



THE ULTRAMARINES

Numeration: The XIIIth Legion

Primogenitor: Roboute Guilliman

Cognomen: (Prior) No single cognomen officially recognised, however several sub-divisions of the XIIIth 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 XIIIth 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 XIIIth 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 XIIIth 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 XIIth and Vth Legion groups, who demonstrated more markedly heightened individualistic and fractious tendencies post-implantation. Although much of what would then transpire for the XIIIth 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 XIIIth, 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 XIIIth 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 XIIIth 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 fledging Imperium. Further evidence for this can be perhaps inferred by the fact that no evidence remains of the XIIIth Legion seeing active deployment on Terra itself during the Unification Wars' bitter dregs —as both the VIIth and VIIIth 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 fledging Space Marine Legions undergoing their first great expansion were a

key part of this. During this period the XIIIth, 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 XIIIth, 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 IXth Legion or the uncanny resilience of the XIVth. In others they were subtle and bred in the bone, such as the obsessive darkness which consumed the souls of the VIIIth, 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 XIIIth 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 XIIIth 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 1st 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 Xth Legion.

The Brotherhood of the Thirteenth

By the third decade of the Great Crusade, the XIIIth 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 XIIIth 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 IIIrd 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 VIIIth in the purgation of the abhuman corsairs of the Canceraï Nebula afterwards bore black gauntlets, midnight blue helmets 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 XIIIth 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 XIIIth's resolve and their arts of war was yet to come however.

The Osiris Rebellion

By the year 833.M30, the XIIIth Legion had increased in number to an active force of around 33,000 Space Marines, whose primary battlegroup now consisted of the autonomous 12th 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 XIIIth 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 XIIIth 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 1st 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 XIIIth 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 12th 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 XIIIth 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 XIIIth 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 XIIIth 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 12th 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 12th Expeditionary Fleet's two score of capital warships, led by the Legion's flagship, the Goliath class macro-battleship *Sethaln'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 *Sethaln's Thunder* opening up great rents in Hive Cabasset'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 XIIIth 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 XIIIth 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 *Sethaln'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 12th 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 *Sethaln'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 XIIIth 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 12th 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 XIIIth Legion had suffered a little over 6,500 Space Marines lost, the largest tally of any single battle in the XIIIth'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 XIIIth 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 XVIIIth 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 XIIIth 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 XIIIth, 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 XIIIth 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 XIIIth 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 XIIIth 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'etat 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 XIIIth 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 XIIIth 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 XIIIth 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 XIIIth 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 12th 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 12th 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 benefited 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 XIIIth 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 XIIIth 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 12th 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 XIIIth 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 XIIIth'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 XIIIth 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 XIIIth 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 4th and 22nd Chapters are the most noteworthy examples of this, with the 4th, known within the Legion as the Aurorans, operating roughly five times as many armoured vehicles as a standard chapter, while the 22nd, 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 XIIIth 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 XIIIth 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 XIIIth 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 XIIIth 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 XIIIth 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 XIIIth 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 XIIIth 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 Legion's 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 Armaturo 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 Imperial 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 XIIIth 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 7th Chapter was embarked on a costly campaign sweeping the Eastern Fringe of a splintered Khraive infestation that threatened to overwhelm Imperial colonies established in the area and could not be spared for the muster, while the 10th was scattered across the north-eastern limits of Imperial expansion and was simply too far away to have been considered for recall. The 24th and 25th Chapters, elements of the Evocatii, alongside the 19th 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 Imperial 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 Imperial 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, 117TH 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 Ithracia 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)



Breacher Squad with
Chapter Numeral

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.

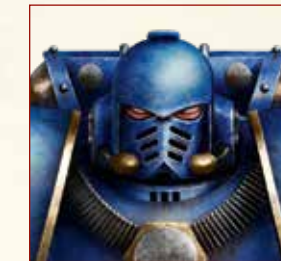


Destroyer Squad with Chapter Numeral

ULTRAMARINES TACTICAL MARKINGS AND HERALDRY

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 XIIIth Legion. Variation exists between chapters, in particular those stationed or serving beyond the borders of Ultramar.



Line Legionary



Sergeant



Apothecary



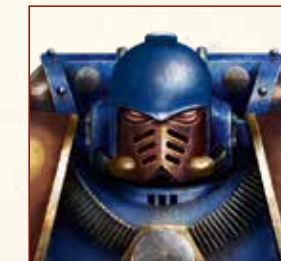
Veteran Sergeant



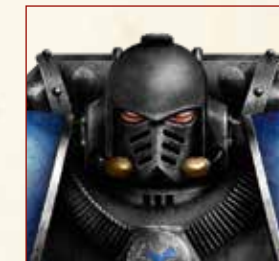
Lieutenant



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 XIIIth 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, 7TH CHAPTER
 EURYDICE RETRIBUTION TASKFORCE

Legionary Peleos is depicted here on the eve of the final destruction of the xenos 'Psybrids'. The bulk of the 7th Chapter was deployed to 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 1st 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
112TH COMPANY, 11TH CHAPTER
LANSHEAR COUNTER-THRUST

Legionary Naevus 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 112th Company. Having sustained calamitous losses at the outset of the Battle of Calth, the remnants of the 112th Company were rallied by Naevus' squad commander, Sergeant Anchise, at whose side he fought throughout the advance on Lanshear.

Legionary Naevus 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. Naevus 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
97TH COMPANY, 9TH CHAPTER
(ATTACHED TO 402ND FLOTILLA)
FLEET DEFENCE DETACHMENT, BATTLE BARGE 'PHAUNOS'
BATTLE OF CALTH NEAR-SPACE

Legionary Varinius was a long-serving warrior of the 9th 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 402nd 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 9th 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.



I.



2.



ULTRAMARINES LEGION HONOUR GUARD

INVICTARUS SARERVAN
15TH 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 wreaths 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.

I.



2.



ULTRAMARINES INVICTARUS CENTURION

INVICTARUS CASSIAN
XIIITH 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 213th 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 engine room 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
13TH 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 13th 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-artificiers. 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
12TH CHAPTER COMMAND CADRE
SYLATOR PROVINCE MUSTER

Solon was the standard bearer of the 3rd Battalion of the 12th 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 199th 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 12th 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, 3RD 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
2ND DESTROYER COMPANY, 22ND 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 22nd 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, krak and frag 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 XIIIth 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 XIIth 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 XIIth, 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 Honor* 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 melt-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 XIIIth 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.

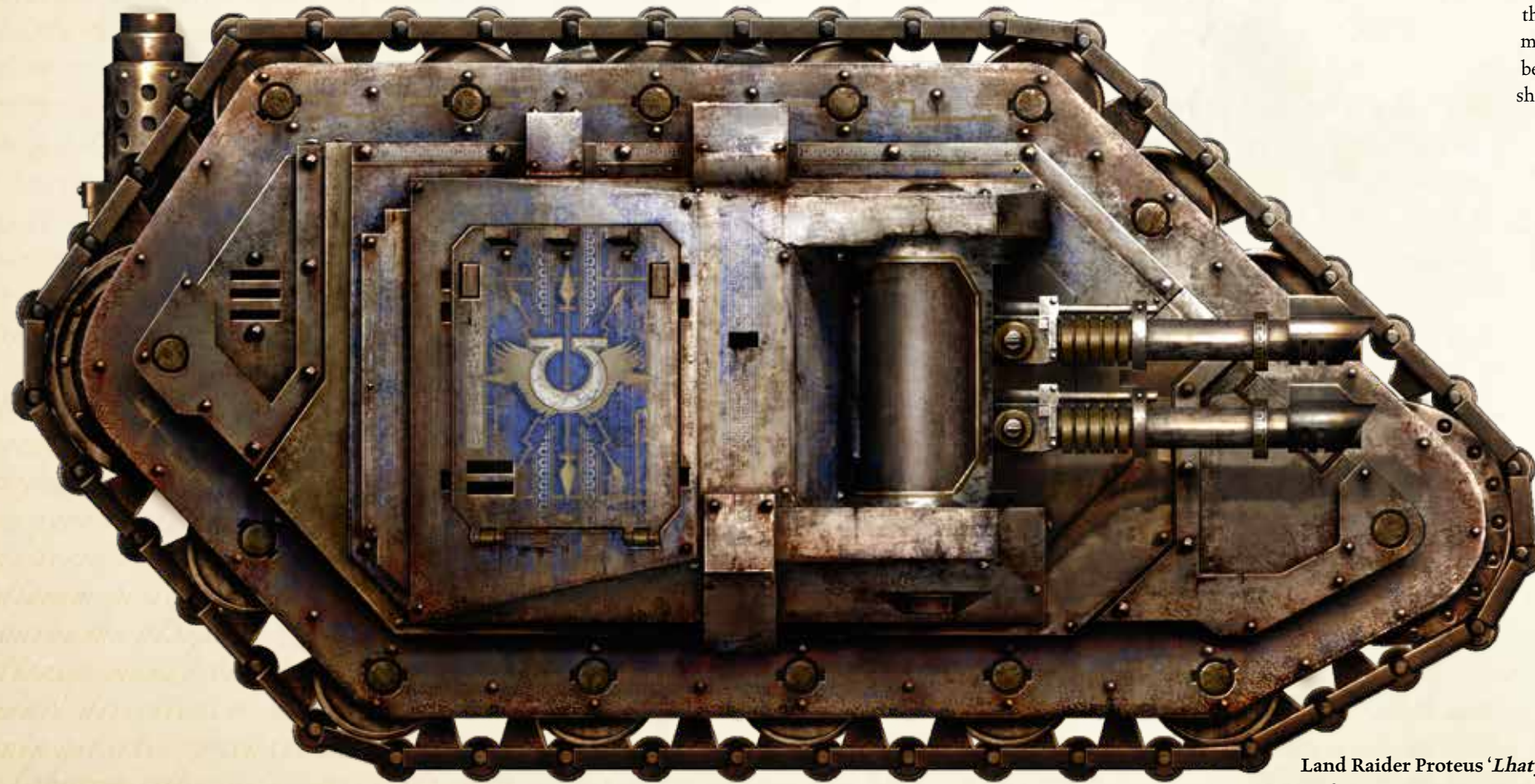
Each of the Ultramarines Legion chapters maintained its own stocks of armoured vehicles, allowing individual formations to deploy as befitted tactical and environmental conditions. All held large numbers of Rhino armoured carriers, used for the rapid

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.

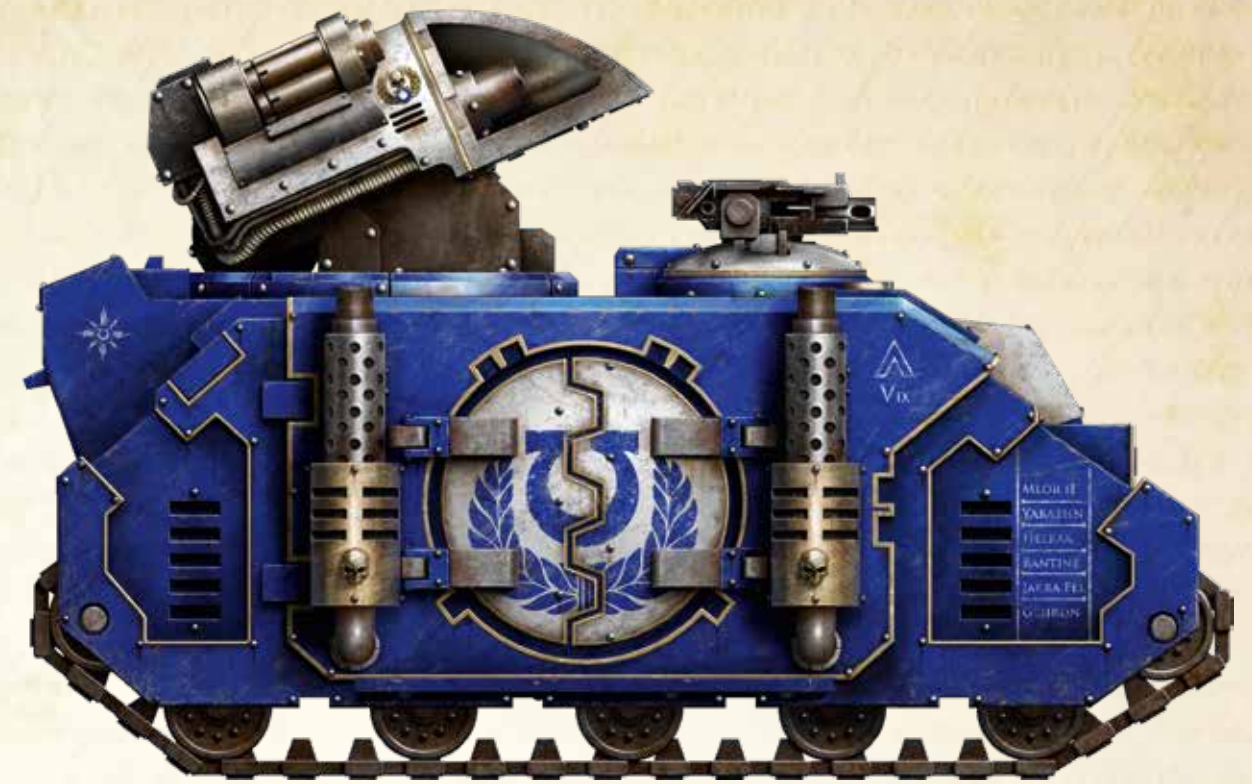
One body within the Legiones Astartes Ultramarines maintained especially extensive numbers of armoured vehicles – the 4th Chapter, known with increasing formality as the 'Aurorans'. This formation operated a wide range of tanks, but was especially well known for its expertise in the deployment of super-heavy 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.



Land Raider Proteus 'Lhatyrion Compact': This ancient, armoured variant of the venerable Proteus pattern Land Raider served with the 7th 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.



Whirlwind Scorpius Missile Tank: This missile tank belonged to the support echelon of the 12th 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.

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 Xenohold. Many of these assets were gathered together at Calth and mustered at the macro landing fields in and around Ithra 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 XIIIth Legion, all but a handful would be destroyed at the opening of the Battle of Calth.

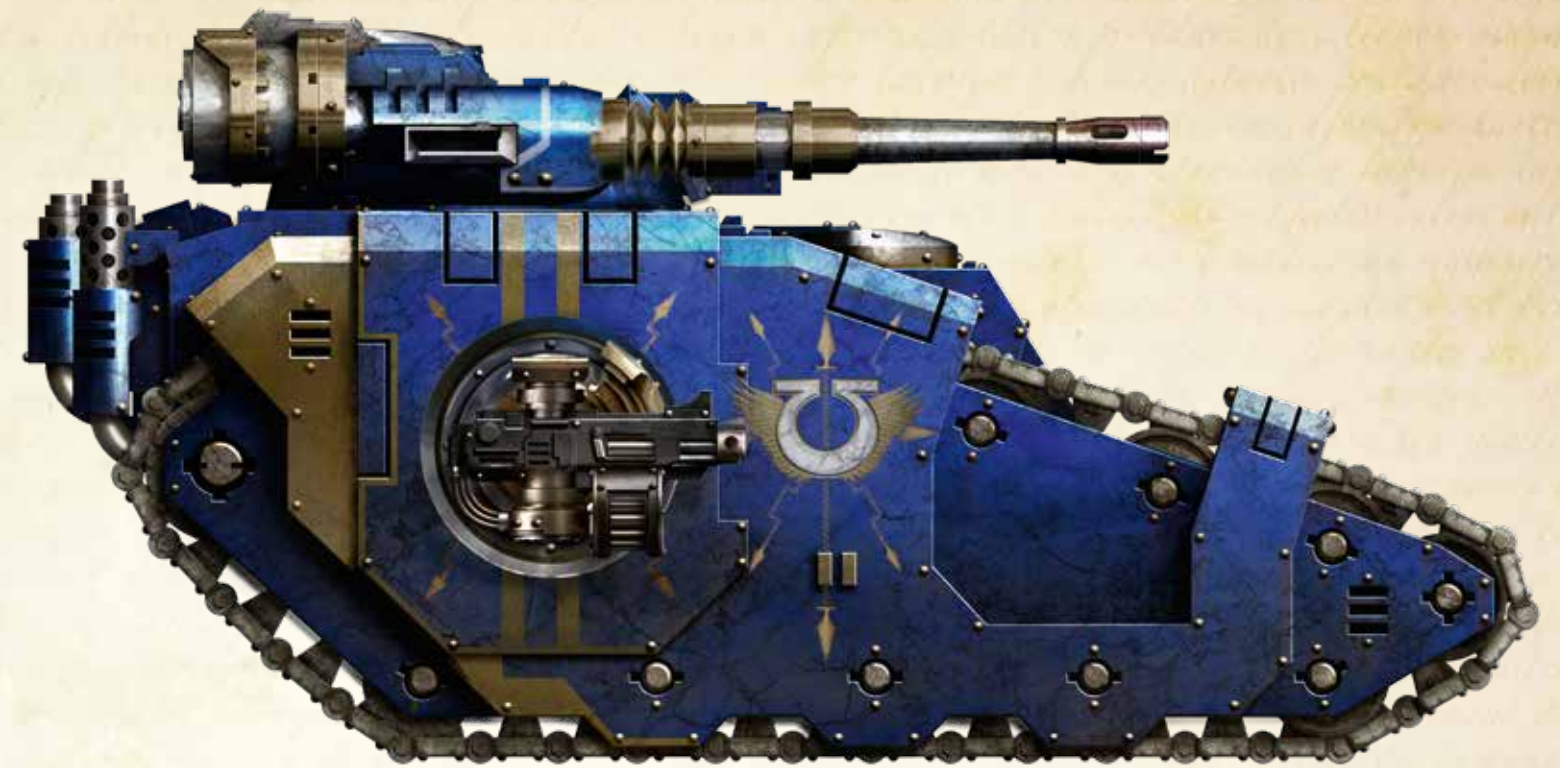
Many of the war engines of the XIIIth Legion Reserve had been formally prepared for the Calth Conjunction in a manner befitting the traditions of the Ultramarines, while

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.

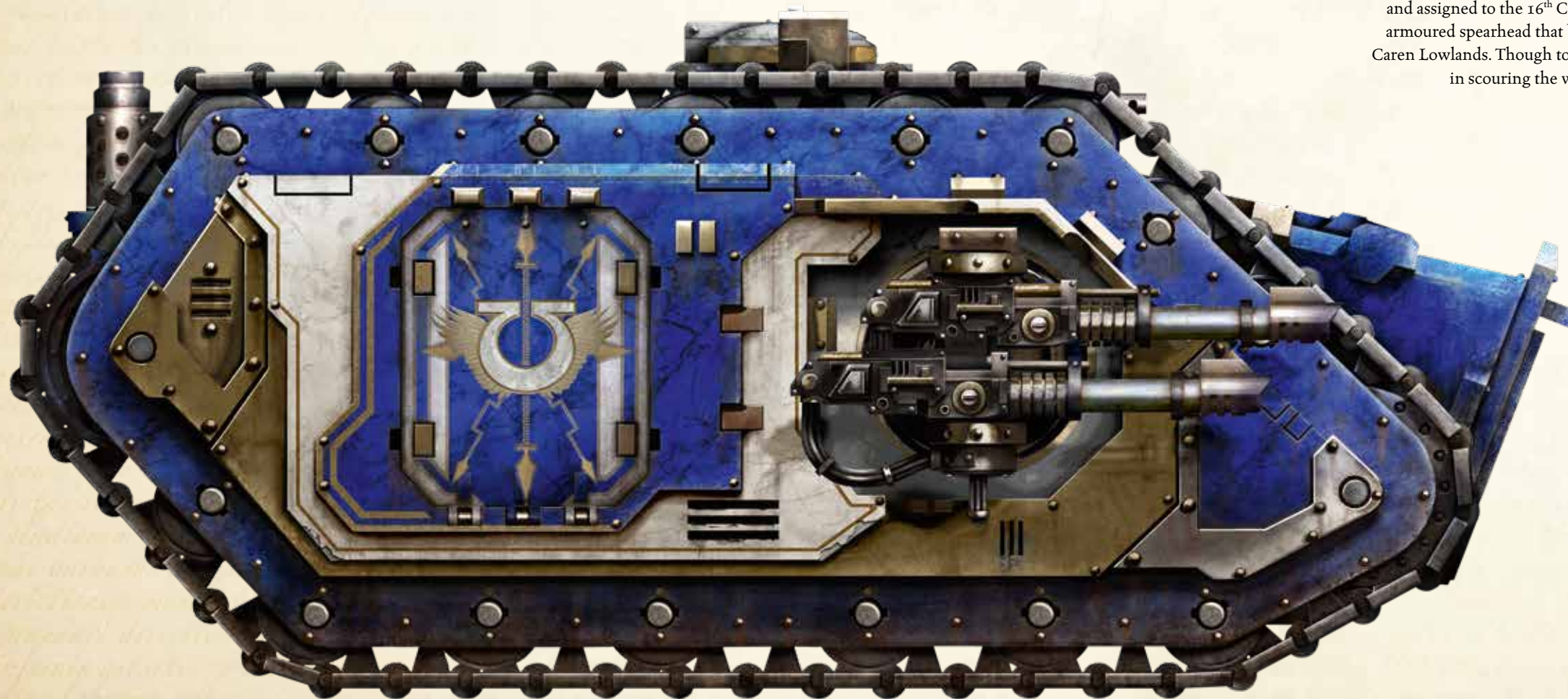
The ostentation lavished upon the armoured vehicles of the Legion Reserve might appear excessive or superfluous to some outsiders, especially given that within days the war

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 XIIIth Legion Armoured Reserve and assigned to the 16th 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 12th 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 4th Chapter throughout the Battle of Ithra.

