman magos and demagogues each followed one of the animist and totemic warrior and mystic cults of Davin. Of these, one of the most commonly encountered were initiates of the so-called Serpent Lodge, into whose clutches the Warmaster fell when wounded on Davin's moon and who would go on to act as his emissaries, but numerous other lodges were also recorded to a lesser extent.

The warrior lodge priests appeared to serve a higher interest than the individual cults and may have been acting in concert with certain conspirators at the highest levels of the Traitors' leadership, in particular the Dark Apostles of the Word Bearers, who it is apparent had a hand in countless atrocities across thousands of worlds. While some lodge priests served as advisors in matters of prophecy and the Warp, others acted as high priests under whom multiple cult bodies could be gathered together. All were schooled in the darkest arts of warp craft and were able to call upon and wield the most terrible of warp-born powers and aberrant psyker abilities, making them one of the most dangerous classes of the Warmaster's allies outside of the Traitor Legiones Astartes.



on Terra by adepts sifting through countless thousands of reports and accounts, some came about through first-hand observation by field adepts operating at great danger to themselves. It is from a combination of these two sources that the information presented here is collated.

The majority of cultic groups were organised in a broadly pyramidal form, with a single individual at the apex and other members occupying subsidiary interstitial nodes with varying degrees of power and responsibility below them. Invariably, this person was either highly charismatic or otherwise able to exert an inordinate degree of control

over the cult's members. In some cases the leader was possessed of psychic ability, either recently developed or else repressed for many years before being revealed. Others were possessed of such darkly portentous and forbidden knowledge, they were able to bend the multitudes to their will with words and phrases that struck horror into the souls of all who heard them.

Prior to the revelation of the Warmaster's betrayal, the cult leader or 'magister' was the only member of the group who was aware of the existence of other cults and invariably this individual kept such knowledge to themselves, apportioning small amounts

out to underlings as rewards for service.

In most cases, and in particular during the early days of the Horus Heresy, the leader was the only member of the warp cult with any contact with outside powers, namely the Traitor Legions or their agents, or indeed other cults. The magister was master of the cult's numerous ciphers and secret tongues, without which both internal and external communications were all but impossible. This perspective invested cult leaders with enormous power, and made it less likely they would be challenged or usurped, for in doing so any challenger would win only incomplete control of the group.





Below the magister there often existed an inner circle, sometimes referred to as a 'coven', of especially trusted lieutenants, co-conspirators, seers, enforcers, advisors, consorts, bodyguards and even family members, forming a malignant dynasty at the warp cult's heart. Such acolytes shared some of the leaders' burden of command and assisted in the occult rituals and murderous pursuits around which the warp cult's activities were focused. When the call to rise up and fight for the Warmaster came, the individual members of the coven might serve as sub-officers, leading the greater masses of the cult into battle against the hated Loyalists. The realities of war very quickly

weeded out those not suited to battlefield service and those who survived were often potent warrior-leaders indeed.

The greater mass of a warp cult was made up of seemingly normal people, subjects of the Emperor and citizens of the Imperium who, despite appearances, nurtured a deep and twisted hatred for all the Great Crusade had achieved. When called upon to turn their hand against their masters, the masses did so with cruel relish. The majority of the cult's members had only the most rudimentary knowledge of tactics and weapons, but made up for this deficiency in wanton savagery, suicidal fervour and deluded courage. Under the fell influence of the magister and the cult's inner circle, the rank and file cultists would obey any order and perform any deed, utterly certain that even should they die, they would be resurrected into a new and supremely powerful sphere of existence as just reward for their sacrifice. As with other tiers, those cultists not suited to warfare were cut down in the opening salvos, leaving behind a core of warriors that in sufficient numbers could overwhelm almost any foe.

#### STRENGTH IN DARKNESS

Warp cults had two primary weapons to bring to bear against the Loyalists. The first was simple numerical advantage, for the tendrils of heresy had spread far and wide in the years preceding Isttvan and by the time of the Battle of Calth, the Traitors were able to call upon unnumbered hordes of devoted cultist foot soldiers.

Numbering among the subservient foot soldiers loyal to the Word Bearers and Sons of Horus in particular, Traitor war fleets were often accompanied by carrier vessels whose dark, stifling cargo holds were crammed full of cultists devoted to their cause. While many warp cults rose up as discreet bodies, each holding their own idiosyncratic beliefs and practises, once swept up in the massive sector-wide advances of the Horus Heresy, they were soon subsumed into a gestalt mass of frenzied devotees bearing all manner of equipment and clothing.

The second is that numbers alone are unlikely to have granted these forces a decisive advantage, and it was in the sphere of the esoteric and the occult that their true strength was to be found. At Calth and in many other conflicts, the warp cults served as part of a grand conspiracy, one in which stratagems beyond the grasp of the Loyalists were frequently employed. By way of warcraft and forbidden psionics, warp-

magos could cause the Empyrean to bleed into reality; they could assail the foe with the sanity-shattering wails of damned souls; they could make the stars go out and cause horrifying visions to burn across the night skies. Most terrible and potent of all were those magi who, by way of pacts with the unnameable denizens of the beyond, could call forth legions of fiends, things dubbed 'Daemon' by those few who witnessed them and survived to recount the nightmare. Time after time, the warp cults showed themselves willing to sacrifice their own lives in abominable mass rituals to bring these creatures into being, and the Loyalists learned at a high price indeed that in slaying the massed hordes of warp cultists, they might simply be hastening the arrival of a second wave of warp-born Daemons, a foe which few mortals and only the most stoic of the Legiones Astartes could hope to defeat.

In the panoply of war however, the majority of warp cults were almost entirely deficient. Unlike the Imperialis Auxilia regiments that declared for the Warmaster, the countless warp cults rarely had any access to military stockpiles before they rose up against the Imperium. Even once counted amongst the ranks of the Traitors, most cult bodies were afforded only the most limited access to Traitor supply chains. In reality, most cultists armed and equipped themselves by looting the bodies of the fallen, both Traitor and Loyalist, giving them a motley and ramshackle appearance made all the more outlandish by the occult formulae and warp runes scratched into weapons and daubed across flesh and armour.

For all their undoubted value to the Traitor Legiones Astartes, the fate of the majority of allied warp cults was the same on many battlefields. Their lot was to be expended as ammunition in the service of the Warmaster. They were frequently deployed but rarely re-deployed unless they could extract themselves from a war zone by their own efforts. Traitor Legiones Astartes commanders gave little or no heed to their well being and regarded them as entirely expendable. Until Terra, this fact was never made more starkly clear than at Calth, where hundreds of thousands of deluded warp cultists were committed, only to be abandoned, their deaths but one element in Lorgar's far-reaching and unfathomable ritual to bring about the Ruinstorm.







# LEGIO SUTURVORA

**Title:** The Legio Sutturvora Ordo Titanicus

**Militaris Grade:** Secundus

**Patent:** Pre-Unification, Martian Mechanicum

**Warden Domain:** None (Principal Forge Fane: Mons Sutura, Mars – maintained in absentia), The Legio is registered as Mendicant Militaris in bond to the Great Crusade as part of the Crimson Accords of Mars.

**Cognomen:** The Legio Infernus (Common Imperialis, Late Great Crusade usage), the Fire Masters (Informal)

**Allied War Houses:** None

**Allegiance:** Traitoris Perdita

The Legio Sutturvora, or as it had become more commonly and widely known during the latter stages of the Great Crusade, the Legio Infernus, was an active and much renowned Titan Legion with an enviable record at the forefront of the wars to reclaim the galaxy for humanity. Its first loyalty, however, was always to the overlords of Mars, a home from which it had been all but exiled since the first days of the Emperor's wars of conquest and liberation. So it was that when the Horus Heresy came and Kelbor Hal, Fabricator-general of Mars, threw in his lot with the arch-Traitor Horus, the Legio did not hesitate in joining the Warmaster's cause alongside their lord. It would be a fateful decision that would see them wielded as a weapon against their erstwhile comrades at Calth when the Word Bearers struck their blow against Roboute Guilliman's Legion and its allies, and it would cost the Legio dearly. Caught up as a pawn in a war of powers they could not comprehend or control, the Legio Sutturvora would suffer dire injury and loss which would wound them for the rest of

the war, and see them eventually turn even on their own Traitor kin before the Age of Heresy came to an end, never to see the ferrous sands of their birth world again.

The Legio Sutturvora owed its genesis to the legend-haunted and little understood histories of Mars in the early centuries of the Age of Strife, when the Mechanicum itself first came into being as it is now understood. Its foundation is attested to have been as part of the so-called 'Era of Pathogenesis' when the earliest generation of Martian Titan Legions, known as the 'Triad Ferrum Morgulus', were used as the template and seed of a second generation of Titan Legions, with the particular pattern for the Legio Sutturvora's creation the bellicose and powerful Legio Ignatum. The main purposes of these new Titan Legions, which effectively doubled the number of divisions of the Collegia Titanica, were to complete the domination of Mars and crush the remaining holds of the cabalistic Cy-Carnivora Mekwrights and their own gargantuan hunger-engines who



stood rival to the Ommissiah cult, and to pacify the remaining reaches of rad-wastes and wilderness. To this end, the early Legio Suturvora was given for its first fane the shattered temple-foundry of one such fallen enemy cult in the hollowed-out mountain of Mons Sutura, south of the Sea of Iron Curses, one of the most desolate and troubled regions of the red world near to Mars' northern polar wastes, and from this lonely peak the Legio took its name.

For centuries the Legio Suturvora stood its watch and destroyed such ancient threats that from time to time plagued its domain, risen up from the ancient spoil-slag drifts and unearthed in the deep caverns by prying magos prospecting for the lore of the ancients. It was a task it fulfilled unflinchingly—if not a little thanklessly—as the politicking and power-mongering of the magos and cult factions which ruled Mars largely passed the isolated Legio by, and without significant patronage of its own, it relied on the grace and favour of the distant Fabricator-general, the ultimate overlord of Mars, for its supply and writ of what it began to deem its Ommissiah-given duty. Its isolation and singular duty over time made the culture of the Legio a stoic, militantly religious and doctrinally reactionary one, and the princeps of the Legio Suturvora became famed as hardened traditionalists who saw some of their fellow Legios as worldly, irreligious and overly ambitious for their own honour and glory, while many of their fellow Titan Legions saw them as prideful, backward and unstable.

When it was decreed that Mars would be united with Terra under the power of the Emperor, as part of the various accords and treaties that made this possible, the might of the Titan Legions was to be given up to the Great Crusade as part of this alliance. In the case of the majority of the Titan Legions of Mars, this was to be a matter of service rather than absorption, and the domains on Mars to which they were tied were to remain. But as part of this pact of iron, the Legio Suturvora, along with the Legio Tenerii, were ordered to quit Mars and be released to the Great Crusade in perpetuity until its work of liberation was complete. The princeps of Suturvora took this exile with their customary stoicism and fervour, convinced by the arithmetic auguries of their Tech-Priests that it was the Ommissiah's will. In their passing, their fane, now little more now than a cenotaph to past duty, was sealed in darkness.

Fighting at the forefront of the Great Crusade, the Legio Suturvora rapidly began to attain a respect and rank it had never possessed on Mars. Fighting alongside the 1<sup>st</sup> Legion and the Emperor himself in the campaigns of the Ceti-Lacaille Scourging, such was the honour they gained for the Mechanicum by their actions that their losses were replaced and original strength more than exceeded by freshly constructed Titans at the Fabricator-general's own order. For the decades that followed, the mendicant Titan Legion, based entirely upon a series of barques and transport ships, fought alongside more than half of the different Legiones Astartes at one time or another, trampling countless cities under their iron tread and laying waste to whole worlds in the Great Crusade's name. It was for this latter record they began to become known to the common warriors of the Imperialis Auxilia as the 'masters of fire' for their scorched earth tactics and the icon of the eternal flame which they had carried since their earliest days. It was a name the Legio began to carry as a badge of honour, an identity for which it was respected and a fame it was honoured to own. In response, liveried flames began to appear in their heraldry, and demonstrably the number of inferno cannon their Battle Titans commonly employed as a preferred close-quarter weapon began to increase, further augmenting their reputation.

But it was to distant Mars, now no more than a memory to the Legio, that their loyalty remained, becoming a fanaticism that only seemed to increase with distance and time. Amongst its princeps, moderatii and Tech-Priests, hubris as to their calling and position grew, as did their intolerance for those not of the Machine Cult's faith, while their excesses of destruction carried out on the battlefield became more marked. By the time Horus had been elevated to Warmaster, within certain circles of the Great Crusade's high command voices were raised at the wanton and wholesale incineration of cities that could have been conquered and kept for the Imperium by the Legio, which had now started to refer to itself, at least informally, not as the Legio Suturvora—a name many of its younger princeps viewed as nothing more than a relic of a distant and inglorious past—but instead as the Legio Infernus; the burners of worlds.

When the Traitors' plans were laid for the death-strokes against former brothers that would begin the Heresy in earnest, at Kelbor Hal's urgings, the Suturvora had already enthusiastically joined their master's cause.

## The Fires of Ithraca

Their first act in the Traitors' service was to strike down their former comrades of the Legio Praesagius at the muster at Calth, a gathering of force which the machinations of the Warmaster all too easily arranged for the Legio's presence at. The death-struggle that was to follow, which itself became known as the Battle of Ithraca, and as the battlefield became subject to the influence of the maddening shadow of the Warp, of the Traitor forces the Legio Suturvora was to succumb to a mindless barbarity it had never known, even in its worst excesses. The price for this descent into the maelstrom was to be near-crippling losses and a retreat from Calth's surface with less than half of its forces intact. Disabused and enraged, the Legio's survivors had nevertheless chained themselves to the Traitors' cause and there was now no going back and, worse still, their losses made them even more dependent on the favour of new masters so far as they were from Mars. The seeds of bitterness and hatred had been yet further sown.

## MATERIEL STRENGTH

Divisio Militaris records extant for the latter years of the Great Crusade rated the Legio Suturvora as a fully operational Titan Legion of the second rank, with an estimated 100-130 god-engines in active service at the outbreak of the Heresy. The principal strength of the Fire Masters lay in a core of Mars and Lucius pattern Warlord Titans around 70 strong, and crews of veteran calibre with particular expertise in urban warfare. Expanding on this core, the Legio also fielded a sizable force of Warhound Scout Titans to serve as its outriders and reconnaissance units, and it relied on a detachment comprised of at least eight Nemesis class fire-support Battle Titans and two Emperor Titans as its most powerful strategic reserve in heavy engagements. Medium class Battle Titans, such as the Reaver, were in the minority in the Legio, and almost invariably its most ancient god-engines, dating back to its days on Mars before the Great Crusade. Although originally largely impoverished in terms of battlefield support units, the Legio Suturvora was further augmented as the Great Crusade progressed, with several dedicated regiments of mechanised skitarii and two sub-covenants of the Legio Cybernetica indentured to its service. These support forces, however, also suffered severely during the disastrous Battle of Ithraca, the survivors being amalgamated into a single composite force which became known as the Fraxanii or 'Burned Ones'.





The Mars pattern Reaver class Battle Titan  
"Mochatus"



## WAR MANIPLE MAZZAKIM

TRAITORIS PERDITA LEGIO SUTURVORA  
BATTLE FOR ITHRACA, CALTH



Calvara



Banner of Princes Sarleigh Aule



Su-benoth



Ashima



Kill banner of Reaver class Battle Titan  
'Calvara', Gatling Blaster (Moderatus Kerner)

War Maniple Mazzakim serves as one of many pursuit maniples within the Legio Suturvora, employed to chase down fleeing enemies as the mighty Warlord Titans of the Legion advance across the field of battle. In a Legion where successful battlefield kills are considered the primary measure of a prince's skill, the commanders of the lighter classes of Titan are ever keen to engage the enemy.

On the battlefields of Calth, this hunger for battle was to see War Maniple Mazzakim at the head of the Suturvora's charge against the Nine Paragons of Ithraca and the stubborn pride of the True Messengers. It is a testament to the skill of the Firemasters' Princes that War Maniple Mazzakim lost only one of its number during the charge.





# THE BETRAYAL AT CALTH CAMPAIGN

"Bullets or las bolts, it doesn't really matter at a practical level, both kill well enough in the right hands. But for me, the bullet is more than a mere munition, it is an ancient thing; it is an echo of every bullet ever fired, every death dealt out by the hand of man since the beginning. You hear a bullet thunder; you are hearing the sound of humanity's bloody history made real."

The Remembrancer Eldin Takley  
The Viscera of War, a Memoir  
875.M30



## INTRODUCTION

The Betrayal at Calth campaign presented in this chapter allows two or more players to re-enact the brief but apocalyptic invasion over a series of Warhammer 40,000 games. The campaign is designed to be used in conjunction with the other books in the Horus Heresy series, in particular the Space Marine Crusade Army list. The events covered in the campaign are inspired by the story presented in this book, which are themselves a development of the tale told

over several novels in Black Library's Horus Heresy series and as such, players have plenty of inspiration should they wish to add their own favourite elements, recreate specific events or indeed invent entirely new chapters of the battle never before seen.

The campaign is intended to be fought between two sides that ideally should include at least one Ultramarines army on the Loyalist side and one Word Bearers army

on the Traitor side. In addition to these key protagonists, other forces can be drawn in, in particular those new forces introduced in this book, such as the Imperialis Militia and the Knight Households and Solar Auxilia armies presented in *The Horus Heresy Book Four – Conquest*. Of course, some groups may not have the key Legions represented in their ranks and so might like to substitute them for other Legion forces they do have available. Some players might even decide





to take the system presented here and use it to represent an entirely different war of the Horus Heresy fought between two entirely different forces. Any and all combinations are entirely encouraged.

The Betrayal at Calth campaign uses a system that players of previous Forge World Horus Heresy campaigns will be largely familiar with, albeit one with a number of twists appropriate to the unique circumstances of the Traitors' invasion. The campaign system presented here is relatively straight forward

and as such can be played without recourse to other supplements should the players wish. In a small number of instances, players are given the option of using missions from other Horus Heresy supplements, in which case the page references for where these missions can be found are provided.

Some players may wish to expand the campaign options further and, of course, they are entirely encouraged to do so. In particular, the Conquest campaign system presented in *The Horus Heresy Book Four*

– Conquest is a great resource for doing so. Players who have used the Conquest campaign will note that in the story that follows various terms derived from that system are used (such as 'Strategic Objectives') in order that the rules can be integrated easily. For example, players may wish to use the War Zone Traits rules given in Book Four, and because each of the locations at which a battle can be fought in the Betrayal at Calth campaign is referred to as a Strategic Objective, this and other adaptations should be a simple matter.





## Campaign Phases

This campaign is broken down into three distinct stages, each encompassing one of the major divisions in the narrative described in the previous chapters of this book.

The battles within each phase are fought simultaneously, and players may take part in as many or as few battles as they wish in each. If just two people are playing through the campaign, it could be completed in as few as three games; if however a larger group or even an entire gaming club is playing the campaign, this can be accommodated too. In fact, given the bitter rivalries that exist between the various Traitor commanders, the more players that can be mustered the better.

## Reserves Points

The usual system for allocating and expending Reserves points presented in the core Conquest campaign rules is not used in this campaign, in order to represent the very different strategic context. Ordinarily, Reserves points are expended in order to contest a number of objectives over a series of sequential games, the campaign result being determined when no Reserves points remain. In this campaign however, neither side lacks for numbers and it is time that is the finite resource, and therefore there is no need to track Reserves points.

## Strategic Objectives

The number of Strategic Objectives in play is not set, the actual number of games played left to the players to determine based on how many battles they wish to play and how much time they have available. For example, if two people wish to play one battle per Campaign phase, then in effect only three Strategic Objectives are used. In a large group the players can be paired off and each match-up can be fought as a single Strategic Objective. Finally, if a smaller number of players wish to play several games each, each game represents a battle for a different Strategic Objective. More details of the locations represented by each Strategic Objective are presented later on.

Players can use any method they wish to determine the actual mission played at each Strategic Objective, either agreeing beforehand or rolling to determine a random mission. In the latter case, the D6 Mission Type and Deployment Type tables on page 161 can be used.

## Campaign Points

Each battle fought earns the participants a number of Campaign points. These are totalled together by each side after all of the games in the Campaign phase have been played to determine the winner of that phase. Each Traitor player should keep a separate total of their own Campaign points as well, as should the Traitors win and there are multiple players per side, one of these will be named as the overall winner.

## Determining the Victor

The Traitors' objective in attacking Calth is two-fold. Firstly, the Word Bearers are seeking to inflict as many casualties upon the Ultramarines as possible so that the sons of Guilliman are unable to defend Ultramar against the combined fleets of Lorgar and Angron even then closing in upon the Five Hundred Worlds. Furthermore, the destruction of Calth is to form a key component in Lorgar's great ritual to invoke the Ruinstorm and thereby split the entire galaxy in half with a warp storm the scale of which has never before been seen. Every death the Traitors inflict is one infinitesimal step in this vast invocation, one note in Lorgar's cacophonic warp mantra, and presents each Traitor leader with an opportunity to advance their way along the 'Eightfold path'.

For the Loyalists, victory is measured in far more prosaic terms. Initially, at least, the Ultramarines fight simply to survive in the face of the Traitors' unconscionable betrayal. While the Loyalists have no way of knowing it, the simple act of survival serves to disrupt Lorgar's great invocation—the more Loyalist deaths are averted, the greater the disruption and the wider the margin of victory.

Overall victory in this campaign is measured not by how successful the Traitors are in destroying Calth, for that fate is set in stone by history. Instead, victory is determined by the degree of success or failure of the ritual of which the Battle of Calth was such a key element and the part the players (in the role of Traitor or Loyalist commanders) have to play in it.

Though Calth will die, the manner of its death is all.

## Special Campaign Objectives – Spiritual Warfare

For the Traitors, the Battle of Calth is far from a conventional planetary assault, for aside from their intent to destroy the Ultramarines, each is enacting one small part in the invocation of the Ruinstorm, even should every one of them fall in the process. Particular deeds hold special ritual significance to the Word Bearers and performing these contribute to the Traitors' objectives in attacking Calth.

For the Loyalists, victory lies in survival and, just as vitally, in hope. By defying the doom the Word Bearers would bring down upon them, the defenders stymie their erstwhile brothers' dark ambitions.

The following special campaign objectives represent the unseen 'spiritual war' raging between the Traitors and the Loyalists, and each side should keep track of how many times their Spiritual Warfare objective is achieved. Only at the very end of the campaign are the numbers of Campaign points actually earned in this way rolled for, as explained later on, in effect amounting to an additional Campaign phase – the Spiritual Warfare phase. As well as representing the invisible war to invoke the Ruinstorm, this system helps alleviate the effect of one side winning a string of victories which the other seemingly cannot overcome, as it allows them to focus more on these additional objectives in order to claw back a more favourable result.

**Ritual Offering:** Each Loyalist unit with the Legiones Astartes special rule wiped out during a Sweeping Advance earns the Traitor player an additional D3 Campaign points.

**Exemplar of Resistance:** Each Traitor character with the Legiones Astartes special rule killed by a Loyalist character in a challenge earns the Loyalist side an additional D3 Campaign points.

## Unique Characters

The games played in each of the three phases of this campaign represent battles fought at more or less the same time across the surface of Calth and in orbit during a period of only around twenty hours. For that reason, models with the Unique special rule should only be used once per Campaign phase, regardless of how many games are being played in any given phase.





## ANCIENT TYRENNIUS

8<sup>TH</sup> CHAPTER

DAINHOLD TERTIARY MUSTER

Ancient Tyrennius was born a Terran and was inducted from the Midafrik Hive levies towards the end of the Emperor's campaign to bring Unification to Terra in preparation for the Great Crusade. He served in the earliest decades of the Great Crusade before being appointed to command his Legion's commitment to the First Magellan Expedition. Tyrennius was among the few to return from that doomed endeavour, though he had sustained such terrible wounds that only interment within the armoured sarcophagus of a Dreadnought saved him from death.

The Calth Configuration was to be Tyrennius' first campaign for over a decade, having been held in stasis for many years. Having been restored to full potency a mere ten hours before the Word Bearers' betrayal, he fought with bitter resolve throughout the Battle of Calth and was instrumental in the defeat of a large Word Bearers force assaulting the gates of Arcology XVk.



## PHASE 1 – EXECUTION

The opening stage of the campaign represents the Traitors' initial betrayal of the Ultramarines and their allies, an event repeated a hundred times and more across the surface of Calth and in orbit. In historical terms, each of these battles takes place at the same time, and as many may be played as the group wishes.

The Campaign points earned for games in this phase are as follows:

- **Blood Feud or Onslaught:** The victor gains 3 CPs for their side, no CPs are awarded for a draw.
- **Other Age of Darkness Missions:** The winner is awarded 2 CPs. A draw earns both sides 1 CP.
- **Age of Darkness Cityfight Missions** (see page 190 of *The Horus Heresy Book Four – Conquest*): The victor gains 2 CPs for their side, and no CPs are awarded for a draw.
- **Zone Mortalis Missions** (see page 168 of *The Horus Heresy Book One – Betrayal*): The victor earns 3 CPs for their side, the other side gains 1 CP and no CPs are awarded for a draw.
- **The Shock of Betrayal Legendary Mission:** The Traitors gain 6 CPs for a victory, while the Loyalists gain 3 CPs for a victory or a draw.
- **All other games:** The victor gains 1 CP.

## Phase 1 – Strategic Objectives

There are a number of potential locations the previously mentioned missions may be set in, and players are encouraged to draw more from the story of the Battle of Calth. The nature of some present specific possibilities for missions, as described in each of the entries below. In addition, specific locations might be more valuable to one side or the other and so additional Campaign points may be awarded for victory there under particular conditions. Players may choose between them that a coming battle is to be fought in a specific location, as detailed below:

- **Numinus City:** As one of Calth's main cities, Numinus came under heavy assault by the Word Bearers and their warp cult allies. Age of Darkness Cityfight missions played in this location earn the victor an additional +1 CP and in the event of a draw both sides earn 1 CP.
- **Ithrac:** This was the site of a massive warp incursion and so should a Traitor side that has taken *Codex: Chaos Daemons* units as allies earn a victory there, they gain an additional +1 CP. Loyalist forces that include any Solar Auxilia or Imperialis Militia units as their Primary Detachment or as Allies earn an additional +1 CP for a victory.
- **Provincial Muster Camps:** The majority of the muster camps were located in open countryside within accessible range of Calth's highly developed infrastructure. As such, Age of Darkness missions are most appropriate for battles in this location, granting the victor an additional +1 CP for each game won.
- **Orbital War:** Calth was ringed by over nine hundred orbital defence platforms of varying sizes and hundreds of warships of both Legions were gathered all across Calth Near-Space. The orbital platforms in particular were defended by specially trained sub-cohorts of the Solar Auxilia. As such, the Zone Mortalis Expansion presented in *The Horus Heresy Book One – Betrayal*, as well as the additional Blood in the Void rules given in *The Horus Heresy Book Three – Extermination* are especially appropriate. Loyalist Solar Auxilia earn an additional +1 CP for winning in such a mission in this location.

## Execution Stage Legendary Mission

If both sides wish, they may fight a Legendary mission, which in the Execution phase of the campaign is the Shock of Betrayal Legendary mission presented. Regardless of the number of players on either side, only one of these Legendary missions should be played and as such it would make an ideal team game involving some or all of the players on both sides.

## Phase 1 – Special Rules and

### War Zone Traits

This stage of the Battle of Calth was marked by a series of disasters so shocking that they made it all but impossible for the Ultramarines to mount an immediate or coordinated response. Not least amongst these was the destruction of Calth Veridian Anchor, which blinded systems in orbit and on the surface below, as well as the descent and destruction of the *Antrodamicus* and numerous other vessels in orbit. Not long after, the skies burned with the contrails of falling debris, presenting a hazard as destructive as the most intense of orbital bombardments.

**Shock and Awe:** The Loyalists were taken entirely off-guard by the destruction wrought upon Calth at the moment of the Word Bearers' betrayal. As such, in all games fought during the Execution phase, the Traitors automatically get the first turn regardless of mission set-up rules (other rules regarding deployment order, etc, remain unaffected). The Loyalists had only one potential means of detecting the coming disaster, and while this did not come into effect in the actual event, players may take advantage of it nonetheless – if the Loyalist side contains one or more Librarians, they may attempt to Seize the Initiative (if they have no such Consul, they may not attempt to do so).

**Orbital Debris:** To represent the indiscriminate rain of fiery death falling from orbit, once per game, each player may initiate an Orbital Debris attack. This is carried out in the player's own Shooting phase. The player places an Apocalyptic Blast (10") marker anywhere on the table they wish and rolls 4D6 for scatter. If a 'Hit' is rolled, the player removes two dice of their choice to indicate distance, and uses the small arrow on the Hit symbol to determine direction. Roll on the Catastrophic Damage table in the *Warhammer 40,000* rulebook to determine the damage that is inflicted on models caught under the marker.



## PHASE 2 – OPEN WAR

Despite the unimaginable scale of the betrayal inflicted upon Calth, isolated pockets amongst the defenders succeeded in taking their fate into their own hands. The annals of the XIII<sup>th</sup> Legion recount numerous tales of individual heroism and sacrifice, amongst the Ultramarines as well as their allies. From the deeds of Captain Ventanus on the surface and Sergeant Thiel in orbit, to the Dreadnought Telemechrus at Komesh or Mantargo at Ithra – just as glorious may be the deeds of your own original characters you devise for the campaign. While some of these individual actions would echo down the ages, many others would pass entirely unheralded, but in each case they added up to create a tipping point, after which the Ultramarines fought back truly began.

The battles fought in the Open War phase represent a number of individual actions fought more or less simultaneously across the surface of Calth as well as in orbit. The Campaign points earned for games in this phase are as follows:

- **Dominion or War of Lies:** The victor gains 3 CPs for their side, no CPs are awarded for a draw.
- **Other Age of Darkness Missions:** The winner is awarded 2 CPs. A draw earns both sides 1 CP.
- **Age of Darkness Strategic Raids Missions (see page 176 of *The Horus Heresy Book Four – Conquest*):** The victor gains 2 CPs for their side, and no CPs are awarded for a draw.
- **Zone Mortalis Missions:** 2 CPs are awarded to the victor's side.
- **The Taking of the Zetsun Verid Yard Legendary Mission:** The victor earns 6 CPs for their side, no CPs are awarded for a draw.
- **All other games:** The victor gains 1 CP.

## Phase 2 – Strategic Objectives

Open War phase battles can be fought in any location the players wish, but specific Strategic Objectives inspired by the story presented earlier will earn bonus Campaign points. The nature of these battles is quite different from those of the previous phase, being a lot more focused on the actions of specific individuals achieving specific objectives, such as capturing a vital communications node, holding a particular location or killing a specific enemy leader. Additional Campaign points may be awarded for victory under particular conditions. Players may choose between them that a coming battle is to be fought in a specific location, as detailed below:

- **The Provinces:** Across Calth, key Ultramarines leaders sought to rally what forces they could and lead them across the burning countryside in an effort to link up with other Loyalist elements. Onslaught missions fought in this location earn the victor an additional +1 CP.
- **Leptius Numinus:** This and other locations served as crucial bulwarks against the enemy's advance, drawing large numbers of the Word Bearers and their allies away from their murderous objectives. Games of Hammerblow Assault (see page 181 of *The Horus Heresy Book Two – Massacre*) fought at this location earn the victor an additional +1 CP.
- **Orbital War:** As isolated pockets of resistance flared up on the surface, the war in orbit entered a new phase, the Ultramarines regaining control of stricken vessels, most notably the *Macragge's Honour*. Games played using the Blood in the Void Zone Mortalis rules (see *The Horus Heresy Book Three – Extermination*) earn the victor an additional +1 CP.
- **Arcology Portals:** As the terrible disaster inflicted upon Calth by the Word Bearers became evident, large numbers of refugees made for the numerous subterranean arcologies for which Calth was famed. The entrance points for many of these became strongpoints held stoically by small groups of Ultramarines as Word Bearers and cult forces sought to slaughter the innocents taking shelter within. Deadly Ground missions (see page 182 of *The Horus Heresy Book Two – Massacre*) earn the victor an additional +1 CP. In such missions, the Objective Terrain pieces represent portals into the underground arcologies and suitable terrain should be used for this.

## Phase 2 – Legendary Mission

If both sides wish, they may fight a Legendary mission, which in the Open War phase of the campaign is the Re-taking of the Zetsun Verid Yard mission. Regardless of the number of players on either side, only one of these Legendary missions should be played and, as such, it would make an ideal team game involving some or all of the players on both sides.

## Phase 2 – Special Rules and War Zone Traits

At the height of the Battle of Calth, the Traitors' core objective was revealed. Upon gaining control of Calth's formidable weapons grid via the logis engines onboard the Zetsun Verid Yard, Kor Phaeron ordered the death of the system's star. Veridia was subjected to a bombardment using ancient relic weapons of the Dark Age of Technology, for no conventional system could ever inflict such damage. The star's visage became pocked and its solar winds were seeded with a taint that exceeded mere radiation. Soon, all upon the surface of Calth were subjected to the invisible gales of this sorcerously poisoned solar wind, burning their bodies and withering the souls of the weak.

**The Offering Star:** At the beginning of the game, both players roll a D3 – the result is the maximum number of Offering Star attacks each may inflict upon the other's army during the game. One attack may be inflicted per player turn and this is done in the player's own Shooting phase. The player selects an enemy Infantry unit which is not engaged in close combat and that unit then suffers D6 Str 1 AP2 randomly allocated attacks. Cover saves may only be taken if the target is within a Ruin or a Woods. Units inside Transport vehicles (other than Open-topped vehicles) and Buildings, as well as units which have the Daemon special rule, are unaffected.

**The Fog of War:** With massive volumes of Calth's oceans vaporised by orbital strike, a thick creeping fog of vapour and ash rolled out across the lands through which very little light could penetrate. Due to the difficulty of engaging targets at range in such conditions, units that are wishing to shoot at an enemy that is not the closest target must first pass a Leadership test.

If the test is passed, the unit may fire as normal, but if it is failed they must fire at the closest target (even if they cannot actually hurt it, in which case their aim is simply spoiled in the confusion).



### PHASE 3 – VINDICATION

Twenty or so hours after the *Campanile* smashed into Calth Veridian Anchor, the Ultramarines regained control of the Calth weapons grid and the tide turned against the Traitors. Even as defeat loomed large before them however, the Traitors knew that taking Calth from the sons of Guilliman was never their objective – rather, their intent was to inflict as many deaths upon their erstwhile brothers as possible, and this mission remained unaltered. As the end neared, reality stretched thin and the questing tendrils of the beyond encroached upon the material universe as the birth pangs of the Ruinstorm rang out across the void.

The battles fought in the Vindication phase represent the last hours of the Battle of Calth, when the tide of war finally turned against the Traitors. The Campaign points earned for games in the Vindication phase are as follows:

- **Shatterstrike or Tide of Carnage:** The victor gains 3 CPs for their side, no CPs are awarded for a draw.
- **Other Age of Darkness Missions:** The winner is awarded 2 CPs. A draw earns both sides 1 CP.
- **Zone Mortalis Missions (see *The Horus Heresy Book One – Betrayal*):** 2 CPs are awarded to the victor's side.
- **The Death of Truth Legendary Mission:** The Loyalists gain 6 CPs for a victory, while the Traitors gain 3 CPs for a victory or a draw.

### Phase 3 – Strategic Objectives

Phase 3 battles can be fought in any location the players wish, but by this stage in the Battle of Calth, the conflict was largely focussed around the few areas which the Word Bearers regarded as having esoteric ritual significance and which they had not bombarded to ashes during the opening betrayal. Additional Campaign points may be awarded for victories won under particular conditions. Players may choose between them that a coming battle is to be fought in a specific location, as detailed below:

- **Lanshear:** It was amidst the burning ruins of the city of Lanshear that the war on the surface of Calth was won as numerous elements of the Ultramarines Legion and their allies converged in answer to Captain Ventanus' rallying call. Victories won in this location earn the winner an additional 2 CPs.
- **Arcologies:** Despite the stoic efforts of the sons of Guilliman, large numbers of Traitors managed to fight their way into the subterranean arcologies in an effort

to kill as many innocents as possible or simply to escape the wrath of the vengeful Loyalist forces. Zone Mortalis missions fought in this location earn a Traitor victor an additional +2 CP and a Loyalist victor +1 CP.

### STAGE 3 – LEGENDARY MISSION

If both sides wish, they may fight a Legendary mission, which in the Vindication phase of the campaign is the Death of Truth mission. Regardless of the number of players on either side, only one of these Legendary missions should be played, and as such it would make an ideal team game involving some or all of the players on both sides.

### Phase 3 – Special Rules and War Zone Traits

As in the previous Campaign phases, the Vindication phase is characterised by its own set of rules to represent the specific circumstances under which the combatants were fighting. In addition, the Phase 2 Offering Star special rule is still in effect, with a D6 rather than a D3 rolled to determine how many times each player may use the rule.

**Justified:** By the final hours of the Battle of Calth, the Loyalists' rage and the sheer momentum of their planet-wide counter-attack was such that the Traitors were forced onto the defensive. The Loyalist side therefore always sets up first and has the first turn in missions fought in this phase, although the Traitors may still attempt to Seize the Initiative.

**Weapons Grid:** The defenders' first act upon regaining control of the Calth weapons grid was to turn it upon those Traitor forces closing in upon the Loyalists, pounding them from orbit before re-tasking the grid to fire upon the Word Bearers warships in Calth Near-Space. So intense was the fire from the sky that friend and foe alike were caught in the conflagration or stunned by its fury. Any Infantry unit entering play from Reserve must take a Pinning test at the end of its move onto the table. Vehicles entering play take an automatic Glancing hit on a D6 roll of 4+. Lastly, all Ruins on the table are considered to have been set aflame by the firestorm and are therefore counted as dangerous terrain to all models.

### VICTORY AND DEFEAT

The winner of the campaign is the side that has won the most Campaign phases. In addition to this, the number of points earned through achieving Spiritual Warfare Special

Campaign Objectives should be rolled for at the end and in front of everyone involved – the side that has earned the greatest number counts as having won the additional Spiritual Warfare Campaign phase. If the Traitors win, they have earned the favour of their Primarch and the blessings of the Ruinous Powers, but if they lose they have forfeited both and earned themselves nothing more than the right to die upon Calth at the hands of the vengeful Ultramarines. For the Loyalists, victory represents vindication and survival in the face of overwhelming odds and staggering betrayal, while defeat means they flee for the shelter of the arcologies knowing that the Traitors have bested them.

In any case, the war on Calth will soon enter its next stage – the years-long Underworld War – but that is a battle for another time and another volume of this series.

Finally, if there is more than one player on the Traitors side, an overall winner from this faction should be determined. This is calculated by adding up the Campaign points each individual Traitor player has earned. The winner is the commander who has contributed the most towards Lorgar's grand invocation of the Ruinstorm. This individual, regardless of whether they are on the winning or the losing side, is afforded special bragging rights and can proceed in the knowledge that while their fellow Dark Apostles and Diabolists are fated to an ignominious doom in Calth's arcologies in the coming Underworld War, they themselves may return in glory to report their achievement to their Primarch.

### The Bitter End

In the event of an overall draw, both sides are encouraged to play one more game, which if at all possible should be a team game involving as many players as can be gathered. One option worth considering is a Zone Mortalis Blood in the Void mission, which could be used to re-enact the infamous battle fought between the Ultramarines flagship, the *Macragge's Honour*, and the Word Bearers flagship, the *Infidus Imperator*, as the latter sought to flee the Veridia System and the former gave chase.

The winning side on this battle is crowned the overall victor having earned a hard-won victory indeed!



## UPDATED RULES FOR THE BATTLES IN THE AGE OF DARKNESS WARHAMMER 40,000 EXPANSION

The Battles in the Age of Darkness expansion is a narrative framework and series of different, interlocking campaign systems for games of Warhammer 40,000 set in the deadly milieu of the Horus Heresy with its own special rules, missions and style of play. It presents its own distinct way of playing based on the armies which fought each other for control of the nascent Imperium and the battles which decided Mankind's fate in this dark age of war.

Battles in the Age of Darkness games should be treated as an expansion to the core game which use all of the core rules presented in the Warhammer 40,000 rulebook except where noted in this précis of general rules, and where shown in the various campaign rules found in the Horus Heresy volumes themselves. These changes take precedence over the Warhammer 40,000 rulebook where exceptions to the rules found there are made.

### ARMY SELECTION/ FORCE ORGANISATION CHARTS

Battles in the Age of Darkness games as shown in our existing Horus Heresy volumes and this book use their own missions and

special core Force Organisation charts as well as special optional charts. These replace the standard Battle-forged army system which is presented in the Warhammer 40,000 rulebook and are intended to be used in conjunction with the missions and campaign systems found in Forge World's Horus Heresy volumes and the core Battles in the Age of Darkness missions that are provided here. Specific formations, detachments, etc, which are not found in the Horus Heresy volumes should not be used in Battles in the Age of Darkness games.

Each Battles in the Age of Darkness army is composed of a single Primary Detachment, and may also contain a number of optional (Secondary) Detachments as shown on the relevant Force Organisation chart.

Unless specified by a particular mission, all of the units which are chosen as part of the Primary and Lords of War Detachments must be from the same army list and same Faction (in the case of a Space Marine Legion, they must also have the same version of the Legiones Astartes special rule as well where this is relevant).

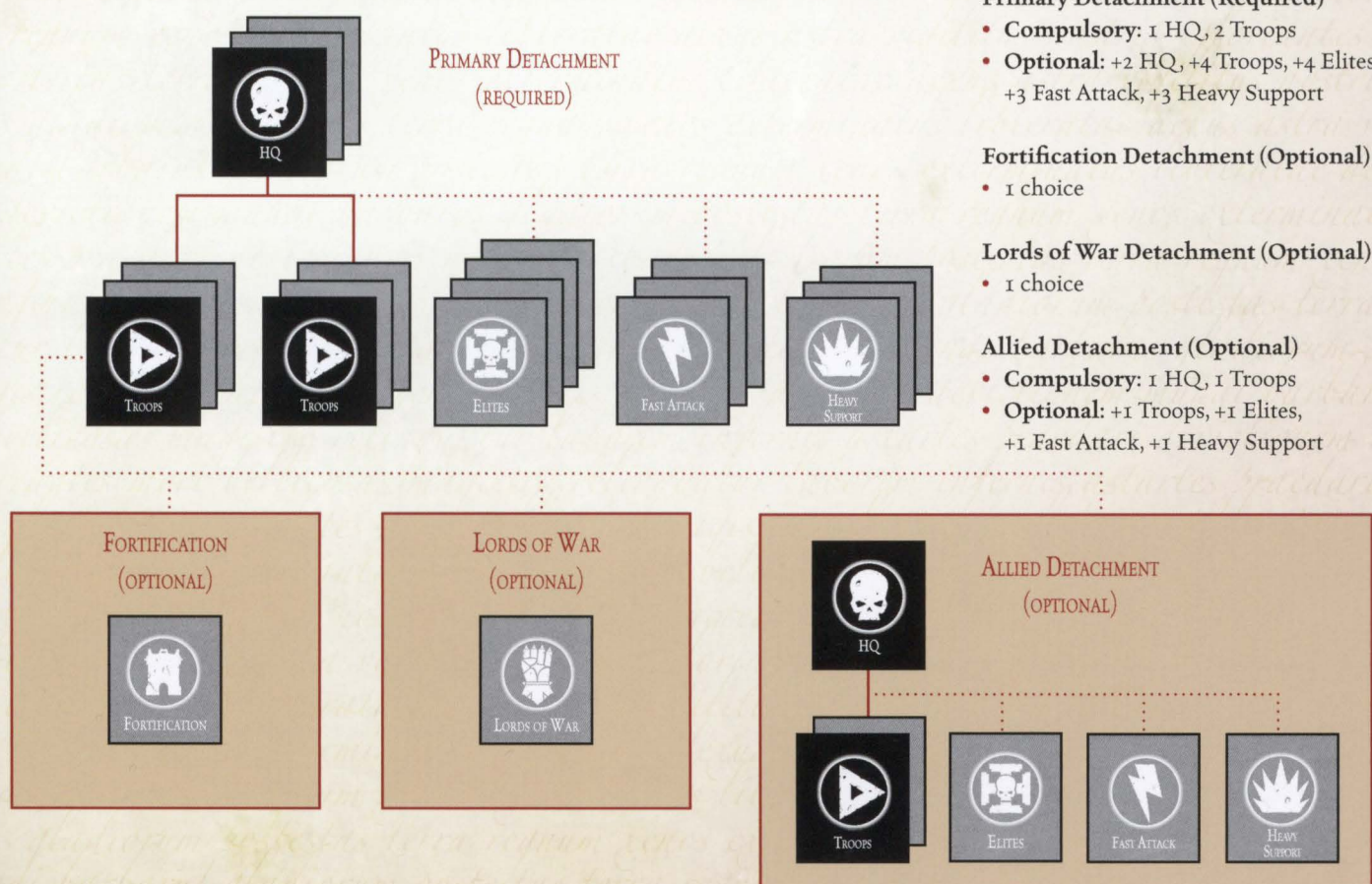
Allied Detachments should be chosen according to the Allies in the Age of Darkness chart and be of the same Faction (see The Horus Heresy Book I – Betrayal or the Legiones Astartes Crusade Army book).

Fortification Detachments may be chosen from any Imperial-type fortifications shown in the Warhammer 40,000: Stronghold Assault expansion, as well as those in Forge World's Imperial Armour and Horus Heresy books. The rules found in the Stronghold Assault expansion should be used where possible.

### Scoring Units

Unless specified in a particular mission, in Battles in the Age of Darkness games, only units taken as Troops choices and those specifically noted in their entries (other than Dedicated Transports) are counted as scoring units (unless they are Falling Back). They may only score Victory points for objectives if present within 3" of that objective so long as enemy scoring and denial units are not also present in this radius.

## BATTLES IN THE AGE OF DARKNESS FORCE ORGANISATION CHART





## Denial Units

All other units in the game which are not scoring units, other than Immobilised or currently Falling Back units, Zooming Flyers/Super-heavy Flyers or Swooping Monstrous Creatures/Gargantuan Monstrous Creatures, are counted as denial units.

This means that if they are present within the listed scoring range of an objective, an opposing unit cannot score Victory points from the objective or claim it.

## Size of Battle

A points total of around 1,750-3,500 points per player is an ideal game size for use with the Battles in the Age of Darkness rules, with games of 2,000-2,500 points allowing for a battle that should take two to three hours. Battles of a considerably larger size may benefit from using the Warhammer 40,000: Apocalypse expansion, or standard sized games can be played using the rules found in the Choosing Your Army section of the Warhammer 40,000 rulebook instead. Smaller games may benefit from the use of an alternative Force Organisation chart such as that provided by the Zone Mortalis rules found in The Horus Heresy Book Three – Extermination or Forge World's rules download available from our website.

## Factions in the Age of Darkness

The Factions system found in the Warhammer 40,000 rulebook is not used in conjunction with the Battles in the Age of Darkness expansion. Instead, during the Horus Heresy there are in effect only two Factions: Loyalist and Traitor, and an army's forces must be chosen from one or the other of these (but never both). In the various Age of Darkness army lists, certain characters and

units will either be specified in their text or are marked with either an Aquila (Loyalists) or the Eye of Horus (Traitors), meaning that they can only be chosen by armies of that Faction. If a character or unit is shown without one of these marks or specification, they may be selected by either Faction.

## Warlords

In a Battles in the Age of Darkness game, each army must have a Warlord selected from its Primary Detachment. Unless specified by a unit special rule or Force Organisation chart rule to the contrary, this must be chosen from among the army's character models with the highest Leadership values by the owning player.

## Special Characters

The various Horus Heresy-era army lists contain special characters for the Loyalists and Traitors. Each of these special characters is unique, so a player cannot include multiples of the same special character in an army, and if playing in team games, they should not be duplicated if possible across a single side. Special characters roll for their Warlord Traits as normal unless noted in their profile.

## Psychic Powers in the Age of Darkness

During the latter days of the Imperium's Great Crusade and the early wars of the Horus Heresy, the secrets of Malefic Daemonology were known to only a select few, and the grasp of the Ruinous Powers on the galaxy had waned. As a result, unless specifically noted in their entry, Malefic Daemonology psychic powers are not available to any model with psychic powers.

The following units found in our previously printed Horus Heresy books have access to Malefic Daemonology:

- Space Marine Librarians with the Legiones Astartes (Word Bearers) special rule.
- The Primarch Lorgar, but only when using the Lorgar Transfigured upgrade.

## LORDS OF WAR

In a Battles in the Age of Darkness game of 2,000 points or greater, Lords of War choices will be available to an army based upon the specific Force Organisation chart being used. Unlike the use of Lords of War in the core Warhammer 40,000 game, the use of Lords of War is restricted. These choices must be bought from the army's points total as normal, and may not make up more than 25%\* of the army's total points cost for each Lords of War choice, unless specified as

being otherwise by the mission that is being played. Lords of War are only available to an army's Primary Detachment.

*\*The 25% rule: This means that the maximum points value of a single Lords of War choice in a Battles in the Age of Darkness game for some common army sizes is as follows:*

2,000 points – 500 points
2,250 points – 563 points
2,500 points – 625 points
2,750 points – 688 points
3,000 points – 750 points
3,250 points – 813 points
3,500 points – 875 points

## BATTLES IN THE AGE OF DARKNESS SECONDARY MISSION OBJECTIVES

The following is a summary of the main additional secondary objectives used in Battles in the Age of Darkness missions. Which particular secondary objectives are to be used will be listed in the mission that is being played.

### Slay the Warlord

If a side destroyed the enemy Warlord, they gain an extra Victory point.

### Last Man Standing

The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

### Attrition

The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

### The Price of Failure (Lords of War secondary objective)

Where this secondary objective is used in a scenario, destroying an enemy Lords of War choice always represents a secondary objective in the game.

This secondary objective is worth 2 additional Victory points to the destroying side in the case of an Engine of Destruction, Great Beast or Primarch, or 1 additional Victory point each per vehicle/creature in the case of War Machine Detachments, Monstrous Hordes and Sub-orbital Strike Wings. See the various Horus Heresy era army lists for more information on these types of Lords of War.

**Designer's Note:** Other Force Organisation charts (as well as formations and detachments) from the Warhammer 40,000 rulebook and other game expansions, as well as Unbound armies, are not designed with the Age of Darkness missions in mind and should not be used in Battles of the Age of Darkness games, unless by the mutual prior consent of all the parties involved. Note that using Unbound armies, etc, can be a great deal of fun and make for a range of interesting options, but will likely throw up rules anomalies and inconsistencies between play styles and the close narrative framework and systems of the Horus Heresy campaign rules, so caveat emptor!



## BATTLES IN THE AGE OF DARKNESS CORE MISSIONS

The following six missions represent the clash and counter-clash of the bitter civil war of the Horus Heresy.

### Victory Conditions

In all cases, in addition to the listed victory conditions for any particular Battles in the Age of Darkness mission, completely destroying the enemy force is always a victory. If at any point, unless specified by the particular mission, a side has no models present on the table, their opponent has won.

### Selecting a Mission

Having selected your armies for fighting the battle, determine which Age of Darkness mission you will be playing. This may be done either by mutual agreement or by randomly rolling for the mission on the following table:

#### Mission Table

D6	Mission
1	Blood Feud
2	Onslaught
3	Shatter Strike
4	Dominion
5	Tide of Carnage
6	War of Lies

### The Heresy-era Battlefield

Remember that for an enjoyable game, where neither close combat or ranged units will over-dominate, it is recommended that a mixture of terrain, some able to block line of sight for large vehicles (such as rocky crags, industrial machinery, ruins and buildings) and some providing cover mainly to infantry (such as craters, woods, jungle, swamps, debris fields, hills and wreckage), is used.

When put together, this terrain should have a sufficient footprint to cover between a quarter and a third of the surface of the playing area. A good rule of thumb here is five or six larger pieces of scenery (roughly 12" x 12" each) as well as three to six pieces of smaller 'scatter terrain', which can comprise a mixture of pieces roughly 6" x 6" or of larger miniatures bases made up as terrain, such as stacks of barrels, containers, sinkholes, small craters, small vehicles, scrap piles, etc.

### Placing Terrain

After you have determined what mission you are playing, you must then place terrain from your collection to set up the battlefield. Terrain may be placed by the simple expedient of each player taking turns to place an individual piece or so that they form an attractive battlefield, and can be themed in 'sets' (a power generator and industrial buildings, etc) or simply placed roughly evenly across the table and then randomised via the use of a Scatter dice and 2D6. For ease of play, try to leave a gap of at least 2" between each discreet area of terrain to allow the clear passage of infantry models.

Depending on which mission you are fighting, this may also have specific instructions on the terrain and its set-up. In addition, if you are playing through a particular campaign, you may have a particular style of terrain or special rules you can use to further theme your battlefield (such as the Istvan III battlefield terrain rules found in *The Horus Heresy Book One – Betrayal*).

### Determine Deployment Map

After the terrain has been set up, you must determine each player's deployment zones.

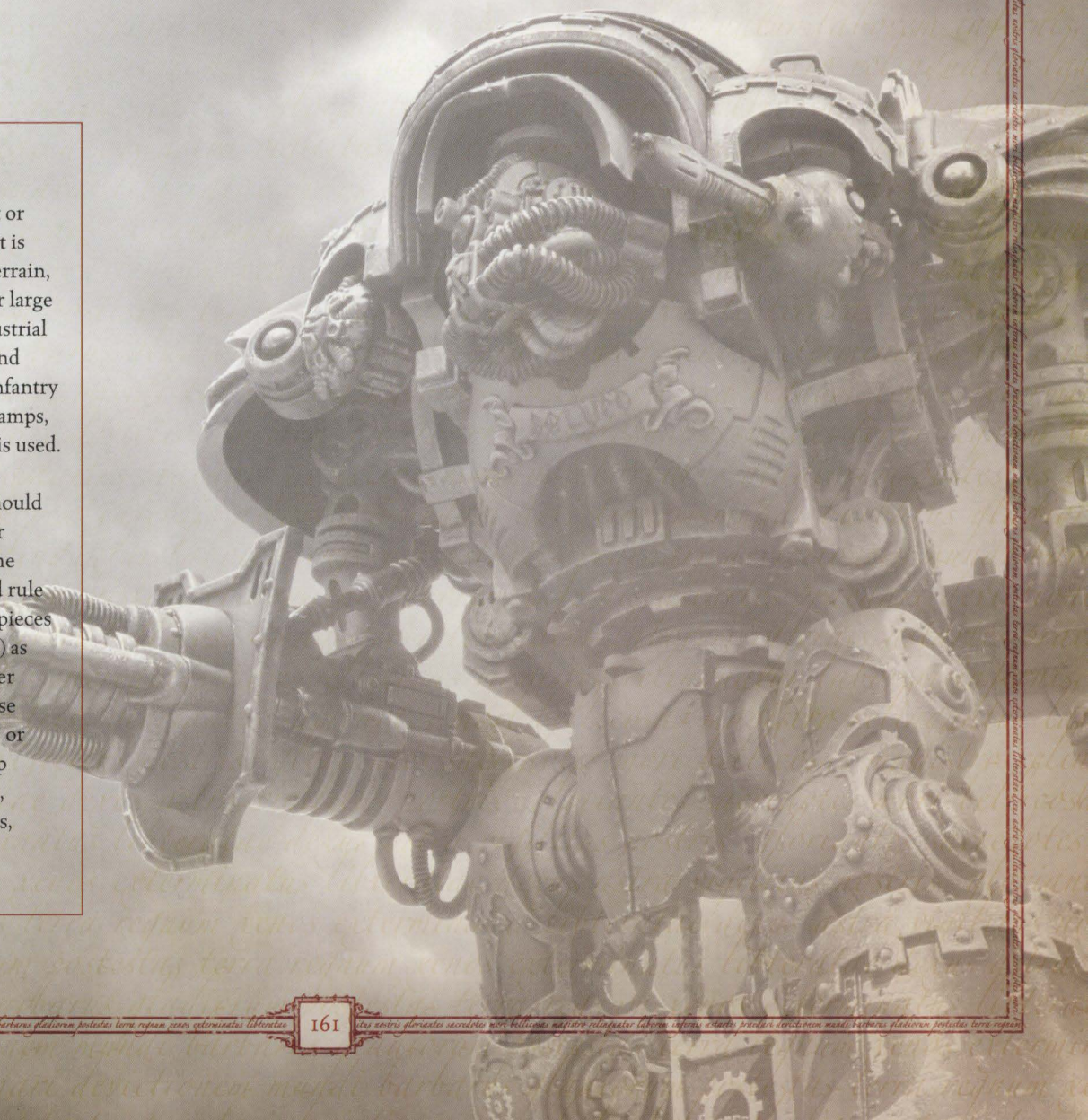
First the deployment map is determined. This may be done either by mutual agreement or by randomly rolling on the deployment map table found below.

Once the deployment map has been decided on, the players should roll off. The winner of the roll-off selects one of the deployment zones to be theirs, and their opponent then takes the opposite deployment zone.

#### Deployment Map Table

##### D6 Deployment Map Type

1	Clash of the Line
2	Dawn of War
3	Search and Destroy
4	Hammer and Anvil
5	Ambush!
6	Vanguard Strike





## DEPLOYMENT MAPS

### 1. Clash of the Line

Clash of the Line has two opposing arrowhead-shaped deployment zones. When deploying in either of these zones, no unit can be deployed within 12" of the centre of the table during standard deployment.

The player's own table edge is the narrow edge which forms the rear of their 'arrowhead'.

### 2. Dawn of War

If players are using the Dawn of War deployment map, the board is divided into two equal halves across its length.

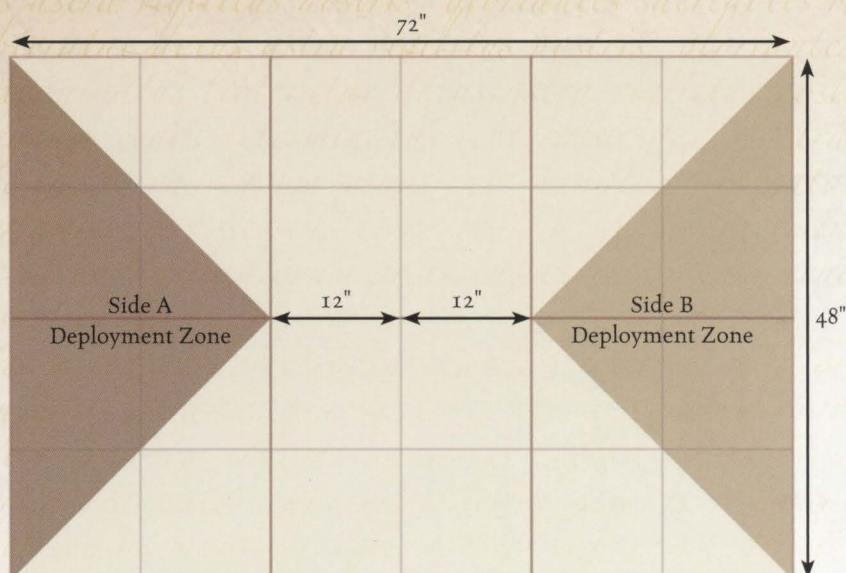
For Dawn of War battles, a player's table edge is the long table edge touching their own deployment zone.

### 3. Search and Destroy

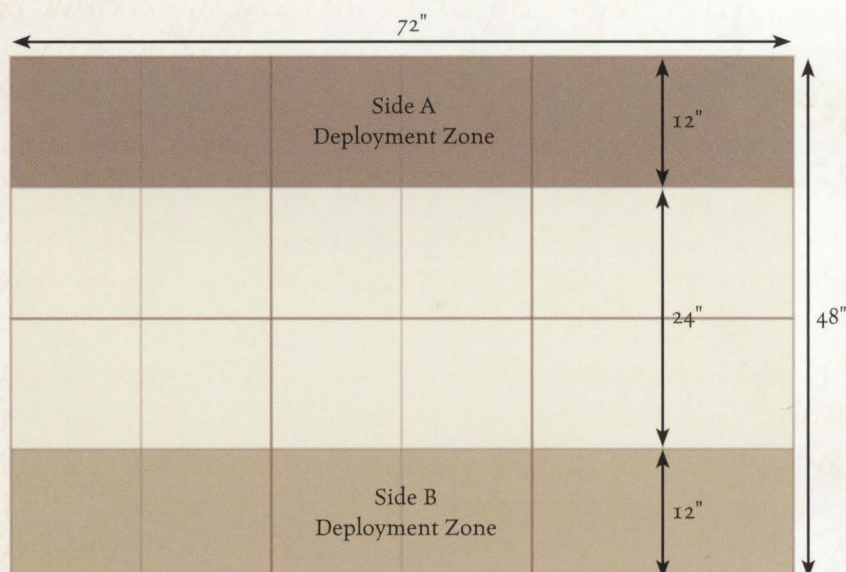
The Search and Destroy deployment map divides the table into four equal quarters. Each quarter constitutes a deployment zone. Units may not be deployed into the circular 18" diameter area at the centre of the table.

A player's table edges are any which form part of their deployment area.

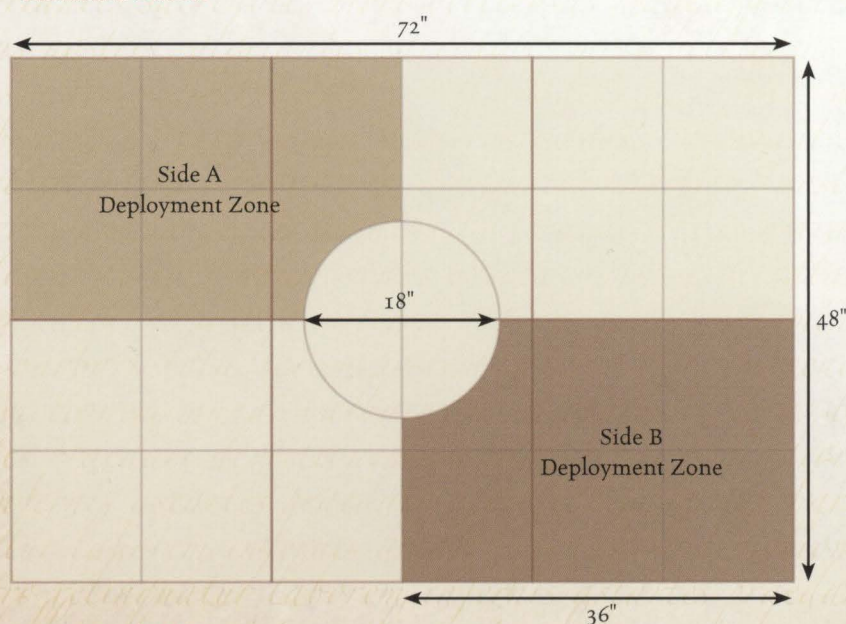
CLASH OF THE LINE



DAWN OF WAR

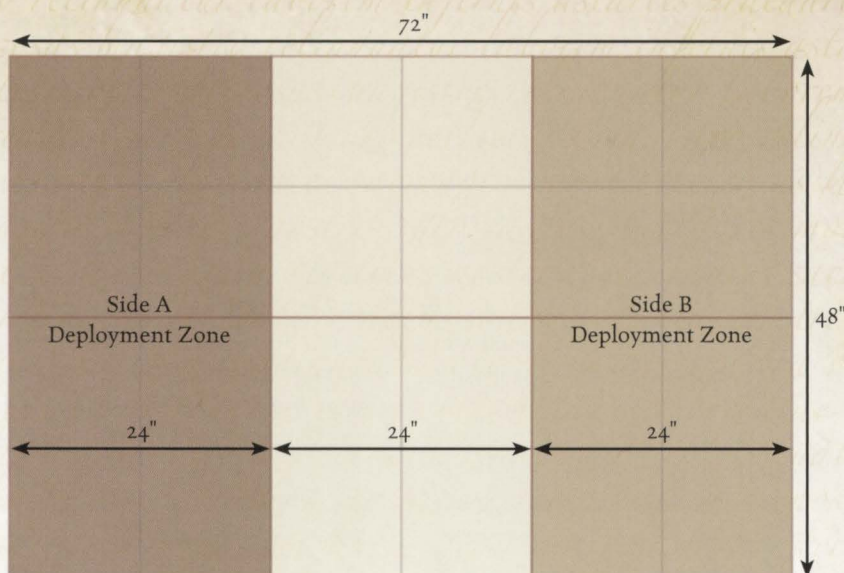


SEARCH AND DESTROY





#### HAMMER AND ANVIL



#### 4. Hammer and Anvil

If players are using the Hammer and Anvil deployment map, the table is divided into two equal halves across its width.

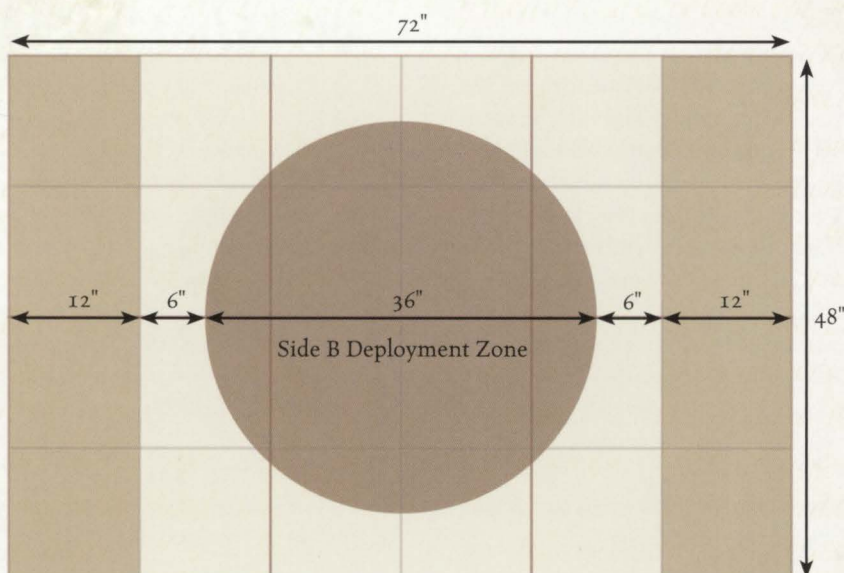
For Hammer and Anvil battles, a player's table edge is the short table edge touching their own deployment zone.

#### 5. Ambush!

The Ambush! deployment map divides the table into three areas: a central defender's area (representing the force being ambushed) and two deployment areas on the narrow table edges which are both available to the opposing player, representing the 'attacking' forces that have set up the ambush.

The player winning the roll-off may opt to take the part of the Attacker or the Defender, and their opponent then takes the opposing deployment type.

#### AMBUSH!



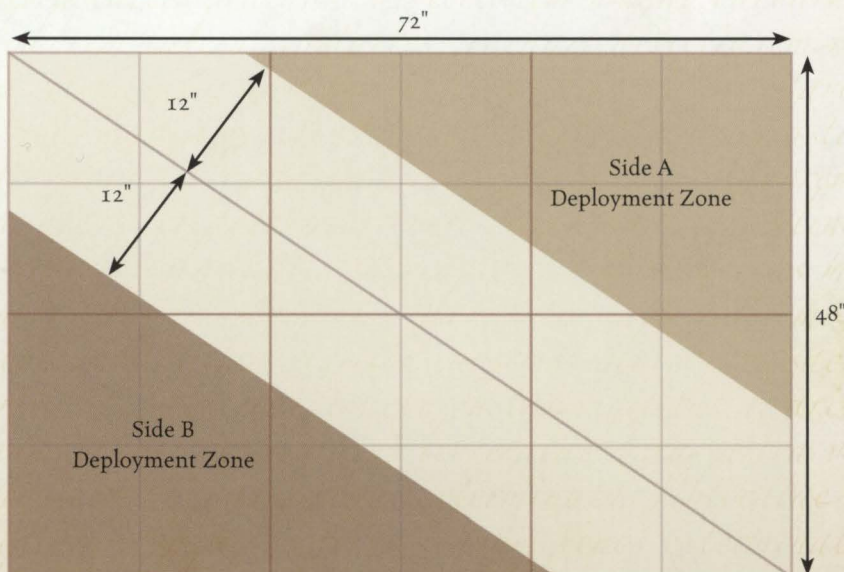
The narrow table edges are the Attacking player's, while the long table edges are the Defending player's (with any of the Defender's Reserves entering by the long edges, representing reinforcements rushing to relieve the ambushed force).

#### 6. Vanguard Strike

If using the Vanguard Strike deployment map, the board is divided into two equal halves across its diagonal. The players then agree which diagonal deployment zone each will play or can instead randomise to decide.

For Vanguard Strike battles, a player's table edge is the long table edge that touches their own deployment zone.

#### VANGUARD STRIKE





## MISSION 1 – BLOOD FEUD

“Blood will have Blood, Sorrow piles upon Sorrow, Vengeance breeds Vengeance.”

Ancient Terran Proverb

### THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

### SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

### DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units placed in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.
- Each player should determine their Blood Feud target (see the Victory Conditions section).

### FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

### GAME LENGTH

This mission lasts for six turns.

### VICTORY CONDITIONS

This mission's victory conditions are achieved by the destruction of the enemy's fighting strength, with a particular strategic target in mind whose loss will cripple their foe. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

### Primary Objectives

**Death Toll:** At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

**Blood Feud:** After setting up and deploying the armies, but before play begins, each player should secretly note down a particular unit type from the list below. At the end of the game, the player's Blood Feud target is revealed. Each player gains an additional Victory point for each unit of the type they have chosen which has either been destroyed or is Falling Back at the end of the game.

### Blood Feud Targets

- Infantry (all types except Independent Characters): +1 Victory point
- Independent Characters: +2 Victory points
- Vehicles with the Tank type: +1 Victory point
- Super-heavy Vehicles: +2 Victory points
- Vehicles with the Walker type: +1 Victory point
- Vehicles with the Super-heavy Walker type: +2 Victory points
- Vehicles with the Flyer or Super-heavy Flyer type: +2 Victory points
- Monstrous Creatures and Gargantuan Monstrous Creatures: +2 Victory points
- Bikes, Jetbikes and Skimmers: +1 Victory point

### Secondary Objectives

**Slay the Warlord:** If a side destroyed the enemy Warlord, they gain an extra Victory point.\*

\*Note that this is in addition to any points gained via Blood Feud, etc.

**Last Man Standing:** The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

### MISSION SPECIAL RULES

- Reserves (See the Warhammer 40,000 rulebook)
- Night Fighting (See the Warhammer 40,000 rulebook)



## MISSION 2 – ONSLAUGHT

"Victory is won by the precise application of superior force at the point of maximum vulnerability. All else —deft manoeuvre, honour, glory, skill-at-arms— all are worthless trivia in comparison, no matter what pretty lies my brothers may spout to the contrary."

Perturabo, Primarch of the Iron Warriors

### THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

### SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

### DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys first using the Staged Deployment special rule (see Mission Special Rules), followed by the second player.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.
- After both sides have deployed, including Infiltrators and after Scout redeployments have been made, each player places a single objective marker in their opponent's deployment zone and further than 6" away from any table edge, with the player that deployed first placing the first objective.

### FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

### GAME LENGTH

This mission lasts for six turns.

### VICTORY CONDITIONS

The Onslaught mission represents an attempt to break the enemy line through shock and brute force. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

### Primary Objectives

**Onslaught Attack:** Any enemy unit destroyed in the first game turn is worth 1 Victory point.

**Seize the Tactical Objectives:** If a player has control of the tactical objective in their opponent's deployment zone at the end of the game, that player gains 5 Victory points.

### Secondary Objectives

**Slay the Warlord:** If a side destroyed the enemy Warlord, they gain an extra Victory point.

**Attrition:** The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

### MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- Staged Deployment

### Staged Deployment

Rather than deploy their entire army at once, the player who deploys first deploys a single unit on to the table, then their opponent deploys a unit, in the staged deployment order shown below.

After this has been done, the two players continue to alternate deployment of their units until they have both fully deployed (except any units held in Reserve, etc).

It is entirely possible that one side will run out of units to deploy before the other. If this is the case, then the player with the larger number of units may deploy their remainder as they wish after their opponent has run out.

### Staged Deployment Order

- 1<sup>st</sup> Fortifications
- 2<sup>nd</sup> Lords of War units
- 3<sup>rd</sup> Heavy Support units
- 4<sup>th</sup> Troops units
- 5<sup>th</sup> Elites units
- 6<sup>th</sup> Headquarters units
- 7<sup>th</sup> Fast Attack units



## MISSION 3 – SHATTER STRIKE

"It is not enough to take from an enemy their life—rather take from them also their places of safety, their allies, their homes and their loved ones. Crush all those in their care, lay their chattels to waste and then drive them alone and naked into the darkness. Take everything they have and burn it for the mere pleasure of seeing the ash crackle between your fingers, and call it nothing more than a beginning."

Jaghatai Khan

### THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

### SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

### DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who deploys second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.

### FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

### GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

### VICTORY CONDITIONS

The victory conditions of this mission are tied to taking ground from the enemy. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

### Primary Objectives

**Shatter Strike:** At the end of the game, each player scores 2 Victory points for every scoring unit in their opponent's deployment zone, and 1 Victory point for every denial unit in their opponent's deployment zone.

### Secondary Objectives

**Slay the Warlord:** If a side destroyed the enemy Warlord, they gain an extra Victory point.

**Attrition:** The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

### MISSION SPECIAL RULES

- Reserves (See the Warhammer 40,000 rulebook)
- Night Fighting (See the Warhammer 40,000 rulebook)
- The Price of Failure (If Lords of War units are used)





## MISSION 4 – DOMINION

"And where my hand shall strike, the foes of Mankind shall be laid waste; so shall I be the hammer of the Emperor, and I shall never tire."

Atrbt. Ferrus Manus before the Battle of Ke'ar Madoc

### THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

### SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- Place mission objectives in accordance with the Mission Special Rules section.

### DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.

### FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

### GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

### VICTORY CONDITIONS

The victory conditions of this mission are achieved by first taking objectives in the heart of the war zone and then retaining control of them through the course of the battle. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

### Primary Objectives

**Dominion Objectives:** At the start of each player's turn, they gain 1 Victory point for each tactical objective they control. These Victory points are kept even if that objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

### Secondary Objectives

**Slay the Warlord\*:** If a side destroyed the enemy Warlord, they gain D3 extra Victory points.

**Attrition\*:** The army which has destroyed the highest number of enemy units at the end of the game gains D3 additional Victory points.

*\*Note that the rewards for these secondary objectives are higher than normal.*

### MISSION SPECIAL RULES

- Reserves (see the Warhammer 40,000 rulebook)
- Night Fighting (see the Warhammer 40,000 rulebook)
- The Price of Failure (if Lords of War units are used)
- Dominion Objectives

### Dominion Objectives

This mission uses five objective markers. During the game's set up, but before deployment has been determined, the players take turns in placing one objective each in the area of the table outside of the players' deployment zones until all of the objectives have been placed. These markers may not be placed within 6" of each other or a table edge.

### Alternative – Objective Terrain

Rather than use objective markers, if both sides agree, individual pieces of terrain may instead be specified as the mission's objectives. It is suggested in this case that three pieces of objective terrain be used, which must be fully located outside of either player's deployment zones and suitably marked to identify them. Each should be distinct and easily identifiable, and have a suggested total size of no less than 6" on each side and no more than 12" on each side, and be substantial enough to provide cover to infantry models inside them. Suitable types of terrain include ruins, large shell craters, redoubts, derelict buildings, vehicle wrecks, etc.

In order to claim or deny a piece of objective terrain, a valid unit must have at least one model within 6" of the centre of the terrain's ground level. A unit may never claim or deny more than a single piece of objective terrain at once.



## MISSION 5 – TIDE OF CARNAGE

"All I wish to hear from your imperfect world is the silence of its dead."

Lord Commander Lothreal Sabine of the Emperor's Children,  
Communiqué to the Judicator of Nalislarr

### THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

### SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

### DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

### FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

### GAME LENGTH

This mission lasts for five turns.

### VICTORY CONDITIONS

The victory conditions of this mission are achieved by forcing the enemy back from the battlefield. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

### Primary Objectives

**Tide of Carnage:** Each sector of the battlefield is worth a certain amount of Victory points for the side who controls it. In order to claim a sector, a side must have one or more scoring units in the sector and the enemy must have no scoring units left in that sector.

The sectors of the battlefield are defined as follows:

- Player's own deployment zone:  
3 Victory points
- No Man's Land (the area of the battlefield which is not covered by either deployment zone): 5 Victory points
- Opposing player's deployment zone:  
7 Victory points

### Secondary Objectives

**Slay the Warlord:** If a side destroyed the enemy Warlord, they gain an extra Victory point.

**Last Man Standing:** The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

### MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- Heavy Armour

**Heavy Armour:** In addition to the usual scoring units, all vehicles with the Tank type, as well as Super-heavy ground vehicles and Super-heavy walkers are also classed as scoring units in this mission.



## MISSION 6 – WAR OF LIES

"In any battle, great or small, the most insignificant of terrain and the most worthless of ground can for minutes, or perhaps hours, become so valuable that the blood of heroes and the wealth of an army's supply does not outweigh it. The true general knows when such a price is worth spending, and when the butcher's bill is sheer folly to pay."

Roboute Guilliman, ext. 'On War'

### THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

### SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- A single objective marker is placed as close to the centre of the battlefield as possible. Each player then takes turn placing two objective markers each elsewhere on the battlefield, no closer than 12" from another objective marker, and no closer than 6" from any table edge.

### DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.

### FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

### GAME LENGTH

This mission lasts for six turns.

### VICTORY CONDITIONS

The victory conditions of this mission reflect the anarchy and uncertainty of civil war, where goals desperately fought over and bled for may ultimately prove worthless. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

### Primary Objectives

**Death Toll:** At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

**War of Lies:** At the end of the game, roll a D6 on the following table to determine the worth—if any—of each objective controlled by the player at the end of game. Roll once for each objective.

D6	Result
1	No Victory points
2-3	1 Victory point
4	2 Victory points
5	3 Victory points
6	Minus D3 Victory points

### Secondary Objectives

**Slay the Warlord:** If a side destroyed the enemy Warlord, they gain an extra Victory point.

### MISSION SPECIAL RULES

- Reserves (See the Warhammer 40,000 rulebook)





## PHASE I – LEGENDARY MISSION: THE SHOCK OF BETRAYAL

"Brothers, cease fire! You are engaging Astartes units. Repeat, all Legion elements, thirteenth and seventeenth in Sharud Muster Sector Delta-9, you are firing upon friendly forces!"

Last logged tacticae ex-load from 119<sup>th</sup> Company Command Post, Ultima Operational Record 1136.271.v/Mark -0.47.17

This battle represents the very moment that the Traitors revealed their betrayal and turned their guns upon their erstwhile brethren. The Ultramarines are encamped in the savannah awaiting the call to head out to their orbital transports and have no reason to suspect that the passing column of Word Bearers would intend them any harm. Even when the skies burn with the cataclysmic death of Calth Veridian Anchor, the Ultramarines cannot believe it heralds anything worse than a terrible accident. Only when the Word Bearers open fire upon the sons of Guilliman do the Ultramarines see the awful truth, at which point they are forced to return fire or perish at the hands of their brother Legiones Astartes. Bereft of orders from high command and hesitant to launch a counter-attack while the battle might still be a horrible mistake, the Ultramarines forces' primary goal is simply to endure.

### The Armies

Armies are chosen as per the Battles in the Age of Darkness rules.

### The Battlefield

Set up any player-owned fortifications and then place terrain for the battlefield. As many of the muster camps were established in the open and semi-arid savannah, there should be few, if any, buildings or ruins other than temporary structures or field works, such as trenches and pillboxes, built specifically to serve the Legion forces during the muster.

In addition to normal terrain and player owned fortifications, the Loyalist player may place up to five items of Battlefield Debris from the following list (as described in the Battlefield Terrain chapter of the Warhammer 40,000 rulebook), representing command posts, field supply stores and other temporary positions set up around the muster camp: Ammunition Dump, Comms Relay and Gun Emplacement.

### MISSION SPECIAL RULES

Reserves, the Tightening Noose, and the Cobalt and the Crimson.

#### The Tightening Noose

The entire Traitor army counts as having the Scout special rule. If the Loyalists have any units with this rule, they automatically make their Scout move first.

#### The Cobalt and the Crimson

In the first game turn, any Loyalist unit wishing to shoot at a Traitor unit must take a Leadership test – if the test is passed, they may shoot as normal, but if failed, they may only fire Snap Shots. Similarly, a Loyalist unit wishing to launch an assault in the first game turn must pass a Leadership test – if they fail, the charge counts as Disordered.

### DEPLOYMENT

Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where necessary.

- The Loyalist player deploys their army, less any units held in Reserves, into their deployment zone as shown on the map. No Loyalist units may begin the game embarked in a transport vehicle.
- The Traitor player deploys their army in the area shown.

### FIRST TURN

The Traitor side automatically gets the first turn. As stated in the Phase I – Special Rules and War Zone Traits section on page 156, the Loyalists may only attempt to Seize the Initiative if they have a Librarian on the table at the start of the game.

### GAME LENGTH

This mission uses the rules for Variable Game Length.

### VICTORY CONDITIONS

The Loyalists' objective in this battle is a simple one – they must survive in the face of the Traitors' unconscionable betrayal. For the Traitors, betrayal is all, a deed for which many of them have developed a taste following the Isttvan V Dropsite Massacre a year before. At the end of the game, the player who has scored the most Victory points has won the game. If both players have the same number of Victory points, the game ends in a draw.

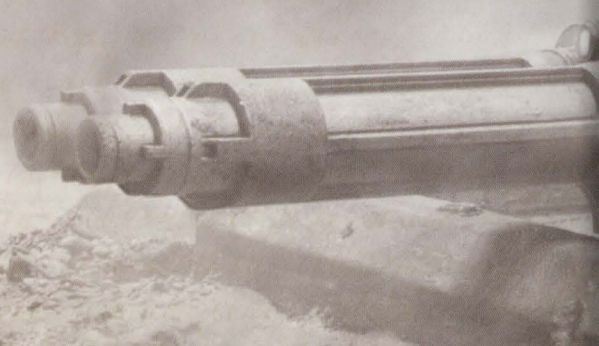
### Primary Objectives

At the end of the game, each side gains 1 Victory point for each enemy unit with the Infantry or Jump Infantry or Independent Character types they have completely destroyed, plus an additional Victory point for every such unit that has the Legiones Astartes special rule.

The Loyalist side earns an additional Victory point for every unit with the above types that survives the battle, and an additional Victory point for each such unit that has the Legiones Astartes special rule.

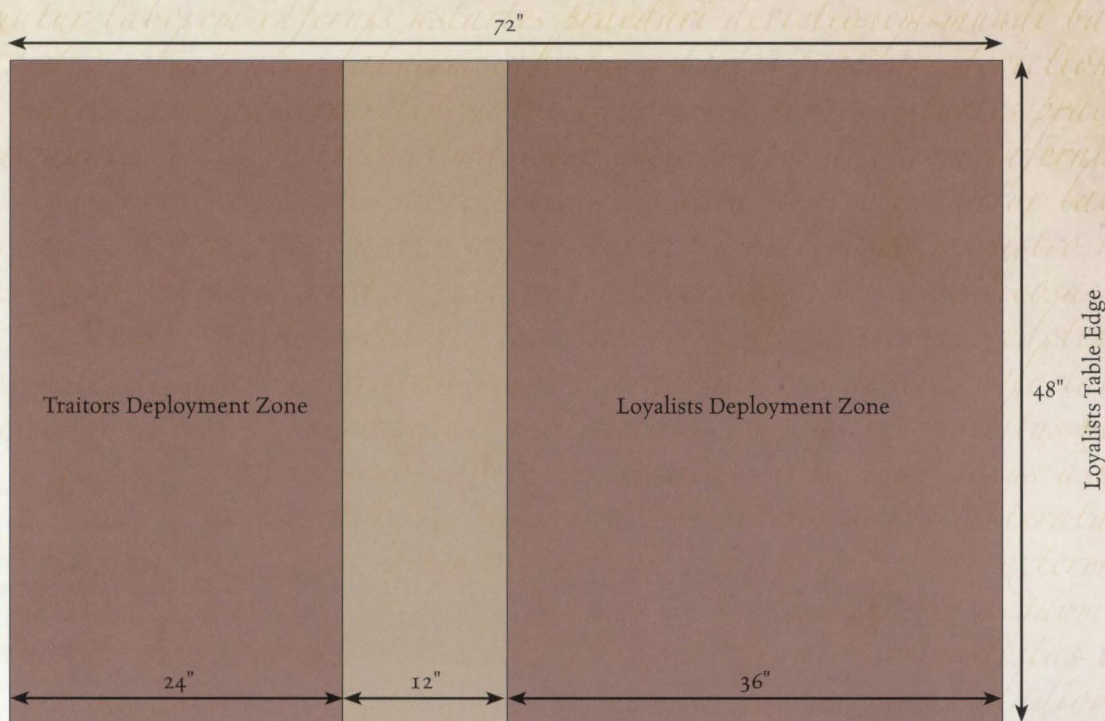
### Secondary Objectives

Slay the Warlord & First Blood.





Traitors Table Edge



Loyalists Table Edge





## PHASE 2 – LEGENDARY MISSION: THE RE-TAKING OF THE ZETSUN VERID YARD

"Are we not Space Marines? Is this not the very task we were created for?"

Roboute Guilliman prior to the teleportation assault on the Zetsun Verid Yard

This Legendary mission represents the Ultramarines' re-taking of the Zetsun Verid Yard orbital platform from the clutches of the treacherous Word Bearers. This action took place at the very height of the Battle of Calth and, in concert with the ground assault on the Lanshear Guildhall, allowed the Ultramarines to regain control of Calth's mighty defence grid and finally turn the tide of war in their favour.

In addition to being played as part of the Betrayal on Calth campaign, this mission could also be played as part of a Hit & Run series of games, as described in the Blood in the Void section of *The Horus Heresy Book Three – Extermination* (replacing the Wrecking mission against the Ship's Bridge). In any case, the mission makes use of the core Zone Mortalis rules found in *The Horus Heresy Book One – Betrayal*, and players with access to Book Three may add further detail to the game by using the additional rules (such as Warlord Traits) found in the Blood in the Void Zone Mortalis expansion.

'Historically', the re-taking of the Zetsun Verid Yard was carried out by an Ultramarines strike force led by the Primarch Guilliman himself against the Word Bearers and their Traitor Mechanicum allies, the Traitors being led by the Master of the Faith Kor Phaeron. Players are, of course, free to vary the forces according to the miniatures they have available. If using characters other than those mentioned, it could be imagined that the battle represents a secondary action fought elsewhere on the orbital platform, or one on another platform among the many hundreds in orbit about Calth.

This mission is unusual for Zone Mortalis in that one side fields a Lords of War choice. These units are generally quite difficult to counter in Zone Mortalis games, but theming a specific mission around one makes it possible to field one of these highly characterful units without it overly dominating the action.

### The Armies

The Ultramarines force takes the role of the Attacker for this mission and has 750 points to spend on units drawn from the Zone Mortalis Attacker Force Organisation chart. In addition to these units, the Ultramarines should take the Primarch Roboute Guilliman (see page 238). If the game is being played to represent a different conflict, the Attacking player must instead take another Lords of War choice within the usual restrictions for Zone Mortalis games, with no points limit.

The Word Bearers take on the role of the Defender and have 1,000 points to spend on units within the limitations of the Defenders Force Organisation chart and which should include Kor Phaeron. The Word Bearers may select 500 points of additional units from a second Zone Mortalis Defender detachment, which should ideally be chosen from the Taghmata Ommissiah army list (see *The Horus Heresy Book Three – Extermination*) but which may be used to field additional Word Bearers units if no Mechanicum models are to hand.

### The Battlefield

The Ultramarines strike force has teleported onto the Zetsun Verid Yard and is fighting its way towards the command deck. The terrain should be set up to represent this, using Zone Mortalis tile sections on a 4'x4' table. The Word Bearers deployment zone is shown on the map, and this should be set up as an open area representing the command deck.

### MISSION SPECIAL RULES

Zone Mortalis Special Rules and Reserves.

### Empyrean Confluence

It is from the command deck of the Zetsun Verid Yard that the Word Bearers Master of the Faith Kor Phaeron is overseeing the assault on Calth and conducting his portion of Lorgar's grand ritual to invoke the Ruinstorm. The command deck is therefore the centre of a vortex of sorcerous powers, called into being by the calamitous betrayal revealed at Calth and directed by the fell genius of Kor Phaeron. While Kor Phaeron is in play, Ultramarines units count the command deck as difficult terrain and dangerous terrain and they may only make Snap Shots if firing when inside it.

### DEPLOYMENT

The Word Bearers player splits their force into a spearhead and a reserve, but this is handled slightly differently to the normal rules for splitting a force in this way. The spearhead consists of the entire Traitor Mechanicum detachment and must be deployed on the command deck as shown on the map. The Word Bearers detachment begins the game in Reserves until available. When these Reserves become available, they enter play from any board edge the Word Bearers player wishes.

The Ultramarines player deploys all of their units in the area marked on the map opposite. All units must be placed so they have at least one model within 12" of Roboute Guilliman.

### FIRST TURN

The Ultramarines player has the first turn – the Word Bearers player may not attempt to Seize the Initiative.

### GAME LENGTH

The lasts for five turns.

### VICTORY CONDITIONS

The Ultramarines' primary objective in boarding the Zetsun Verid Yard is to destroy the command systems and thereby allow allied Mechanicum units on the surface to regain control of the Calth defence grid. So crucial is this goal that achieving it is the only means by which the Ultramarines side can claim a victory.

For the Word Bearers, the fact that the Primarch of the Ultramarines has boarded the station from which Kor Phaeron is overseeing the annihilation of an enemy world presents a unique opportunity to slay or even capture him. The Word Bearers may claim an outright victory by killing Roboute Guilliman (or other Lord of War being used if this mission is not being played as part of the Battle of Calth).

If neither or both of the above goals have been achieved at the end of turn five, a sixth turn is played. If neither or both are achieved by the end of turn six, the result is a draw.



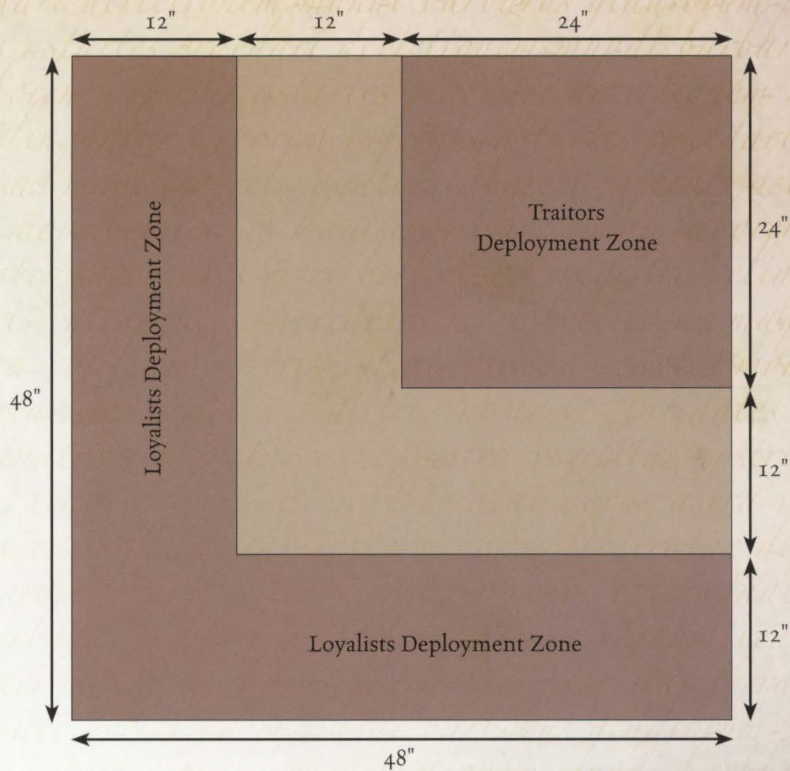
### Primary Objective

The Word Bearers player secretly notes down a single Zone Mortalis wall panel (ie, the 2.5" x 2" arched wall section) in their deployment zone and places this note face down where both players can see it. Only when an Ultramarines model moves onto the command deck is this note turned over so that the Ultramarines player may read it and learn the exact location of the terminal that needs to be destroyed for them to achieve their mission goal.

The command terminal has an Armour value of 10 and is destroyed by any Glancing hit or Penetrating hit. Because of the need to ensure its destruction and to take into account the other systems that might block a clear shot, the terminal has a 4+ invulnerable save against all ranged attacks.

### Secondary Objectives

None.





## PHASE 3 – LEGENDARY MISSION: THE DEATH OF TRUTH

"At the breaking of the final seal, the hosts of hell were awakened and wrath poured forth upon the land."

Tactical auto-scribe intercept Ithraça/ZK99.3344.

The Death of Truth is a Legendary mission which recreates one small part of the calamitous Battle of Ithraça, in particular, the climax of that conflict when the remnants of the Legio Praesagius determined to sell their lives dearly in the face of impossible odds rather than attempt a futile breakout. The Traitor army was a mixed horde of Word Bearers, cultists, turncoat Solar Auxilia and summoned warp entities. Players are encouraged to employ whatever mix of miniatures they can muster, perhaps pooling the resources of a gaming group, and as such the mission would make for an excellent team-based game. Ideally, the Loyalists should field one or more Titans, but in the event that these are in limited supply, they could field super-heavy tanks (representing the Ultramarines heavy armoured units that mustered at Ithraça) or a Knight Household (representing the survivors of House Vornherr, whose last hours are covered on page 126). If possible, the Traitors should employ one or more units of Imperialis Militia allies (see page 176), or in the case of a Word Bearers army may draw Allies from *Codex: Chaos Daemons*.

In essence, this battle is a classic 'last charge', the Loyalists having perceived their imminent doom and resolved to earn themselves a worthy end. Aside from a glorious death however, the Loyalists have the opportunity to seal one of the many ritually prepared rifts through which the hordes of the Warp are spewing into the material universe, and though none may ever know of their deeds, earn some small measure of vengeance for the destruction wrought upon Calth.

### The Armies

The Loyalist army should be chosen using the Leviathan optional Force Organisation chart (see *The Horus Heresy Book Two – Massacre*), while the Traitor army should use the standard Age of Darkness Force Organisation chart. The Loyalists should have 25% more points available to them and a suggested match-up is 3,000 points of Loyalists against 2,250 points of Traitors.

The Loyalist force may not field any units that begin the game held in Reserves.

### The Battlefield

The battle takes place amidst the ruined marshalling yards and macro docks of Ithraça, and so terrain should focus on ruins, buildings, roads, craters, landing pads and as much battlefield 'debris' such as crates, barrels and the likes as possible. One key element of the game is the warp rift, and while this can simply be represented by a Large Blast (5") marker, some players might like to take the opportunity to build an item of centrepiece terrain for this special mission. Deployment zones are indicated on the map as follows.

### Mission Special Rules

Tides of the Warp, Reserves (Traitors only), Duty Beyond Death, Skies of Blood

### Tides of the Warp

Any Traitor unit with the Daemon special rule that is entirely destroyed is placed into Ongoing Reserves, treating the edge of the warp rift as if it was a table edge for the purposes of re-entering play in the next turn. Note that Daemon units may not re-enter play in this way via the normal table edge, and therefore remain in Ongoing Reserve if Loyalist units are so close to the rift as to block its use.

### Duty Beyond Death

For this mission, the Sudden Death Victory special rule given in the Preparing for Battle chapter of the *Warhammer 40,000* rulebook does not apply. Instead, in the event of one side being entirely wiped out, the game immediately ends and Victory points are totalled up, making it possible for the Loyalists to win even if every last warrior and war machine of theirs should fall.

### Skies of Blood

As the doom of the True Messengers approached and Ithraça was submerged beneath a wave of warp-birthing abomination, it is said that the tortured skies opened like a fresh wound to bleed searing acidic rain upon the ground. At the start of each Traitor player turn, the Traitor player may force D3 enemy units anywhere on the table to each take a Morale check. If the test is failed, the unit Falls Back as per the usual rules.

### Deployment

Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where necessary.

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first deploys their entire force (except any Traitor forces held in Reserves) into their deployment zone.
- The opposing player deploys their entire force (except any Traitor forces held in Reserves) into their own deployment zone.

### First Turn

If the Traitor side deployed first, they have the first turn unless the Loyalists can Seize the Initiative. If the Loyalist side deployed first, they only have the first turn if they can Seize the Initiative.

### Game Length

The mission lasts for six turns.

### Victory Conditions

#### Primary Objectives

The Traitors earn 1 Victory point for every enemy unit destroyed or Falling Back at the end of the game.

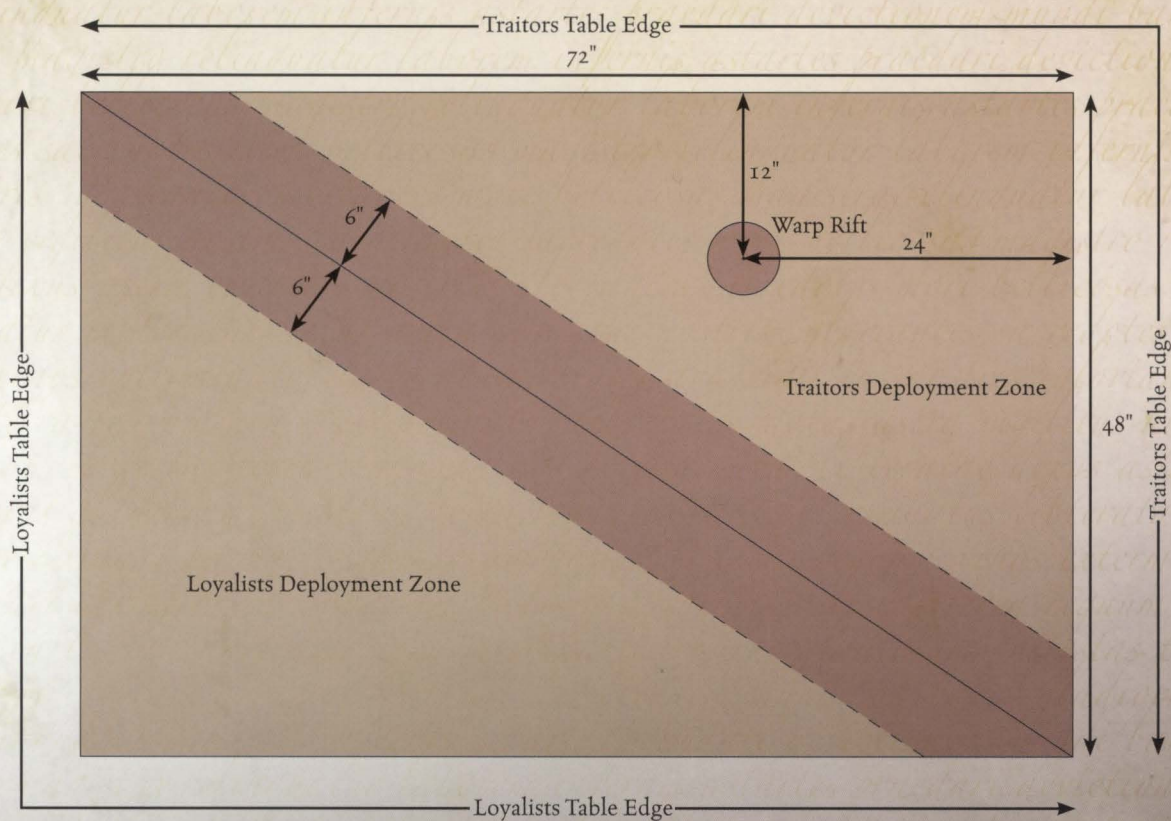
The Loyalists earn 1 Victory point for every game turn that each of their super-heavy vehicles begins entirely within the Traitor's deployment zone. In addition, if one or more Loyalist super-heavy vehicles end the game touching the warp rift, the Loyalists earn an additional D6+3 Victory points (rolled for after the game has ended).

#### Secondary Objectives

Slay the Warlord.

In addition, the standard provisions of the Price of Failure Secondary Objective are in effect.









# THE IMPERIALIS MILITIA & CULTS ARMY LIST

"It is of paramount importance that the worlds of the Imperium shall look to their own defence as well as the shield of Terra to protect them. They shall also look to the defence of the wider Imperium, and the prosecution of such wars as the Emperor in His wisdom shall decree. To this end, it will be the prime responsibility of every Imperial Commander to ensure the raising of a militia according to the resources, rank and nature of their world..."

From the Preface to the  
*Lex Imperia Munuimenta*, Vol I

Across the entire Imperium, it falls to the Imperialis Militia to secure and to hold those worlds brought to Compliance by the Expeditionary fleets of the Great Crusade. Part of the vast, sprawling body of the Imperium's military and its support structure, known collectively as the 'Excertus Imperialis', they form what is in effect the lowest and most common run of the wider Imperial Army, or the 'Imperialis Auxilia' as it is more precisely known. Once a world is declared Compliant and under the full control of an appointed and independent Imperial Commander, part of that Commander's principal duty is the raising of an Imperialis Militia to protect their domain and sustain their control. It is the duty of this militia to act in no small part as the

enforcers of the Imperial Truth if needed, and its protectors should the Iterators and cadres of administrators of all stripes who are left behind to oversee the long transition to full concordance become threatened or meet resistance. When the Crusade hosts depart, such worlds stand alone once more. Should rebellion ignite, the world's own militia must crush it. Should xenos raiders or outcasts attack from without, the world's own militia must hold until help arrives. The Imperialis Militia are therefore the first, and in many cases, the only bulwark against recidivism and disorder, and its forces, whether they are raised as conscripts from a hive's teeming masses, the yeomanry of a feudal order or tribal levies, stand guard as watchmen against the return of the horrors of Old Night.



Since the earliest days of the Great Crusade, it was common for the local forces of conquered or Compliant worlds to also provide forces to strengthen the Crusade armies themselves as they progressed. These provided auxiliary or support troops to the Legiones Astartes and the regular regiments of the Imperialis Auxilia raised from the Sol System. Other than their disconnection from the world which gave them birth, there was in effect very little to distinguish these Imperialis Auxilia units from the better armed or more culturally warlike divisions of the militias. The distinctions between the two often blurred, particularly in times of emergency when local Imperialis militias were called up to bolster a front line, swell an invasion army or form a sector-wide defence force against a specific threat. Such was the case at the muster of Calth where numerous Imperialis Militia regiments from the Five Hundred Worlds of Ultramar served as the core reserve for the huge army being raised to attack the Orks at Ghaslakh. Additional regiments of the same type were also in attendance in the retinue of the Word Bearers, but these concealed their degeneration into what amounted to little more than armed warp cults, subordinate to their Legion's occult designs.

### Order of Battle

The Imperialis Militia is not a coherent, galaxy-spanning organisation by any means, and, except in times of great emergency, is not subject to the chains of command of the Excertus Imperialis. Rather, each is a colonial defence force raised from a planet's own populace and its commander-in-chief is the Imperial Commander of the world it defends. Some are ancient martial classes with their roots in the Age of Strife, while others are irregular levies activated only in direst need, and in most cases the template of command structure and hierarchy imposed by the Imperium's Principia Militaris is adhered to only in its generality. Just as varied are the standards of equipment and pattern of accoutrement of individual Imperialis Militia regiments. Some wear gaudy dress uniforms or burnished plasmesh chainmail, others furs and hides, while some few might be clad in advanced armour such as a local pattern semi-powered carapace; all as dictated by the culture, environment and technological base of their home world, and so also the diversity of their weapons, within a minimum standard issued them from the Principia Command.

### The Old One Hundred

Amongst the very first irregular forces raised by the Imperium, and considered the forerunners of the Imperialis Militia, were those of Old Earth who served alongside the Emperor and his Thunder Warrior regiments in the long Terran Unification Wars, or in some cases contested them in battle. When these wars finally ended and the Great Crusade began, the surviving irregulars and militias were integrated into the newly constituted Imperial Army, forming the core of the Imperialis Auxilia, and in time they came to be known as the 'Old One Hundred'.

These much-storied regiments, including the Geno Chiliads, the ConFed Gun Brotherhoods and the Thorosian Voltigeurs, gained numerous battle honours as the Great Crusade pressed ever outwards, and many of the Old One Hundred were in time granted settlement rights on worlds they had conquered, which would eventually produce a second generation of militia regiments from whose ranks the best would be conscripted into the Imperial Army to fight in the Emperor's ongoing wars. Some regiments however, such as the Lucifer Blacks and the Ouranti Draks, were, for a variety of reasons, judged in some way not deserving of such rights and were tasked with a ceaseless crusade across the stars. These itinerant armies strove to replace their losses by press-ganging from worlds they liberated in an ad hoc manner, transforming over time often into a pale shadow of their former strength. Others, whose service was ultimately indentured rather than given freely, were denied even this mode of recruitment. Such regiments effectively died a slow death of a thousand cuts on a hundred battlefields, and by the time of the Horus Heresy were no more than legends.

In theory at least, Imperialis Militia armies are irregular in nature, each member first and foremost a subject of their world only called to arms in times of emergency, but many worlds with large populations require a standing army simply to maintain civil order as well as deal with any outside threat. In practice, many Imperialis Militia forces consist of a core of professional soldiery, supplemented by an influx of men and women called upon to serve a period under arms as needed, after which they return to their previous lives. The core of professional commissioned and non-commissioned officers of the Imperialis Militia are usually career soldiers, even on worlds without a strongly martial culture, and in many cases, these are often older Imperial Army veterans retired from the Great Crusade into a position where their skills and experience may still serve the Imperium.

The darker side of this coin was the indenture of prisoners, recidivists and those considered to be members of abhumanity; mutations below the standard of the accepted human norm, but not so debased as to warrant immediate extermination. These forces often served the Imperialis Militia entirely unwillingly, their control guaranteed by cadres of veteran discipline masters, and the ruthless application of lethal sanction and chemical inducement where needed.



In almost all cases, Imperialis Militia supply lines are limited to their own world, and barring an initial bequest of equipment during their founding, it is unusual for them to be regularly equipped by off-world sources unless the Imperial Commander is prepared to negotiate supply compacts with nearby Forge Worlds or other centres of industry. Given the widely divergent technological levels of worlds across the Imperium, it is impossible to standardise supply of Imperialis Militia forces, necessitating local manufacture and provision in the vast majority of cases. When it comes to heavy vehicles and armour however, most Imperialis Militia are equipped from the Imperium's strategic reserves as very few worlds are capable of manufacturing such fearsome engines of war as the Leman Russ battle tank or the Baneblade super-heavy tank. Thus it was not uncommon to see a tribal warrior in warpaint and animal skins manning the command cupola of a

Baneblade, or a company of warriors wearing primitive chainmail armour charging from the troop bay of a Gorgon armoured assault transport, Mars-manufactured lascarbines in hand—such is the diversity and span of the Imperium.

### The Imperium split asunder

With the coming of the Horus Heresy, the Imperialis Militia was as split in its loyalties as was every other division of the Imperium's armed forces. When the Warmaster's betrayal was revealed, so too was that of countless planetary commanders, forcing those not sharing their master's conspiracy to choose whether to follow or oppose them. Many militias were brutally purged in the opening months of the Heresy and officers who could not be trusted to follow orders replaced, while on many worlds where loyalty was divided, open civil war erupted, internecine strife that would in some places last out the length of the Horus Heresy and into the years of the Scouring until it was resolved. Nor was this phenomenon limited to Traitor worlds, for the betrayal was greeted with such shock that a wavefront of paranoia spread out across the Imperium, unevenly, as world after world was gripped by the horror of what had occurred at Isstvan III, or some more local outbreak of open conflict was revealed to the population, who feared it might be visited upon them too.

As battle lines were drawn and allegiances determined, the Imperium's worlds looked to raise more armies, either to defend themselves from the oncoming hosts of the Warmaster or to take up arms alongside

them. Initially, entire planetary defence militias were swept up on both sides in unprecedented numbers, both in the Warmaster's campaign of Dark Compliance, and in Dorn's and Malcador's desperate response to the imminent threat of the invasion of Sol System.

In the forces of the Traitor, many militia regiments soon discovered that they were ranked the lowest of all the Warmaster's servants, and the lives of billions were callously spent as disposable cannon fodder. Only the most ambitious and determined warriors survived such battles and soon the Traitor armies were served by a host of bloodthirsty helot-soldiers, who in many cases worshipped their Legiones Astartes masters as demi-gods. Others were infected en masse with Warp-worshipping cult beliefs by their masters, particularly where the Word Bearers were concerned, succumbing irrevocably to mutation and insanity. The Loyalists too were soon mobilising the Imperialis Militias to oppose the Warmaster's betrayal, in particular across those sectors along the route Horus would take from Isstvan to Terra. Entire worlds were often stripped of their defence forces, multitudinous hosts of ill-prepared but determined citizen-soldiers fed into the inexorable grinder of war so that the Warmaster's advance might be slowed as Terra prepared for the inevitable final confrontation.

Throughout the so-called Age of Darkness, mortal warriors from countless worlds fought in the shadow of the mighty Legiones Astartes, often unseen, invariably unheralded. The actions of the Loyalist Imperialis Militia were rarely recorded or celebrated, while those of the Traitors must remain unspoken. Though the Horus Heresy was undoubtedly a war of brother against brother, that war was fought for mastery of the entire human race, and no people and no world would survive it untouched.



IMPERIALIS MILITIA AND CULTS WARGEAR

WEAPONS

Imperialis Militia Standard Issue Weaponry

Such is the vast diversity in origin and supply of the Imperialis Militia that no attempt to fully standardise their weapons and wargear had ever been attempted before the Horus Heresy, nor was it entirely warranted. Instead the Officio Militaris, the organisation which was given the unenviable task of overseeing the unknown billions of armed men and women flung across the Imperium, instead required only that certain minimum standards of muster and weaponry were met. The metric for such personal arms was the Mars-Tellurian pattern Mk II-III lascarbine – having a registered mortality rate of 70% when striking an unarmoured human in the central body mass with a single strength discharge in optimum firing conditions, and mounting a rechargeable liquid metal core magazine able to fire eighty discharges before reloading was needed. Such weapons had been mass produced in the tens of millions by centralised Forge Worlds, but even this was but a drop in the ocean to the Imperialis Militias' logistical demands, particularly as such Forge Worlds had calls upon their attention of far greater importance by forces ranging from the Imperialis Armada to the Space Marine Legions.

Aside from certain elite formations and the bodyguard regiments of wealthy Imperial nobles and high ranking generals—who had access to a higher standard of weaponry up to and including bolter types in some cases to meet this shortfall—it had long been the practice for militia weapons to be largely locally supplied where possible. Many worlds with advanced manufacturing capacity did manage to meet or even exceed the expected metric, either with las weaponry of their own or with a variety of high velocity chemically propelled-slug autoguns functionally identical in firepower if not durability and capacity. A great many however, were forced to make do with more primitive arms, be they low-powered charge lasers, 'numo' flechette guns, hand-actuated stub rifles, and in the most extreme cases of ferals and regressives inducted into the armies of the Imperium, even black powder and crossbow weapons are not unknown. These weapons are gathered under the broad designation of 'Auxilia arms,' and while still lethal, especially in skilled hands, they were found time and again wanting in power to combat the frontline enemies of the Great Crusade, being far from effective against Ork xenofoms, excepting in conditions of overwhelming numerical superiority, and against rarer though infinitely more dangerous creatures such as the nightmarish Khrave, they were effectively useless.

With the advent of the brutal war of the Heresy, what had proved true against the most dangerous alien life was to prove cruelly also true against the trans-human Legionēs Astartes, both Traitor and Loyalist. In such battles, human militia, cult troops and local levies found themselves woefully under-armed to fight Space Marines which, after all, was perhaps also intended, given the Legionēs Astartes' role as destroyers of rebellion as well as conquerors of the stars.

Weapon	Range	Str	AP	Type
Autopistol	12"	3	-	Pistol
Autogun	24"	3	-	Rapid Fire
Auxilia pistol	8"	3	-	Pistol
Auxilia rifle	18"	3	-	Assault 1
Auxilia lascarbine	24"	3	-	Rapid Fire
Auxilia lasrifle	30"	3	-	Rapid Fire
Blast pistol	6"	5	-	Pistol, Twin-linked, Gets Hot
Demolition charge	6"	8	2	Assault 1, One Use, Large Blast (5")
Hand flamer	Template	3	6	Pistol
Laslock	18"	4	-	Assault 1
Laspistol	12"	3	-	Pistol
Ripper gun	12"	5	-	Assault 3
Shotgun	12"	3	-	Assault 2

Imperialis Militia Support Weapons

The Imperialis Militia utilise a variety of support weapons as needed, including shell-firing heavy guns of different calibres, directed energy weapons and missile launch systems.

Weapon	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy 2
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Battlecannon	72"	8	3	Ordnance 1, Large Blast (5")
Vanquisher battlecannon	72"	8	2	Heavy 1, Armourbane
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Mortar	12"-48"	4	5	Heavy 1, Blast (3"), Barrage, Pinning
Quad mortar (frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock
Heavy stubber	36"	4	-	Heavy 3
Heavy bolter	36"	5	4	Heavy 3
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Laser destroyer array	48"	9	1	Ordnance 1, Twin-linked
Lascannon	48"	9	2	Heavy 1
Multi-laser	36"	6	6	Heavy 3
Quad multi-laser	36"	6	6	Heavy 6, Twin-linked
Hellstrike missile	72"	8	3	Ordnance 1, One Use
Sunfury heavy missile	36"	6	3	Heavy 1, Missile, Large Blast (5"), Blind, Gets Hot, One Use

Shell Shock

Due to the repeated rapid impact of the quad mortar's shells, Pinning tests taken because of its attacks are made at a -1 Leadership penalty.



Augmented Weapon

These are close combat weapons of various kinds which possess some form of relatively minor technological or material enhancement to their effectiveness in battle. Such weapons include vibro-blades common to hive world murder gangs, the neural whips often employed by the discipline master cadres, to more exotic weapons such as the thermo-bladed axes of the Malgantine techno-clans and the fractal-fracturing crystalline bayonets of the Ketchall Janissaries. Regardless of the type, it is usually the weapon rather than the strength or skill of the wielder that is relied upon to do the damage, and they are inferior in material strength to the blades of the Legiones Astartes or the power weapons favoured by the Imperium's elite.

Weapon	Range	Str	AP	Type
Augmented weapon	-	4	-	Melee

Charnabal Sabre

These elegant and deadly weapons rely on speed and dexterity rather than brute force for their lethality. In the hands of militia officers they are often treasured heirlooms or gifts bestowed by visiting dignitaries from the distant Throneworld.

Weapon	Range	Str	AP	Type
Charnabal sabre	-	As User	-	Melee, Rending, Duellist's Edge

**Duellist's Edge:** When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative value.

Demolisher Cannon

A short-ranged but destructive weapon designed for line-breaking and smashing enemy fortifications, the huge, rocket-propelled shell fired by the Demolisher cannon is enough to pulverise bunkers and collapse buildings around their defenders in a tide of rubble and dust.

Weapon	Range	Str	AP	Type
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")

Grenade Launcher

Such is the diversity of the Excertus Imperialis that 'grenade launcher' here is used as a general term for a wide variety of simple squad support weapons which rely on propelling an explosive charge over a short distance. Such weapons range from very primitive and crude single shot rocket-propelled munitions fired from simple tube-launchers, to electronically detonated percussion shells fired from semi-automatic drum-fed weapons.

Which munitions types a particular grenade launcher has access to will be listed in the unit's description.

Weapon	Range	Str	AP	Type
Frag grenade	24"	4	5	Assault 1, Blast (3")
Krak grenade	24"	6	4	Assault 1
Fireburst grenade	24"	3	6	Assault 1, Blast (3"), Pinning
Gas grenade	24"	-	5	Assault 1, Blast (3"), Poison 4+, No Cover Save

Graviton gun

Little understood even by the Tech-Priests of Mars, the term 'graviton gun' refers to a group of gravity projector devices whose sophistication is such that the few which now remain are relics of a lost age, and such weapons prove extremely useful when fighting on a starship or in a null gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and crack bones even inside armour, but its primary use is to impede the enemy and damage machinery without the risk of secondary explosions.

Weapon	Range	Str	AP	Type
Graviton gun	18"	*	4	Heavy 1, Blast (3"), Concussive, Haywire, Graviton Pulse*

Graviton Pulse

Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

Irradiation Projectors

'Trad' or 'rad' projectors are potent anti-personnel weapons and relics of the Dark Age of Technology used exclusively by the militant forces of the Mechanicum. They commonly comprise a bulky generator unit terminating in a dish-like projector which unleashes a powerful blast of deadly cross-spectrum radiations. Victims caught in the blast of such a weapon suffer an appalling death as they are boiled alive from within – their tissues blasted apart on a cellular level. Thick barriers of solid matter between the beam and the target provide some protection from this effect, though victims who survive the initial blast will often die later of extreme radioactive contamination.

Weapon	Range	Str	AP	Type
Rad/irad-cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage

Rad-phage

A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

Needle Pistol

A favoured weapon of the assassins of the Terran Courts during the days before Unification, needle pistols are sophisticated and elegant hand guns whose operation is silent, invisible and deadly. The finest examples use a combination of a flashless laser to pierce flesh, followed by an impellor-shot of virulent poisons delivered instantaneously into the open wound. This combination can lay low the toughest foe with ruthless efficiency.

Weapon	Range	Str	AP	Type
Needle pistol	12"	2	5	Pistol, Poisoned, Rending



Lascutter

These are powerful, albeit extremely unwieldy, industrial tools used for cutting through armoured bulkheads and working otherwise impermeable ores that make use of a disruption field-assisted short range laser arc.

Weapon	Range	Str	AP	Type
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome

**Cumbersome:** A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.

Rotor Cannon

Favoured by many Imperial Army formations, rotor cannon are multi-barrelled stubbers, using electric motors to maintain an extraordinary rate of fire from their spinning barrels. The simple, medium calibre solid slug projectiles they fire lack the power of bolt shells, but the hail of shot they unleash can be particularly useful against unarmoured hordes of foes and fleshy xenofoms. The newly prototyped assault cannon technology represents a more effective and powerful implementation of this principle.

Weapon	Range	Str	AP	Type
Rotor cannon	30"	3	6	Salvo 3/4

Volkite Charger

'Volkite' is an arcane Martian term for a variety of rare and powerful ray weapons whose origins date back to the Age of Strife.

Weapon	Range	Str	AP	Type
Volkite charger	15"	5	5	Assault 2, Deflagrate

**Deflagrate:** After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect.

Phased Plasma-fusil

Plasma technology was far better understood during the dawning age of the Imperium, if still somewhat unsafe.

Weapon	Range	Str	AP	Type
Phased plasma-fusil	24"	6	3	Salvo 2/3

Tainted Weapon

Many of the twisted blades and sacrificial knives wielded by those who had given themselves over to the worship of the Warp had been tainted by Empyrean forces utterly inimical to life. These whispered foul things into the minds of those who wielded them, driving them to ever greater acts of atrocity in order to feed the terrors beyond.

Weapon	Range	Str	AP	Type
Tainted weapon	-	As User	-	Melee, Specialist Weapon, Instant Death

EQUIPMENT

Armoured Ceramite

Additional heavy ceramite plating on a vehicle allows it to withstand extremes of heat and radiation. Plating of this kind is commonly fitted to orbital strike craft to enable them to withstand the rigours of 'crash' re-entry from space into a planet's atmosphere, and also to certain siege vehicles to protect them from thermal energy weapons.

A vehicle with this wargear is not subject to the additional D6 armour penetration caused by weapons with the Melta special rule.

Armoured Cockpit (Flyers)

A vehicle equipped with an armoured cockpit may ignore results of Crew Shaken and Crew Stunned on a roll of 4+.

Augury Scanner

This energy scanning device has the effect of alerting the user to the concealed presence or imminent arrival of enemy troops in the vicinity, even if concealed, and can detect the tell-tale electro-gravitic disruption effect on local space that presages teleport transfers.

Models cannot be deployed using the Infiltrate special rule within 18" of a model which is equipped with an augury scanner. Enemy models deployed using Deep Strike within this range can also be attacked by a unit carrying an augury scanner in the Shooting phase as if their Rapid Fire and Heavy type weapons (if they have any) had the Interceptor special rule.

Auxiliary Drive

The standard patterns of Imperial vehicles are often customised by the regiments that field them, and in some cases are test beds for technology either designed or recovered in the field by the magos and crew that maintain them. One common form of such customisation is the fitting of back-up and auxiliary drive systems, such as secondary galvanic motors or outrigger thrusters, to keep a vehicle mobile for short periods even if its main motive drive becomes damaged.

A vehicle with an auxiliary drive may repair Immobilised results it suffers on a D6 roll of 4+ at the start of the controlling player's Movement phase.

Cameleoline

Cameleoline is a refractive chemical substance that morphically blends its colouration into the surrounding area. It is often woven into cloaks and smocks, or more rarely, as a coating over armour plate, and aids with concealment and in covert assaults.

Cameleoline provides the user with the Stealth special rule.

Carapace Armour

Carapace armour confers a 4+ Armour save.



### Cognis-signum

An advanced array of sensory devices, cogitator-assisted communications and telemetry arrays, the cognis-signum enables the wearer to co-ordinate battlefield data with blinding speed.

A model with this wargear automatically counts as being equipped with an augury scanner and has the Night Vision special rule.

In addition, in lieu of the model equipped with the cognis-signum firing a weapon in the Shooting phase, a single designated unit of the controlling player's choice within 6" of the cognis-signum equipped model (other than Independent Characters or Super-heavies) gains a bonus of +1 to their BS for that Shooting phase.

### Combat Shields & Boarding Shields

A combat shield is a wrist-mounted shield or buckler containing a small field generator which enables it to withstand great amounts of damage, while boarding shields are larger, bulkier versions of the same.

Combat shields and boarding shields confer a 6+ invulnerable save, increasing to 5+ in close combat. A model equipped with a boarding shield also counts as being equipped with defensive grenades. Boarding shields however are far heavier and more cumbersome than combat shields and models equipped with them cannot claim the extra attack for being armed with an additional close combat weapon.

### Cyber-familiar

Utilised by Techmarines and the adepts of the Mechanicum, cyber-familiar is a term that encompasses a variety of semi-autonomous devices such as servo-skulls, mek-spiders and other smaller drone units and lesser haemonculites tied into the direct neural control of their operator. These minion-drones are an extension of their master's will and provide them with a host of additional senses and capabilities.

A Cyber-familiar adds +1 to its owner's invulnerable save (to a maximum of 3+) or an invulnerable save of 6+ if they do not already possess one. In addition, they allow them to re-roll failed characteristic tests other than Leadership tests and failed Dangerous Terrain tests.

The Cyber-familiar may either be modelled as part of the character equipped with them, or on separate bases and kept in coherency. They are discounted as models for game purposes, have no separate profile, make no attacks, need not be transported, etc, and are simply moved out of the way in combat or if they interfere with the game.

### Digital Lasers

Incredibly sophisticated miniaturised weapons of xenos origin, these devices are extremely short ranged but potent enough to kill despite being small enough to be concealed in a ring, gauntlet, sword hilt or helm. Digital lasers provide +1 Attack in close combat.

### Discipline Collars

Not all of the soldiers of the Imperialis Militia served willingly. In some cases, entire armies that had resisted Compliance until their world was broken by force were indentured to the Excertus Imperialis and shipped to the front lines of the Great Crusade in punishment and to quell future rebellion. In others, warriors from sub-tribal or terminally regressive cultures were indentured who were little more than animals to whom reason and order were alien concepts where brought into the fold, and only the harshest and most immediate methods were effective in bringing discipline to the ranks. In such

cases, the tool of last resort for the commanders set over them was the widespread use of discipline collars; shackles which would reward disobedience, cowardice and rebellion with paralysis, agony or death, as the crime warranted.

A unit equipped with discipline collars gains the Stubborn special rule. However, should it fail a Morale check on a roll of double 6, it is removed from play as if destroyed. Any attached models such as Discipline Masters, Auxilia Medicae Orderlies and Independent Characters however, are not removed and Fall Back normally.

### Flak & Sub-flak Armour

- Flak armour confers a 5+ save.
- Sub-flak armour confers a 6+ save.

### Flare or Chaff Launchers (Flyers)

These are a single use item. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by missile weapons.

### Flare Shield

A flare shield operates against shooting attacks that strike the vehicle's front arc. It reduces the strength of attacks by weapons with the Template or Blast type by -2, and other shooting attacks' Strength by -1. A flare shield has no effect on close combat attacks or attacks inflicted with the Destroyer rule.

### Ground-tracking Auguries

A Flyer equipped with this system gains the Strafing Run special rule.

### Illum Flares (Flyers)

A vehicle equipped with illum flares may drop a single flare per turn. They are fired in the same manner as Bombs (see the Warhammer 40,000 rulebook), a marker being placed where the flare lands after it has scattered. Leave the marker in place until the end of the turn.

Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision special rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

### Infravisor

This grants the unit the Night Vision special rule. However, the model and any unit they have joined count as having an Initiative of 1 when taking Blind tests.

### Nuncio-vox

If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped with a nuncio-vox, it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a nuncio-vox as well as the firing model itself (range is still drawn from the firing model, etc). Note that the nuncio-vox equipped model must already be on the table at the start of the turn for it to be used (and it cannot be used from inside a vehicle).



## Power Armour

Power armour confers a 3+ Armour save.

## Refractor Fields & Iron Halos

These devices are defensive field generators designed for personal protection. They encompass the wearer in an energy field or force barrier which serves to refract or deflect impacts and energy discharges, although the need for the wearer to move and fight, as well as their power consumption, prevents them from being anywhere near inviolable to attack. Devices of this nature are relatively rare, and are the province of commanding officers and honoured champions, where they are often incorporated into armour or amulets and gifted as a mark of favour and rank.

- Refractor fields provide a 5+ invulnerable save.
- Iron halos provide a 4+ invulnerable save.

## Servo-arm

A model with the Battlesmith special rule may add +1 to their Repair roll result if they are also equipped with a servo-arm.

A model equipped with a servo-arm may make an additional single attack per turn as well as any they would normally be eligible to make. This is done using the weapon profile shown below:

Weapon	Range	Str	AP	Type
Servo-arm	-	8	2	Melee, Unwieldy

## Vexillas and Standards

The Vexillas —the banners, icons and standards of the Imperialis Militia— serve as a focal point on the battlefield, both for the fighting troops' morale and as a reminder of their oaths of duty and service. Whether a Vexilla represents a single fighting section or one of the elaborate company banners bedecked in the names of past worlds fought for and conquered during the Great Crusade, it is a point of bloody tradition and pride that the colours and icons of the regiment never fall.

The cultic forces who flocked to the dark faith promulgated by the Word Bearers also fought beneath banners and icons of their own, though rather than the proud emblems of the Great Crusade, these were tokens of occult symbolism, warp-tainted ideology and gory totems gathered from the slain.

**Vexilla:** A unit that contains a model with a Vexilla counts as scoring an additional wound for the purposes of calculating close combat results, and may always attempt to regroup at their normal Leadership regardless of having been reduced to below 25% casualties.

**Platoon Standard:** A unit which contains a model with a Platoon Standard has all the benefits of a Vexilla (see previously). In addition, any friendly unit from the Imperialis Militia army with models within 24" of the Cohort Vexilla may ignore casualties when taking Morale checks.

# ADDITIONAL SPECIAL RULES

## Automated Artillery

Unlike standard artillery, automated artillery does not require crew in order to function. It is not removed from play due to a lack of crew and each gun must be destroyed normally before it is removed. Automated artillery cannot move and cannot charge. If assaulted they do not Pile In and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally.

If a unit of automated artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile Ins and no Consolidation moves. The automated artillery remains in place and may fire normally in future turns.

If the automated artillery wins an assault, the enemy must take a Morale check as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance.

## Agile (Flyers)

A unit with this special rule increases any cover saves granted by the Jink special rule by +1.

## Battlesmith

Those versed in the secret arts and teachings of the Mechanicum, whether Techmarine, Forge Lord or magos, have the skill and ability to reconstruct and effect field repairs to war machinery in the very heat of battle.

If a Battlesmith is in base contact with, or embarked upon, one or more damaged vehicles during the Shooting phase, they can attempt to repair one of them instead of firing a weapon. Roll a D6. If the result is 5 or more, you may do one of the following:

- Restore a lost Hull Point.
- Repair a Weapon Destroyed result.
- Repair an Immobilised result to the attendant vehicle.
- If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Battlesmith cannot use this ability if they have Gone to Ground or are Falling Back.

## Sunder

Attacks with this special rule may re-roll failed Armour Penetration rolls.

## Super-heavy Command Tank

If the vehicle is upgraded to a Super-heavy Command tank, all allied units within 24" of the vehicle may re-roll failed Morale checks.

## Support Squad

A squad with this special rule may not be chosen as a compulsory choice for the army as part of the Force Organisation chart.





"I hereby call upon the defenders of this world to rise! Cast off the shackles of uncaring Terra and take your rightful place among the glorious hosts of your Warmaster!"

Jharda Kull,  
Emissary of Horus,  
to the High Command of the  
Delta-Valaxa VI Free Yeomanry

## USING THE ARMY LIST ENTRIES

Each unit entry in the army list contains the following information:

**Unit Name:** At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

**Unit Profile:** This section will show the profile of any models the unit can include, even if they are upgrades.

**Unit Composition:** Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

**Unit Type:** This refers to the Unit Type rules in the Warhammer 40,000 rulebook. For example, a unit may be classed as Infantry, Monstrous Creature or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

**Wargear:** This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit's name.

**Special Rules:** Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail subsequently, or in the Special Rules section of the Warhammer 40,000 rulebook.

**Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both provided you pay the points cost for each.

**Dedicated Transport:** Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart choices, but otherwise function as separate units. The Transports section of the Warhammer 40,000 rulebook explains how Dedicated Transports work.

**Warlord Traits:** Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in their army list entry.

### THE IMPERIALIS MILITIA & CULTS ARMY LIST AND THE ALLIES IN THE AGE OF DARKNESS TABLE

When determining allies, the Imperialis Militia & Cults army list uses the Imperial Army line on the Allies in the Age of Darkness table with the following exceptions (see *The Horus Heresy Book One – Betrayal*, the Battles in the Age of Darkness rules download, etc):

- Armies which have the Tainted Flesh or Cult Horde Provenances may not ally with Loyalist forces.
- Armies which have the Tainted Flesh or Cult Horde Provenances may ally with forces from *Codex: Chaos Daemons* counted as Fellow Warriors and vice versa.
- Armies with the Cyber-augmetics Provenance are counted as Sworn Brothers with Mechanicum armies.
- Armies with the Abhuman Helots Provenance may only be classed as Distrusted Allies by all Space Marine Legion armies and Solar Auxilia armies, regardless of Faction.



## ALLIES IN THE AGE OF DARKNESS

In the tumult and warfare of the Age of Darkness, the forces of the Imperium and the Traitors alike were torn apart by war and suspicion. During these times old arguments, suspicions and rivalries were bought to the fore. This is represented by the Age of Darkness Allies chart which works in a similar manner to the Allies chart in the *Warhammer 40,000* rulebook, but rather than depicting relationships between alien races and forces, it offers a more nuanced web of relationships and discords between the Space Marine Legions at the start of the Horus Heresy. Note that the chart is not split along the lines of Traitors and Loyalists, as in many cases the Legions were in themselves spilt into factions for either side, and so instead in particular campaign battles, who plays the Traitor and who plays the Loyalist in your version of the Heresy (and such additional limitations this poses) is left up to you.

In any game where the Primary Detachment is built using an army list presented in one of Forge World's Horus Heresy books, Allied Detachments should be chosen using the table presented here. The rules presented here for the effects of alliance are used rather than those found in the *Warhammer 40,000* rulebook. Note that for the purposes of this table, forces with different Legiones Astartes special rules are treated as being different armies as shown by the name of their Legion.

**Note:** The Mechanicum line of the table is used for an army selected from the Ordo Reductor, Legio Cybernetica, Taghmata Ommissiah and Questoris Knight Crusade army lists. The Solar Auxilia Crusade Army list uses the Imperial Army line.

### Sworn Brothers

The closest of allies who have fought beside each other many times.

The two forces are considered 'friendly units' in all regards. These means, for example, that Sworn Brothers may be joined by allied independent characters, are treated as friendly units for the targeting of psychic powers, special abilities, Warlord Traits and so on, and may also benefit from nuncio-vox carried by allied units.

**Note:** Not even Sworn Brothers can embark in allied transport vehicles, and rules that affect a particular force owing to its Legiones Astartes special rule do not carry over to an allied force.

	Dark Angels	Emperor's Children	Iron Warriors	White Scars	Space Wolves	Imperial Fists	Night Lords	Blood Angels	Iron Hands	World Eaters	Ultramarines	Death Guard	Thousand Sons	Sons of Horus	Word Bearers	Salamanders	Raven Guard	Alpha Legion	Mechanicum	Imperial Army
Dark Angels																				
Emperor's Children																				
Iron Warriors																				
White Scars																				
Space Wolves																				
Imperial Fists																				
Night Lords																				
Blood Angels																				
Iron Hands																				
World Eaters																				
Ultramarines																				
Death Guard																				
Thousand Sons																				
Sons of Horus																				
Word Bearers																				
Salamanders																				
Raven Guard																				
Alpha Legion																				
Mechanicum																				
Imperial Army																				

### Fellow Warriors

The two forces are willing to fight together for common cause against their foes.

Units in your army treat Fellow Warriors as not being part of their army with the exception that they may not be deliberately targeted, attacked, targeted with psychic powers, etc (note that blasts, psychic powers and the like may still scatter over allied forces and adversely affect them). Fellow Warriors cannot benefit from the effects of allied Warlord Traits or be joined by allied independent characters and are not counted as friendly units for the purposes of psychic powers. In essence, the two forces fight alongside each other without any additional positive or negative effect.

### Distrusted Allies

The two forces can make common cause against an enemy, but never fully trust each other due to long-standing feud or inherent antipathy.

Distrusted Allies are treated exactly like Fellow Warriors except that the allied units are never counted as scoring units.

### By the Emperor's (or the Warmaster's) Command

Two forces with this relationship will only ever fight beside each other in the direst of circumstances or by the direct command of their overlord, be they the Emperor or the Warmaster.

In this case the two forces are dealt with exactly like Distrusted Allies (see previously), but, in addition, at the start of each of the player's Movement phases, a D6 must be rolled for every unit (except those already engaged in combat) within 6" of an allied unit. On a roll of a 1, that unit may not move, shoot, run or assault that turn (being too busy watching for betrayal). Make a note or place a counter to indicate which units have been so affected.

### AGENTS

In addition to the forces shown here, some units in later volumes will be described as being either Agents of the Emperor or Agents of the Warmaster. These forces are always treated as being Sworn Brothers to either all Loyalist or all Traitor forces respectively.





"Three generations of my line have defended this world; our blood has watered this land and in return it has fed us. The Warmaster shall not have this place, while any man or woman here yet lives."

Yeoman-Commander Yusavus,  
one hour before the Scouring of  
Delta-Valaxa VI

## IMPERIALIS MILITIA WARLORD TRAITS

When generating their Warlord Trait, an Imperialis Militia army may either roll on one of the Warlord Traits tables in the Warhammer 40,000 rulebook, or instead roll on the following table:

IMPERIALIS MILITIA WARLORD TRAITS TABLE

D6	Warlord Trait
1	<b>Ruthless Tyrant</b> The commander is a dark-hearted tyrant; either from a line whose bloody rule has persisted for generations or who has risen to their position through iron-fisted ruthlessness and ambition. The commander might be hated, but they are always obeyed. The Warlord has +1 Leadership (to a maximum of 9). In addition, the army's controlling player may re-roll failed Reserves rolls so long as the Warlord is on the table when the roll is made.
2	<b>Merchant Princeling</b> Having ascended to high noble rank, the commander regards the Imperialis Militia as an extension of their household's glory and has expended personal wealth on the most favoured warriors under their command. One squad of the owning player's choice with the Infantry type counts all of their ranged weapons as having an AP of 1 better than normal for their type (AP 6 becoming AP 5, etc).
3	<b>Beloved of the People</b> Whether earned through personal example or through inheriting a forebear's legacy, the commander's name is beloved by all their subjects. Should they fall, they will be avenged. Should the Warlord ever be removed as a casualty, all of their owning player's Troops units from the army's Primary Detachment with the Infantry type gain the Hatred special rule for the remainder of the game.
4	<b>Marcher Lord</b> The commander's line has long been sworn to defend their world from invasion from the lawless void beyond the frontier. They are self-sufficient and uncompromising, having stood alone against the terrors of wilderness space. The Warlord has the Implacable Advance special rule (meaning they count as a scoring unit in Battles in the Age of Darkness games), and has the Stubborn special rule within 3" of an Objective marker.
5	<b>Connoisseur of Alien Curios</b> The commander has used the status and resources of their rank to indulge a taste for the numerous curiosities to be found amidst the tombs of xenos strains scattered across the galaxy. Some of these seemingly innocuous charms are in fact fearful artefacts not wielded in battle for aeons. The Warlord causes Fear and has the It Will Not Die special rule.
6	<b>Robber Baron</b> The commander's ancestors were little more than a band of void pirates and outcasts who survived as much by 'judgement' as bravery and ambition, even though the commander may wish or strive to make it appear otherwise. In battle however, old habits die hard... The Warlord and any infantry unit they join may opt to voluntarily fail any Morale check they are called on to take and may re-roll any Run or Fall Back distance roll they make.



0-1 FORCE COMMANDER

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Force Commander	4	4	3	3	3	3	2	8	5+

Unit Composition

- 1 Force Commander

Unit Type

- Infantry (Character)

Wargear

- Laspistol or autopistol
- Refractor field
- Frag grenades
- Krak grenades
- Close combat weapon
- Flak armour

Special Rules

- Independent Character
- The Muster of Worlds
- Provenance

Options

- The Force Commander may exchange either their laspistol and/or their close combat weapon for the following options:
  - Bolt pistol.....+2 points
  - Augmented weapon.....+3 points
  - Charnabal sabre.....+5 points
  - Blast pistol.....+5 points
  - Needle pistol.....+5 points
  - Hand flamer.....+10 points
  - Plasma pistol.....+10 points
  - Power weapon.....+10 points
  - Power fist.....+15 points
- The Force Commander may take any of the following options:
  - Melta bombs.....+5 points
  - Digital lasers.....+5 points
  - Infravisor.....+5 points
  - Cyber-familiar.....+10 points
- The Force Commander may exchange their flak armour for:
  - Carapace armour.....+5 points
  - Power armour.....+10 points
- One weapon possessed by the Force Commander may be:
  - Master-crafted.....+10 points
- The Force Commander may exchange their refractor field for an Iron Halo.....+15 points
- The Force Commander may be upgraded to have the:
  - Planetary Overlord rule.....+20 points

Special Option: Cult Demagogue

If one of the Provenances chosen by the Force Commander is the Cult Horde option (see page 189), then they are automatically modified to become a Cult Demagogue. Their profile and options remain unchanged, except that they automatically gain the Daemon and Preferred Enemy (Loyalists) special rules, and also gain the option to exchange their close combat weapon for a tainted weapon for +5 points.

Planetary Overlord

So long as the Imperialis Militia Warlord Trait chart is used, if the Force commander is your Warlord, you may select rather than roll randomly for your Warlord trait.

The Muster of Worlds

If the detachment contains a Force Commander then it may also possess up to two Provenances. Each Provenance has a listed cost shown in its description. Unless noted, the effects of these apply to any and all units in the same detachment with the Provenance special rule.



HQ

The leaders of the Imperialis Militias range from planetary commanders and their staff to tribal chiefs, depending on the nature of the militia's home world. On many planets, the ruling elite has been implanted by the Administration of Terra during the Great Crusade, and so it is far from unusual for a comparatively primitive militia to be commanded by a leader born of a Terran noble house or some other core world, clad in gaudy finery and carrying the most wondrous of personal weaponry. In other cases, native battle-kings or hive gang overlords are allowed to retain authority and elevated to formal military rank upon bending knee to the Imperium, and so lead entire armies of their own peoples in the defence of their home worlds.

When the Horus Heresy sundered the worlds of the Imperium, it transpired that countless Imperial Commanders and their houses had secretly sworn their allegiance to the Warmaster, while others had been judged by his agents as too enthralled to the Emperor of Mankind to be turned. In many instances, the former were given the task of destroying the latter as proof of their loyalty to Horus, the fruits of the arch-Traitor's patronage only granted once this grim duty was discharged.



## MUSTER OF WORLDS: PROVENANCES OF WAR

The following Provenances of War are facets of a particular force which represents the nature of the world from which it originates or the particular character and background of the warriors themselves. The presence of a Force Commander in the army allows up to two different Provenances to be selected for the detachment via their Muster of Worlds special rule. Any single detachment can never have more than two Provenances however, regardless of the number of Force Commanders present.

Each Provenance has a listed cost shown in its description which is counted as part of the points cost of the Force Commander. Unless noted, the effects of any rules featured in the Provenance's description apply to any and all units in the same detachment as the Force Commander with the 'Provenance' special rule listed in their profile. In addition, certain Provenances may not be taken in combination or have other limitations which taking them imposes on the rest of the army, which means it's advisable to choose your Force Commander and any Provenances you wish for the detachment before working out the rest of your army. Certain Provenances will also allow access to special equipment options or unit options which must be paid for separately on a unit by unit basis.

### Warrior Elite.....+50 points

The detachment's troops are trained to a high standard and possess discipline worthy of a regular Imperial Army unit.

All eligible units and models receive +1 to their Leadership value (to a maximum of 9). Militia Levy squads in an army with this Provenance gain the Support Squad special rule.

### Gene-crafted.....+100 points

The detachment's troops have been subjected to deliberate gene-crafting to improve their physical attributes to superhuman levels, either by recent modification or owing to some ancient manipulation to their planetary stock during the Dark Age of Technology. Such manipulations however are seldom as stable or as predictable as the Emperor's handiwork

All eligible units and models receive +1 to their Strength and Initiative values (to a maximum of 4, or 6 in the case of an Ogryn's Strength). Units and models with this Provenance may not benefit from the Feel No Pain special rule from any source (such as Auxilia Medicae Orderlies, etc).

### Cyber-augmentics .....+35 points

The detachment hails from a highly technologically advanced or even void-nomadic culture which habitually surgically enhances its troops with augmentic implants, either to improve combat performance or mitigate disfigurement or environmental damage.

All eligible units and models receive an invulnerable save of 6+ (or may improve an existing invulnerable save by +1 to a maximum of 3+). Units and models with this Provenance however must reduce any Run and Sweeping Advance rolls they make by -1. This Provenance may not be chosen in conjunction with the Gene-crafted Provenance

### Alchem-jackers .....+35 points

Whether through a debased cultural type or simply through the use of extreme measures to guarantee the combat-worthiness of a penal unit, the troops and perhaps even the officers of this army have their resolve 'assisted' by chemical injectors or stim-inhalers in battle. The inherent insanity of certain cult forces has much the same effect.

All units with this Provenance do not suffer negative modifiers to their Leadership value in the Assault phase and, in addition, if they fail a Morale check owing to casualties in the Shooting phase, they become pinned instead of Falling Back.

**Option – Frenzon:** Any unit with this Provenance can have frenzon dispensers for +25 points per unit (+50 points for an Ogryn Brute unit), gaining the Rage special rule. However, any unit with these must always make Sweeping Advances if it is able to.

### Survivors of the Dark Age .....+75 points

The force has its origins on a world which survived with many of the wonders of the Dark Age of Technology intact, and its forces are equipped with weapons and equipment which are potent, if idiosyncratic, in origin.

All eligible units and models receive an increase of +1 to their basic Armour save (5+ becoming 4+ and so on) to a maximum of 3+. However, the detachment's compulsory Troops choices must be filled by Grenadier squads, and in addition Inducted Levy squads in an army with this Provenance gain the Support Squad special rule and this Provenance itself may not be used in conjunction with the Cult Horde or Tainted Flesh Provenances.

**Option – Advanced Weapons:** The strength of its laspistols, lascarbines, lasrifles, laslocks and rotor cannon used by its Grenadier and Platoon Command Cadre squads may be increased by +1 for +20 points per squad. If this option is taken, all such squads in the army must be so upgraded. In addition Grenadier and Platoon Command Cadres with this Provenance may take either a Rhino or Land Raider Proteus as their Dedicated Transports so long as they number 10 models or less. See the Legiones Astartes Crusade Army List for details and points costs. Efforts should be made to model this upgrade accordingly with suitably ornate or enhanced weapons.



### Feral Warriors .....+35 points

Products of a savage or warlike culture, feral warriors, whether from the depths of an underhive or barbaric tribes of regressive worlds have already been hardened by a life of violence and had their skills honed in a constant battle for survival.

All eligible units and models receive a +1 bonus to their WS (to a maximum of 4) – Ogryns instead receive +1 Attack. A detachment with this Provenance cannot have more units with the Vehicle type in total than it does those with the Infantry type.

**Option – Blade and Fury:** Any unit with this Provenance, other than Ogryn Brute squads, gains +1 Attack for +25 points per squad.

### Abhuman Helots .....+35 points

Abhumans, often drawn from the helot labour classes of afflicted worlds, sub-citizens on the cusp of accepted tolerance levels for mutation and genetic deviance, are often pressed into front line fighting by their human Imperial Commanders in times of emergency, and suffer this fate even more readily at the hands of cult demagogues and petty tyrants in the Traitors' service.

All eligible units and models receive an increase of +1 to their Toughness value but also lower their Initiative value by -1 (to a minimum of 1).

**Option – Discipline Collars:** Any unit with this Provenance may be given Discipline Collars for +20 points per unit (see page 182).

### Traitor Only – Cult Horde ..... +35 points

Driven to debasement and lunacy by exposure to the Warp-infected influences of forbidden rites and hellish lore, some of the indentured armies that were brought to Calth by the Word Bearers, and which later served the Traitors' cause elsewhere, were murderous beyond reason, their souls and lives already forfeit to dark powers.

All eligible units and models with this Provenance gain the Zealot special rule. However, they must always charge an enemy if they are able, and may even charge if they have fired weapons in the Shooting phase which would make them ineligible to do so (counting as making a disordered charge in this case). Affected models and units with this Provenance may only make Snap Shots with their shooting attacks and cannot voluntarily Go to Ground. Grenadier squads may not be taken in an army which uses this Provenance and this Provenance may not be used in conjunction with the Survivors of the Dark Age Provenance.

### Traitor Only – Tainted Flesh ..... +35 points

Stranger and more terrible than the madmen who followed the banners of the warp cults were those who carried the stigmata of the Warp upon their flesh, forming a parade of horrors unguessed at by sane minds.

All eligible units and models receive the Fear special rule and the Feel No Pain (6+) special rule, and their close combat attacks gain the Rending special rule. However, the detachment's compulsory Troops choices must be filled by Inducted Levy squads, and it may not have more Infantry units, excepting HQ choices of other types, than it has Inducted Levy squads in total. For example, if it has three Inducted Levy squads, it can have a maximum of three additional Infantry squads of other kinds. The only HQ choices the detachment can take are the Force Commander and Rogue Psyker entries.

**Special Option – Mutant Spawn:** Detachments with this Provenance have access to a unique Heavy Support choice, the Mutant Spawn (see page 209).

**Restriction:** This Provenance cannot be taken in conjunction with the Survivors of the Dark Age, Gene-crafted or Alchem-jacker Provenances.







HQ

These stern veteran warriors are deployed throughout Mankind's armed forces and are one of the few examples of outside Imperial officials operating within the Imperialis Militia. The task of the Discipline Masters is primarily to ensure that the principles of the Imperial Truth and the manifest destiny of Humanity to rule the stars are upheld.

Chosen from war veterans from the regular Auxilia regiments drawn from the more civilised and technologically advanced worlds of the Segmentum Solar in the main, their job is to enforce order on the battlefield according to the writ of law, inspire courage and impose the Imperial Truth on often backward and insular native soldiers to whom the Imperium is often a relatively new master. They embody the rule of distant Terra and so far as the average militia warrior is concerned, have the ear of the Emperor himself. To falter in resolve within sight of a Discipline Master in the heat of battle is to fail the Emperor of humanity in person, a crime for which pain and ultimately death are judged to be fit rewards

DISCIPLINE MASTER CADRE

20 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Discipline Master	4	3	3	3	2	3	2	8	5+

Unit Composition

2-5 Discipline Masters may be taken as a single HQ choice for the army, but when units are deployed must be attached to another unit with the Infantry type within the same detachment. They may not choose to leave this unit during the game. Only one Discipline Master may be attached to each unit.

Unit Type

- Infantry (Character)

Wargear

- Augmented weapon
- Laspistol or autopistol
- Frag grenades
- Flak armour

Special Rules

- Support Officer
- Provenance
- Instil Order

Options

- Any Discipline Master may take melta bombs ..... +5 points each
- Any Discipline Master may exchange their flak armour for:
  - Carapace armour ..... +5 points each
- Any Discipline Master may take a refractor field ..... +5 points each
- Any Discipline Master may exchange their laspistol for one of the following options:
  - Bolt pistol ..... +2 points
  - Hand flamer ..... +10 points
  - Blast pistol ..... +5 points
  - Needle pistol ..... +5 points
- Any Discipline Master may exchange their augmented weapon for a:
  - Power weapon ..... +7 points

Support Officer

A model with this special rule may never be the army's Warlord and may not be used to fulfil a compulsory HQ choice on a Force Organisation chart.

Instil Order

If a model with this special rule joins a unit, the Leadership value of all the models within it is increased by +1 (to a maximum of 9), but if it fails a Leadership test, a re-roll can be made – if this is done, the unit suffers D3 wounds at AP -. These wounds may not be inflicted on Independent Characters, the Discipline Master themselves or Auxilia Medicae Orderlies who have joined the unit.





SPECIAL HQ: ROGUE PSYKERS

DETACHMENTS WITH THE CULT HORDE OR TAINTED FLESH PROVENANCE MAY TAKE A UNIQUE HQ TYPE – THE ROGUE PSYKER

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	2	2	3	3	2	3	1	8	-
Rogue Alpha	3	3	3	4	3	4	2	9	-
Possessed	5	1	5	4	3	4	3	10	-

Unit Composition

- 1 Rogue Psyker

Unit Type

- Infantry (Character)

Wargear

- Close combat weapon

Special Rules (All)

- Independent Character
- Feel No Pain (5+)
- Fear
- Possession

Special Rules (Rogue Psyker only)

- Psyker (Mastery Level 1)

Special Rules (Possessed only)

- Daemon
- Rending

Psychic Disciplines

- The Rogue Psyker may choose from the Pyromancy, Telekinesis, Biomancy or Malefic Daemonology disciplines from the Warhammer 40,000 rulebook.


Options

- A single Rogue Psyker in the detachment may be upgraded to an:
  - Alpha Psyker .....+25 points*They use the profile shown previously and have a Psychic Mastery Level of 2.*
- Any Rogue Psyker may exchange their close combat weapon for a:
  - Tainted weapon .....+5 points

**Possession**

If the Rogue Psyker is killed either by losing wounds or as the result of suffering a Perils of the Warp attack, roll a D6. On a result of a 5+ normally or a 2+ in the case of Perils of the Warp, remove the model from play and replace them with a Possessed model. The Possessed model starts with a full complement of wounds.

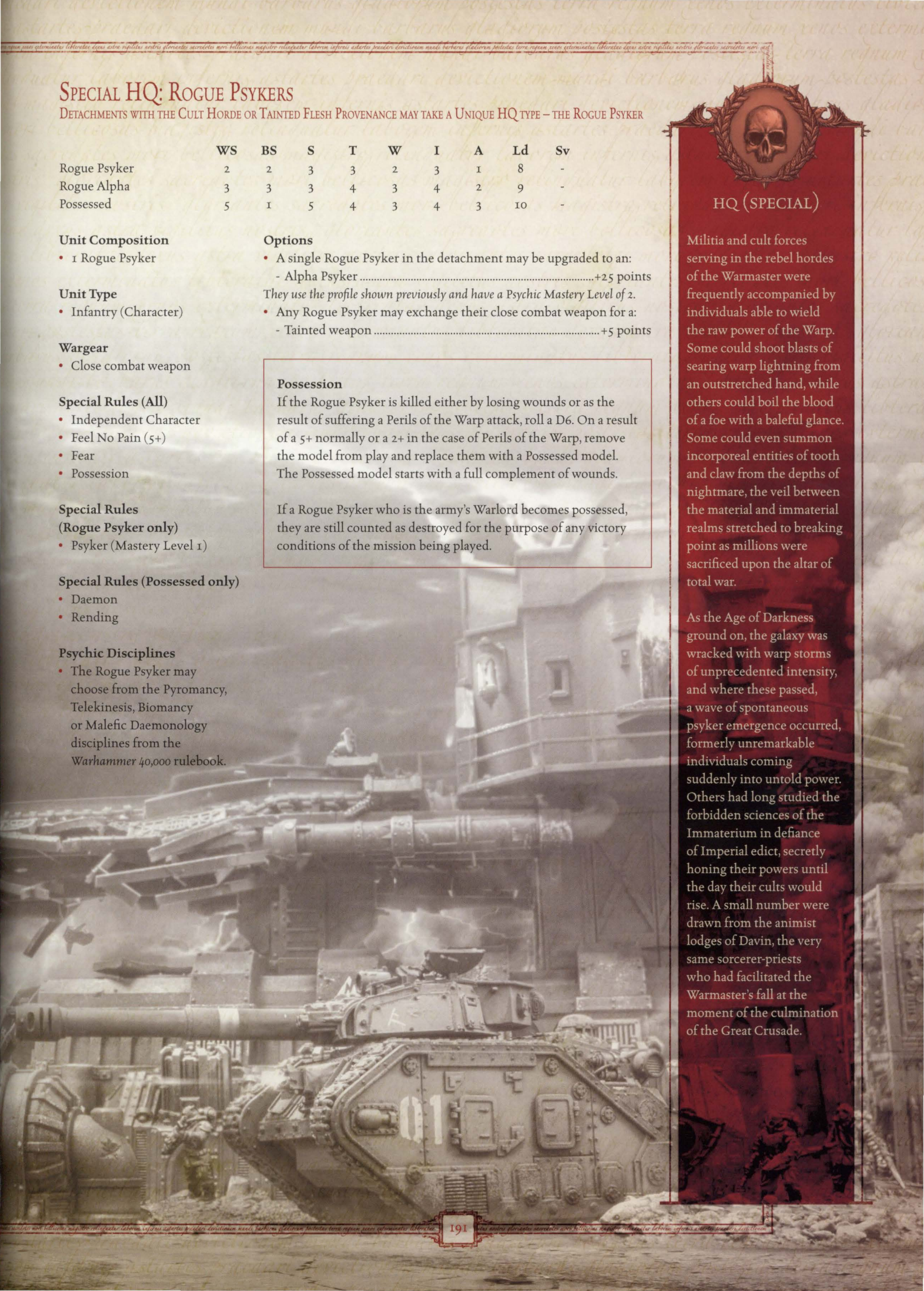
If a Rogue Psyker who is the army's Warlord becomes possessed, they are still counted as destroyed for the purpose of any victory conditions of the mission being played.



HQ (SPECIAL)

Militia and cult forces serving in the rebel hordes of the Warmaster were frequently accompanied by individuals able to wield the raw power of the Warp. Some could shoot blasts of searing warp lightning from an outstretched hand, while others could boil the blood of a foe with a baleful glance. Some could even summon incorporeal entities of tooth and claw from the depths of nightmare, the veil between the material and immaterial realms stretched to breaking point as millions were sacrificed upon the altar of total war.

As the Age of Darkness ground on, the galaxy was wracked with warp storms of unprecedented intensity, and where these passed, a wave of spontaneous psyker emergence occurred, formerly unremarkable individuals coming suddenly into untold power. Others had long studied the forbidden sciences of the Immaterium in defiance of Imperial edict, secretly honing their powers until the day their cults would rise. A small number were drawn from the animist lodges of Davin, the very same sorcerer-priests who had facilitated the Warmaster's fall at the moment of the culmination of the Great Crusade.





# IMPERIALIS AUXILIA PLATOON COMMAND CADRE

30 POINTS



## HQ

Militia commanders are served by a cadre of subordinate officers in whom command of the numerous sub-divisions of the force is vested. These may be the kin of the commander-in-chief and therefore scions of noble blood or they may be trusted tribal or gang chiefs, former mercenaries, knight-lieutenants or yeoman-captains depending on the culture in question. The more proficient among them are often former Imperial Army veterans granted settlement rights on condition that they lead native militia forces in times of emergency, while others are simply individuals possessed of the requisite skill and demeanour to take command when no others will.

In those militias sworn to the Warmaster, a darker measure of leader quickly became apparent in the shape of savage killers and petty tyrants who, for the sake of good order if nothing else, would not have been tolerated under the Imperium, or worse yet, cult leaders utterly devoted to sorcerous rituals and abominations that beggar the sanity.

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	2	3	2	7	5+
Militia Bodyguard	3	3	3	3	1	3	1	6	5+
Vox Operator	3	3	3	3	1	3	1	6	5+
Platoon Standard Bearer	3	3	3	3	1	3	1	6	5+

## Unit Composition

- 1 Platoon Commander
- 1 Vox Operator
- 1 Platoon Standard Bearer
- 3 Militia Bodyguards

## Unit Type

- Platoon Commander: Infantry (Character)
- Militia Bodyguards, Vox Operator, Standard Bearer: Infantry

## Wargear (All)

- Close combat weapon
- Frag grenades
- Krak grenades
- Flak armour

## Wargear

### (Militia Bodyguards only)

- Lascarbine or autogun

### Wargear (Vox Operator, Platoon Commander and Platoon Standard Bearer only)

- Laspistol or autopistol

## Wargear

### (Vox Operator only)

- Nuncio-vox

### Wargear (Platoon Standard Bearer only)

- Platoon Standard

## Special Rules

- Provenance

## Options

- The Platoon Command Cadre may include:
  - Up to four additional Bodyguards ..... +5 points each
- The Platoon Commander may take melta bombs ..... +5 points
- The Platoon Commander may take a refractor field ..... +5 points
- The Platoon Commander may exchange their laspistol and/or close combat weapon for one of the following:
  - Bolt pistol ..... +2 points
  - Hand flamer ..... +10 points
  - Blast pistol ..... +5 points
  - Plasma pistol ..... +10 points
  - Augmented weapon ..... +2 points
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
- The squad's Militia Bodyguards may replace their lascarbines with one of the following options:
  - Close combat weapons ..... Free
  - Shotguns ..... Free
  - Laslocks ..... +10 points for the entire squad
  - Boltguns ..... +20 points for the entire squad
  - Heavy stubbers ..... +35 points for the entire squad
  - Grenade launchers with frag & krak +70 points for the entire squad
- The entire squad may exchange its flak armour for:
  - Carapace armour ..... +10 points for the entire squad





# IMPERIALIS MILITIA INFANTRY SQUAD

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	3	3	3	3	1	3	2	7	5+
Militia Auxiliary	3	3	3	3	1	3	1	6	5+

## Unit Composition

- 1 Sergeant
- 19 Militia Auxiliaries

## Unit Type

- Sergeant: Infantry (Character)
- Militia Auxiliary: Infantry

## Wargear

- Auxillia rifle
- Laspistol (Sergeant only)
- Close combat weapon
- Frag grenades
- Flak armour

## Special Rules

- Provenance

## Dedicated Transports

- The squad may be purchased an Auxilia Gorgon Heavy Transporter as a Dedicated Transport (see page 198).

## Options

- The Sergeant may take melta bombs ..... +5 points
- The Sergeant may exchange their laspistol and/or close combat weapon for one of the following:
  - Bolt pistol ..... +2 points
  - Hand flamer ..... +10 points
  - Blast pistol ..... +5 points
  - Augmented weapon ..... +2 points
  - Power weapon ..... +5 points
- One Militia Auxiliary may carry a Vexilla ..... +10 points
- The entire squad may replace its Auxillia Rifles with one of the following options:
  - Close combat weapons ..... Free
  - Auxilia pistols ..... Free
  - Shotguns ..... +10 points
  - Lascarbines or autoguns ..... +10 points for the entire squad
  - Laslocks ..... +20 points for the entire squad
- The entire squad may be given krak grenades ..... +10 points

## TROOPS

The mainstay of the Imperialis Militia are the Militia Infantry squads, consisting of groups of soldiers who have received at least some degree of formal military training or are otherwise experienced in war being from a martial culture, or have defended their settlements against outcasts, invaders or any of the numerous threats that have assailed the scattered worlds of humanity throughout the Age of Strife.

These units display a staggering degree of variety across the Imperium and might include the bonded soldier-subjects of minor noble houses, belligerent bands of hive gangers or the foot-soldiers of a warp cult raised in secrecy and revealed only with the coming of the Horus Heresy. They bear a range of arms from black powder muskets to mass-produced lasrifles, most manufactured locally or supplied from a Great Crusade fleet's reserve when a local militia is swept up to fight on the front lines.





## INDUCTED LEVY SQUAD

40 POINTS

### TROOPS

The product of a general planetary mobilisation of every subject judged sufficiently fit to bear arms, Inducted Levy squads may consist of individuals with little or no training or direct experience of war, experienced but ill-disciplined warriors unsuited to service in standing armies, those classed as borderline abhuman or those serving penal terms for crimes not warranting a death sentence.

In primitive or regressive cultures, the levees may consist of 'probitors' yet to prove themselves in combat, or thrall-troops captured from rival gangs or tribes and forced to fight for their enemies. Such squads are rarely well-equipped and must often be herded to battle by a stern overseer, or equipped with discipline collars that terminate the lives of the entire band in the event of them attempting to flee or mutiny.

Before the desperation of the Horus Heresy, when such practices became commonplace, it was relatively rare for lives even such of these to be squandered as a matter of course, as the goal of the Great Crusade was the liberation of humanity, rather than its casual destruction.

	WS	BS	S	T	W	I	A	Ld	Sv
Custodian	3	3	3	3	1	3	2	7	5+
Levy Auxiliary	2	2	3	3	1	3	1	6	6+

### Unit Composition

- 1 Custodian
- 19 Levy Auxiliaries

### Unit Type

- Custodian: Infantry (Character)
- Levy Auxiliary: Infantry

### Wargear

#### (Levy Auxiliaries only)

- Auxilia rifles
- Close combat weapon
- Sub-flak armour

#### Wargear (Custodian only)

- Laspistol or autopistol
- Close combat weapon
- Flak armour

### Special Rules

- Provenance
- Disposable

### Options

- The Inducted Levy squad may include:
  - Up to thirty additional Levy Auxiliaries..... + 2 points each
- The Custodian may exchange their laspistol and/or close combat weapon for one of the following:
  - Bolt pistol..... +3 points
  - Hand flamer..... +10 points
  - Blast pistol..... +5 points
  - Augmented weapon..... +2 points
- One Levy Auxiliary not already upgraded may carry a:
  - Vexilla..... +10 points
- The entire squad may replace its auxilia rifles with one of the following options:
  - Close combat weapons..... Free
  - Auxilia pistols..... Free
  - Lascarbines or autoguns..... +10 points per squad
  - Laslocks..... +10 points per squad
- The entire squad may be given frag grenades..... +10 points per squad
- All of the Levy Auxiliaries in the squad may be given:
  - Discipline collars..... +10 points per squad

### Disposable

The opposing player never gains Victory points for specifically destroying this unit in missions where this is relevant. This includes for secondary objectives such as First Blood, but this does not affect Victory points based on the number of total units destroyed in a particular game (such as for Attrition).



IMPERIALIS MILITIA GRENADIER SQUAD

65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Grenadier Sergeant	3	4	3	3	1	3	2	8	4+
Grenadier	3	4	3	3	1	3	1	7	4+
Special Weapons Grenadier	3	4	3	3	1	3	1	7	4+

Unit Composition

- 1 Grenadier Sergeant
- 9 Grenadiers

Unit Type

- Grenadier Sergeant: Infantry (Character)
- Grenadier: Infantry
- Special Weapons Grenadier: Infantry

Wargear

- Auxilia rifle (Grenadier only)
- Laspistol (Sergeant only)
- Close combat weapon
- Frag grenades
- Krak grenades
- Carapace armour

Special Rules


- Provenance

Dedicated Transports

- The squad may be purchased an Auxilia Gorgon Heavy Transporter as a Dedicated Transport so long as it numbers 20 models strong. Alternatively, it may take an Auxilia Arvus Lighter as a Dedicated Transport so long as the unit is 12 models or less (see page 202).

Options


- The squad may include:
  - Up to eight additional Grenadiers.....+5 points each
- The Grenadier Sergeant may take melta bombs .....+5 points
- The Grenadier Sergeant may exchange their laspistol and/or close combat weapon for one of the following:
  - Bolt pistol.....+2 points
  - Hand flamer .....+10 points
  - Blast pistol.....+5 points
  - Augmented weapon.....+2 points
  - Power weapon.....+5 points
- One Grenadier may carry a Vexilla .....+10 points
- The entire squad may replace its lascarbines with one of the following options:
  - Close combat weapons ..... Free
  - Auxilia pistols..... Free
  - Laspistols.....+5 points per squad
  - Shotguns.....+10 points per squad
  - Lascarbine or autogun.....+10 points per squad
  - Laslocks .....+15 points per squad
  - Lasrifles.....+15 points per squad
  - Augmented weapons .....+15 points per squad
  - Boltguns.....+30 points per squad
- The squad may be include up to two additional Special Weapons Grenadiers, each with one of the following weapons:
  - Special Weapons Grenadier with heavy stubber.....+10 points per model
  - Special Weapons Grenadier with rotor cannon.....+10 points per model
  - Special Weapons Grenadier with flamer .....+10 points per model
  - Special Weapons Grenadier with melta gun.....+15 points per model
  - Special Weapons Grenadier with plasma gun.....+15 points per model
  - Special Weapons Grenadier with grenade launcher (frag & krak).....+10 points per model
- If the unit has grenade launchers, they may be upgraded to have the following grenade types. All grenade launchers in the unit must be upgraded:
  - Gas grenades.....+5 points each
  - Fireburst grenades.....+5 points each



### TROOPS

In this case 'grenadier' is the term used in the Principia Belicosa and adopted for general administration use to describe a more professional and well-equipped class of militia soldier than the bulk of Imperialis Militia forces.

Such grenadiers are often retainers of the Commander's household equipped at their master's expense or higher status volunteers able to purchase their own equipment or, more rarely, the professional internal security forces of an advanced world brought under the Commander's purview by the coming of war. On more primitive worlds such warriors may be called huscarls or carry some such barbarous title and be close kin to the planet's ruler, while amongst more developed cultures they might be known as life guards and wear the colours or heraldry of their liege lord with pride.







# IMPERIALIS MILITIA FIRE SUPPORT SQUAD

75 POINTS

## TROOPS

While many planetary militia troops are trusted or even required to provide or maintain their own basic equipment, heavier weapons are usually kept in secure stockpiles accessible only by senior officers. These stores are only opened in times of crisis or general mobilisation, and issued to troops specially trained in their use; the risk that the weapons will be turned against a world's leaders thereby minimised.

The tactics used by the fire support squads are simple and direct, and require little practice; the field officers generally massing their heavy weapons crews to defend key positions.

### Unit Composition

- 5 Fire Teams

### Unit Type

- Infantry

### Wargear

- Laspistol or autopistol
- Heavy stubber
- Close combat weapon
- Frag grenades
- Flak armour

### Special Rules

- Bulky
- Provenance
- Support Squad

### Options

- The Imperialis Militia Fire Support Squad may include:
  - Up to five additional Militia Fire Teams.....+15 points each
- The Militia Fire Teams in the squad may exchange their heavy stubbers for any of the alternative heavy weapons shown below:
  - Mortar .....+5 points each
  - Twin-linked heavy stubber .....+5 points each
  - Heavy bolter.....+10 points each
  - Multi-laser.....+10 points each
  - Heavy flamer.....+10 points each
  - Missile launcher with frag and krak missiles.....+10 points each
  - Autocannon .....+10 points each
  - Lascannon .....+15 points each
- If the squad is armed with missile launchers, the entire squad may be equipped with additional flak missiles .....+5 points each

WS	BS	S	T	W	I	A	Ld	Sv
Militia Fire Team	3	3	3	2	3	2	6	5+





IMPERIALIS MILITIA RECONNAISSANCE SQUAD50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Recon Sergeant	3	4	3	3	1	3	1	8	5+
Recon Auxiliary	3	4	3	3	1	3	1	7	5+

Unit Composition

- 1 Recon Sergeant
- 4 Recon Auxiliaries

Unit Type

- Recon Sergeant: Infantry (Character)
- Recon Auxiliary: Infantry

Wargear

- Lascarbine or autogun
- Close combat weapon
- Frag grenades
- Krak grenades
- Flak armour

Special Rules

- Provenance
- Support squad
- Scout
- Infiltrate
- Move Through Cover

Options

- The entire squad may be given Cameoline.....+20 points
- The entire squad may exchange their shotguns for:
  - Lasrifles.....+5 points
  - Shotguns.....+10 points
  - Sniper rifles.....+25 points
- The entire squad may be given infravisors .....+10 points
- The Sergeant may be given either:
  - Melta bombs or a single demolition charge .....+5 points

TROOPS

While under-equipped and ill-trained in comparison to many other military formations in the Imperium, the Imperialis Militia does often have the advantage of fighting on familiar ground. Militia Reconnaissance squads consist of individuals with a keen sense of field craft who are experienced scouts and trackers, able to mount ambushes and wide flanking attacks against an invader thanks to their knowledge of the land. Many of these skills can be brought to bear should a militia force be mobilised into a larger army and, as such, they are to be found in Traitor and Loyalist war hosts alike.





# AUXILIA GORGON HEAVY TRANSPORTER

275 POINTS

## DEDICATED TRANSPORT

A Gorgon is a huge, heavily armoured transport vehicle used to carry a large number of assault troops towards an enemy's front lines, before disgorging them directly into enemy positions. It is a relatively primitive design, of uncertain origins adopted for auxiliary troops during the early Great Crusade, and lacks either the flexibility of those designs favoured by the Space Marine Legions or the environmental resilience of the Dracosan utilised by the elite Solar Auxilia. Its virtues, however, lie in its sheer scale and rugged durability to enemy fire, the latter thanks largely to the Gorgon's heavily armoured prow, designed to protect it as it rumbles across no-man's land, carrying forty men inside through hostile fire and barrages.

The Gorgon is only deployed by the strategos of the Great Crusade for carefully selected missions of assault where the otherwise survivability of militia troops would be negligible. Such missions commonly include first breach attacks in heavily fortified enemy defensive positions, overrunning trench works and storming blasted cityscapes. More rarely they will also be used as a last resort as hostile terrain transports, although this is a far from optimum use of the vehicle.

## Armour

BS	Front	Side	Rear	HP
3	14	14	10	9

## Unit Composition

- 1 Gorgon

## Unit Type

- Super-heavy vehicle

## Wargear

- Two twin-linked autocannon
- Gorgon mortar battery

## Special Rules

- Heavily Armoured Prow
- Reduced Blast

## Transport Capacity

- The Auxilia Gorgon Heavy Transport has a transport capacity of 40 models. (Note that the Gorgon model itself is capable of carrying only around 15 models in practice, nowhere near the 40 that it can actually fit in game terms. During the game, fill the Gorgon with as many models as you can and keep the other models at the side of the table. These can then be placed on the table when they disembark).

## Fire Points

- Although it appears Open-topped, passengers may not fire out of the Auxilia Gorgon Heavy Transporter.

## Access Points

- Although it appears Open-topped, passengers may only embark and disembark from the front ramp access hatch. Up to two units may embark or disembark per turn.

## Options

- The Gorgon may be given the following vehicle upgrades:
  - Up to two hunter-killer missiles ..... +5 points each
  - Armoured Ceramite ..... +25 points
- The Gorgon may replace both its twin-linked autocannon with:
  - Two twin-linked multi-lasers ..... Free
  - Two twin-linked lascannon ..... +20 points
- The Gorgon may replace its Gorgon mortar battery with two forward and two rearward sponson-mounted weapons. These may be either:
  - Autocannon ..... +10 points
  - Heavy flammers ..... Free
  - Heavy bolters ..... Free
  - Multi-lasers ..... +10 points
  - Lascannon ..... +20 points

## Heavily Armoured Prow

The Auxilia Gorgon's assault prow is heavily reinforced to withstand withering barrages of enemy fire. The Auxilia Gorgon has a 5+ invulnerable save against attacks that strike its Front Armour, increasing to 4+ against attacks with the Blast and Template type.

## Reduced Blast

If the Gorgon is destroyed, modify rolls made on the Super-heavy Catastrophic Damage table by -2 (to a minimum of 1).

## Gorgon Mortar Battery

The Auxilia Gorgon is commonly equipped with a single use multi-barrelled mortar array designed to saturate a target area with fragmentation shells before an assault.

Weapon	Range	Str	AP	Type
Gorgon mortar	12"-48"	5	5	Heavy 4, Blast (3"), Barrage, Pinning, One Use



IMPERIALIS AUXILIA MEDICAE DETACHMENT

40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Medicae Orderly	3	3	3	3	1	3	1	7	5+

- Unit Composition
- 3 Medicae Orderlies

- Unit Type
- Infantry (Character)

- Wargear
- Laspistol
  - Close combat weapon
  - Medi-pack
  - Flak armour

- Special Rules
- Provenance
  - Attached Deployment

- Options
- The Medicae Detachment may include:
    - Up to three additional Medicae Orderlies .....+10 points each


Attached Deployment

Before deployment, each Medicae Orderly must be attached to one of the other Imperialis Militia units in the army of the type shown in the list which follows, and may not leave that unit for the duration of the game unless that unit is destroyed. If its owning player wishes, multiple Medicae Orderlies may be attached to a single unit if desired.

- Imperialis Militia Platoon Command Cadre
- Imperialis Militia Grenadier Squad
- Imperialis Militia Infantry Squad
- Imperialis Militia Fire Support Team

Medi-pack

Comprising a sophisticated array of battlefield medical equipment and triage materials, backed with the skills to best employ them, a medi-pack grants its wearer and any unit they have joined the Feel No Pain (5+) special rule.



ELITES

The Imperialis Militia must often look to its own resources to provide its warriors with medical care, for its units are not integrated into the support echelons that provide such services to the Imperial Army. In the militias of advanced societies, locally trained medics serve alongside the troops and some are even pensioned-off Imperial Army battle surgeons.

More primitive regiments, on the other hand, often lack such amenities unless provided by a local Imperial authority; in which case such imperviously professional off-worlders are often viewed with superstitious favour by their charges as talismans of protection.







## ELITES

Across the Imperium, there are a scattering of worlds possessed of large populations of the hulking stable abhuman strain known as Ogryns, believed by some authorities to have been purpose-gene crafted during the Dark Age of Technology. Some populations are native to high-gravity planets such as Beta-Entebes III or Dranno IV, while others have been imported in order to provide a workforce of untiring and largely unquestioning manual labourers —so long as they have not developed individualist tendencies or been rendered insane by long periods of deprivation and hunger— as the Ogryns themselves are hugely strong and phenomenally durable, if slow witted workers.

Ogryns serving alongside rarer vat-grown bio-servo constructs, H-grade servitors and a range of similar heavy infantry troops find service in the militias, as what they lack in initiative and intelligence is more than compensated for by their raw strength and hardy constitution.

## AUXILIA OGRYN BRUTE SQUAD

120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn Brute	4	2	5	5	3	3	3	6	5+

### Unit Composition

- 3 Ogryn Brutes

### Unit Type

- Infantry

### Wargear

- Close combat weapon
- Frag grenades
- Flak armour

### Special Rules

- Very Bulky
- Hammer of Wrath
- Stubborn
- Provenance

### Options

- The unit may include:
  - Up to seven additional Ogryn Brutes .....+35 points each
- The entire unit may exchange their flak armour for:
  - Carapace armour .....+25 points
- Any model in the unit may be given one of the following options:
  - Additional close combat weapon .....+10 points each
  - Power weapon .....+20 points each
  - Lascutter .....+10 points each
  - Ripper gun .....+10 points each
  - Heavy bolter\* .....+15 points each
  - Combat shield .....+5 points each
  - Boarding shield .....+10 points each

\*In the hands of an Auxilia Ogryn Brute Squad, a heavy bolter is treated as Assault 3, Range 18".

### The Myriad Armies of the Auxilia

Although this unit entry represents Ogryns as the most common type of brute squad found within the Imperialis Auxilia, it could equally represent trained xenos predator breasts, crude locally constructed combat servitors, cyber-felid hunters, or even particularly large and aberrant gene-gholams, depending on the world from which the regiment was raised.





ENGINEER AUXILIA

65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Engineer Adept	3	3	3	3	1	3	1	8	3+
Servo-automata	3	3	4	5	1	1	1	6	5+

Unit Composition

- 1 Engineer Adept
- 4 Servo-automata

Unit Type

- Engineer Adept Infantry (Character)
- Servo-automata (Infantry)

Wargear (Engineer Adept)

- Laspistol
- Power axe
- Servo-arm
- Power armour

Wargear (Servo-automata)

- Close combat weapon

Special Rules

(Engineer Adept)

- Battlesmith
- Servo-automata Support

Special Rules

(Servo-automata)

- Cybernetica

Options

- The unit may include:
  - Up to two additional Engineer Adepts.....+20 points per model
- The unit may include:
  - Up to four additional Servo-automata.....+5 points each
- The Engineer Adept may take any of the following:
  - Nuncio-vox.....+10 points
  - Augury scanner.....+5 points
  - Volkite charger.....+10 points
  - Graviton gun.....+15 points
  - Infravisor.....+5 points
  - Refractor field.....+10 points
  - Cyber-familiar.....+10 points
- The Engineer Adept may take melta bombs.....+5 points each
- Any Servo-automata may take one of the following weapons:
  - Servo-arm.....+5 points each
  - Flamer.....+5 points each
  - Phased plasma-fusil.....+10 points each
  - Rotor cannon.....+10 points each
  - Grenade launcher (Frag and krak grenades).....+10 points each
  - Heavy bolter.....+15 points each
  - Multi-melta.....+15 points each

Cybernetica

If the Servo-automata are no longer accompanied by an Engineer or Magos, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they fight on normally).

Servo-automata Support

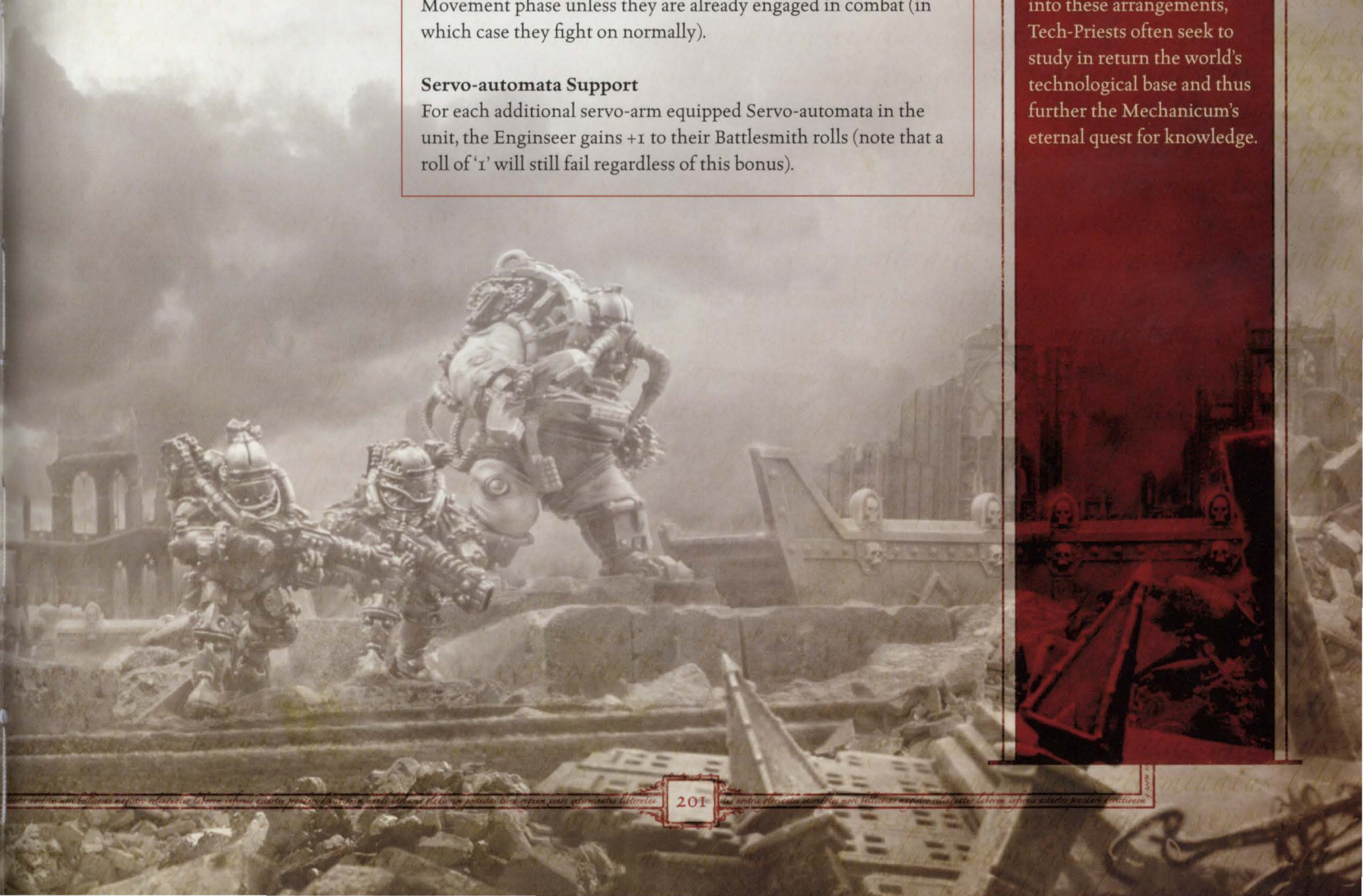
For each additional servo-arm equipped Servo-automata in the unit, the Engineer gains +1 to their Battlesmith rolls (note that a roll of '1' will still fail regardless of this bonus).



ELITES

The great Imperium of Mankind would not exist if not for the marvels of technology it possesses and the greatest of these are the exclusive domain of the Lords of Mars and their servants.

Only the most elementary of devices can be constructed or maintained without the oversight of the Mechanicum and while simple firearms and explosives and basic vehicles and communications equipment are often made locally to usually highly idiosyncratic templates, the Imperialis Militia must enter into compacts with the great Forge Worlds for the supply of more advanced weaponry. In entering into these arrangements, Tech-Priests often seek to study in return the world's technological base and thus further the Mechanicum's eternal quest for knowledge.







# AUXILIA ARVUS LIGHTER

75 POINTS

## FAST ATTACK

The Arvus is but one example of a staggeringly diverse range of workhorse orbital transports in service across the entire Imperium, and due to its reliable and widely-disseminated STC imprint, it is constructed on Forge Worlds the length and breadth of the galaxy. Many Imperialis Militias maintain a pool of lighters so that they can dispatch patrols far and wide across the surface of their home world, for often the only sign of an imminent xenos incursion or pirate raid is the sudden and inexplicable silence of some outlying settlement.

Those militias serving in the great hosts of the Loyalists and the Traitors rely on their transports to convey their units between void-faring troop barques and the surface, for they are rarely afforded berths in the battle transports and combat drop ships utilised by first line forces.

## Armour

	BS	Front	Side	Rear	HP
Auxilia Arvus Lighter	3	11	11	10	3

## Unit Composition

- 1 Auxilia Arvus Lighter

## Unit Type

- Vehicle (Flyer, Hover, Transport)

## Wargear

- None

## Special Rules

- Deep Strike

## Transport Capacity

- An Auxilia Arvus Lighter has a transport capacity of 12 models.

## Fire Points

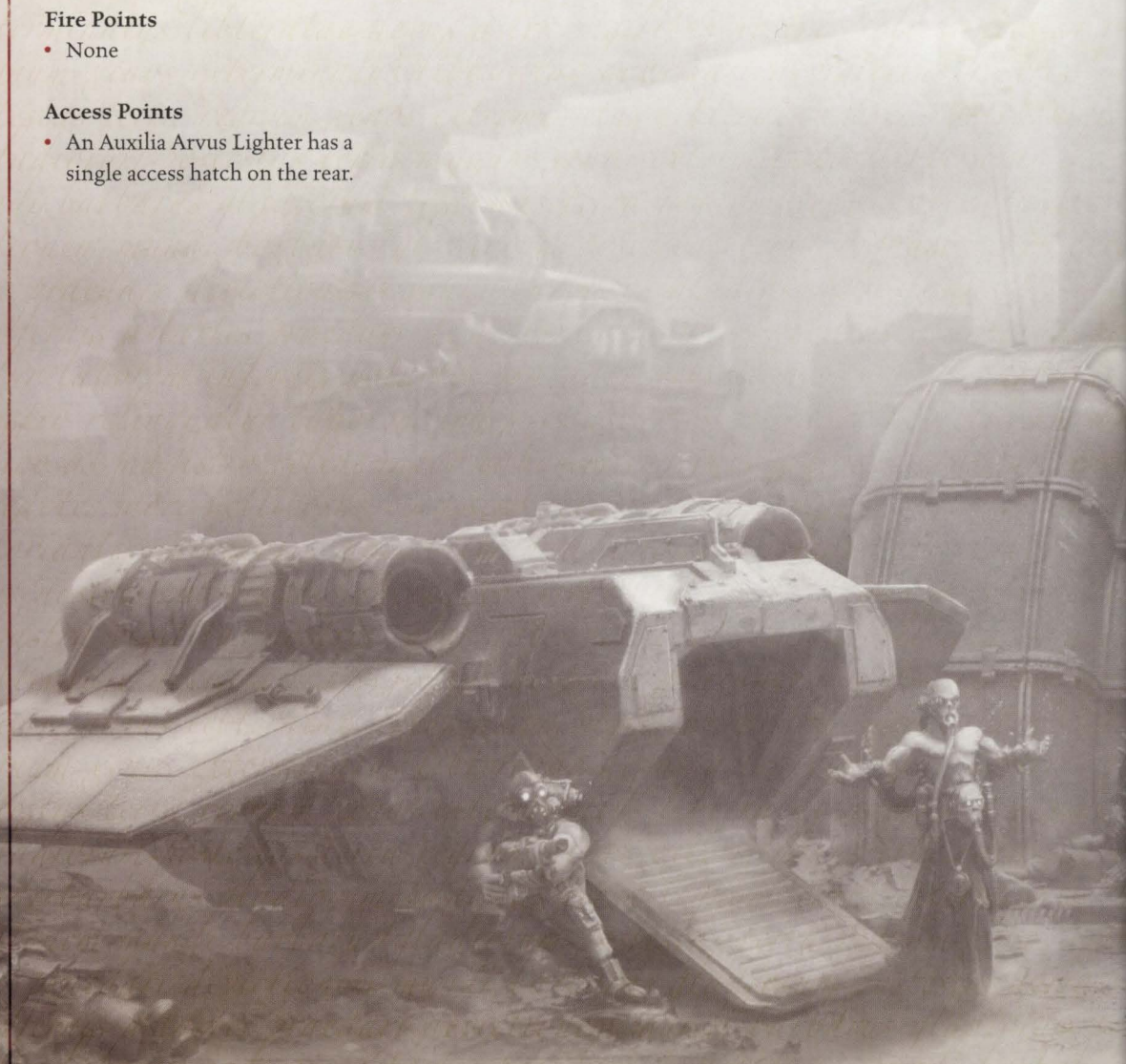
- None

## Access Points

- An Auxilia Arvus Lighter has a single access hatch on the rear.

## Options

- An Auxilia Arvus Lighter may take any of the following:
  - Flare/chaff launcher .....+10 points
  - Armoured Cockpit .....+15 points
  - Illum flares.....+5 points
  - Searchlight.....+1 point
- An Auxilia Arvus Lighter may take one of the following options:
  - A single multi-laser .....+10 points
  - A single autocannon .....+10 points
  - A single lascannon.....+20 points
  - A twin-linked multi-laser .....+15 points
  - A twin-linked autocannon .....+15 points
  - A twin-linked lascannon .....+25 points
  - Two hellstrike missiles.....+20 points





IMPERIALIS AUXILIA SENTINEL SCOUT SQUADRON

90 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Auxilia Sentinel	3	3	5	10	10	10	3	1	2

Unit Composition

- 3 Auxilia Sentinels

Unit Type

- Vehicle (Walker, Open-topped)

Wargear

- Multi-laser
- Searchlight
- Smoke launcher

Special Rules

- Move Through Cover
- Scout

Options

- The squadron may include:
  - Up to three additional Auxilia Sentinels..... 30 points per model
- Any Auxilia Sentinel may replace its multi-laser with one of the following weapons:
  - Heavy flamer..... Free
  - Autocannon..... +5 points each
  - Missile launcher (with frag and krak missiles)..... +5 points each
  - Lascannon..... +10 points each
  - Multi-melta..... +10 points each
- Any Auxilia Sentinel may take any of the following:
  - One hunter-killer missile..... +5 points each
  - Combat blades (increases its Attacks by +1)..... +5 points each

FAST ATTACK

Sentinel scout walkers are employed by many Imperialis Militias, typically for long-range patrols deep into the wilderness regions of their home worlds. Generally regarded as too weak to be considered a front line military vehicle in the forces of the Great Crusade, many local militias find them useful in an anti-insurgency role, using the machines' height, manoeuvrability and firepower to dissuade unruly populations from rising up against the Imperium and brutally suppressing such uprisings should they occur.

As the militias took up arms in the wars of the Horus Heresy, these lightest of war machines were pressed into service on the front lines, though few survived in battle against the far more formidable engines of war commonly fielded by the Legiones Astartes and Mechanicum of both sides.





AUXILIA THUNDERBOLT HEAVY FIGHTER

200 POINTS

FAST ATTACK

Many worlds across the Imperium maintain a sub-orbital defence force equipped with Thunderbolt heavy fighters or a locally constructed analogue in the case of the more technologically advanced cultures. Other planets must rely upon the Imperialis Armada for orbital support in the event of invasion, aid which might be light years away when needed most. Nonetheless, many xenos incursions have been halted before a single alien organism could even touch down upon a militia's home world, so formidable and devoted to their duty are the orbital defence wings of the Imperialis Militia.

Armour

	BS	Front	Side	Rear	HP
Thunderbolt	4	11	11	10	3

Unit Composition

- 1 Auxilia Thunderbolt Heavy Fighter

Unit Type

- Vehicle (Flyer)

Wargear

- Two twin-linked autocannon
- Twin-linked lascannon
- Armoured cockpit
- Chaff launcher
- Four kinetic piercer missiles

Special Rules

- Simulacra Repair
- Supersonic
- Deep Strike
- Combat Interdiction

Options

- The Auxilia Thunderbolt can be equipped with any of the following:
  - Ground-tracking auguries.....+10 points
  - Flare shield .....+20 points
- The Thunderbolt may exchange its four kinetic piercer missiles for:
  - Four hellstrike missiles..... Free
  - Four sunfury heavy missiles.....+20 points

Simulacra Repair

When a vehicle with this special rule suffers a Glancing hit, roll a D6. On a 6, the damage is ignored.

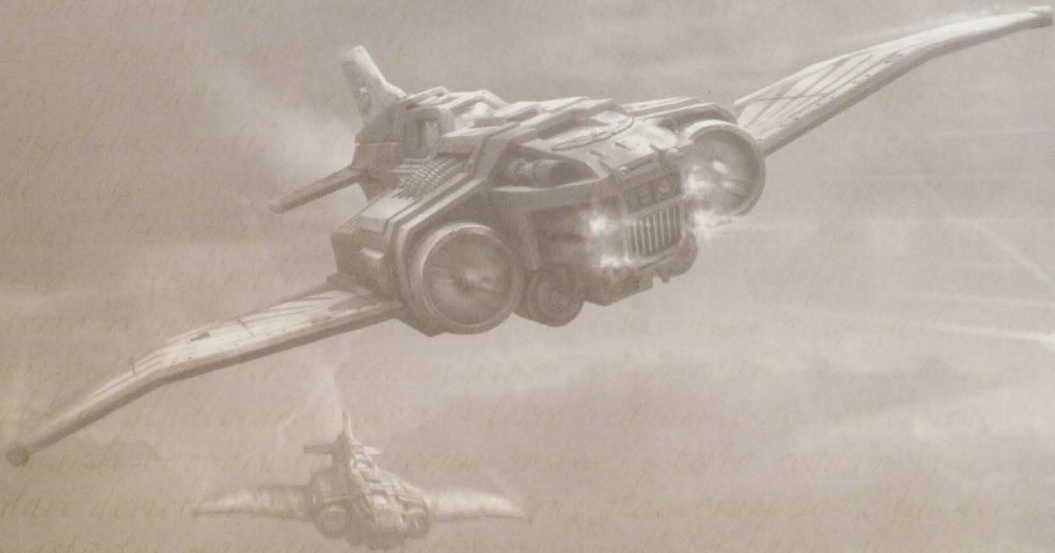
Combat Interdiction

If one or more enemy Flyers or Skimmers are already present on the table, failed Reserves rolls for this model must be re-rolled.

Kinetic Piercer Missiles

Designed to intercept and destroy aircraft, these missiles feature a second-stage solid projectile warhead, which fires a bolt of molecularly compressed metal into its target at supersonic speeds.

	Range	Str	AP	Type
Kinetic piercer missile	48"	6	2	Heavy 1, Missile, Armourbane, Heat Seeker, One Use





IMPERIALIS AUXILIA RAPIER BATTERY

35 POINTS



HEAVY SUPPORT

Imperialis Militias make use of the ubiquitous Rapier weapons carrier when operating in terrain too dense to deploy their heavier artillery, in particular cities, forests and mountainous areas. The Rapier's tracked carriage and its on-board reactor allow weapons too heavy to be carried into battle to be deployed, providing vitally needed frontline fire support to the notoriously under-equipped armies raised by both sides in the civil war raging across the Imperium.

	WS	BS	S	T	W	I	A	Ld	Sv
Auxilia Rapier	-	-	-	7	2	-	-	-	3+
Auxiliary	3	3	3	3	1	3	1	6	5+

Unit Composition

- 1 Rapier team consisting of
  - 1 Rapier Carrier and
  - 2 Auxiliaries

Unit Type

- Rapier: Artillery
- Auxiliary: Infantry

Wargear

(Auxiliaries only)

- Lascarbine
- Close combat weapon
- Flak armour

Wargear (Rapier only)

- Quad multi-laser

Special Rules

- Extremely Bulky (Rapier combined with crew)
- Provenance (Auxiliaries only)

Options

- The Rapier Battery may include:
  - Up to two additional Rapier teams .....+35 points each
- Any Rapier may exchange its quad multi-laser with one of the following:
  - Quad heavy bolter ..... Free
  - Laser destroyer array.....+15 points each
  - Quad mortar ("Thud Gun") .....+25 points each





# AUXILIA MALCADOR HEAVY TANK

235 POINTS

## HEAVY SUPPORT

A mainstay heavy tank of the early decades of the Great Crusade and named after the Regent of Terra – Malcador the Sigillite, the Malcador was largely consigned to second line service by the time of the outbreak of the Horus Heresy. Hence, a great many Imperialis Militias, even those raised from the most primitive of cultures, are possessed of large reserves of this formidable engine of war, although in some cases they are fielded by crews so ignorant in the ways of the machine that they might abandon them the moment they run out of fuel or ammunition.

### Armour

	BS	Front	Side	Rear	HP
Malcador Heavy Tank	3	13	13	12	6

### Unit Composition

- 1 Malcador Heavy Tank

### Unit Type

- Vehicle (Super-heavy, Fast)

### Wargear

- Traverse-mounted battlecannon
- Hull-mounted autocannon
- Two sponson-mounted autocannon
- Searchlight
- Smoke launcher

### Special Rules

- None

### Options

- The vehicle may exchange its traverse-mounted battlecannon for a:
  - Twin-linked lascannon..... Free
- The vehicle may exchange its hull-mounted autocannon for one of the following:
  - Multi-laser..... Free
  - Heavy flamer..... Free
  - Lascannon.....+10 points
  - Demolisher siege cannon.....+30 points
- The vehicle may exchange both sponson-mounted autocannon for one of the following:
  - Multi-lasers..... Free
  - Heavy flamers..... Free
  - Lascannon.....+20 points
- The vehicle may take any of the following:
  - Flare shield .....+25 points
  - Armoured Ceramite.....+20 points
  - One pintle-mounted multi-laser or heavy flamer.....+10 points
  - Up to two hunter-killer missiles .....+10 points each
  - Siege Armour .....+10 points each
  - Dozer blade.....+5 points
  - Auxiliary drive .....+10 points

### Siege Armour

The Front Armour value of the Malcador is increased to 14, but the tank loses the Fast special rule.





# MILITIA AUXILIARY BATTLE TANK ATTACK SQUADRON

140 POINTS

### Armour

	BS	Front	Side	Rear	HP
Militia Leman Russ Battle Tank	3	14	13	10	3
Militia Leman Russ Annihilator	3	14	13	10	3
Militia Leman Russ Exterminator	3	14	13	10	3
Militia Leman Russ Demolisher	3	14	13	11	3
Militia Leman Russ Vanquisher	3	14	13	10	3

### Unit Composition

- 1 Leman Russ Battle Tank

### Unit Type

- Vehicle (Tank, Heavy)

### Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers

### Wargear (Specific)

- Leman Russ Battle Tank:  
Battle cannon
- Leman Russ Annihilator:  
Twin-linked lascannon
- Leman Russ Exterminator:  
Exterminator autocannon
- Leman Russ Demolisher:  
Demolisher siege cannon
- Leman Russ Vanquisher:  
Vanquisher cannon

### Options

- The squad may contain:
  - Up to two additional Leman Russ Battle Tanks..... +140 points each
- Any Leman Russ Battle Tank may be exchanged for a:
  - Leman Russ Annihilator ..... Free
- Any Leman Russ Battle Tank may be exchanged for a:
  - Leman Russ Exterminator ..... Free
- Any Leman Russ Battle Tank may be exchanged for a:
  - Leman Russ Demolisher .....+20 points
- Any Leman Russ Battle Tank may be exchanged for a:
  - Leman Russ Vanquisher .....+15 points
- Any model may exchange its heavy bolter for:
  - Heavy flamer ..... Free
  - Multi-laser ..... Free
  - Lascannon ..... +10 points per model
- Any model may take a pair of sponsons armed with:
  - Heavy bolters ..... +20 points per model
  - Heavy flamers ..... +10 points per model
- Any model in the squadron may take one of the following:
  - Pintle-mounted heavy flamer ..... +10 points per model
  - Pintle-mounted multi-laser ..... +10 points per model
  - Pintle-mounted heavy stubber ..... +5 points per model
- Any model in the squadron may take any of the following:
  - Hunter-killer missile ..... +5 points per model
  - Dozer blade ..... +5 points per model
  - Extra armour ..... +5 points per model

## HEAVY SUPPORT

The Leman Russ battle tank was only just beginning to be issued to Imperialis Militia forces at the outbreak of the Horus Heresy, albeit in its most basic pattern and form utilising a template that could be constructed on most worlds with basic industrialisation. Here the unseen hand of the Warmaster's agents must surely have been at work, as it was in so many other, similar circumstances.

It appears that militias that would later declare for Horus were given priority in the procurement of the Leman Russ, while those which could not be relied upon to take up arms against Terra were starved of access to it. Nevertheless, Leman Russ battle tanks were deployed by Imperialis Militias on both sides of the galactic civil war, often in deliberate concentrations (this being their optimum deployment with relatively unskilled support troops and inexperienced tank commanders), their formidable main weapons providing vital support to the massed advance of their foot-slogging compatriots.





HEAVY SUPPORT

Before the coming of the galactic civil war, the bulk of Imperialis Militias were configured to mount largely static, defensive operations, their heaviest weapons concentrated on key installations vital to the defence of their home world. Heavy ordnance batteries, commonly of the robust and easily supplied Basilisk and Medusa patterns, were ideal for this task, for what they lacked in battlefield mobility or the skill of their commanding artillerists, they compensated for in sheer weight of firepower.

AUXILIA HEAVY ORDNANCE BATTERY

75 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Auxilia Crew	3	3	3	3	1	3	1	6	-
Artillery Carriage	-	-	-	7	4	-	-	-	3+

Unit Composition

- 1- 3 Artillery Carriages, each with four Militia Auxiliary Crew

Unit Type

- Artillery Carriages: Artillery
- Militia Auxiliary Crew: Infantry

Wargear

- (Artillery Carriage only)
- Earthshaker cannon

Wargear (Militia Auxilia Crew only)

- Flak armour
- Close combat weapon
- Lascarbine

Special Rules

- Immobile Artillery
- Provenance (Militia Auxilia Crew only)

Options

- All Artillery Carriages in the unit may upgrade their earthshaker cannon to:
  - Medusa siege guns..... +25 points per model
- An Artillery Carriage equipped with a medusa siege gun may be upgraded to use:
  - Breacher shells..... +5 points per model
- Any Artillery Carriage may have:
  - Up to four additional Militia Auxilia Crew..... +3 points each

Immobile Artillery

An Immobile Artillery piece cannot be moved after it has been deployed, and ignores any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to Fall Back, the crew must leave their guns behind and Fall Back, the platforms are then removed as casualties – each artillery model should be replaced by a large model with a footprint of at least a 60mm round base.

Breacher Shells

A medusa siege gun upgraded to fire breacher shells uses the following profile:

	Range	Str	AP	Type
Breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane





SPECIAL HEAVY SUPPORT: MUTANT SPAWN

85 POINTS

DETACHMENTS WITH THE TAINTED FLESH PROVENANCE MAY TAKE A UNIQUE HEAVY SUPPORT TYPE – THE MUTANT SPAWN

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant Spawn	3	0	5	5	3	2	D6	10	-

Unit Composition

- 3 Mutant Spawn

Unit Type

- Beasts

Wargear

- None

Special Rules

- Fear
- Fearless
- Rage
- Hammer of Wrath
- It Will Not Die
- Very Bulky
- Random Attacks
- Mutated Beyond Reason
- Blind Aggression

Options

- The Mutant Spawn unit may include:
  - Up to seven additional Mutant Spawn.....+25 points each

Random Attacks

At the beginning of each Fight sub-phase, roll a D6 for each friendly Mutant Spawn unit that is locked in combat. The total result (plus any bonus for charging) is the number of attacks the unit of Mutant Spawn inflicts this Assault phase.

Mutated Beyond Reason

Roll a D3 after deployment but before the game begins to determine the particular mutation possessed by the Mutant Spawn in this unit:

D3 Mutation

- 1 **Armoured Hide:** The Mutant Spawn unit gains an Armour save of 5+.
- 2 **Grasping Claws and Flailing Pseudopods:** The Mutant Spawn unit re-rolls 1s when determining its random attacks.
- 3 **Toxic plasm:** The Mutant Spawn's attacks have the Rending special rule.

Blind Aggression

Units with this special rule must always charge in the Assault phase if this is a possibility (the controlling player may always choose their preferred target if multiple targets are available), and must always make Sweeping Advances.

HEAVY SUPPORT  
(SPECIAL)

Many of the militias that declared for the Traitors were revealed as little more than armed cults steeped in the insanity of the Warp, a taint that very quickly manifested in rampant physical corruption and mutation throughout the ranks. While many amongst the teeming masses were afflicted by strange or disturbing mutations, in some, exposure to the Warp caused a drastic alteration of form, turning them into mindless, bestial creatures of tooth, claw and tentacle.

Some cults, notably the Mendari at Calth, invited such mutation and sought to use sorcery and ritual to bring it down upon the most 'blessed' of their number.





# AUXILIA BANEBLADE SUPER-HEAVY BATTLE TANK

535 POINTS

## LORDS OF WAR

The Baneblade was a common sight upon the battlefields of the Age of Darkness and was fielded by many of the myriad arms of the Excertus Imperialis, and even saw service in the mighty Legions of the Space Marines. At the time of the outbreak of the Horus Heresy, the first generations of Baneblades were being replaced in frontline service by more advanced and specialised war machines such as the Fellblade and the Stormhammer.

As a result, even the Imperialis Militias were beginning to be issued this most formidable of super-heavy tanks, usually in the shape of older machines which had already seen decades of service before being 'retired' to second line formations and planetary arsenals. The honour of being selected for training as a crew member for a Baneblade was however considered a great one indeed, and the officer core that commandeered them usually the best, and closest in terms of allegiance to the overall commander of the force.

## Armour

BS	Front	Side	Rear	HP
3	14	13	12	9

## Unit Composition

- 1 Baneblade

## Unit Type

- Vehicle (Super-heavy)

## Wargear

- Autocannon
- Turret-mounted Baneblade cannon
- Hull-mounted Demolisher cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

## Special Rules

- None

## Options

- May take any of the following:
  - Hunter-killer missile ..... +10 points
  - Armoured Ceramite ..... +25 points
- May add up to two pairs of side sponsons, each with:
  - One lascannon & one twin-linked heavy bolter .. +50 points per pair
- May take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points
  - Combi-weapon ..... +10 points
  - Heavy flamer ..... +15 points
  - Heavy bolter ..... +15 points
  - Multi-laser ..... +15 points
  - Autocannon ..... +10 points
  - Heavy stubber ..... +5 points
  - Multi-melta ..... +20 points
- May be upgraded to a Super-heavy Command Tank ..... +25 points

## Baneblade cannon

	Range	Str	AP	Type
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast (10")





AUXILIA STORMHAMMER SUPER-HEAVY ASSAULT TANK

555 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Stormhammer	3	14	13	12	10

Unit Composition

- 1 Stormhammer

Unit Type

- Vehicle (Super-heavy)

Wargear

- One turret-mounted Stormhammer cannon
- One co-axial-mounted multi-laser
- Six sponson-mounted multi-lasers
- One hull-mounted dual battlecannon
- One hull-mounted lascannon
- Searchlight
- Smoke launcher


Special Rules

- None

Options

- The vehicle may exchange any of its multi-lasers for one of the following options:
  - Heavy flammers ..... Free
  - Heavy bolters ..... Free
  - Lascannon ..... +10 points each
- The vehicle may take any of the following options:
  - Armoured Ceramite ..... +25 points
  - One pintle-mounted multi-laser or heavy flamer ..... +10 points
- The vehicle may be upgraded to have Targeters (BS 4) ..... +20 points
- May be upgraded to a Super-heavy Command Tank ..... +25 points
- The vehicle may take up to:
  - Four hunter-killer missiles ..... +10 points each

Stormhammer Weaponry				
	Range	Str	AP	Type
Stormhammer cannon	60"	9	2	Primary Weapon 1, Massive Blast (7"), Shred, Pinning
Dual battlecannon	72"	8	3	Ordnance 2, Large Blast (5"), Twin-linked



LORDS OF WAR

It was a fortunate and privileged planetary militia indeed that counted a Stormhammer amongst its armoured units, for these super-heavy tanks were comparatively rare and most of those constructed reserved for service in the Solar Auxilia. Nonetheless, the most wealthy and influential Imperial Commanders of technologically advanced worlds were sometimes able to procure a small number, generally at their own expense.

The Stormhammer was often likened to a stately battleship, its multiple turrets and sponsons able to dominate an entire battlefield, affording the otherwise poorly equipped militias serving amongst the armies of the Age of Darkness with much needed super-heavy armoured support.

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# SPACE MARINE LEGION CRUSADE

## ARMY LIST ADDITIONS

The following section details additional rules and units for playing games of Warhammer 40,000 set against the background of the dark and terrible wars of the Horus Heresy, and is intended to be used in conjunction with the army list provided in *The Horus Heresy Book One – Betrayal*.



# DEREDEO PATTERN DREADNOUGHT

185 POINTS

## HEAVY SUPPORT

The Deredeo pattern Dreadnought was developed as an outgrowth of the same project to improve upon the fusion of Terran and Mechanicum technology which gave birth to the first Legiones Astartes Dreadnoughts, such as the Castraferrum and Lucifer patterns. It shares many core components and systems with the hugely successful Contemptor class, but rather than being a general assault unit, the Deredeo is an expressly designed heavy weapons platform, intended to combine superior firepower with the flexibility and durability of a Dreadnought chassis.

Deployed in limited numbers to each of the Legions, the Deredeo was treated as a specialist unit as it proved highly resource intensive to produce and maintain, but its undoubted survivability and killing power saw a resurgence in its use after the initial wave of internecine strife during the Horus Heresy, and it was in high demand by Traitor and Loyalist alike from the few Forge Worlds able to fashion them.

## Unit Composition

- 1 Deredeo pattern Dreadnought

## Unit Type

- Vehicle (Walker)

## Wargear

- One twin-linked Anvilus pattern autocannon battery\*
- Torso-mounted twin-linked heavy bolter
- Smoke launcher
- Searchlight
- Extra armour

*\*Note this single weapons system encompasses both autocannon mounts, and may be disabled by a single Weapon Destroyed result.*

## Special Rules

- Atomantic shielding
- Helical targeting array

## Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Deredeo Dreadnought	4	5	6	13	12	11	4	1	3

## Options

- The Deredeo may exchange its Anvilus pattern autocannon battery for a:
  - Single twin-linked hellfire plasma cannonade.....+35 points
- The Deredeo may exchange its twin-linked heavy bolter for a:
  - Twin-linked heavy flamer ..... Free
- The Deredeo may be equipped with:
  - Armoured Ceramite .....+20 points
- The Deredeo may be fitted with one of the following carapace-mounted systems:
  - Aiolos missile launcher.....+35 points
  - Atomantic pavaise .....+50 points





Deredeo Weapons Systems

The Deredeo pattern Dreadnought, with its formidable carrying capacity and battlefield stability, was used as a test-bed platform for a number of advanced Legiones Astartes weapons systems, created from the wisdom won by the centuries of the Great Crusade.

Weapon	Range	Str	AP	Type
Anvilus autocannon battery	48"	8	4	Heavy 4, Sunder
Hellfire plasma cannonade (Sustained fire)	36"	7	2	Heavy 4
(Maximal fire)	36"	7	2	Heavy 1, Gets Hot, Large Blast (5")
Aiolos missile launcher	60"	6	3	Heavy 3, Pinning, Independent Tracking

**Independent Tracking:** This weapon may fire at a different target to that of the Deredeo's other shooting attacks if desired and ignores intervening obstacles to line of sight in open terrain. When firing at vehicles, it attacks their Side Armour value.

Atomantic Shielding

The Deredeo pattern shares the Contemptor pattern's system of defensive field generators mounted inside its armour plating, and is powered by the enhanced atomantic power core within.

A Deredeo Dreadnought has a 5+ invulnerable save against shooting attacks and explosions, and 6+ against attacks suffered in close combat. In addition, if the Deredeo suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Helical Targeting Array

The Helical array's advanced augurs and sophisticated banks of combat-cogitators allow the Deredeo to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Deredeo must be immobile while the system is in operation.

If the Deredeo chooses to neither move nor Run in its turn, it may if its controlling player wishes gain the Skyfire and Interceptor special rules for that entire game turn (ie, both the controlling player's turn and their opponent's following player turn) for all of its weapons except its heavy bolters/heavy flammers.

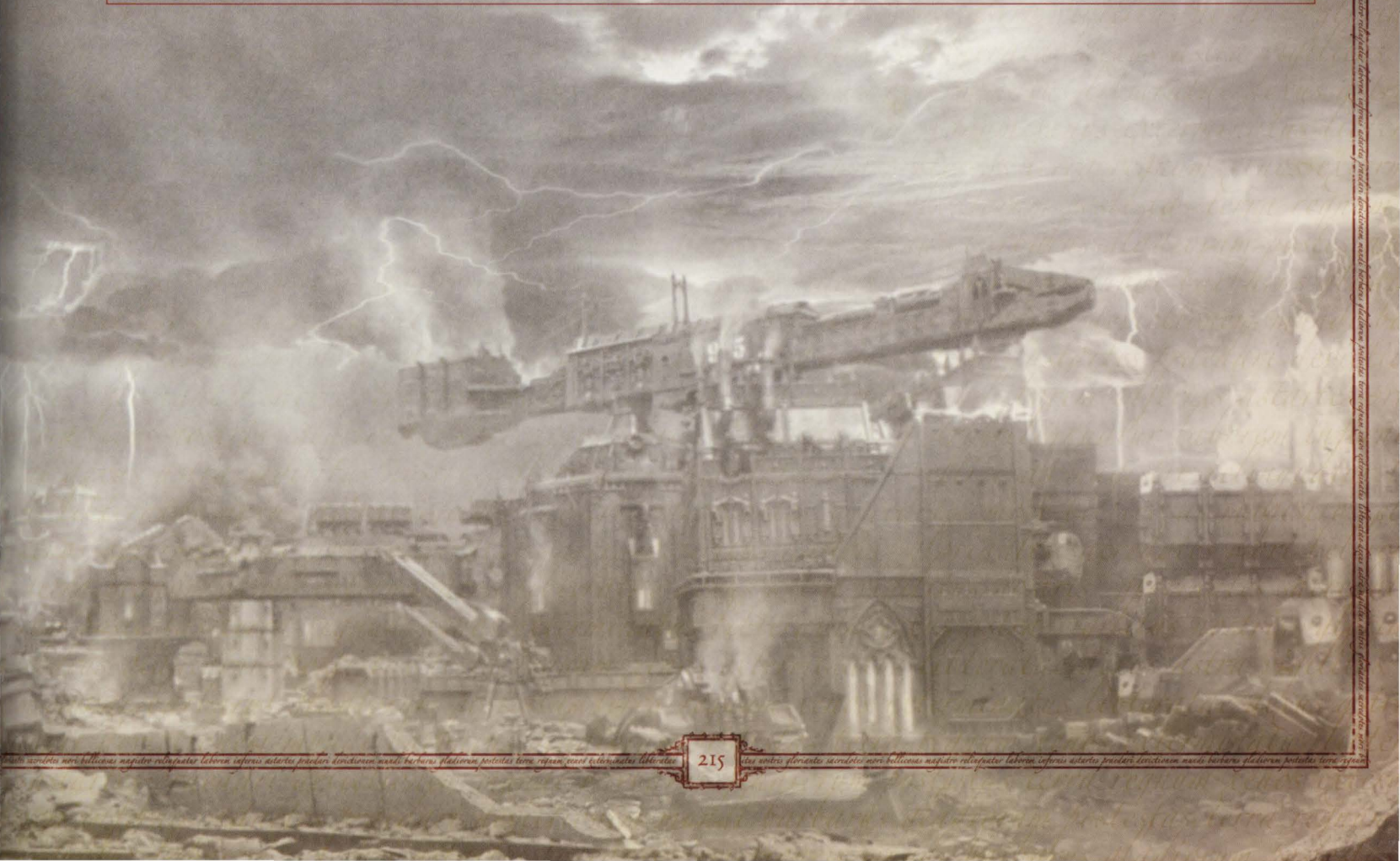
Atomantic Pavaise

A highly experimental system developed by the Clave Nuathac sub-cult magos of the Forge World of Anvilus, the atomantic pavaise was created with Zone Mortalis operations in mind, and the idea of turning the Deredeo pattern Dreadnought into a mobile bulwark against the heaviest enemy weapons fire.

This reinforced shield increases the Deredeo's own invulnerable save to 4+ against shooting attacks, and grants friendly infantry models within 3" of the Deredeo's base an invulnerable save of 6+ against shooting attacks or boosts an invulnerable save they already possess by +1 (5+ becoming 4+, etc) to a maximum of 3+.

Note that the pavaise's bonus has no effect on invulnerable saves in close combat, and its benefits do not stack with the effects of other atomantic pavaises, or other special rules, psychic powers or items of wargear which boost an existing invulnerable save.

A Deredeo Dreadnought with an atomantic pavaise adds +D3 to its Blast radius rather than +1 if it explodes, and has an explosion strength of 5.





# XIPHON PATTERN INTERCEPTOR

205 POINTS

## FAST ATTACK

The Xiphon Interceptor is a Legiones Astartes void/atmospheric combat craft with an ancient lineage. Its origins are long lost, but it shares many of its component STC patterns with craft as diverse as the Amhut Voyager and the Thunderbolt fighter.

While unique variations have been encountered on lost human colonies and in the hands of nomadic corsairs, the Legiones Astartes Xiphon was modified from that of the Rhadamanthys Enclave, brought into Compliance in 806.M30 and produced at Celestrix until its annihilation in 914.M30. While the enclave had used cyber-augmented pilots to withstand the extreme stresses generated by the Interceptor's performance, it was found that Space Marines could successfully operate the craft without harm, although this limitation prevented the Xiphon from use within the wider Imperial fleet.

Though potent and heavily armed, the Xiphon was complex, had limited operational range compared to the larger Wrath, as well as being ill-favoured by the Mechanicum. By the time of the late Great Crusade, it had all but fallen out of frontline service except within the Ultramarines and Dark Angels Legions. The shockwaves of the Horus Heresy, however, was to see many Legions press their reserves of the Xiphon back into battle.

## Armour

	BS	Front	Side	Rear	HP
Xiphon	4	11	11	11	2

## Unit Composition

- 1 Xiphon pattern Interceptor

## Unit Type

- Vehicle (Flyer)

## Wargear

- Two twin-linked lascannon
- Xiphon rotary missile launcher
- Armoured Ceramite

## Special Rules

- Deep Strike
- Supersonic
- Agile

## Options

- The Xiphon may be equipped with any of the following upgrades:
  - Ground tracking auguries .....+10 points
  - Chaff launcher .....+5 points
  - Armoured cockpit .....+5 points

## Xiphon Rotary Missile Launcher

This deadly weapons system is actually a more compact copy of a design more commonly found on heavy void fighters, and incorporates sophisticated munitions with their own cluster-charged warheads and internal tracking auguries, mounted on a rapid-firing rotary magazine-fed launcher system. These weapons systems are murderously efficient in their principal task of destroying enemy fighter craft, but are flexible enough to be readily turned on armoured ground targets as well.

Weapon	Range	Str	AP	Type
Xiphon rotary missile launcher	60"	8	2	Heavy 2, Cluster Warhead, Terminal Tracking

**Cluster Warhead:** If the weapon successfully scores a Penetrating hit on a target with an Armour value, roll D3 times on the Vehicle damage table and select the highest result to apply.

**Terminal Tracking:** Successful Jink and Cover saves against this weapon must be re-rolled.





# SOKAR PATTERN STORMBIRD

850 POINTS

## Armour

BS	Front	Side	Rear	HP
Sokar	4	14	13	12

## Unit Composition

- 1 Sokar pattern Stormbird

## Unit Type

- Super-heavy Flyer  
(Hover, Transport)

## Wargear

- Five turret-mounted twin-linked lascannon
- Six wing-mounted Dreadstrike missiles
- Armoured Ceramite
- Machine Spirit
- Dual void shield generator

## Special Rules

- Assault Vehicle
- Shield Projection
- Reinforced Structure

## Transport Capacity

- The Sokar pattern Stormbird has a transport capacity of 50 models and may carry Dreadnoughts of any type (each counting as 10 models each – these Dreadnoughts may only embark/disembark using the main ramp), Jump Infantry, Rapier batteries, Bikes\* and Jetbikes\*. It may also carry as part of its complement a single Rhino which takes up 12 models in capacity – this Rhino may carry models within it as normal.

\*Counting as Extremely Bulky models.

## Access Points

- One access hatch on each side and a rear assault ramp.

## Options

- The Sokar may replace all six of its dreadstrike missiles with a:
  - Single macro-bomb cluster payload.....+50 points
- The Sokar may be upgraded with the ability to use:
  - Orbital Strikes.....+150 points

## Dual Void Shield Generator

Whilst the model's void shields are active, any hits scored by shooting attacks against it strike its void shields instead. The Sokar has two void shields each with an Armour value of 12. A Glancing hit or Penetrating hit or any hit by a Destroyer weapon scored against a shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of its controlling player's turns, roll a D6 for each collapsed shield, a roll of 5+ instantly restores it.

## Shield Projection

So long as the Sokar is in Hover mode and remains stationary this turn, its controlling player may declare that it is projecting its void shields at the start of their turn. This means that their area extends to cover all units within 12" of the Sokar's main hull and wings in their protection.

## Reinforced Structure

The Sokar has an invulnerable save of 5+ against any attacks that have breached its void shields.

## Sokar Battle Transporter Weapons

The Sokar carries additional wing-mounted ordnance of prodigious firepower in addition to its defensive turrets, and can also be equipped to serve as a targeting relay for orbital strike craft, allowing shatteringly precise strikes from the edge of space in close support of its assault operations.

Weapon	Range	Str	AP	Type
Dreadstrike missile	120"	10	2	Ordnance 1, Blast (3"), One Use
Macro-bomb cluster	-	8	3	Bomb 1, Sunder, Apocalyptic Barrage (3D6) One Use
Orbital Strike	Unlimited	D	1	Primary Weapon 1, Massive Blast (7"), Barrage (Indirect Fire only)

## LORDS OF WAR

The Sokar pattern Stormbird is a dedicated attack lander, developed from the various Warhawk and Nephoros class Stormbird assault transports utilised by the Yndonesic Bloc during the Unification Wars on Ancient Terra, and adapted by the Emperor for his early Legions.

The Sokar itself was one of the later patterns developed and was the design precursor to the smaller, more widely produced Thunderhawk Gunship. It was conceived as a specialised, high-durability orbital assault craft — almost a mobile bastion and firebase — which could land a Space Marine strike force and withstand heavy ground fire while its passengers forced a landing zone.

To this end, the Sokar's design features all-round gun turrets and particularly dense composite armour plating comparable to a main battle tank. It is further protected by void shield generators which it can extend to protect disembarking troops and war machines. Multiple thruster units ensure that even if several engines are damaged, the Sokar is still airworthy, making it a powerful if somewhat ungainly flyer. The howl of these huge engines is quite distinctive, even over the din of battle, and along with the bloodshed that follows its appearance it has earned the Sokar the informal name of the 'Death Bird' among the Imperialis Auxilia.





# ADDITIONAL MECHANICUM UNITS

The following section details additional rules and units for playing games of Warhammer 40,000 set against the background of the dark and terrible wars of the Horus Heresy, and is intended to be used in conjunction with the army list provided in previous Horus Heresy books.



## THE ORDO REDUCTOR

Known to their fellow adherents in the Machine Cult as the 'Bringers of Blessed Ruin', the Ordo Reductor is a distinct and highly specialised military division of the Mechanicum. Theirs is the sacred role of un-maker, slaughterer and breaker; they embody the animus of the Omnissiah, its duality not as creator or embodiment of knowledge, but as destroyer and bringer of oblivion. Their given title, whose prefix was unusual for the servants of the Mechanicum, was invoked first by the great treaty between the Lords of Mars and the Emperor of Humanity, although their true and forgotten origins delve back into the dust and blood of the Age of Strife on the red world of their birth. By this order, a sub-clause of the very compact by which the alliance between

the Mechanicum and Terra was sealed, was the Ordo Reductor created for the express purpose of sundering and destroying those who would stand against the Great Crusade.

Where a new and terrible alien form of life was encountered that would not succumb to the Imperium's panoply of war, it would be the biologists of the Ordo Reductor who would find a way to kill it, where a recalcitrant human techno-empire stood strong against the Great Crusade fleets, it would be the preceptors of the Ordo Reductor who observed and analysed their weapons and defences to find their weakness and, most famously, where a fortress stood seemingly impregnable, it would be the Ordo Reductor who would find a way to bring it low.

The Ordo Reductor's numbers however were always relatively few, accounting only for a handful of the most bellicose of the magos of Mars in the beginning, split from their forges and domains henceforth to serve the Great Crusade first and their feudal masters of the Mechanicum second in all things. Even as other Forge Worlds were contacted and brought into the fold, their numbers did not increase greatly and it is often said, and not without evidence, that those Tech-Priests and magos given up to the Ordo Reductor by their birth worlds or who were drawn to it of their own volition were often already seen as outcasts; either dangerously heretical in their leanings or overly-independent and perhaps psychologically unstable by their peers. However, within the fold of the Ordo





Reductor were such individuals redeemed in the doctrine of the Cult of the Ommissiah and given righteous purpose in the service of the Mechanicum—as well as removed largely from the feudal politics of the Forge Worlds—and so while they became ‘other’ to those who remained directly under the shadow of Mars, they were not considered with the same levels of suspicion and often distrust as followed that parallel Mechanicum faction which also shared the battlefields of the Great Crusade with them, the Legio Cybernetica.

### The Covenants of War

The individual commands of Ordo Reductor magos and their attendant servants and war machines, known commonly as ‘Covenants’, were based almost entirely on purpose-configured warships, often long-range, self-sustaining Galleass types birthed in the vast shipyards of Saturn for this express task, rather than the more common Arks-Mechanicum. It was these ships which served as transport, fane and permanent base for the Ordo Reductor in the days of the Great Crusade and were their only sovereign domains, but domains they guarded jealously, even from their brother Mechanicum. The very treaty that had created them had also split the Ordo Reductor from the Forge Worlds and the bulk of the Mechanicum in a very real sense, and set them in thrall on the front lines of the Great Crusade from where they would seldom stray. The ‘Brazen Vultures’ of the Ordo Reductor, as the void captains of the Imperialis Armada came to call their ships, passed as baleful mendicants and nomads from war zone to war zone as the ebb and flow of the fighting—or the will of some Primarch or other great lord of the burgeoning Imperium—dictated.

Because of their relatively small number, wide physical dispersal and their calling as war-savants, more often than not Ordo Reductor Covenants served the various Expeditionary fleets and theatre commands in the roles of battlefield intelligence gatherers, warrior-seers and savants of carnage rather than as conquerors in their own right—the Space Marine Legions more often than not putting into practise what an Ordo Reductor magos’ blood-drenched wisdom had learned to deadly effect. The Reductor’s own forces were seldom seen to act directly in battle save to conduct targeted raids and probing strikes ahead of a main advance, or to haunt still burning battlefields making a tally of the dead and the destroyed to further their studies. This disposition held true in most cases except one; that of

siegecraft. This sphere of warfare with all of its lethal complexities and unforgiving logic was to the magos of the Ordo Reductor a thing of sublime and dark mystery, and in its discipline they found purity and in its merciless execution they found the echo of the divine Ommissiah. In the arts of the siege, the magos of the Ordo Reductor acknowledged no superior and few equals in their cold pride, save a handful of the Primarchs of the Legiones Astartes. This presumption was not without its justification, as in countless sieges and assaults, the Covenants of the Ordo Reductor proved able to sunder defences thought unconquerable and survive Zones Mortalis battles located where no human and perhaps no Legiones Astartes could have fought and lived.

In structure, the Covenants of the Ordo Reductor fought and operated as autonomous warbands, self-sufficient in almost all respects, containing a mixture of magos and Tech-Priest savants whose specialities ranged from tactical assault to macro-firepower to mimetic and forensic battlefield analysis to munitions production. Its weapons were many and deadly beyond reason, for to the Ordo Reductor was the right given to bear arms forbidden since the Dark Age of Technology and arcana deemed too unpredictable and dangerous for general deployment by the Great Crusade. Also, theirs by dictate Imperial was the right—within certain parameters—to innovate new weapons and war machines in order to overcome the countless enemies the Great Crusade faced. This license bore fruit in many ways during the countless wars which made up the Great Crusade, from the development in concert with the Imperial Fists Legion of the peerlessly durable Land Raider Achilles, to the development of the powerful eradication cannon mounted on the Hellion-Minoris war machines of the Centurio Ordinatus, devised expressly for the Rangdan campaigns.

Perhaps the most widespread of the Ordo Reductor’s creations is however the Thallaxii; heavily augmented cybernetic shock troops created by the Ordo Reductor to replace the skitarii legions of Mars, to which, owing to their now separated status, they no longer had direct or ready access to for support. As well as serving first and foremost as the Ordo Reductor’s soldiers of the line, the extremely potent and durable Thallax were also gifted or traded by the Ordo Reductor magos to other factions of the Mechanicum as the Great Crusade went on, most notably to the Taghmata of Forge Worlds and

outposts that were far separated from Mars, as well as elements of the Legio Cybernetica and the Myrmidon sub-cult (which often found common doctrinal cause with the Ordo Reductor) in return for reciprocal agreements of supply and allegiance. This served to both greatly increase the power and independence of the Ordo Reductor and, it has been argued by some, also contributed to the waning of Mars’ direct military control over its outlying Forge Worlds in the decades before the Horus Heresy.

### The Hidden Order

As diffuse a military organisation as the Ordo Reductor was during the Great Crusade, and as unfathomable as its inner workings were to outsiders, it nevertheless showed a long history of successful tactical and strategic integration with the forces of the Great Crusade alongside which it served. This was evidenced not least of all by the willing incorporation of the heraldry and livery of the Space Marine Legions with which a particular Covenant (or more rarely a demi-Legio comprised of several Covenants) had been embedded for an extended period, and honours from such campaigns were retained in pride of place in the livery of their war machines and servitors. It was for this reason, much as with other detached Mechanicum military formations such as the Titan Legions, that when the Horus Heresy erupted across the galaxy and split the forces of the Imperium, so was the Ordo Reductor also split, with its bellicose sigil of the broken tower present among the banners of Loyalist and Traitor alike.

It is however true in the final analysis that a discernible percentage of the Ordo Reductor ultimately sided with the Loyalists’ cause over that of the Warmaster, and a very few took the same path as other certain outlying Forge Worlds and chose to withdraw support from either side of the conflict, declaring independence. It is not known why in this the Ordo Reductor should be so singularly different to the Titan Legions or the Martian Mechanicum, who on reflection favoured to a margin the Traitors’ cause, or the various Taghmata, swayed by the rulers of their Forge Worlds going where they led. But it may simply be that the majority chose to ultimately honour the deeds and purposes of their genesis over more temporal concerns, or as some have less favourably theorised, that in opposing the forces of the Warmaster and his treachery, many saw the greatest challenge to their arts of war.





## TAGHMATA USOLKAN THALLAX

VANG-145 HEX-SAR•GES  
MYRMIDEX MENDICANT, TAGHMA  
THRACIAN HIGHLANDS, CALTH

This image, lifted from necro-cortical probe data retrieved from Word Bearers captured during fighting in the Thracian Highlands, shows one of myriad Thallax loosed on the region by the apprentices of Magos-prime Usolkan. Where unaugmented troops suffered from numerous psychological deficiencies when facing the manifest denizens of aetheric space and full battle-automata were unable to process the anomalous existence of such creatures, the cyborg Thallax proved most efficient in this brutal theatre of war.

As is traditional amongst the nomadic Usolkan Taghma, this Thallax bears a heraldry which incorporates a simple numerical identity stamp and the icon of Magos-prime Usolkan upon its chest plate. Though present at Calth due to a temporary alliance with the magos of Veridia Forge, this Thallax does not bear any of the markings of that Forge, likely due to the terms of the compact negotiated between the magos.



SCYLLAX GUARDIAN-AUTOMATA COVENANT

155 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Scyllax Guardian-automata	3	4	4	5	2	3	2	7	4+

Unit Composition

- 4 Scyllax Guardian-automata

Unit Type

- Infantry

Wargear

- Scyllax bolter
- Mechadendrite combat array
- Carapace armour
- Rad furnace

Special Rules

- Guardian-Servitor Protocols
- Move Through Cover
- Night Vision
- Relentless

Options

- The squad may include:
  - Up to twelve additional Scyllax Guardian-automata.....+35 points each
- The entire squad may be equipped with frag grenades.....+10 points
- Any Scyllax Guardian-automata may replace their Scyllax boltgun with one of the following:
  - Rotor cannon .....+5 points
  - Flamer .....+10 points
  - Volkite charger .....+10 points
- For every four Scyllax Guardian-automata in the unit, one model may replace their Scyllax boltgun with one of the following:
  - Meltagun .....+15 points
  - Graviton gun .....+15 points
  - Rad-cleanser .....+20 points
  - Plasma gun .....+20 points

Guardian-Servitor Protocols

So long as a model in this unit is within 24" of a model from the same detachment which has the Battlesmith special rule or the Cybertheurgy special rule, the Guardian-automata are Fearless. If no such unit is within this range, the controlling player must make a Leadership test for the unit at the start of their Movement phase or they must remain stationary this turn, but may make shooting attacks as normal. If the Guardian-automata are already locked in an assault, they may fight normally.

Mechadendrite Combat Array

The Scyllax are equipped with a large number of mechadendrites and servo-arms adapted for lethal purposes, dissecting living matter with murderous speed.

Weapon	Range	Str	AP	Type
Combat array	-	User	5	Melee, Maelstrom, Dismemberment

**Maelstrom:** As a result of any close combat roll To Wound roll of a 6, immediately generate an additional attack roll for the Scyllax, which is then carried out normally. Bonus attacks generated in this way do not themselves generate more attacks.

**Dismemberment:** The Scyllax may forgo its normal number of attacks (including any bonus for charging, etc) and may make a single attack using this profile instead.

Weapon	Range	Str	AP	Type
Dismemberment	-	+3	2	Melee, Unwieldy

Rad Furnace

The reactor core at the heart of the Scyllax generates large quantities of harmful radiation which is vented from their carapace at will. All models locked in combat with one or more units of Scyllax suffer -1 to their Toughness characteristic for the duration of the combat. Scyllax models are immune to this effect as well as those of rad grenades. Any weapon with the Poison or Rad-phage special rule only wounds a model equipped with a rad furnace on a D6 roll of a 6.

Scyllax Bolter

By the end of the Great Crusade, most Scyllax in service were armed with a purpose-built variant of a standard boltgun; a weapon designed to exclusively utilise superior kraken penetrator bolts.

Weapon	Range	Str	AP	Type
Scyllax bolter	30"	4	4	Rapid Fire



TROOPS

Not all of the most potent creations of the Mechanicum are hulking war machines and towering battle-automata. Some, such as the Scyllax Guardian-automata, demonstrate formidable power in a more compact frame scarcely larger than an armoured man. These sophisticated machine-creatures are neither a true battle-automata, lacking a cybernetica-cortex, nor are they a true servitor class as their organic component is almost negligible, reduced to the ossuary skulls and human neural tissue harvested from sources best left unknown. Their armoured carapaces, as durable as Legiones Astartes battle plate, house instead powerful electro-thermic reactors and banks of lucid cogitator-stacks that process a storm of battlefield analysis engrams and protective tech-incantations, a system so potent some claim it borders on the blasphemy of the Silica Animus.

Prized far beyond the mere servo-automata from which they were developed using ancient secrets uncovered during the Great Crusade, Scyllax are found in the retinues of only the highest ranking magos, where they serve as bodyguards and elite shock troops. There are some factions within the Mechanicum who will have no truck with the Scyllax though, claiming sinister provenance for its design, and that the automata gain a subtle and dangerous self-awareness over time.



# THANATAR-CALIX CLASS SIEGE-AUTOMATA

295 POINTS

## HEAVY SUPPORT

A variant of the Thanatar class siege-automata developed during the latter part of the Great Crusade, rumours persist that this extraordinarily powerful variant of the Thanatar was the work of the combined efforts of the Sollex Myrmidon and Omega-Shevar covenant of the Ordo Reductor, alongside unknown representatives of the Legio Cybernetica. The Thanatar-Calix combines the deadly tech-arcana of all three of these secretive factions into a single devastating weapons platform geared towards the vanguard of siege assault warfare, able both to sunder the strongest fortifications in moments and conduct targeted strikes to neutralise defensive batteries or turret emplacements with the lethal fire of its Sollex heavy lascannon. These rare siege-automata were held as sacred by the Taghmata and Ordo Reductor covenants which fielded them, as well as signs of particular prestige within the Cult Mechanicus, and were seldom committed to battle without supporting escorts of lesser battle-automata and guardian-automata in the field to protect them in their perilous duties.

	WS	BS	S	T	W	I	A	Ld	Sv
Thanatar	3	4	8	8	4	2	2	8	2+

### Unit Composition

- 1 Thanatar-Calix class  
Siege-automata

### Unit Type

- Monstrous Creature

### Wargear

- Twin-linked mauler bolt cannon
- Sollex pattern heavy lascannon
- Graviton ram
- Infravisor
- Atomantic shielding

### Special Rules

- Cybernetica Cortex
- Reactor Blast
- Lumbering Advance

### Options

- The Siege-automata may be given any of the following options:
  - Searchlight.....+1 point each
  - Enhanced Targeting Array.....+15 points each

### Special Option

- A single maniple comprised solely of a single Battle-automata/ Siege-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule.....+35 points





Lumbering Advance

A model with this special rule may not make Run moves or Sweeping Advances.

Sollex Pattern Heavy Lascannon

A weapon first created by the Pontifex Technis Ayahpana during the Age of Strife, or so it is claimed by the Myrmidons of the Sollex sub-cult of the Ommissian faith, these lascannon operate on an order of magnitude greater in destructive power than the las weaponry commonly employed elsewhere by the Imperium. Their firepower is unmatched for their size, although the required materials and arcane lore used in their manufacturing have made them rare even among the forces of the Mechanicum Taghmata. Thus is each one dispersed to the Forge Worlds treated with abject reverence by the Tech-Priests and magos who tend to them.

Weapon	Range	Str	AP	Type
Sollex pattern heavy lascannon	60"	10	2	Heavy 1

Graviton Ram

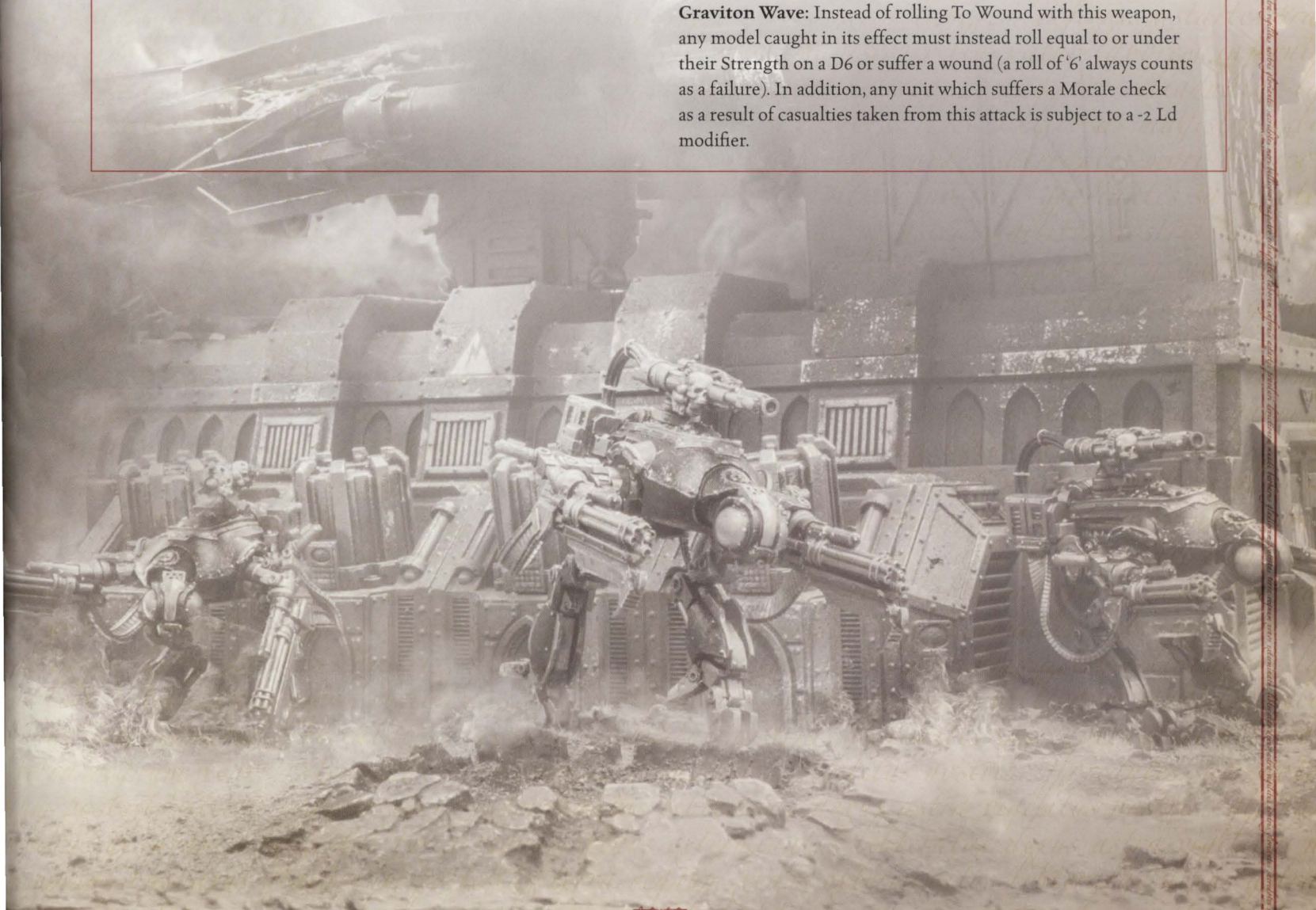
A creation whose origins and design far predates the Imperium, this graviton weapon may have once been simply a device used for mining and excavation during the height of humanity's technological might, but in the hands of the Mechanicum it has been turned into an implement of devastation capable of pulverising rock, metal and flesh in cascading waves of gravitational force. The weapon has two profiles, one of which is used as a shooting attack and one is used in the Assault phase.

In addition to its weapon attacks, units assaulting a model with a graviton ram always count as making a Disordered Charge when doing so.

Weapon	Range	Str	AP	Type
Graviton ram (Assault)	-	10	1	Melee, Armourbane, Concussive, Structural Collapse
(Shooting)	Template	*	4	Heavy 1, Concussive, Graviton Wave*, Haywire

**Structural Collapse:** When attacking a building or fortification, this weapon uses the Destroyer Damage table.

**Graviton Wave:** Instead of rolling To Wound with this weapon, any model caught in its effect must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). In addition, any unit which suffers a Morale check as a result of casualties taken from this attack is subject to a -2 Ld modifier.







HEAVY SUPPORT

Unlike the lauded Thanatar-Calix, this variant of the potent Thanatar siege-automata, known as the Cynis, was met from its creation by the magos of Estaban III with ill-fortune and acrimony. An unashamed attempt by the Mechanicum faction on Estaban to increase their power within the order of the Machine God's domains, the Cynis was intended to replicate the Thanatar siege-automata on a wider scale. By doing so, the magos of Estaban perhaps hoped to further usurp the sometimes troublesome Forge World of Ryza's importance in the eyes of the Fabricator-general. Without Ryza's mastery of plasma-arcana however, the Cynis proved an unstable and often self-destructive design, despite its obvious battlefield power; its machine-spirits were equally believed to be erratic and malevolent by those adepts whose task it was to tend them.

Regardless, the Fabricator-general approved its design over the strong objections of Ryza, worsening the feud which had broken out between Ryza and Estaban III, although the production of the class was far less successful than hoped. Accusations of sabotage and malifica by Estaban on the covert agents of Ryza were commonplace before the outbreak of the Horus Heresy, and when Estaban declared for the Traitors and Ryza the Loyalists, bitter blood could at last be settled with iron and fire.

THANATAR-CYNIS CLASS SIEGE-AUTOMATA MANIPLE

275 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Thanatar	3	4	8	8	4	2	2	8	2+

Unit Composition

- 1 Thanatar-Cynis class Siege-automata

Unit Type

- Monstrous Creature

Wargear

- One mauler bolt cannon
- Two Cynis pattern plasma ejectors
- Infravisor
- Atomantic shielding

Special Rules

- Cybernetica Cortex
- Reactor Blast
- Lumbering Advance

Options

- The maniple may include:
  - Up to two additional Thanatar-Cynis class Siege-automata ..... +275 points each
- The Siege-automata Maniple may be given any of the following options – all Siege-automata in the maniple must have the same upgrade:
  - Searchlight.....+1 point each
  - Enhanced Targeting Array.....+15 points each

Special Option

- A single maniple comprised solely of a single Battle-automata/ Siege-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule.....+35 points

Lumbering Advance

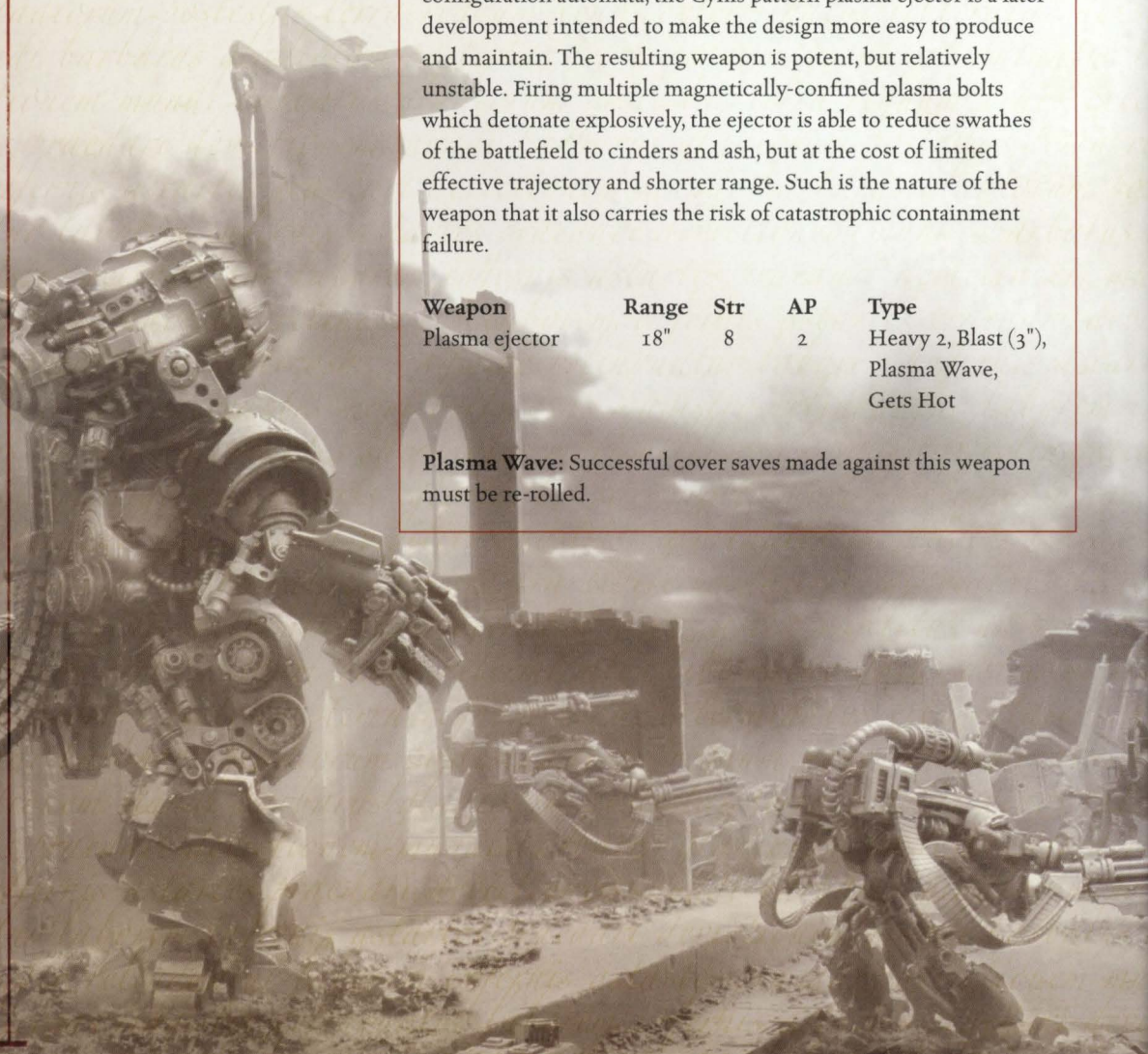
A model with this special rule may not make Run moves or Sweeping Advances.

Cynis Pattern Plasma Ejector

A variant of the same advanced plasma weapons technology used in the devastating plasma mortars of the Thanatar standard siege-configuration automata, the Cynis pattern plasma ejector is a later development intended to make the design more easy to produce and maintain. The resulting weapon is potent, but relatively unstable. Firing multiple magnetically-confined plasma bolts which detonate explosively, the ejector is able to reduce swathes of the battlefield to cinders and ash, but at the cost of limited effective trajectory and shorter range. Such is the nature of the weapon that it also carries the risk of catastrophic containment failure.

Weapon	Range	Str	AP	Type
Plasma ejector	18"	8	2	Heavy 2, Blast (3"), Plasma Wave, Gets Hot

**Plasma Wave:** Successful cover saves made against this weapon must be re-rolled.





DOMITAR CLASS BATTLE-AUTOMATA MANIPLE

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Domitar	4	3	7	7	4	3	3	7	3+

Unit Composition

- 1 Domitar class Battle-automata

Unit Type

- Monstrous Creature

Wargear

- One missile launcher with krak and ignis-frag missiles
- Two graviton hammers
- Atomantic shielding

Special Rules

- Cybernetica Cortex
- Reactor Blast
- Crusader\*
- Brutal Charge

\*Note that the unit must be in range of a cortex controller for this rule to take effect.

Options

- The maniple may include:
  - Up to four additional Domitar class Battle-automata..... +175 points each
- Any Battle-automata Maniple may be given any of the following options – all Battle-automata in the maniple must have the same upgrade:
  - Searchlight.....+1 point each
  - Frag grenades.....+5 points each
  - Flak missiles.....+5 points each

Special Option

- A single maniple comprised solely of a single Battle-automata/ Siege-automata (of any type) in the detachment may be given:
  - The Paragon of Metal special rule.....+35 points

Graviton Hammer

More compact variants of the immensely powerful graviton rams found on the Thanatar-Calix Siege-automata, these brutal weapons amplify the blows of the Domitar with crushing waves of gravitational force, and unleash short range blasts of power capable of rupturing flesh and splitting armour.

Note that the Domitar is equipped with two graviton hammers, which have the effect of granting it an additional attack – this is already included in its profile.

In addition to its weapon attacks, units assaulting a model or unit with a graviton hammer always count as making a Disordered Charge when doing so.

Weapon	Range	Str	AP	Type
Graviton hammer	-	10	2	Melee, Concussive, Wrecker


Brutal Charge

When charging, the model inflicts D3 Hammer of Wrath attacks. In the case of a unit of such models, roll once and multiply the result by the models in the unit to calculate how many hits are scored.

Ignis-frag Missile

A device of the Ordo Reductor designed principally for use against Ork dens, the warheads of these missiles combine a fragmentation casing around a powerful explosive charge with an incendiary core which ignites on exposure to oxygen.

Weapon	Range	Str	AP	Type
Ignis-frag missile	48"	5	6	Blast (3"), Ignores Cover



ELITES

Accorded by most observers to be the last class of battle-automata to enter production on multiple Forge Worlds before the outbreak of civil war, the Domitar was a sophisticated variant of the ancient Conqueror pattern. Larger than the more common Castellax alongside which it would serve, the Domitar was also swifter, designed to cross the open battlefield at speed, and built expressly to crash into the enemy with shattering force.

To this end the Domitar's shock-protected and armoured frame was itself a weapon, while its blows were amplified to colossal proportions by the battle-automata's inbuilt gravitational hammers, allowing it to pulverise battle tanks and, as it would later prove, even Legiones Astartes Dreadnoughts in combat. As a line-breaker, the Domitar was unparalleled in the Mechanicum's arsenal, and its tactical flexibility was further augmented with a missile launcher armed with a variety of munitions.

The introduction of the Domitar was part of the Mechanicum's growing power by the late 900s.M30 and the source of much disquiet in certain circles of the Imperium's hierarchy, but like other weapons of its era, it would burn in the fires of heresy, the apotheosis of power it represented all but lost to history.







# THE ULTRAMARINES

The following section details additional rules and units for playing games of Warhammer 40,000 set against the background of the dark and terrible wars of the Horus Heresy, and is intended to be used in conjunction with the army list provided in *The Horus Heresy Book One – Betrayal*.



## CRUSADE ARMY LIST APPENDIX XIII: ULTRAMARINES

### LEGIONES ASTARTES (ULTRAMARINES)

The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities and minds and souls tempered for war. In addition, each individual Legion has its own idiosyncrasies and character—the product of their gene-seed and unique warrior culture.

The Ultramarines Legion prosecutes the Emperor's wars with reason, discipline and resolve; every warrior striving to match the example of their Primarch. The most numerous of the Space Marine Legions, they have long formed the bulwark of the Imperium's domains in the Galactic East.

**Legiones Astartes:** All models with this special rule may always attempt to regroup at their normal Leadership value regardless of casualties.

**Interlocking Tactics:** The Ultramarines pride themselves above all things on their unity of purpose and their seamless tactical integration in battle. For many years they have been accorded as being the most numerous of the Space Marine Legions and, under their Primarch, they have forged a significant range of tactical doctrines which hone their unity and strength in numbers to lethal advantage.

- Whenever a unit with the Legiones Astartes (Ultramarines) special rule makes a shooting attack against a target which has already been successfully hit in the same Shooting phase by another Ultramarines unit\*, they may re-roll rolls of 1 to wound or penetrate the target's armour. This does not affect Snap Shots or Blast weapons.
- Whenever a unit with the Legiones Astartes (Ultramarines) special rule charges a unit which is already engaged in an assault by another Ultramarines unit\* and fails to reach the target owing to a failed Charge Range roll, this roll must be re-rolled.

*\*For the purposes of this special rule, an Ultramarines unit is defined as any unit in the same detachment drawn from the Space Marine Legion Crusade Army list except Super-heavy vehicles, Flyers, Servo-automata and Battle-automata of any kind.*

**Certainty and Resolve:** Any model with the Legiones Astartes (Ultramarines) special rule takes Fear and Regrouping tests on an unmodified Leadership value of 10.

**Rigid Chain of Command:** One potential disadvantage to the uncommon unity the Legion displays is its reliance on a rigid chain of command for its decision making; a chain that can be momentarily broken if a unit commander is slain.

If all of the HQ units in the Ultramarines detachment are slain, their opponent gains an additional +1 Victory point. In addition, if the army's Warlord is slain, then every unit in the Ultramarines detachment with the Legiones Astartes (Ultramarines) special rule must take an immediate Pinning test, with the exception of those with the Independent Character special rule or who have had an Independent Character join their unit.

### LEGION SPECIFIC UNITS

In addition to those found in the Space Marine Legion Crusade Army list, the Ultramarines Legion has particular access to four additional unit types:

- Invictarus Suzerain Squads
- Fulmentarus Terminator Strike Squads
- Locutarus Storm Squads
- Damocles Command Rhino

Independent Characters in the Legion also have access to two unique items of wargear: the Legatine Axe and the Mantles of Ultramar. Legion Breacher squads with the Legiones Astartes (Ultramarines) special rule may also exchange their bolters with power swords for +5 points each.

Invictarus Suzerain Squads may be taken either as Elites choices or in place of normal Command squads, while Fulmentarus Terminator Strike Squads are Heavy Support choices, Locutarus Storm Squads are Fast Attack choices and a single Damocles Command Rhino may be taken as a non-compulsory HQ choice for the army.



### 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. Requiring great skill to master, the weapon is swifter to wield than most power axes, but lacks the brute destructive force of many of its kind, relying instead on the skilful placement of blows to inflict maximum harm.

Any model with the Independent Character type and with the Legiones Astartes (Ultramarines) special rule may exchange a chainsword or combat blade for a Legatine axe for +20 points.

Weapon	Range	Str	AP	Type
Legatine axe	-	As User	2	Melee, Specialist Weapon, Cutting Strike

**Cutting Strike:** Any To Hit roll result of 6 with this weapon wounds automatically.

### 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 were claimed as prizes 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 symbolize sacrifice, unflinching service and the adherence of duty unto death to the Ultramarines Legion.

A Mantle of Ultramar counts as a suit of artificer armour, granting a 2+ Armour save. In addition, it provides the Feel No Pain (5+) special rule and immunity to the Blind special rule for the wearer only.

A Praetor model with the Legiones Astartes (Ultramarines) special rule may exchange their artificer armour for one of the Mantles of Ultramar for +20 points.

### ULTRAMARINES UNIQUE RIGHT 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 roughly 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

All models with the Legiones Astartes (Ultramarines) special rule as well as Ultramarines Dreadnoughts (of any type) in a detachment subject to this Rite of War gain a single particular benefit each turn from the following list. Only one effect is used at a time for the entire detachment. The controlling player determines which effect applies at the beginning of each of their turns and the effect is constant until they choose again.

- **Full March:** Any affected unit may re-roll Run distances.
- **Hold Fast:** Any affected unit which remains stationary this turn may make Snap Shots at BS 2.
- **Retribution Strike:** All affected units gain the Counter-attack special rule.

### 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 second compulsory choice must be either a Master of Signal Consul or a 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.
- Detachments using this Rite of War may not take more vehicles with either the Tank or Flyer type in total than they have Infantry units in the detachment.
- Units which are part of a detachment using this Rite of War may not deploy as Infiltrators or enter play via Deep Strike (normal Reserves, etc., are however allowed). This means that certain units which may only enter play in this fashion, such as Drop Pods, may not be taken as part of the detachment.



"Superiority of force is key and the key to superiority is above all structure. With structure comes order, with order the ability to carry out purpose, and only through clear purpose can victory be perceived."

Principia Bellicosa,  
Ch. XXXIV, Vs. I-IV





## 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. Their Legatine power axes are ancient symbols once carried by the heralds of the battle-kings of Macragge, but they are more than signs of office, they are used to enact instant justice on any who would defy the Primarch's will. 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.

In battle, the Invictarus Suzerains enact their Primarch's judgement upon the foe, striking down the enemies of Mankind in order to build the shining future of which Ultramar is the leading edge.

## INVICTARUS SUZERAIN SQUAD

200 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Invictarus Suzerain	5	4	4	4	1	4	2	10	2+

### Unit Composition

- 5 Invictarus Suzerains

### Unit Type

- Infantry

### Wargear

- Bolt pistol
- Legatine axe
- Boarding shield
- Frag & krak grenades
- Artificer armour

### Special Rules

- Legiones Astartes (Ultramarines)
- Implacable Advance
- Lords of Ultramar
- Chosen Warriors
- Honour Bearers

### Dedicated Transport

- An Invictarus Suzerain Squad may take a Land Raider Phobos or Land Raider Proteus as a Dedicated Transport.

### Options

- The squad may include:
  - Up to an additional five Invictarus Suzerains.....+25 points each
- Any Invictarus Suzerain may exchange their bolt pistol for a:
  - Plasma pistol.....+15 points
- Any Invictarus Suzerain may exchange their Legatine axe for a:
  - Thunder hammer.....+15 points

### Lords of Ultramar

The Invictarus Suzerains are indefatigable warriors whose actions and example are held up as paragons to their fellow Ultramarines, and beyond the battlefields of the Great Crusade, they were the voice and iron fist of the Legion's rulership over its star-spanning realm.

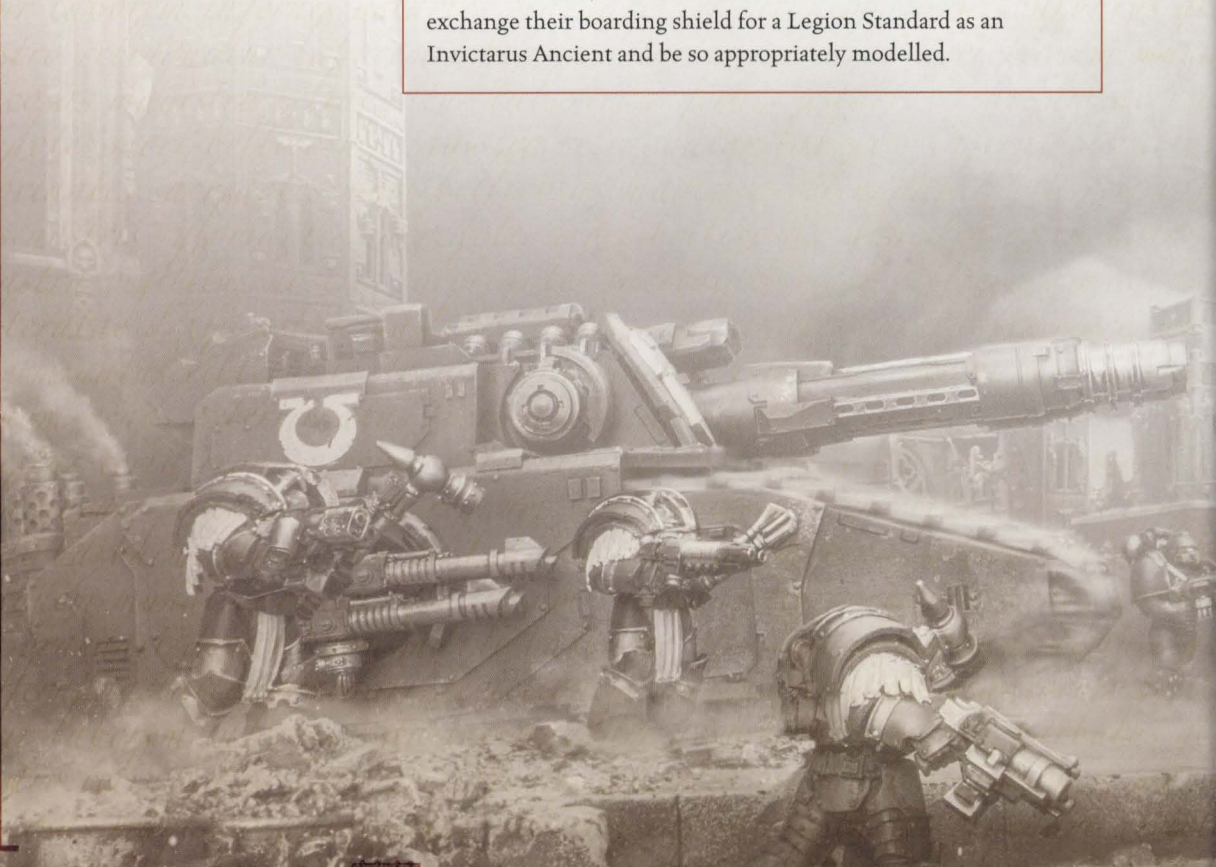
Units with the Legiones Astartes (Ultramarines) special rule as well as Allied Detachment units drawn from either the Solar Auxilia or Imperialis Militia army lists within 12" of an Invictarus Suzerain model which is itself not Pinned or Falling Back gain a +1 modifier to their Leadership value (to a maximum of Ld 10).

### Chosen Warriors

Any model in the squad may issue and accept Challenges.

### Honour Bearers

As well as being an Elites choice in their own right, an Invictarus Suzerain Squad may be chosen instead of a Command squad for any Praetor of the Ultramarines Legion (as well as any other Ultramarines model with the Master of the Legion special rule). If this is the case, then one of the Invictarus Suzerains must exchange their boarding shield for a Legion Standard as an Invictarus Ancient and be so appropriately modelled.





# HONOURED TELEMACHRUS

THE FURY OF CALTH, THE HERO OF BLOODY KEEP, THE LAST OF THE OLD 92<sup>ND</sup>

255 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Telemechrus	6	5	7	13	12	10	4	3	4

## Unit Composition

- 1 (Unique)

## Unit Type

- Vehicle (Walker)

## Wargear

- Dreadnought close combat weapon with inbuilt combi-bolter
- Kheres assault cannon
- Extra armour
- Smoke launcher
- Searchlight

## Special Rules

- Atomantic Shielding
- Fleet
- Brutal Charge
- Living Icon of the Legion
- Resilient
- Wrath in Betrayal

## Brutal Charge

Honoured Telemachus inflicts D3 Hammer of Wrath attacks on the charge.

## Living Icon of the Legion

Units with the Legiones Astartes (Ultramarines) special rule with at least one model within 12" of Honoured Telemachus gain +1 to their Assault Resolution score and may add +1" to their Sweeping Advance rolls.

## Resilient

Whenever Honoured Telemachus suffers a Penetrating hit, their owning player may ask their opponent to re-roll the result rolled on the Vehicle Damage chart or the Destroyer Damage chart. However, the second result always stands, even if it is worse than the first!

## Wrath in Betrayal

Honoured Telemachus has the Hatred (Traitor Legiones Astartes) special rule, which applies to all units chosen from Traitor Legiones Astartes forces.



## ELITES

Once Legionary Gabril Telemach of the 92<sup>nd</sup> Company, the warrior now known as Telemachus had only served his Legion for ten years when he was so grievously wounded in battle that he was granted the honour of interment within a mighty Contemptor Dreadnought. At the moment of the Word Bearers' betrayal at Calth Telemachus was quiescent, his armour deactivated and what remained of his body in suspended animation onboard a transit vessel in orbit. The violence of the death of Calth Veridian Anchor awoke him and he remained blinded as his container plummeted through orbit and smashed into the surface.

The Battle of Calth was Telemachus' first war as an Ancient, a title he rejected. He soon mastered fighting as a Dreadnought, hard-won experience, combined with an unusually deep bond between the machine sarcophagus and its occupant, empowered Telemachus in ways not fully understood even by the savants of the Machine God who attended him.

Surviving the plummet from on high after his transport was destroyed, Telemachus fought at the side of the Tetrarch Lamiad through the slaughter-fields of Komes. He then went on to lead the assault into Lanshear, reinforcing the 4<sup>th</sup> Company's attack on the Guildhall.







## LOCUTARUS STORM SQUAD

185 POINTS

### FAST ATTACK

The Locutus Storm squads are elite units maintained in small numbers by the majority of chapters within the Ultramarines Legion, and deployed particularly in vanguard and strike formations. Each warrior of the Locutus has been selected from the line assault squads having proven themselves the most skilled, courageous and ferocious of their brethren.

Where the assault units of many other Legions are known for their savagery or even their outright bloodthirstiness, the Locutus are universally of a disciplined and exacting mien. They practice the arts of sword- and pistol-play with precision, their strikes perfectly timed and placed to maximum effect.

During pitched battles, Locutus Storm squads are often held as reserves, their commanders waiting until the perfect moment to commit them to the battle, and in one single charge tip the outcome in favour of the Ultramarines. The Locutus are superbly equipped to fulfil this role, each bearing an artificer-wrought power sword which serves as a mark of honour and courage as much as a lethal tool of war.

	WS	BS	S	T	W	I	A	Ld	Sv
Locutus	4	4	4	4	1	4	1	8	2+
Locutus Strike Leader	4	4	4	4	1	4	2	9	2+

### Unit Composition

- 4 Locutus
- 1 Locutus Strike Leader

### Unit Type

- Locutus: Jump Infantry
- Locutus Strike Leader: Jump Infantry (Character)

### Wargear

- Bolt pistol
- Power sword
- Jump pack
- Frag & krak grenades
- Artificer armour

### Special Rules

- Legiones Astartes (Ultramarines)
- Opening Salvo
- Precision Intervention

### Options

- The squad may include:
  - Up to five additional Locutus.....+20 points each
- For every five models in the squad, a single Locutus may exchange their bolt pistol for one of the following:
  - Plasma pistol.....+15 points each
  - Hand flamer.....+10 points each
- The Locutus Strike Leader may exchange their power sword for one of the following weapons:
  - Power axe.....Free
  - A single lightning claw.....+5 points
  - Power fist.....+5 points
- The Locutus Strike Leader may exchange their bolt pistol for one of the following weapons:
  - Plasma pistol.....+15 points
  - Hand flamer.....+10 points
- The Locutus Strike Leader may also take any of the following:
  - Melta bombs.....+5 points
  - Combat shield.....+5 points

### Opening Salvo

On the turn on which this squad arrives via Deep Strike, it may fire its Pistol type weapons twice in the Shooting phase (this must be against the same target). Characters who have joined the unit do not gain this ability.

### Precision Intervention

When arriving via Deep Strike, the unit may re-roll the Scatter dice to see where it lands, but must accept the second roll's result.





# FULMENTARUS TERMINATOR STRIKE SQUAD

225 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Fulmentarus Terminator	4	5	4	4	1	4	2	8	2+
Fulmentarus Decurion	4	5	4	4	1	4	2	9	2+

## Unit Composition

- 4 Fulmentarus Terminators
- 1 Fulmentarus Decurion

## Unit Type

- Fulmentarus Terminators: Infantry
- Fulmentarus Decurion: Infantry (Character)

## Wargear

- Power maul
- Combi-bolter
- Peritarch targeter
- Cataphractii pattern Terminator armour

## Special Rules

- Legiones Astartes (Ultramarines)

## Dedicated Transport

- A Fulmentarus Terminator Strike Squad may take a Land Raider Phobos or Land Raider Proteus as a Dedicated Transport if it numbers five models, or a Spartan if it numbers between 6-10 models.

## Options

- The squad may include:
  - Up to five additional Fulmentarus Terminators.....+35 points each
- Any model in the squad may exchange their power maul for a:
  - Power sword or power axe ..... Free
- Any model in the squad may exchange their power maul for a:
  - Power fist.....+5 points
- All of the models in the squad may exchange their combi-bolter for one of the following heavy weapons. If this option is taken, all models in the squad must be identically equipped:
  - Combi-melta.....+5 points
  - Reaper autocannon .....+20 points each
- So long as they have not already exchanged their combi-bolters for heavy weapons, all of the models in the squad may be equipped with cyclone missile launchers in addition to their normal armament. If this option is taken, all models in the squad must be identically equipped:
  - Cyclone missile launcher .....+30 points each

(Note that models may fire their combi-bolters in addition to their cyclone launchers in the Shooting phase).

## Peritarch Targeter

A sophisticated weapons tracking augury system which uses the sum of the different scanning arcs of the augur units carried by the squad to augment its abilities, the Peritarch targeter is capable of piercing the densest obstructions and securing near-impossible firing solutions.

- So long as at least two models equipped with a Peritarch targeter are in the unit, the entire unit gains the Night Vision special rule.
- So long as at least five models equipped with a Peritarch targeter are in the unit, the entire unit gains the Tank Hunters special rule.
- So long as eight models equipped with a Peritarch targeter are in the unit, the opposing player makes its cover saves at -1 against the unit.

Weapon	Range	Str	AP	Type
Cyclone missile launcher				
(Frag)	48"	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2

## HEAVY SUPPORT

In the Fulmentarus Terminator squads can be seen one of many examples of the genius of Roboute Guilliman. Having observed his brother Primarch Perturabo, the master of the Iron Warriors Legion, field his Tyrant Siege Terminator squads in battle, Guilliman judged the tactic worthy of refinement. As he has on several occasions before, Roboute Guilliman ordered the creation of a number of similar units in his own Legion so that he might study and improve upon Perturabo's innovation, proving himself once again the master of all of the myriad disciplines of war.

The warriors of the Fulmentarus are equipped with Cataphractii pattern Terminator armour, enhanced to carry an array of targeting systems that make it possible for each to combine their fire in a highly coordinated fashion. When combined with a heavy weapons system such as the reaper autocannon, or the cyclone missile launcher first utilised by the Tyrant Siege Terminators of the Iron Warriors, these sensors make the Fulmentarus a fearsome heavy assault unit and one that, were it not for the outbreak of the Horus Heresy, might one day have entered service across the Legiones Astartes.





## HQ

Remus Ventanus was central to the Legion's fight-back on the surface of Calth. At the moment of the destruction of Calth Veridian Anchor, Ventanus was inspecting loading operations at Numinus Port, and in the anarchic hours that followed, he rallied the remnants of the 4<sup>th</sup> 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 of 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's 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. His deeds throughout the subsequent Calth Underworld War led to him becoming known as the Saviour of Calth.

## CAPTAIN REMUS VENTANUS

COMMANDER OF THE 4<sup>TH</sup> COMPANY OF THE 1<sup>ST</sup> CHAPTER OF THE ULTRAMARINES LEGION, THE SAVIOUR OF CALTH

155 POINTS

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

### Unit Composition

- 1 (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Iron halo
- Power sword
- Bolt pistol
- Melta bombs
- Nuncio-vox
- Frag and krak grenades
- Legion standard
- Power armour

### Special Rules

- Legiones Astartes (Ultramarines)
- Master of the Legion
- Independent Character
- Warlord (if Remus Ventanus is the army's Warlord, he has the Resolute Planning trait rather than rolling randomly)
- Adamantium Will
- Cunning Strategist

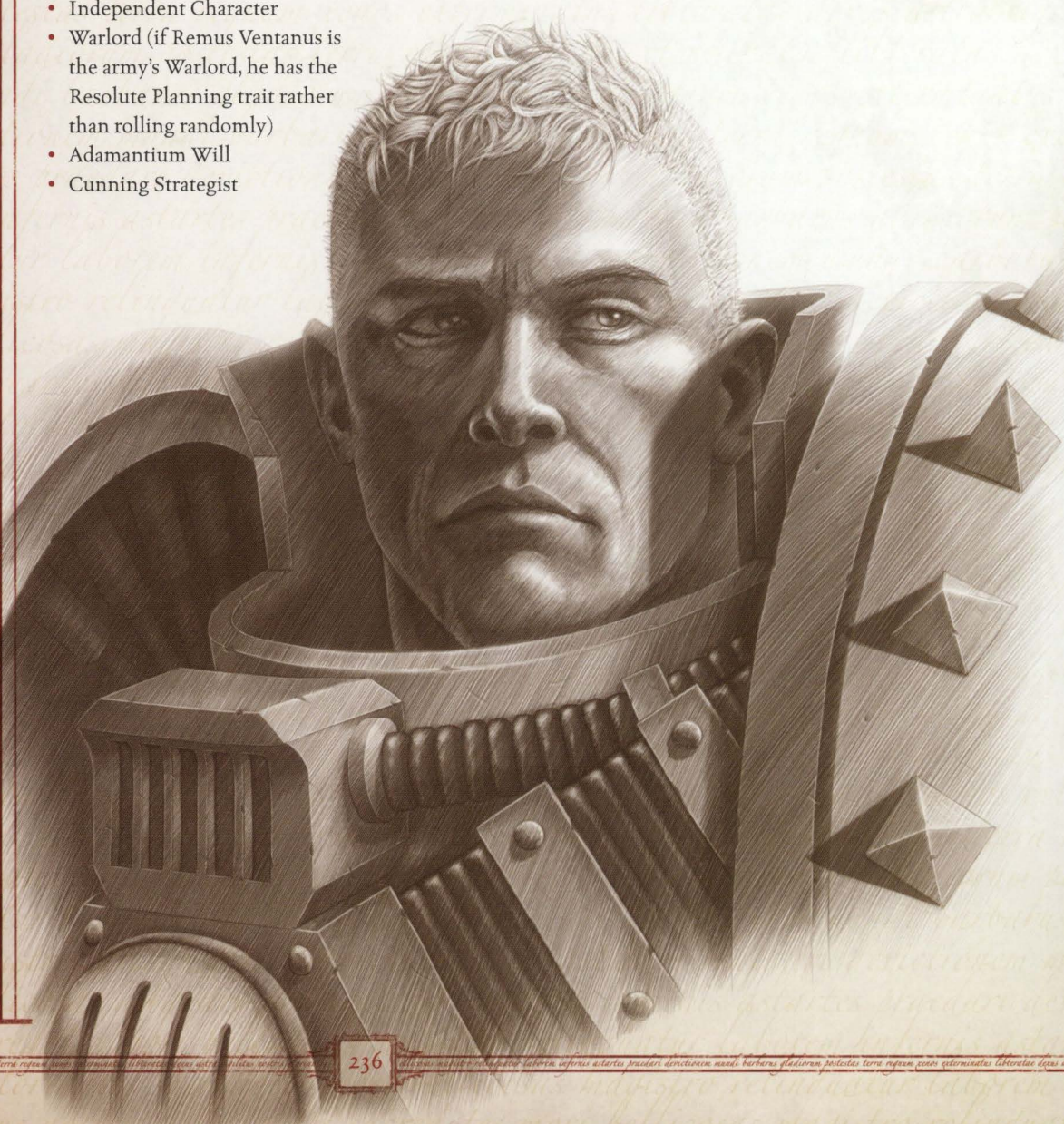
### Cunning Strategist

Whilst Remus Ventanus is alive, the opposing player has a -1 modifier to all Reserves rolls, and the owning player may choose to re-roll any Reserves rolls made (whether failed or successful).

### Warlord: Resolute Planning

The hallmark of Remus Ventanus' command was the phenomenal resolution with which he committed his will and blood to any strategy he had decided upon in battle, no matter the odds or the opposition, and his ability to inspire those in his service to do the same. During the murderous perfidy of the Battle of Calth, it was this factor, above all else, which allowed the forces under his command to endure and triumph.

Both Captain Remus and units with the Legiones Astartes (Ultramarines) special rule in an army with Remus Ventanus as its Warlord have the Stubborn special rule while they have at least one model within 3" of an objective.





# DAMOCLES COMMAND RHINO

100 POINTS

## Armour

	BS	Front	Side	Rear	HP
Damocles	4	II	II	II	3

## Unit Composition

- 1 Damocles Command Rhino

## Unit Type

- Vehicle (Tank)

## Wargear

- Twin-linked bolter
- Geo-locator beacon
- Command vox relay
- Searchlight
- Smoke launchers

## Special Rules

- Focused Bombardment
- Special Deployment

## Transport Capacity

- The Damocles can carry 6 models. It may not carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

## Fire Points

- None

## Access Points

- One Access point on each side of the hull and one at the rear.

## Options

- A Damocles may take any of the following options:
  - Extra armour .....+10 points
  - Pintle-mounted heavy bolter .....+10 points
  - Hunter-killer missile .....+10 points
  - Dozer blade .....+5 points

## Geo-locator Beacon

Units arriving via Deep Strike which are part of the force containing the Damocles do not need to roll to scatter if they choose to arrive within 24" of the Damocles.

## Command Vox Relay

The Damocles allows its controlling player to add +1 to or subtract -1 from the results of any Reserves rolls they make while the Damocles is in play. In addition, should enemy models suffer a Deep Strike Mishap when the Damocles is in play, the roll suffers a -1 modifier.

## Focused Bombardment

The Damocles can use its vox and augury arrays to call down a precision strike from Space Marine warships in orbit overhead or to call in support artillery bombardments with deadly acuity. Once per game, the Damocles can call down the bombardment just as if it was firing a weapon in the Shooting phase. The Damocles cannot move in the same turn that this is done.

Weapon	Range	Str	AP	Type
Focused Bombardment	Unlimited	8	3	Ordnance 1, Lance, Twin-linked, Barrage, Large Blast (5")

**Special Deployment:** 0-1 Damocles Command Rhinos may be taken in any Legiones Astartes Crusade Legion army as a non-compulsory HQ choice in any force over 1,000 points. In addition, the Ultramarines Legion originated the design and utilised it extensively for command and control purposes, and so may also take a single additional Damocles Command Rhino as a Dedicated Transport for a Master of Signal Consul in an Ultramarines Legion primary detachment.



## HQ

Equipped with sophisticated communication, cognis-analysis and tracking equipment, including a powerful orbital-interface secure vox-transceiver, the Damocles is designed principally as a command and control vehicle to serve as a direct and all but unbreakable link between a Space Marine Legion formation in the field and its brethren elsewhere within the war zone and in high orbit above during planetary operations. Using these systems, skilled Techmarine crew are able to read the ebb and flow of battle, call in reinforcements and supporting fire, and ward off enemy forces through signal interference and interdiction targeting.

Designed to the specifications of the ever-expanding Ultramarines Legion, the Damocles was easier both to manufacture and deploy than the venerable Proteus-Explorator Land Raider variants, which commonly fulfilled this role during the Great Crusade's early years, and less resource-intensive to forge and less marked upon the battlefield than the powerful Spartan Hermetika siege command vehicles which were entering service during the latter days before the horror of civil war encroached upon the Imperium. The Damocles was just as able in its task, but unfortunately far less durable than either of its counterparts, being based on various patterns of the ubiquitous Rhino chassis.





LORDS OF WAR

"Space Marines excel at warfare because they were designed to excel at everything. Each of you will become a leader, a ruler, the master of your world and when there is no more fighting to be done, you will bend your talents to order, governance and culture so that the Imperium will stand eternal."

Roboute Guilliman to his gathered Chapter Masters (duty servo-transcription, hours prior to the Battle of Calth)

ROBOUTE GUILLIMAN 400 POINTS

PRIMARCH OF THE ULTRAMARINES, THE VICTORIOUS, THE MASTER OF ULTRAMAR, RULER OF HOSTS, THE BLADE OF UNITY

Held by some as a paragon among the Emperor's sons, Roboute Guilliman is as much a patrician statesman as he is 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.

	WS	BS	S	T	W	I	A	Ld	Sv
Roboute Guilliman	7	6	6	6	6	6	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

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

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Ultramarines
- Preternatural Strategy
- Unyielding Will
- Bulky





## SPECIAL RULES

### Sire of the Ultramarines

Roboute Guilliman and any unit he joins may re-roll failed charge distances and ignore the effects of the Concussion special rule. All models with the Legiones Astartes (Ultramarines) special rule in the same army as Roboute Guilliman gain +1 to their Leadership value (to a maximum of Ld 10) when he is in play.

Invictarus Suzerain squads and Legion Terminator squads may be taken as Troops choices for an Ultramarines Primary Detachment with Roboute Guilliman as its Warlord.

### Preternatural Strategy

Roboute Guilliman is justifiably famed, even among his brother Primarchs, for the intricacy and foresight of his strategic planning and the acuity of his analytical intelligence. On the battlefield these powers of apprehension and warlike intellect are manifested through his Legion as a deliberate and all but unstoppable force of arms, which once set upon a course cannot be easily thwarted, while Guilliman himself uses his mind to deadly effect in combat, adapting to and overcoming with frightening speed to any foe that would otherwise give him pause.

- If an army containing Roboute Guilliman has been determined to have the first turn in a particular mission, the opposing player must re-roll successful attempts to Seize the Initiative where this is a factor.
- Select a single unit entry from the Ultramarines army list, units of this type in Roboute Guilliman's detachment gain one of the following rules: Implacable Advance, Interceptor or Tank Hunters if they do not already possess it. Only one special rule may be chosen which affects all of the selected units. Note that this applies to particular entries in the army list, not types of models or the chosen unit's Dedicated Transports. So, for example, this ability could be applied to all Legion Land Raider Battle Squadrons in the detachment, as this is a specific Heavy Support choice in the Legiones Astartes Crusade Legion Army list, but such a selection would not confer this rule to any Land Raiders in the detachment from other selections from the army list.
- When fighting in a Challenge, Roboute Guilliman gains +1 WS on each round of continuous combat after the first, (becoming WS 8 on the second round, WS 9 on the third round, and WS 10 on the fourth and subsequent rounds). This effect is reset and he must start again from his normal WS value against each subsequent opponent fought in a Challenge.

### Unyielding Will

Roboute Guilliman's Leadership value is not subject to negative modifiers of any kind and he may re-roll failed Deny the Witch tests.

### The Armour of Reason

Known in the legends of his Legion as the 'ever-reforged' armour, it was said that Roboute Guilliman himself had this set of artificer power armour remade and adapted countless times if ever a flaw or weakness was discovered in battle, and at various times the artisanship both of Mars and his fellow Primarchs Vulkan and Perturabo influenced its design in the days before the sundering of the Imperium. The armour provides a 2+ armour save and a 4+ invulnerable save and, in addition, the first invulnerable save failed by Roboute Guilliman in each particular phase of the game may be re-rolled.

### The Gladius Incandor and the Hand of Dominion

As with many of his brother Primarchs, Roboute Guilliman possessed a vast selection of weapons and wargear, both to wield on the battlefield as desire and need dictated, and in Guilliman's case also to study and contemplate, so that his arts of war and that of his Legion could be continuously honed and improved. Perhaps the most iconic of these arms were the power gauntlet known as the Hand of Dominion and the glittering silver blade known as the Gladius Incandor. These were not merely weapons of surpassing quality, but symbols for the Ultramarines Legion of their master's might and authority.

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, Guilliman gains +1 attack for using two specialist weapons in combat.

Weapon	Range	Str	AP	Type
Gladius Incandor	-	+1	2	Melee, Shred, Murderous Strike, Specialist Weapon
Hand of Dominion	-	10	1	Melee, Concussion, Unwieldy, Specialist Weapon

**Murderous Strike:** Attacks with this special rule cause Instant Death on a To Wound roll of a 6. Roll any viable saves against these Instant Death-causing wounds separately to any other wounds the attack inflicts.

### The Arbitrator

One of Roboute Guilliman's favoured side arms when in open battle was a heavily customised combi-bolter which he was able to wield as deftly as one of his Legionaries might handle a pistol. Dubbed by him the 'Arbitrator' for the matters it settled, it was tooled to tolerances beyond any but the archmagos of the Mechanicum to fathom, while its bolt shells were hand-crafted by the finest ordnancer-wrights of the Legion's forges and fitted with micro-atomantic compression warheads.

Weapon	Range	Str	AP	Type
The Arbitrator	18"	6	3	Assault 2, Rending





## WORD BEARERS CONTEMPTOR DREADNOUGHT

CYRNAIR OF THE ANNUNAKE  
ATTACHED TO THE FLAYED HAND CHAPTER  
DAINHOLD, CALTH

An ancient of the Annunake, the name given by the Word Bearers to those members of their Legion that are entombed within the metal shell of a Dreadnought, Cyrnair was at the head of the Flayed Hand Chapter as it mustered amongst the towering manufactoria of Dainhold. Where once he had proudly worn the stone-grey of the Iconoclasts, Cyrnair was now adorned in arterial red, and bedecked in runic symbols and engravings that hinted at the terrible change undergone by the Word Bearers.

Cyrnair was amongst the first of his brethren to break ranks in the aftermath of the *Campanile's* arrival, ploughing into the ranks of the shocked Ultramarines and slaughtering them before they were even aware of the attack. By the end of that bloody day, Cyrnair had claimed the lives of several dozen of Guilliman's warriors, including the Centurion Jorvan Dolomel, whose sundered corpse he later bore strapped to his sarcophagus as a macabre trophy.





# THE WORD BEARERS

The following section details additional rules and units for playing games of Warhammer 40,000 set against the background of the dark and terrible wars of the Horus Heresy, and is intended to be used in conjunction with the army list provided in *The Horus Heresy Book One – Betrayal*.





"That which we foolishly call truth is only a small island in a vast sea of the unknown. For man to truly flourish, he must be willing to abandon the ever-shrinking island of such petty 'truth' and surrender himself to the reality of that which is beyond."

Outlawed writings, confiscated,

Defunct Astartes Warrior Lodge [censored] Legion

Attrib. Erebus, First Chaplain of the Word Bearers Legion

## CRUSADE ARMY LIST APPENDIX VIII: THE WORD BEARERS

### LEGIONES ASTARTES (WORD BEARERS)

The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities and minds and souls tempered for war. In addition, each individual Legion has its own idiosyncrasies and character—the product of their gene-seed and unique warrior culture.

Where once the XVII<sup>th</sup> Legion brought the light of the Emperor to benighted humanity, now the Word Bearers bring the blinding darkness of Old Night. No longer driven by duty and honour, but by the thirst for forbidden lore and undeserved power, they seek to bind the Warp itself and to enslave its denizens to their will. When the Word Bearers march to war, the fabric of reality is distorted and the dread things of the Abyss march at their side. To stand against the Word Bearers is to invite insanity, death and, unknown to most yet the worst fate of all, the damnation of the eternal soul.

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

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **True Believers:** All units with the Legiones Astartes (Word Bearers) special rule roll 3D6 for all Morale checks and must pick the two lowest dice.
- **Cut Them Down:** All units with the Legiones Astartes (Word Bearers) special rule must always make Sweeping Advances when possible, and must re-roll Sweeping Advance roll results of a '1'.
- **Charismatic Leadership:** Any primary detachment force chosen from the Word Bearers Legion must take a second Compulsory HQ choice on the Force Organisation chart (where a second choice is allowed). This choice must always be either a Centurion or a Chaplain Consul.

### LEGION SPECIFIC UNITS

In addition to those found in the Space Marine Legion Crusade Army list, the Word Bearers Legion has particular access to additional unit types: Anakatis Kul Blade-slaves (which are a HQ choice on the Force Organisation chart), Word Bearers Mhara Gal Tainted Dreadnought (which is an Elites choice on the Force Organisation chart), Gal Vorbak Dark Brethren squads (which are an Elites choice on the Force Organisation chart) and Ashen Circle (which are a Fast Attack choice on the Force Organisation chart). In addition, it has a specific option of a Consul unavailable to other Legions – the Diabolist.

### The Diabolist.....+35 points

This Consul type represents one of the Word Bearers who has already become engulfed in the unholy lore of Chaos and has paid the forfeit with their soul.

- The Diabolist gains the Daemon special rule and the Preferred Enemy (Loyalists) special rule is added to all their close combat attacks (in addition to any other weapon effects).
- A Diabolist may not be equipped with a Space Marine Bike or Space Marine Jetbike, Terminator armour, a power fist or thunder hammer.
- If a Diabolist is present in a Word Bearers force, then that force also has access to the Dark Channelling option listed as follows for certain of its units.





## Dark Channelling.....+25 points per squad

A unit with the Dark Channelling special rule is charged with the terrible power of the Warp bound into dark incantations upon their armour and the tortured taint in their souls and flesh. This option is available to any Word Bearers Legion Tactical Squad, Veteran Tactical Squad, Legion Breacher Siege Squad, Legion Terminator Squad or Legion Assault Squad so long as the primary detachment also contains at least one Diabolist.

Roll a D6 at the beginning of the game separately for each unit with Dark Channelling to determine its effects for that game. The bonuses and/or penalties of Dark Channelling do not apply to any Independent Characters or other models which join the unit in question.

D6	Result
1-3	The unit gains the Zealot special rule.
4-5	The unit gains +1 Strength for the duration of the battle.
6	The unit gains the Daemon special rule for the duration of the battle.*

\*If the Daemon result is rolled, the unit no longer counts as scoring regardless of its type, and counts as destroyed at the end of the game for the purposes of calculating Victory points where this is relevant.

### LEGION SPECIFIC WARGEAR

The Word Bearers Legion has access to the following items of occult wargear:

#### Burning Lore

Any Word Bearers Praetor, Diabolist, Centurion or Chaplain has access to the Burning Lore wargear upgrade, representing the Warp-tainted incantations inscribed upon their armour or on parchments and books chained and mounted about them. This upgrade turns them into a Level 1 Psyker with access to the Biomancy or Telepathy Discipline and costs +30 points.

**Tainted Weapon:** Any Word Bearers character with the option to take a power weapon may take a tainted weapon instead at the same cost:

Weapon	Range	Str	AP	Type
Tainted weapon	-	As User	-	Melee, Specialist Weapon, Instant Death

### WORD BEARERS UNIQUE RITE OF WAR: THE DARK BRETHREN

Before the canker of corruption took root within the Word Bearers Legion, it was renowned for the cohesion and selfless sacrifice with which it fought in the Emperor's name. After it came to the worship of older and more nightmarish gods, parts of the Legion took to enacting horrific rites on the eve of battle to curry favour from the Warp. Such warbands soon became shadowed with the foulest and most unnatural evil, often paying with the blood and souls of their own brethren to appease their new masters.

#### Effects

- **Arch-Traitors:** All independent characters in a detachment using this Rite of War gain the Preferred Enemy (Loyalist Space Marines) special rule.
- **Signs & Portents:** The controlling player selects a single unit from the detachment's Troops choices at the start of the game (do this after deployment but before the game begins). Roll a D6. On a result of 1-3, all opposing units count as having the Preferred Enemy special rule against this unit. On a result of 4-6, this unit counts as having the Preferred Enemy special rule against all opposing units.
- **From Beyond:** A primary detachment that uses this Rite of War may take allies from *Codex: Chaos Daemons* as Battle Brothers.
- **Hell follows with Them:** All wounds caused by Perils of the Warp tests taken by the opposing force gain the Instant Death special rule.

#### Limitations

- Detachments using this Rite of War must take at least one Diabolist as a HQ choice.
- Detachments using this Rite of War may not take more than one Heavy Support choice as part of its primary detachment on its Force Organisation chart.
- Detachments using this Rite of War may not take Fortification or allied Space Marine Legion detachments, and treat all other allies except Daemons as Desperate Allies.



"The Emperor has denied all claims to godhood, but there are other gods, older gods, gods who will hear our pleas and reward our service with more than empty promises and false dreams. In their name we will have our revenge, and the Emperor will regret that He spurned our loyalty in the ashes of Monarchia."

[[Unknown transmission intercept//Calth war zone]]





ELITES

First encountered during the Battle of Ithraca amidst the catastrophe on Calth, the Shadow Crusade which ravaged Ultramar confirmed the existence of this twisted monster and its kin, an enemy unlike anything the Loyalists had faced. In form it was undeniably Contemptor Dreadnought in origin, its fire-blackened armour running like molten wax as its plates cracked open to pour out blood and choking black flames. The bounds of reality bent and buckled around the machine-creature, the ground itself seeming to shudder, flesh blistering and metal burning with black empyreal fire at its passing.

Cultic writings record it as the 'Mhara Gal' — a complex Colchisian allegorical phrase translated as "...that which was blessed, but now stands beyond the sight of the gods" and claims this first travesty to have been one of the original Gal Vorbak dismembered and shattered, but clinging to life after the apocalyptic battle on Isttvan V. These writings describe this fallen killer as having "failed its oath to the Eightfold path" and being "punished with life beyond death", and interred in a Dreadnought chassis also recovered from that field of massacre. What followed was a nightmarish transformation unexpected by its creators as the power of the Warp fused tainted flesh and corrupted metal, embodying and giving strength to a terrible curse and unholy purpose.

WORD BEARERS MHARA GAL TAINTED DREADNOUGHT

305 POINTS

Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Mhara Gal	6	3	7	13	12	11	5	3	4

Unit Composition

- 1 Mhara Gal Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Tainted power claw with an inbuilt curs'd boltspitter
- Warpfire plasma cannon

Special Rules

- Fleet
- Daemon
- It Will Not Die
- The Earth Recoils
- Shroud of Dark Fire
- Accursed
- Adamantium Will

Options

- A Mhara Gal Dreadnought may exchange its tainted power claw and inbuilt curs'd boltspitter for one of the following upgrades:
  - Multi-melta\* ..... Free
  - Twin-linked autocannon\* ..... Free
  - Twin-linked lascannon.....+10 points
  - Warpfire plasma cannon\* .....+15 points*\*The Howling Death special rule is added to these weapons' rules in addition to their normal effects*
- A Mhara Gal Dreadnought may exchange its warpfire plasma cannon for a:
  - Second tainted powerclaw with an inbuilt curs'd boltspitter ..... Free*(This will grant a bonus +1 Attack as for an additional weapon in combat).*





### Shroud of Dark Fire

The atomantic reactor which once powered the Mhara Gal has since twisted and warped to become a thing of ravaging darkness, burning with coal-black fire from the depths of the Empyrean. Such is the baleful power of this force, it shrouds the Mhara Gal Dreadnought in a guttering conflagration that leaks from the rends in its armour and belches from the ventilation stacks on its back, waxing as the nightmarish war machine kills, and waning to shadowed embers when it is at rest. Even the solar heat of plasma fire is muted and consumed on contact with this dark radiance, and flesh withers and crumbles to dust.

- Any heat-, fire- or plasma-based weapon (mostly these will be identified by fire, volkite, fusion, flamer, plasma or melta in their description) has its attacks reduced by -1 strength when striking the Mhara Gal.
- Any model assaulting the Mhara Gal with a Toughness value less than 7 or a facing Armour value less than 13 suffers a -1 modifier To Hit in close combat.
- If the Mhara Gal suffers an Explodes! result, instead of following the usual procedure, replace the model with the Massive Blast (7") marker. All models touched by the template suffer a Str 6 AP 5 hit with the Soul Blaze special rule, whose effects are determined as per a Barrage attack.

### Accursed

A baleful vortex of empyreal forces is centred upon the accursed Mhara Gal, like a moving sinkhole on the face of reality incarnated into its twisted form, and the echoes of this tormenting force drive even its allies away from it in reeling horror. The radiations of fear and horror that the war machine generates are particularly abhorrent to psykers and even daemonkind, who must shun this warp-abomination lest the black fire at its core consume their soul-stuff.

- Fear tests against the Mhara Gal are taken at a -2 Leadership penalty.
- The Mhara Gal can never count as a scoring unit, regardless of the mission being played or the rules of the detachment or Force Organisation type to which it belongs. In Age of Darkness games, it still counts as a denial unit however.
- All models with the Daemon and/or Psyker special rule and members of units which are subject to a Blessing-type psychic power who are within 6" of the Mhara Gal at the end of the Mhara Gal's controlling player's turn each suffer an automatic Str 5 AP 2, Ignores Cover hit. This occurs regardless of such factors as line of sight, cover, whether or not the victim can be seen or targeted or which side the model belongs to.

### The Earth Recoils

Corporeal reality breaks and buckles around the Mhara Gal, allowing it to force or burn its way through obstacles unheeded.

- The Mhara Gal ignores completely the effects of difficult terrain and/or dangerous terrain, and passes through obstacles up to 1" across without penalty or need for an aperture to move through. It cannot end its turn inside an obstacle and there must be sufficient space for its model to be placed into at the end of its movement.

### Tainted Power Claw & Curs'd Boltspitter

The Dreadnought power fist with which the Mhara Gal's chassis was equipped has become tainted by the dark energies which saturate it, its murderous grip sliding in and out of corporeal reality so that even defensive energy fields offer no reliable defence.

Weapon	Range	Str	AP	Type
Tainted power claw	-	10	2	Melee, Ghost Razor
Curs'd boltspitter	24"	4	5	Rapid Fire, Blind

**Ghost Razor:** Successful invulnerable saves made against wounds caused by this weapon must be re-rolled (results of the second roll count as normal).

### Warpfire Plasma Cannon

The plasma cannon with which the Mhara Gal is fitted has similarly become a weapon of terrible destructive power, the eerie monochrome blaze of its plasma fire now rippling with the tormented faces and screams of the damned.

Weapon	Range	Str	AP	Type
Warpfire plasma cannon	36"	8	2	Heavy 1, Blast (3"), Howling Death

**Howling Death:** Any unit suffering at least one casualty from this weapon must take a Morale check just as if they had lost 25% of their number, at -1 Leadership.





ELITES

The Gal Vorbak is built upon the remnants of the Serrated Sun Chapter of the Word Bearers Legion, the conquerors of the primitive world of Cadia who looked into the depths of the Eye of Terror itself and in doing so were changed for all time. Their psyches infiltrated by creatures from the darkness of the Æther, the survivors are named the Gal Vorbak, or 'Blessed Sons' in the language of Colchis, and are possessed of strengths and abilities far above those of other Astartes.

It is said that each of the Gal Vorbak was host to some form of warp entity, itself subservient to the greater scheme plotted between Warmaster Horus and the nightmare powers beyond. In battle, this being comes to dominate the mind and body of the warrior. His already mighty form swells as hands turn into rending talons and jaws into slavering, fang-filled maws twisted beyond reason and reality. At Istvan V, the Word Bearers' pact with the horrors beyond was sealed in a great ritual of carnage and betrayal.

GAL VORBAK DARK BRETHREN

200 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Brethren	5	4	5	5	2	5	2	8	3+
Dark Martyr	5	4	5	5	3	5	3	9	3+

Unit Composition

- 4 Dark Brethren
- 1 Dark Martyr

Unit Type

- Dark Brethren: Infantry
- Dark Martyr: Infantry (Character)

Wargear

- Bolt pistol
- Boltgun
- Chainsword or combat blade
- Frag & krak grenades
- Power armour

Special Rules

- Daemon
- Stubborn
- Bulky
- Rage
- Rending\*
- Deep Strike
- Damned

*\*This special rule applies to all the model's close combat attacks only, regardless of the weapon being used and in addition to any weapon special rules.*

Options

- The Gal Vorbak Dark Brethren Squad may include:
  - Up to five additional Dark Brethren .....+30 points each
- For every five models in the squad, one Dark Brethren may exchange their boltgun for one of the following options:
  - Flamer .....+10 points each
  - Meltagun .....+15 points each
  - Plasma gun .....+15 points each
  - Power weapon .....+10 points each
- The Dark Martyr may exchange their chainsword or combat blade for a:
  - Power weapon .....+10 points
  - Power fist .....+15 points
  - Single lightning claw .....+15 points
- Alternatively, the Dark Martyr may exchange their chainsword or combat blade, bolt pistol and boltgun for a:
  - Pair of lightning claws .....+20 points
- The Dark Martyr may also take any of the following options:
  - Melta bombs .....+5 points
  - Artificer armour .....+10 points

**Damned**

A unit with this special rule never counts as a scoring unit, regardless of the provisions of the mission being played.





# THE ASHEN CIRCLE

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Incendiary	5	4	4	4	I	4	1	8	3+
Iconoclast	5	4	4	4	I	4	2	9	3+

## Unit Composition

- 4 Incendiaries
- 1 Iconoclast

## Unit Type

- Incendiary: Jump Infantry
- Iconoclast: Jump Infantry (Character)

## Wargear

- Hand flamer
- Axe-rake
- Jump pack
- Frag & Krak grenades
- Hardened armour

## Special Rules

- Legiones Astartes (Word Bearers)
- Burning Descent
- Scorched Earth
- Bitter Duty

## Options

- An Ashen Circle squad may include:
  - Up to five additional Incendiaries.....+20 points each
- Any model in the squad may exchange their axe-rake for a:
  - Power axe.....+5 points each
- The Iconoclast may also exchange their hand flamer for one of the following weapons:
  - Inferno pistol.....+10 points
  - Plasma pistol.....+15 points
- The Iconoclast may also take any of the following options:
  - Melta bombs.....+5 points
  - Up to three phosphex bombs.....+10 points each
  - Artificer armour.....+10 points

## Burning Descent

If the unit enters play via Deep Strike, then as soon as it has been placed on the table, all models that are within D6" suffer an immediate Str 3 AP 5 hit.

## Scorched Earth

This unit may always use its Hammer of Wrath attack, regardless of whether or not it has used its jump packs in the Movement phase, and these attacks are carried out at Str 5. The Hammer of Wrath attacks made by this unit are classed as Flamer type attacks.

## Bitter Duty

The unit may not be joined by friendly independent characters.

## Axe-rake

A heavily reinforced axe-weapon with a grappling barb, this vicious blade is used to drag down victims, and topple graven idols and false icons for the Word Bearers' pyres.

	Range	Str	AP	Type
Axe-rake	-	+1	6	Melee, Grapple

**Grapple:** Enemies attempting to Fall Back after losing an assault to a unit equipped with axe-rakes suffer a -1 penalty to their Fall Back distance.

## FAST ATTACK

Serving alongside the Destroyers of the Word Bearers Legion, the Ashen Circle was a unique formation created for a unique purpose; the destruction of culture, learning and faith. These Space Marines were iconoclasts, charged beyond the battlefield with hunting down works of false doctrine and those who purveyed it, consigning both to destruction and eradicating flame.

On the battlefield, their task was deemed no less important by their Legion; seeking out those things which gave the foe the heart and courage to fight: charismatic leaders, priests, battle flags and champions. These they singled out, dragged down with the hook-blades of their axe-rakes and destroyed with brutal fervour, often making plunging attacks far in advance of their own lines in order to do so, with no thought as to their own survival.

On world after world the Ashen Circle tore down libraries and churches, parliaments and sepulchres, first so that the Imperial Truth might be set up in their place, but later so that far darker creeds could take root and fester.





## HQ

Erebus was the First Chaplain of the Word Bearers Legion and the primary instrument of his Primarch's descent into treachery. When the Emperor chastised Lorgar for worshipping him as a god, the Primarch was stricken and it was Erebus who counselled that, if the Emperor was not worthy of Lorgar's veneration, then there were other, older powers that were. When the scales fell from Lorgar's eyes and the true power of the Warp was revealed to him, the Primarch would have declared his new-found revelation to the entire galaxy, but it was Erebus again who counselled caution.

The opening phase in his scheme complete, Erebus set in motion a chain of events that led to the damnation of Horus himself, engineering the injury that brought him to the serpent priests of Davin. In these and a thousand other blasphemies, Erebus is revealed as both the master and the puppet, the instrument of the ruination of all that the Emperor fought for and the ultimate pawn of the powers of the Warp.

# High Chaplain Erebus

The Dark Apostle, Emissary of the Warmaster, Child of the Primordial Truth

195 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Erebus	5	4	4	4	3	5	3	10	2+

## Unit Composition

- 1 (Unique)

## Unit Type

- Infantry (Character)

## Wargear

- Artificer armour
- Iron halo
- Frag & krak grenades
- Plasma pistol
- Master-crafted power maul

## Special Rules

- Independent Character
- Zealot
- Legiones Astartes (Word Bearers)
- Burning Lore (see page 243)
- Master of the Legion
- Warlord (if Erebus is the army's Warlord, he has the Intimidating Presence Trait rather than rolling randomly)
- Marked by Dark Fates
- Harbinger of Chaos
- Adamantium Will

## Marked by Dark Fates

The Fates hold an eternity of war for Erebus. In campaign games where character casualties and injury between battles is a factor, any such chart results for Erebus may be re-rolled.

## Harbinger of Chaos

If Erebus is your army's Warlord, then its units may benefit from Dark Channelling (see page 243) and the army may take an allied contingent from *Codex: Chaos Daemons* if desired.

## Warlord: Intimidating Presence

All enemy units within 12" of High Chaplain Erebus must use their lowest Leadership value, not their highest.

For the purposes of the Legiones Astartes (Word Bearers) special rule, Rites of War, etc, Erebus is counted as both a Diabolist and a Chaplain.





# KOR PHAERON

FIRST CAPTAIN OF THE WORD BEARERS, MASTER OF FAITH, PRIEST-KING OF COLCHIS

155 POINTS



HQ

Scorned by many in his Legion as a 'half Astartes', Kor Phaeron was Lorgar's surrogate father and served as his tutor in the ancient ways of Colchis before the coming of the Emperor. By the time the XVII<sup>th</sup> Legion was united with its Primarch, Kor Phaeron was too old to undergo the full implantation process, but so favoured was he in the eyes of his Primarch that he received the most potent of biological augments it was possible to bestow upon a man short of elevation to the Legiones Astartes, and was declared First Captain of the Word Bearers Legion.

Along with Erebus, Kor Phaeron has the ear of his Primarch and, more than any other individual, is responsible for Lorgar's nature as a seeker after the truth, wherever that truth may lie and whatever terrible secrets it might reveal. Now aging and never having possessed the sheer potency of a full Space Marine, the First Captain nevertheless exerts great influence upon his Primarch and within his Legion, his conviction and zeal unfettered and undiminished.

	WS	BS	S	T	W	I	A	Ld	Sv
Kor Phaeron	4	4	4	3	4	3	2	10	2+

## Unit Composition

- 1 (Unique)

## Unit Type

- Infantry (Character)

## Wargear

- The Terminus Consolaris
- Pair of lightning claws
- Digi-flamer

## Special Rules

- Independent Character
- Legiones Astartes (Word Bearers)
- Burning Lore (see page 243)
- Master of the Legion
- Harbinger of Chaos
- Jealous Command
- Warlord (if Kor Phaeron is the army's Warlord, he has the Dark Oratory Trait rather than rolling randomly)

## Jealous Command

If chosen as part of your primary detachment, Kor Phaeron must be the army's Warlord unless Lorgar is also present.

## The Terminus Consolaris

Too old for transformation into a full-blooded Space Marine when the Emperor found Lorgar on Colchis, the Primarch nevertheless assured, through the use of gene-craft and anti-agathics, that his foster-father would join him on the Great Crusade as his First Captain. Before his later transfiguration by Chaos, Kor Phaeron's aged physique was augmented in battle by a custom designed suit of Terminator armour reinforced with additional medicae, exoskeletal and life support systems known as the Consolaris. As well as augmenting his profile from human norms (the effects of which have already been included above), this counts in all particulars as a suit of Cataphractii pattern Terminator armour which also confers Feel No Pain (6+) on the wearer.

## Digi-flamer

Concealed within Kor Phaeron's regalia of office is a miniaturised flamer weapon. This is treated as a hand flamer with the One Use special rule.

## Harbinger of Chaos

If Kor Phaeron is the army's Warlord, then its units may benefit from Dark Channelling (see page 243) and the army may take an allied contingent from *Codex: Chaos Daemons* if desired.

## Warlord: Dark Oratory

While Kor Phaeron is in play, all units with the Legiones Astartes (Word Bearers) special rule in his primary detachment gain a +1 bonus to their Leadership (to a maximum of Leadership 10).

For the purposes of the Legiones Astartes (Word Bearers) special rule, Rites of War, etc, Kor Phaeron is counted as a Diabolist.





## HQ

Zardu Layak's true name is now lost, but it is recorded in his Legion's lore that he was once an officer of the Ashen Circle, a Terran by birth, and a devout destroyer of all that pertained to false superstition and errant creed. He oversaw the burning of a hundred temples and countless tomes of lies in the Emperor's service. That was until the Word Bearers' brutal censure by their ultimate master.

As Lorgar led his Legion into the wilderness after their punishment on Monarchia, Layak was contrite and ashamed, soul-sick and lost, and quickly a fervent convert to Erebus' and Lorgar's new teachings in which he sought solace, but even this did not fill the terrible void within him. So it was that when he began to receive visions in which he believed his Primarch spoke to him directly, he concealed them from others for fear his shame had driven him mad. In those visions the golden-skinned apparition of Lorgar bade him to reconsider his work, not to burn the books and lore he encountered, but to read them, covet them, to search in them for the hidden truths that the Emperor had not wished his sons to know.

Word upon word, rune upon rune, glyph upon secret glyph was a new creature born, a creature who named himself from the *Book of Lorgar*, using the ancient practice of Sortilege, as Zardu Layak, 'Eater of Wisdom', but who came to

# ZARDU LAYAK, THE CRIMSON APOSTLE

THE THRICE-BORN, THE BINDER OF SOULS, THE VOICE OF THE UNSPEAKING

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Zardu Layak	5	5	4	5	2	5	2	10	2+

## Unit Composition

- 1 (Unique)

## Unit Type

- Infantry (Character)

## Wargear

- The Azurda Char'is
- Bolt pistol
- Panoply of Flame
- Frag and krak grenades
- Artificer armour

## Special Rules

- Legiones Astartes (Word Bearers)
- Master of the Legion
- Independent Character
- Daemon
- Binder of Souls
- Zealot
- Psyker Level 2 (Zardu Layak may select powers from the Pyromancy or Malefic Daemonology disciplines)
- Warlord (If Zardu Layak is your army's Warlord, he has the Reign of Fire trait rather than rolling randomly)

## Options

- Zardu Layak may be accompanied by his Anakatis Kul Blade-slaves instead of a conventional Command squad..... +100 points  
They form a single HQ unit with him and do not take up a separate HQ choice. If this is done, Zardu Layak may not split from this unit while any Blade-slaves remain alive.

## The Azurda Char'is

This weapon is Zardu Layak's force stave. Not a member of his Legion's Librarius, it is unknown how the Crimson Apostle acquired this potent artefact, or by what hidden lore he has modified it to his usage. In addition to the usual abilities of a force weapon, it allows him to re-roll a single failed test to manifest a psychic power once per game.

Weapon	Range	Str	AP	Type
Azurda Char'is	-	+2	4	Melee, Force, Two-handed

## Panoply of Flame

An inheritance of his days as a Centurion-Iconoclast of the Ashen Circle of the XVII<sup>th</sup> Legion, the Panoply of Flame serves both as a war banner to invigorate those under his command and as a weapon to turn on his enemies – Zardu Layak's warp-gifts allowing him to mould the unclean flame the Panoply now produces by will alone.

- All models with the Legiones Astartes (Word Bearers) special rule within 12" of the Panoply of Flame add a +1 modifier to their score for deciding their combat results when determining victory in assaults and +1 to their Sweeping Advance rolls.
- In lieu of making one of Zardu Layak's normal shooting attacks, the Panoply may be used as if it were a heavy flamer once per game.

## Binder of Souls

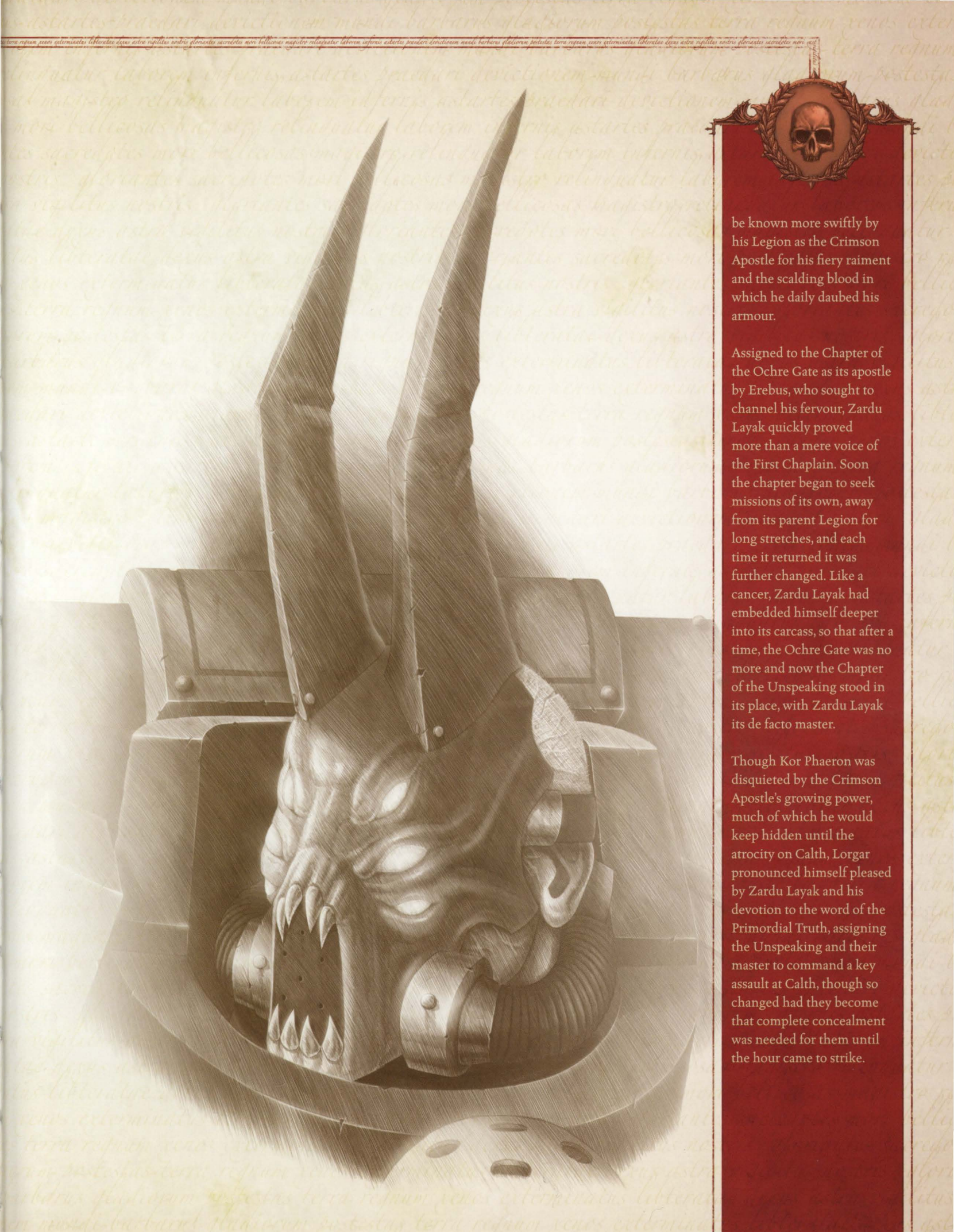
Zardu Layak counts as a Diabolist for the various rules pertaining to his Legion, its Rites of War, etc., and, in addition, units in an army containing Layak may benefit from the Dark Channelling special rule with a +1 modifier on the Dark Channelling table. If an army has Zardu Layak as its Warlord, then an allied detachment may be chosen from *Codex: Chaos Daemons*.

## Warlord: Reign of Fire

On Calth and beyond, Zardu Layak brought with him a wake of utter destruction; the incendiary fury of his iconoclastic Legion of old writ large into twisted, apocalyptic madness, an unclean fire that consumed all before it.

If Zardu Layak is the army's Warlord, then Ashen Circle units may be taken as Troops choices for the army's primary detachment instead of Fast Attack choices and becomes a scoring unit. In addition, if taken, these units must be given the Dark Channelling upgrade at a cost of +25 points per squad.





be known more swiftly by his Legion as the Crimson Apostle for his fiery raiment and the scalding blood in which he daily daubed his armour.

Assigned to the Chapter of the Ochre Gate as its apostle by Erebus, who sought to channel his fervour, Zardu Layak quickly proved more than a mere voice of the First Chaplain. Soon the chapter began to seek missions of its own, away from its parent Legion for long stretches, and each time it returned it was further changed. Like a cancer, Zardu Layak had embedded himself deeper into its carcass, so that after a time, the Ochre Gate was no more and now the Chapter of the Unspeaking stood in its place, with Zardu Layak its de facto master.

Though Kor Phaeron was disquieted by the Crimson Apostle's growing power, much of which he would keep hidden until the atrocity on Calth, Lorgar pronounced himself pleased by Zardu Layak and his devotion to the word of the Primordial Truth, assigning the Unspeaking and their master to command a key assault at Calth, though so changed had they become that complete concealment was needed for them until the hour came to strike.







# ANAKATIS KUL BLADE-SLAVES

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Anakatis Kul	5	4	6	5	3	5	3	8	3+

## Unit Composition

- 2 Anakatis Kul

## Unit Type

- Infantry

## Wargear

- Anakatis blade
- Power armour
- Plasma pistol

## Special Rules

- Legiones Astartes (Word Bearers)
- Daemon
- Rage
- It Will Not Die
- Mindless Killers
- Bulky

### Anakatis Blade

Only two of these such weapons are known to exist. Believed to have been discovered by Zardu Layak rammed through the chest of a towering alien-carcass mummified by untold millennia on a dead world on the very edge of the Ghoul Stars, these occult blades reek of unholy, warp-spawned power and their forging may well have pre-dated human life. Dark and coiling entities have been trapped within the blades, entities that whisper promises of untold might and power, but such promises are only bought at a terrifying price to both body and soul.

Weapon	Range	Str	AP	Type
Anakatis blade	-	User	3	Melee, Sweeping Cut, Specialist Weapon

**Sweeping Cut:** On any To Wound rolls of a 5 or 6, attacks from the weapon are treated as AP 2 and, in addition, each unsaved wound inflicts two wounds each (any saves must be taken against these wounds separately).

### Mindless Killers

Should Zardu Layak be slain or otherwise removed from play and any of the Anakatis Kul Blade-slaves remain, they devolve into mindless killers. Unless already engaged in combat, at the start of each of their controlling player's subsequent Movement phases, they will immediately move towards the nearest Infantry or Monstrous Creature type unit (friend or foe) and charge it in the Assault phase, fighting normally against whichever unit has the most models in base contact – if this number is equal, the Blade-slaves' controlling player gets to decide which unit is attacked. The Anakatis Kul Blade-slaves will always attempt to make Sweeping Advances if they are able.

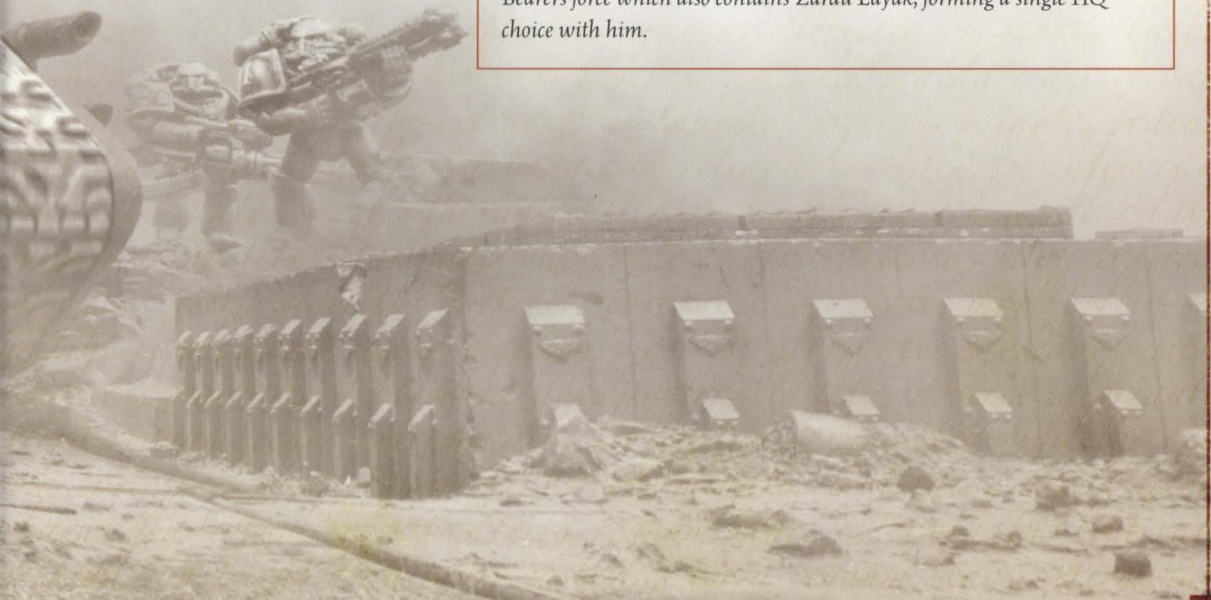
**Special Unit:** The Anakatis Kul may only be taken as part of a Word Bearers force which also contains Zardu Layak, forming a single HQ choice with him.



## HQ

There are always those who hunger for power beyond their appointed measure, even among the Space Marine Legions long before the dark days of the Horus Heresy was this true. After their humiliation and censure by the Emperor and the Ultramarines, this became doubly so within the Word Bearers Legion as the sting of their fall left many within their ranks feeling powerless and cast adrift from the bedrock of their beliefs. For the Legion as a whole this would mark the start of a perilous path and for some within its ranks, it ignited a hunger that could not be denied.

It was on such morbid cravings that Zardu Layak, the Crimson Apostle of the Chapter of the Unspeaking, preyed, with baleful gifts in mind to bestow on those whose ambition outweighed their caution, and whose hubris overwhelmed their fear. These gifts were the Anakatis blades, dark relics of the time before Mankind, weapons which must be ritually given and freely accepted to work their doom for such unearthly might do they promise to any warrior who grasps them, but only if that warrior's spirit and will are strong enough to master the beast within the blade; it never was, Zardu Layak saw to that.





## LORDS OF WAR

"Mankind's stoicism in the face of suffering is founded upon its ignorance of the alternatives."

Erebus  
First Chaplain  
of the Word Bearers

## LORGAR

MASTER OF THE WORD BEARERS, AURELIAN, THE GOLDEN, THE VOICE OF TRUTH

375 POINTS

Lorgar Aurelian, the Golden Son as many called him, who alone amongst his brothers wielded the raw power of devotion as his preferred weapon, was the lord of the Word Bearers Legion. In his earliest days he swayed an entire world with his powerful oratory and the sheer force of his charisma, leading Colchis, his adopted home world, through the fires of civil war to the veneration of the Emperor, whose coming he had foreseen in dreams. Reunited with his father, and at the head of the Word Bearers Legion, Lorgar conquered, not simply through stratagem, overmatching power or simple brute violence, but by the subtle craft of exaltation, liberation and example, by inspiring his sons to feats of arms in the name of the Imperial Truth and swaying whole planetary populations through his statecraft and vision. Under his governance, his Legion did not simply batter a world into submission, leaving behind only a scorched ruin, but applied force of arms only as needed to raise them up and render them to freedom, reserving raw destruction and carnage for the recidivist, the hopelessly corrupt and damned. But in his literal interpretation of the meaning of the Great Crusade upon which he was embarked, he and his Legion strayed from the path that had been set out for them.

For his failings, Lorgar received only disdain, contempt and censure from his siblings and father. His greatest success, the temple-city of Monarchia was rendered to dust and ashes at the command of the Emperor, who sought no worship from his son, only swift victories to hasten his works. With his beliefs shattered by the actions of his father, anger and resentment set Lorgar upon the path that would lead to the Heresy, and the Word Bearers began to secretly accept new, darker truths, even as they channelled their anger into a renewed slew of conquests that allayed the Emperor's suspicions. Both betrayer and betrayed, it was Lorgar and his Legion who would set the stage for the nightmare of the Heresy, seeking to spread his new creed across the galaxy.

	WS	BS	S	T	W	I	A	Ld	Sv
Lorgar	6	6	6	6	5	6	4	10	2+

### Unit Composition

- 1 (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- The Armour of the Word
- Illuminarum
- Archaeotech pistol
- Frag grenades

### Special Rules

- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Precision Shot, Precision Strike)
- Living Icon
- Sire of the Word Bearers
- Dark Fortune
- Erratic Psychic Power
- Bulky





## SPECIAL RULES

### Sire of the Word Bearers

Lorgar has the Crusader special rule and confers this to any unit he joins. In addition, while he is on the table (and not being carried by a Transport vehicle), all models in the same Primary Detachment which have the Legiones Astartes (Word Bearers) special rule may use Lorgar's Leadership value for all Morale checks and Pinning tests.

### Living Icon

Lorgar's presence drives his Legion to greater heights of glory and fanatical determination to be worthy of his favour. All models in the same Primary Detachment which have the Legiones Astartes (Word Bearers) special rule who can draw line of sight to Lorgar gain +1 to their charge distance rolls, are immune to Fear and add a bonus of +1 to their total score to determine who has won an assault.

### Dark Fortune

Lorgar has long been shadowed by the Fates of Chaos, and chosen as one of their favoured sons. As a result, the player may re-roll any failed Deny the Witch roll for Lorgar. In addition, once per game, Lorgar's player may elect to force a single enemy model or unit to re-roll all rolls of a 5 or 6 both To Hit and To Wound Lorgar in a given player turn. The use of this power must be declared before the attacking player rolls any dice for attacks by the nominated model that turn.

### Erratic Psychic Power

Lorgar's potent psychic powers were, until his transfiguration by the dark gods, erratic and unreliable. In order to represent this, Lorgar is a Level 2 Psyker who may choose to roll powers from either the Divination or Telekinesis Disciplines. When wishing to manifest his powers, Lorgar successfully harnesses Warp Charge on rolls of 5+ rather than 4+ as would normally be the case.

### The Armour of the Word

Lorgar's battle plate is a customised suit of artificer armour based upon the Maximus pattern, incorporating a defensive field generator and graven with ancient Colchisian sigils of protection and Lorgar's own words of anathema. The Armour of the Word provides a 2+ armour save and a 4+ invulnerable save. This invulnerable save increases to a 3+ against any psychic empowered attack (including Witchfire powers and blows from force weapons).

### Illuminarum

This ornate sceptre-maul was fashioned for Lorgar by the master weaponsmith Ferrus Manus in a rare display of filial support. Perfectly balanced for Lorgar's strength and size, it is a formidable weapon and apocryphally seen as the pattern on which the Chaplains' crozius was later based.

Weapon	Range	Str	AP	Type
Illuminarum	-	+2	2	Melee, Master-crafted, Concussive, Smash

### Lorgar Transfigured

When Lorgar came to embrace what he saw as the Primordial Truth of Chaos, he used it and its sorcerous lore to finally unlock his full psychic potential. To represent this option, you may choose to use this special rule. If you do so, the Lorgar Transfigured special rule replaces the Erratic Psychic Power rule.

Lorgar Transfigured is a Level 3 Psyker who may select (rather than randomly roll) three powers in any combination from the Divination and Telekinesis Disciplines at the start of the game. When wishing to manifest his powers, Lorgar successfully harnesses Warp Charge on rolls of 3+ rather than 4+ as would normally be the case.

Lorgar Transfigured is treated as an upgrade which costs +75 points.







# THE TITAN LEGIONS

The following section details additional rules and units for playing games of Warhammer 40,000 set against the background of the dark and terrible wars of the Horus Heresy, and is intended to be used in conjunction with the army list provided in *The Horus Heresy Book One – Betrayal*.



One of the most ancient pillars of the Mechanicum, the Collegia Titanica operates the mighty Titans, each a bipedal metal giant armed with weapons able to level entire districts, and protected by armour and void shields capable of shrugging off attacks from all but the heaviest of foes. Though few in number compared to the uncountable hosts of the Great Crusade, the Titan Legions fought at the forefront of the Imperium's expansion, carrying the light of Unification to the benighted worlds of Mankind.

The so-called 'god-engines' of the Titan Legions have served Mankind since long before the Age of Strife, their origins lost in the Dark Age of Technology. The Legios themselves came into being on Mars during the anarchy of Old Night, when the fabled 'Triad Ferrum Morgulus' was established. This trio of nascent Orders consisted of the Legio Tempestus, Legio Mortis and Legio Ignatum, and while all three stood against the horrors of Old Night, from ravening xenos to thinking-machine aberrations, they were just as equally likely to fight one another; for each served the interests of its home Forge above all else, so that throughout the long age of anarchy, rivalries were established that much later would bear bitter fruit indeed.

### The Lord of Terra

When the Emperor of Mankind came to the Red Planet, having brought unity to war-shattered Ancient Terra, upon Olympus Mons the Lords of the Red Planet ascended to their place alongside the Imperium of Man, but the Mechanicum would ever remain an empire within an empire, for machine domains other than Mars existed across the galaxy and would in time swear fealty to the Fabricator-general of Mars. In recognition of the fact that the Unification of all humanity could not be achieved without the technological and scientific aid of the Mechanicum, Mars became an ally to Terra rather than her subject, and so began the Great Crusade.

As the Emperor's hosts pushed ever outwards into the galaxy, casting back the horrors that had gripped the scattered human worlds for so many long centuries, the Titan Legions marched with them. Fighting alongside the trans-human Space Marines of the Legiones Astartes, the elite void-soldiers of the Solar Auxilia and numerous other forces in the rapidly expanding Excertus Imperialis, the Titan Orders came upon other planets dominated by their long-lost kin, Forge Worlds not unlike Mars and ruled by similar techno-theocracies. A few refused to

acknowledge the primacy of the Red Planet and had to be forced to submit, or in some cases were even destroyed. The majority however knew of the Red Planet through the few fragments of archive data and echoes of legend which had managed to survive the Age of Strife, and willingly took their place in the new order.

### The Might of the Titan Legions

The greatest of the newly-discovered Forge Worlds were found to host their own Titan Orders, and while many had developed their own unique and sometimes idiosyncratic cultures, others were found to have organised themselves along a similar line to the original Martian Triad Ferrum Morgulus, suggesting some underlying machine principle or pattern at work, which the Lords of Mars looked upon and found pleasing. Of the lesser Forge Worlds not possessed of the necessary templates, resources or expertise to construct and operate their own Titans, Mars favoured those who swore fealty with such patronage that they might do so.

Within scant decades of the outset of the Great Crusade, the Mechanicum had discovered or founded a score of Titan Orders, and by the turn of the first century of the Great Crusade, the orders of battle by which the Legios arranged themselves had become somewhat codified, and while individual bodies exercised considerable variation in strategy, a degree of standardisation was evident. The Fabricator-general proclaimed that the many Titan Orders should be recognised as a distinct class within the greater corpus of the Mechanicum, that its doctrines, traditions and battle honours might be propagated and preserved for the good of all Mankind. This body was to be known as the Collegia Titanica, and while the Legios themselves would remain subservient to the will of the individual forge lords, it would become a politically influential entity within the emerging structures of the nascent Imperium of Mankind.

The Collegia Titanica came to rate the strength of each Titan Legion according to a complex formula that allotted each a Militarist grade. First tier designations ranged from 'primus' to 'denarii', with a range of further clausal numerical definitions describing the Legio's specific capabilities, specialisations and other characteristics. Though it rarely told the whole truth, the most obvious measure of a Titan Legion's strength was ever the number of god-engines it could field, with the largest maintaining as many

as 200-300, while the smallest might be able to muster barely a dozen. In reality however, the mixture of Titan classes was a far more reliable indicator of potency than raw numbers. Few indeed could field the colossal Emperor class, while almost all fielded significant numbers of Warhound Scout Titans, the lightest common engine, with the ubiquitous Warlord and the standard Battle Titan, a proven and powerful design which made up the bulk of most Legios' main strength. There were many other classes besides, notably the ancient Reaver and several Warlord variants such as the Nemesis and Nightgaunt and other, rarer chassis whose designs such as the Apocalypse, Carnivore and Komodo were unique.

Many Titan Legions had a particular mix of god-engines they preferred to commit to battle, exemplifying their own specific battle doctrines. Legio Audax, also known as the 'Ember Wolves', for example, fielded a large number of Warhound Scout Titans, employing them as fast-moving hunting packs that were fearsomely effective at harrying and bringing down far larger enemy engines. Most Legios however, sought to maintain a balanced and flexible force able to prosecute a wide range of operations and confront many different foes.

Though some Titan Legions used their own vernacular, the Collegia Titanica enforced a degree of standardisation in unit nomenclature. Depending on their role, Titans were fully capable of operating individually, and often did so when supporting conventional ground units. In practice, they were often deployed in formations of anything from two to ten god-engines, but broken into formal units known as a 'maniple' comprising five god-engines – the numeral '5' having an occult and numerological signifier of destruction in many numismatic systems of prognostication favoured by the Omnissian cult. The most senior Titan commander — or princeps — was appointed as the maniple's leader and this force was considered sufficient to prosecute all but the most apocalyptic of battles.

### The Warriors of the Collegia Titanica

Titan crews rank alongside the elite of the Imperialis Armada in the skill and courage with which they operate their mighty engines of war, although compared to the crews of void-faring warships they are few in number indeed. The princeps is in total command of the Titan via a mind impulse unit, a complex and not entirely understood



device that merges body and mind with that of the engine so completely that a princeps controls the Titan's metal form as they would their own flesh. The process is a two-way one however, for each Titan, in particular the more ancient machines, is invested of its own individual anima which is the product of its deeds and its former masters, and which bleeds into the consciousness of the princeps to create a gestalt of the two. So immersive is this connection that should the Titan suffer damage, the princeps feels it as if their own flesh were wounded. Severe damage is likely to cause crippling stigmata on the princeps' body, and should the engine be dealt a killing blow, the cyber-neural feedback is almost certain to kill them.

Assisting the princeps are a number of specialist crew, the exact number and their roles dependent on the class of Titan as well as the doctrines of the parent Legio.

These are known as 'moderati', and each has responsibility for a different system, such as the sensors or the helm, adding their own oversight towards the mind impulse commands of the princeps. Several of these moderati are stationed at the princeps' side within the 'head' of the god-engine, while others are located elsewhere in the Titan's mighty form—the gun moderati, for example, are often stationed in the carapace as near to their weapons as the Titan's complex anatomy allows. In addition, one or more Tech-Priests watch over the god-engine's mighty plasma generator, assisted by a small cadre of servitors. While a lighter class of Titan, such as a Warhound, might have but a handful of crew, a Warlord might have a dozen and an Emperor even more.

Not all of a Titan Legion's subjects serve within the mighty god-engines, for many more fight in their shadow. Each Forge World is served by massive cohorts of skitarii, scutarii and secularis, and these are often assigned to provide the Titan Legions with massed ground forces capable of performing the battlefield duties which the Titans themselves are too large to perform. Furthermore, there are those Forge Worlds which, having compacted with subservient Knight Houses, march to war preceded by a

fast moving skirmish line of Knight-Lancers and similar classes of walker that bridge the gap between infantry and Titan, engaging enemy vehicles and allowing the Titans to concentrate on the heaviest of enemy war machines, in particular enemy Titans.

It is when an army is to confront an enemy that is itself supported by Titans that they truly come into their own, and this only came about with the outbreak of the Horus Heresy. From the very outset, the Warmaster ensured that as many Titan Legions as possible rallied to his banner and first amongst these was the Legio Mortis—the Death's Heads—and soon others followed. Traitor Titans saw service in the very earliest battles of the Horus Heresy, including the Isstvan III Atrocity and the Isstvan V Dropsite Massacre. The Collegia Titanica was split asunder by the war and as it spread across the galaxy, the battlefields of the Sundered Imperium burned with the staggeringly destructive potential of these mighty god-engines. The battle was never so bitter nor all-consuming however as when Traitor and Loyalist Titans faced one another in open war, the mortal soldiers fighting at their feet as inconsequential as insects and slain by the thousands as unimaginable energies were unleashed.





# LEGIO TITANICUS WARHOUND SCOUT TITAN

750 POINTS



## LORDS OF WAR

Warhounds are the smallest class of 'true' Titan, although small in this case is purely in relation to its colossal brethren the Battle Titans. Classified as 'Scouts' in reference to their common operational roles within the Divisio Militaris of the Titan Legions, they are commonly used to range ahead of larger Titan battle groups or detached in support of lesser ground forces, where the sheer scale and power of their weapons is enough to turn the tide of most battles in their allies' favour. If matched against their larger counterparts however, they cannot hope to directly contest them in terms of durability or raw firepower, so instead Warhounds must rely on their speed and manoeuvrability to survive, and use pack tactics to bring down the Titans of a main battle line.

## Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Warhound Titan	2	4	10	14	13	12	4	1	9

## Unit Composition

- 1 Warhound Titan

## Unit Type

- Super-heavy Walker

## Wargear

- Arm-mounted  
Vulcan mega-bolter
- Arm-mounted  
Titan plasma blastgun

## Special Rules

- Agile
- Night Vision
- Reactor Meltdown
- God-engine
- Void Shields (2)
- Towering Monstrosity (Warhound Titan)

A Legio Titanicus Titan of any class may be used as a Lords of War choice for any Age of Darkness army of either the Loyalist or Traitor Faction.

## Options

- A Warhound Scout Titan may exchange either of its arm-mounted weapons for any of the following (in all cases these also have the Primary Weapon special rule):
  - Vulcan mega-bolter ..... Free
  - Double-barrelled turbo laser destructor ..... Free
  - Titan plasma blastgun ..... Free
  - Warhound inferno gun ..... Free

## Reactor Meltdown

If the Warhound suffers a Titanic Explosion result on the Catastrophic Damage table, its reactor goes nuclear! This is the same as a Titanic Explosion, except that all hits are resolved as Destroyer hits.

## Agile

In the Shooting phase, the Warhound may divert some of the energy from its primary weapons towards its motive systems so it can choose to:

- Fire all available weapons, as normal
- Or fire a single primary weapon and move an extra D6"
- Or fire no weapons at all and move an extra 2D6"

## God-engine

All Mechanicum units within 24" and on the same side of a model with this special rule are Fearless.

## Void Shields (2)

A Legio Titanicus Warhound Scout Titan has two void shields. Each hit scored against a Warhound Titan will instead hit a void shield (whilst at least one remains active). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour value of 12. A Glancing hit or Penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After all void shields have collapsed, further hits strike the Titan instead. At the end of each of the Titan's turns, roll a D6 for each collapsed void shield. Each roll of 5+ instantly restores one collapsed shield.

## Towering Monstrosity (Warhound Titan)

- The Titan may never be locked in an assault.
- The Titan is completely immune to the effects of Haywire attacks, dangerous terrain, and psychic attacks other than Witchfire powers, which must attempt to damage it normally.



# LEGIO TITANICUS REAVER BATTLE TITAN

1,475 POINTS



## LORDS OF WAR

The Reaver is a Battle Titan and a mainstay of the great Titan Legions. It is smaller and lighter than the massive Warlord class, but is still a vast machine, protected by thick adamantine armour plates and carries devastating firepower.

A truly ancient design, each Titan Legion maintains an active number of Reavers of various patterns and, in particular, the Mars pattern Reaver is said to be the oldest of all Titans forged on the Red Planet, its origins long predating even the Great Crusade. Each god-machine is regarded as a holy-of-holies by the Mechanicum; a reflection of the divine Omnissiah's wrath that has brought destruction to their enemies and shielded their brethren from harm for countless centuries back into the long night of the Age of Strife. Only another war machine of similar power or entire tank battalions working together has any hope of defeating a Reaver Battle Titan in the field, as against the Reaver's void shields and devastating weaponry, conventional ground troops and defences stand little chance.

### Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Reaver Battle Titan	2	4	10	14	14	13	2	2	18

### Unit Composition

- 1 Reaver Battle Titan

### Unit Type

- Super-heavy Walker

### Wargear

- Carapace-mounted apocalypse missile launcher
- Arm-mounted Reaver laser blaster
- Arm-mounted Reaver gatling blaster

### Special Rules

- Night Vision
- Reactor Meltdown
- God-engine
- Void Shields (4)
- Towering Monstrosity (Reaver Titan)

A Legio Titanicus Titan of any class may be used as a Lords of War choice for any Age of Darkness army of either the Loyalist or Traitor Faction.

### Options

- A Reaver Battle Titan may exchange either of its arm-mounted weapons for any of the following:
  - Reaver gatling blaster ..... Free
  - Reaver laser blaster ..... Free
  - Reaver volcano cannon ..... +50 points
  - Reaver melta cannon ..... Free
  - Reaver power fist ..... Free
  - Reaver chainfist ..... +75 points
- A Reaver Battle Titan may exchange its carapace-mounted apocalypse missile launcher for any of the following:
  - Double-barrelled turbo laser destructor ..... Free
  - Titan plasma blastgun ..... Free
  - Warhound inferno gun ..... Free
  - Vulcan mega-bolter ..... Free
  - Vortex support missile ..... Free

### Reactor Meltdown

If the Reaver suffers a Titanic Explosion result on the Catastrophic Damage table, its reactor goes nuclear! This is the same as a Titanic Explosion, except that all hits are resolved as Destroyer hits.

### God-engine

All Mechanicum units within 24" and on the same side of a model with this special rule are Fearless.

### Void Shields (4)

A Legio Titanicus Reaver Battle Titan has four void shields. Each hit scored against a Reaver Titan will instead hit a void shield (whilst at least one remains active). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour value of 12. A Glancing hit or Penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After all void shields have collapsed, further hits strike the Titan instead. At the end of each of the Titan's turns, roll a D6 for each collapsed void shield; each roll of 5+ instantly restores one collapsed shield.

### Towering Monstrosity (Reaver Titan)

- The Titan may never be locked in an assault.
- The Reaver Titan may only be hit on a 6 by Infantry and Monstrous Creatures of any type in an assault, and on a 5 or 6 by Super-heavy Walkers and Gargantuan Creatures in an assault.
- The Titan is completely immune to the effects of Haywire attacks, dangerous terrain, and psychic attacks other than Witchfire powers, which must attempt to damage it normally.
- The Reaver Titan's carapace-mounted weapons may not target models closer than 18" from its hull, unless they are Flyers, Flying Monstrous Creatures or other Super-heavy vehicles or Gargantuan Monstrous Creatures.



# LEGIO TITANICUS MARS WARLORD BATTLE TITAN

2,750 POINTS

## LORDS OF WAR

A true leviathan of the battlefield, the Warlord Class Titan is the mainstay of the Collegia Titanica. There are a number of sub-patterns of the Warlord, such as the Lucius and the Anvilus, but it is the Mars that is considered the most ancient and superior, and of all of the Battle Titan types by far the most numerous and iconic. This is not without reason, for each Mars Warlord is a gargantuan killing machine, proof against the petty assaults of small arms and all but impervious even to the assault of most forms of attack aircraft and heavy weapon, save the most technologically potent or massive.

Furthermore, the Warlord is a fully sealable and protected environment, and as able to fight upon an airless moon as a verdant plain so long as the geology under its feet will sustain it, and even this is assisted by gravitational and inertial techno-arcana, little understood outside the inner circles of the Titan Tech-Priests who sustain these god-engines. But it is the destructive power of the Warlord that is its avatar, for their firepower rivals smaller void warships in potency and a single Warlord, given time, is capable of systematically levelling a city or laying waste to an entire army.

Such is their might that it is whispered by some that it is they, not the Legiones Astartes, that have truly won the Imperium's domain in the fires of battle.

## Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Mars Warlord Battle Titan	2	4	D	15	15	14	1	3	30

## Unit Composition

- 1 Mars Warlord Battle Titan

## Unit Type

- Vehicle (Super-heavy Walker)

## Wargear

- Two arm-mounted Belicosa pattern volcano cannon
- Two carapace-mounted apocalypse missile launchers
- Two Ardex-defensor mauler bolt cannon turrets
- Two rear-mounted Ardex-defensor twin-linked lascannon turrets
- Armoured Ceramite

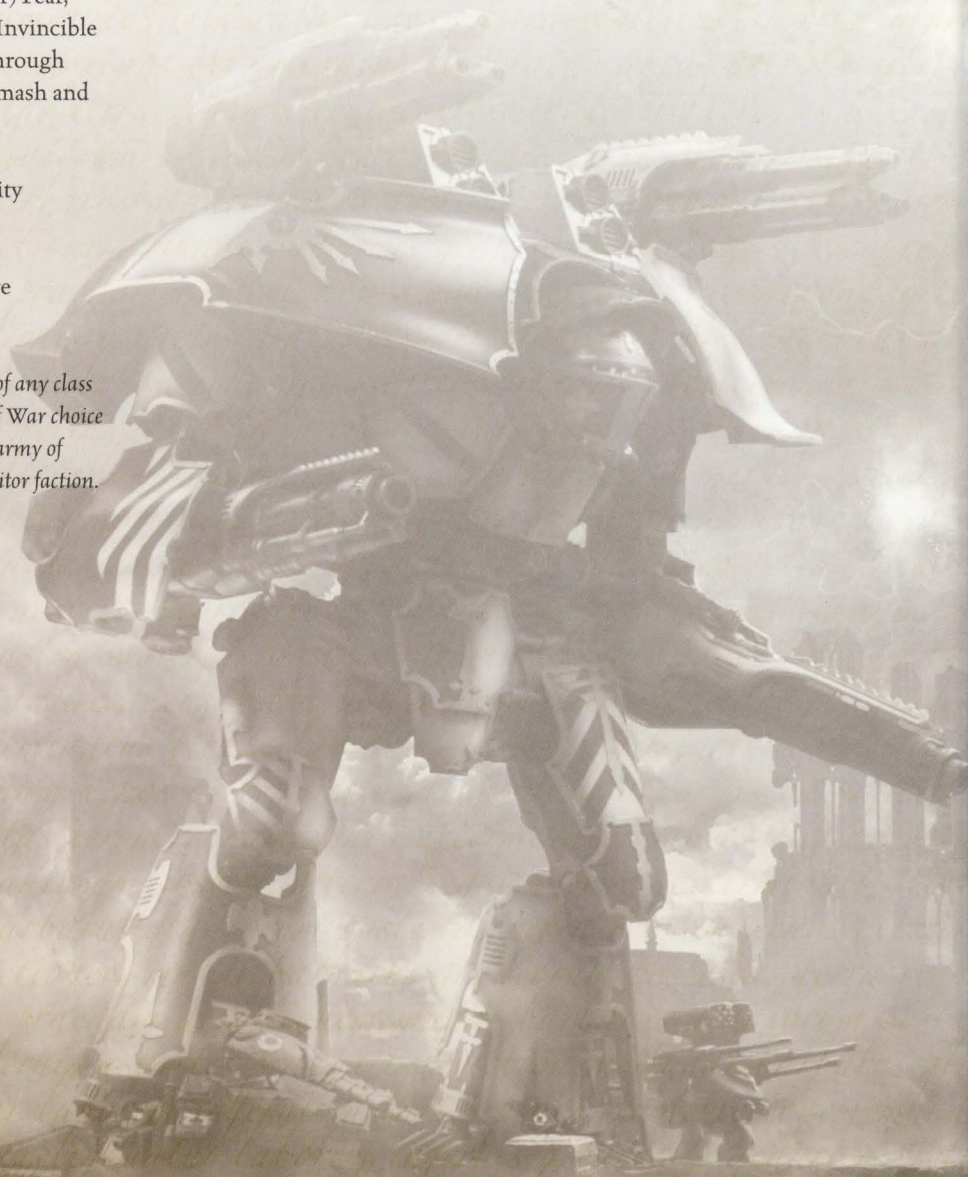
## Special Rules

- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Reactor Meltdown
- Towering Monstrosity (Warlord)
- Void Shields (6)
- Reinforced Structure
- World Burner

A Legio Titanicus Titan of any class may be used as a Lords of War choice for any Age of Darkness army of either the Loyalist or Traitor faction.

## Options

- One or both of the arm-mounted Belicosa pattern volcano cannon may be exchanged for one of the following weapons:
  - Sunfury plasma annihilator..... Free
  - Mori quake cannon..... Free
  - Saturnyne lascutter..... Free
  - Ariocho Titan power claw..... Free
  - Macro-gatling blaster..... Free
- Both of the carapace-mounted apocalypse missile launchers may be exchanged for any of the following weapon types:
  - Two double-barrelled turbo laser destructors..... Free
  - Two twin-linked vulcan mega-bolters..... Free
  - Two Titan plasma blastguns..... Free
  - Two Reaver laser blasters..... +100 points
  - Two Reaver melta cannon..... +100 points
  - Two Reaver gatling blasters..... +100 points
  - Two vortex missile banks..... +150 points
  - Two incinerator missile banks..... +75 points





## SPECIAL RULES

### Reactor Meltdown

The vast mass and barely contained power of the Warlord Titan itself presents a lethal danger should it be slain, beyond that even of others of its ilk. Because of this, instead of using the usual Catastrophic Damage table for Super-heavy vehicles, use the table presented below instead. In all cases, the Warlord Titan model remains on the table as impassable terrain after it is destroyed. The radius effect of the Warlord's explosion does not use the usual Apocalyptic Mega-blast marker either. Instead, measure distances from the centre of the Warlord's hull as a starting point with the Blast ranges of 12"/24"/36" respectively.

### Warlord Catastrophic Damage Table

D6	Result	S	AP
1	Explosion	D/8/4	2/3/5
2-3	Devastating Explosion	D/10/6	2/3/4
4-6	Titanic Explosion	D/D/D	1/2/2

### Void Shields (6)

While the model's void shields are active, any hits scored by shooting attacks against it strike its void shields instead. The Warlord has six void shields, each with an Armour value of 12. A Glancing hit or Penetrating hit or any hit by a Destroyer weapon scored against a shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of its controlling player's turns, roll a D6 for each collapsed shield – a roll of 5+ instantly restores it.

### Reinforced Structure

The Warlord Titan has an invulnerable save of 5+ against any attacks that have breached its void shields.

### World Burner

The Warlord Titan may use any of its Blast marker weapons to target areas of the battlefield, rather than enemy units if it wishes, including buildings and ruins, etc.

### Towering Monstrosity (Warlord)

The Warlord Titan's colossal size, incalculable power and superior design make it both extremely difficult to harm from ground level, with its vital systems elevated far above the heads and hulls of those upon the battlefield below it, while its legs are plated with metres-thick armour to prevent it from being assailed by infantry or laid low by explosive charges. As well as the usual rules for Super-heavy Walkers, the following rules are also in effect:

- The Warlord Titan may only be hit on a 6 by Infantry and Monstrous Creatures of any type in an assault, and on a 5 or 6 by Super-heavy Walkers and Gargantuan Creatures in an assault.
- The Warlord Titan may never be locked in an assault.
- The Warlord Titan is completely immune to the effects of Haywire attacks, dangerous terrain, and psychic attacks other than Witchfire powers, which must attempt to damage it normally.
- The Warlord Titan's Stomp attacks use the Large Blast (5") template.
- The Warlord Titan's carapace-mounted weapons may not target models closer than 24" from its hull, unless they are Flyers, Flying Monstrous Creatures or other Super-heavy vehicles or Gargantuan Monstrous Creatures.





## COLLEGIA TITANICA TITAN WEAPONS

Weapon	Range	Str	AP	Type
Apocalypse missile launcher	24"-360"	7	3	Primary Weapon 5, Apocalyptic Barrage
Vortex support missile	12"-960"	D	1	Primary Weapon 1, Large Blast (5"), Vortex, One Use
Vortex missile bank	12"-360"	D	1	Primary Weapon 1, Large Blast (5"), Vortex, 2 x One Use
Incinerator missile bank	12"-360"	6	3	Primary Weapon 10, Apocalyptic Barrage, No Cover Saves, One Use
Turbo laser destructor	96"	D	2	Primary Weapon 2, Large Blast (5")
Reaver laser blaster	96"	D	2	Primary Weapon 3, Large Blast (5")
Reaver volcano cannon	180"	D	2	Primary Weapon 1, Massive Blast (7")
Belicosa pattern volcano cannon	180"	D	1	Primary Weapon 1, Apocalyptic Blast (10"), Machine Destroyer <sup>1</sup>
Titan plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (9")
Sunfury plasma annihilator	72"	9	2	Primary Weapon 4, Apocalyptic Barrage, Plasma Wave <sup>2</sup>
Vulcan mega-bolter	60"	6	3	Heavy 15
Mori quake cannon	24"-360" D/9/6	3		Primary Weapon 1, Apocalyptic Blast, Seismic Shock <sup>3</sup> , Concussion, Strikedown

Weapon	Range	Str	AP	Type
Reaver gatling blaster	72"	8	3	Primary Weapon 6, Large Blast (5"), Pinning
Macro-gatling blaster	72"	10	3	Primary Weapon 6, Large Blast (5"), Pinning
Warhound inferno gun	Hellstorm	7	3	Primary Weapon 1
Reaver melta cannon	72"	10	1	Primary Weapon 1, Apocalyptic Blast (10"), Melta
Ardex-defensor mauler bolt cannon	36"	6	3	Heavy 6, Twin-linked, Ardex Machina <sup>4</sup>
Ardex-defensor lascannon	48"	9	2	Heavy 1, Ardex Machina <sup>4</sup>
Reaver Titan power fist	-	D	1	Melee
Reaver Titan chainfist	-	D	1	Melee, Machine Destroyer <sup>1</sup>
Ariqch Titan power claw	-	D	1	Melee, +1 Attack, Machine Destroyer <sup>1</sup>
Saturnyne lascutter (Assault)	-	D	1	Melee, Machine Destroyer <sup>1</sup> , Instant Death
(Shooting)	Hellstorm	9	2	Primary Weapon 1, Instant Death

<sup>1</sup>Machine Destroyer: When attacking any target with an Armour value, rolls of 1 on the Destroyer Damage table may be re-rolled.

<sup>2</sup>Plasma Wave: Successful cover saves against this weapon's attacks must be re-rolled.

<sup>3</sup>Seismic Shock: Units which suffer wounds or Hull Points lost from this attack may only move at half their usual maximum movement, may not Run, Charge or go Flat Out, and count as being in dangerous terrain on their next turn.

<sup>4</sup>Ardex Machina: This weapon may fire Overwatch attacks even though the model to which it is attached to may usually not do so, so long as it is within the firing arc of the charging models and, in addition, carries out all Snap Shots at BS 2.



# AFTERWORD

The Horus Heresy Book Five – *Tempest* continues the story of the greatest war in the history of the Imperium, focusing on the pivotal Battle of Calth. Here the Word Bearers' betrayal of the Ultramarines let loose the floodgates of destruction and for the first time in the Horus Heresy unleashed the infernal powers of the Warp upon humanity. This battle also marked the opening of the 'Shadow Crusade' against the Realm of Ultramar which was launched in order to serve not just the military objective of destroying the Ultramarines, but the still greater mission of invoking a warp storm so vast and powerful that it would sunder the galaxy in two.

This book presents the story of the Battle of Calth, expanding the many exciting accounts told in several of Black Library's Horus Heresy novels and anthologies into a campaign that players can re-enact on the tabletop. The history and background of the XIII<sup>th</sup> Legiones Astartes —the Ultramarines— is provided, as well as rules for several of their unique units, wargear and characters, including the Primarch Roboute Guilliman himself. Furthermore, *Tempest* presents new rules for players of the Word Bearers Legion as well as several new vehicles that can be included in any Space Marine army, Traitor and Loyalist alike.

*Tempest* also introduces a new element into games set in the Age of Darkness in the form of the Imperialis Militia. Players can now muster the defenders of Calth or the teeming hordes of renegades and warp cultists in thrall to the Word Bearers. All players can use this army list, drawing on its units as allies or fielding entire mortal armies in the ongoing wars of the Age of Darkness. Last, but by no means least, are background and rules for the mighty Warlord Titan, a formidable model that Forge World's designers have been chafing at the bit to create for a very long time. We think players will agree that the wait was more than worthwhile.

Finally, once again we must thank the ever-growing body of Horus Heresy players for their continued enthusiasm and feedback as together we continue our adventures in the Age of Darkness.

The Forge World Studio

A Forge World supplement for



The Horus Heresy Book Five – *Tempest* is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This book, lavishly illustrated in full colour, contains extensive background information on the Battle of Calth, the Ultramarines Legion and other forces involved in this cataclysmic and deadly betrayal. This book also includes a campaign system and new and updated rules for the Ultramarines, the Word Bearers and Imperial Titans, as well as a new Imperialis Militia & Cults army list, and new units for the Legiones Astartes Crusade army list and the forces of the Mechanicum.

The Horus Heresy Book Five – *Tempest* is a complete expansion for the Warhammer 40,000 game – it requires the Warhammer 40,000 rulebook and the Legiones Astartes Crusade Army list to use its contents.



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