CODEX SUPPLEMENT: ULTRAMARINES

Indomitus Version 1.4

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

DESIGNER'S NOTES
CODEX SPACE MARINES – SUPPLEMENT UPDATES

With the release of the 2020 edition of Codex: Space Marines, *it is necessary to update the Codex supplements that were written to work alongside its predecessor. These updates ensure that the rules presented in this supplement work smoothly and 'as intended' with the latest Codex. They involve such things as adding the* **Core** *keyword in the appropriate places and attaching appropriate labels and categories to psychic powers and Stratagems. They also include updating certain weapon profiles to match changes in* Codex: Space Marines, *and readjusting certain other rules to take into account their altered efficacy when used in conjunction with the new units and rules presented in* Codex: Space Marines.

Note that the rules for the ultima storm shield remain unchanged, even though storm shields were updated in the 2020 edition of Codex: Space Marines.

UPDATES & ERRATA

Page 63 – Roboute Guilliman, Abilities, Armour of Fate
Change the third sentence to read:
'On a 4+, set this model back up on the battlefield as close as possible to where they were destroyed and not within Engagement Range of any enemy models, with D6 wounds remaining.'

Page 63 – Roboute Guilliman, Abilities, Master of Battle
Change ability name to read '**Master of Battle (Aura)**'

Page 63 – Roboute Guilliman, Abilities, XIII Primarch
Change ability name and rules text to read:
'**XIII Primarch (Aura):** You can re-roll hit rolls for attacks made by models in friendly **Ultramarines Core** and **Ultramarines Character** units whilst their unit is within 6" of this model. Re-roll wound rolls of 1 for attacks made by models in friendly **Ultramarines Core** units whilst their unit is within 6" of this model.'

Page 63 – Roboute Guilliman, Abilities
Add the following ability:
'**The Avenging Son:** If your army is Battle-forged, this model must be your army's **Warlord**, even if another model in your army has a rule to this effect.'

Page 64 – Marneus Calgar, Abilities, Chapter Master
Change to read:
'In your Command phase, select one friendly **Ultramarines Core** or **Ultramarines Character** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.'

Page 64 – Marneus Calgar, Abilities
Add the following ability:
'**Rites of Battle (Aura):** While a friendly **Ultramarines Core** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

Page 64 – Victrix Honour Guard, Abilities, Honour Guard of Macragge
Change to read:
'While a friendly **Ultramarines Character** unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that **Character** unit with ranged attacks.'

Page 64 – Victrix Honour Guard, Keywords
Add the '**Core**' keyword

Page 65 – Chief Librarian Tigurius, Abilities, Master of Prescience
Change to read:
'At the start of the battle round, you can select one friendly **Ultramarines Core** or **Ultramarines Character** unit within 6" of this model. Until the end of that battle round, when resolving an attack against that unit, subtract 1 from that attack's hit roll.'

Page 65 – Chaplain Cassius, Abilities, Spiritual Leader
Change ability name and rules text to read:
'**Spiritual Leaders (Aura):** While a friendly **Ultramarines Core** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.'

Page 65 – Chaplain Cassius, Abilities, Inspired Retribution
Change ability name and rules text to read:
'**Inspired Retribution (Aura):** While a friendly **Ultramarines Core** or **Ultramarines Character** unit is within 6" of this model, each time a model in that unit is destroyed by a melee attack, roll one D6: on a 6, the enemy unit that made the attack that destroyed your model suffers 1 mortal wound after it has fought.'

Page 65 – Chaplain Cassius, Priest
Delete second paragraph.
Change first paragraph to read:
'This model knows the *Litany of Hate* and two other litanies from the Litanies of Battle (see *Codex: Space Marines*). In your Command phase, if this model is on the battlefield, it can recite two litanies it knows that have not already been recited by a friendly model this turn. Roll one D6 for each: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.'

Page 66 – Captain Sicarius, Abilities, Inspired Retribution
Change ability name and rules text to read:
'**Rites of Battle (Aura):** While a friendly **Ultramarines Core** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

Page 66 – Captain Sicarius, Abilities, Battle-forged Heroes
Change to read:
'At the start of the battle round, you can select one friendly **Ultramarines Core** or **Ultramarines Character** unit within 6" of this model. Until the end of that battle round, that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).'

Page 66 – Sergeant Telion, Abilities, Camo Cloak
Change to read:
'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Page 68 – Chapter Ancient, Abilities, Astartes Banner
Change ability name and rules text to read:
'**Astartes Banner (Aura):** While a friendly **Ultramarines Core** unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.'

Page 68 – Chapter Ancient, Abilities, Chapter Ancient
Change ability name and rules text to read:
'**Chapter Banner:** In your Command phase, select one friendly **Ultramarines Core** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.'

Page 68 – Chapter Champion, Abilities, Honour or Death
Change to read:
'This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy **Character** unit, it can move up to 6". All other rules for Heroic Interventions still apply.'

Page 68 – Chapter Champion, Abilities, Martial Superiority
Change to read:
'At the start of the Fight phase, if this model is within Engagement Range of any enemy **Character** units, it can fight first that phase.'

Page 68 – Chapter Champion, Abilities, Skilful Parry
Change to read:
'Each time a melee attack is made against this model, subtract 1 from the hit roll.'

Page 69 – Honour Guard, Abilities, Honour Guard
Change to read:
'While a friendly **Ultramarines Character** unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that **Character** unit with ranged attacks.'

Page 69 – Honour Guard, Keywords
Add the '**Core**' keyword

Page 69 – Tyrannic War Veterans, profile lines
Change Wounds characteristic of both lines to '2'

Page 69 – Tyrannic War Veterans, Abilities, Combat Squads
Change to read '(see *Codex: Space Marines*)'

Page 69 – Tyrannic War Veterans, Keywords
Add the '**Core**' keyword

Page 73 – Warlord Traits, Calm Under Fire
Change ability name and rules text to read:
'**Calm Under Fire (Aura):** While a friendly **Ultramarines** unit is within 6" of this **Warlord**, each time a model in that unit makes a ranged attack in a turn in which it Fell Back, do not subtract 1 from that attack's hit roll due to the Codex Discipline Chapter Tactic (see *Codex: Space Marines*).'

Page 73 – Warlord Traits, Nobility Made Manifest
Change ability name to read '**Nobility Made Manifest (Aura)**'

Page 73 – Named Characters and Warlord Traits
Add the following Character and Warlord Trait: 'Sergeant Chronus – Calm Under Fire'

Page 74 – Relics of Macragge, The Standard of Macragge
Inviolate, rules text
Change to read:
'**Ancient** model only. The bearer has the following abilities:
- **Unshakable Pride (Aura):** While a friendly **Ultramarines Core** unit is within 6" of the bearer, add 1 to the Attacks characteristic of models in that unit.
- **Unshakable Determination (Aura):** While a friendly **Ultramarines** unit is within 12" of the bearer, each time a Morale test is taken for that unit, it is automatically passed.'

Page 75 – Special-issue Wargear, Reliquary of Vengeance, rules text
Change second sentence to read:
'When it does, until the end of the phase, the bearer has the following ability: '**Reliquary of Vengeance (Aura):** While a friendly **Ultramarines Core** or **Ultramarines Character** unit is within 6" of the bearer, add 1 to the Attacks characteristic of models in that unit.''

Page 75 – Special-issue Wargear, Seal of Oath, rules text
Change second sentence to read:
'Until the end of the battle, the bearer has the following ability: '**Seal of Oath (Aura):** While a friendly **Ultramarines Core** or **Ultramarines Character** unit is within 6" of the bearer, each time a model in that unit makes an attack against the enemy unit you selected at the start of the first battle round, you can re-roll that attack's hit roll and you can re-roll that attack's wound roll.''

Pages 76-77 – Stratagems
The following categories apply:

BATTLE TACTIC	EPIC DEED	STRATEGIC PLOY	REQUISITION
Martial Precision	Inspiring Command	Cycle of War	Exemplar of the Chapter
Vengeance for Calth		Rapid Deployment	Honoured Sergeant
Sons of Guilliman		Fall Back and Re-engage	Honoured by Macragge
Avenge the Fallen		Defensive Focus	
Courage and Honour!		Squad Doctrines	
Tactical Expertise		Tactical Insight	

Page 76 – Stratagems, Inspiring Command, rules text.
Change last sentence to read:
'Until the end of the phase, the range of that model's aura abilities is increased by 3" (to a maximum of 9").'

Page 77 – Stratagems, Defensive Focus
Change the second sentence to read:
'Select up to three other friendly **Ultramarines** units that are within 6" of the targeted unit and are not within Engagement Range of any enemy models. The selected units fire Overwatch at the charging unit as if they were the targets of the charge. Until the end of the phase, the selected units cannot fire Overwatch again.'

Page 78 – Indomitus Discipline, psychic powers
The following categories apply:

BLESSING	WITCHFIRE	MALEDICTION
1. Precognition	3. Telepathic Assault	5. Psychic Shackles
2. Scryer's Gaze	4. Storm of the Emperor's Wrath	
6. Empyric Channelling		

IMPERIUM NIHILUS: VIGILUS DEFIANT ERRATA

Since the release of the *Imperium Nihilus: Vigilus Defiant* book, a number of the rules presented there have been superseded by those found in *Codex Supplement: Ultramarines*. This has necessitated the following changes to *Imperium Nihilus: Vigilus Defiant*:

Pages 176 and 177 – Ultramarines Victrix Guard
If you have created your army using the additional rules found in *Codex Supplement: Ultramarines*, you cannot select the Soldier's Blade and The Standard of Macragge Inviolate Relics from this Specialist Detachment. They are replaced with new Relics with the same names in *Codex Supplement: Ultramarines*.

FAQS

Q: Can the Honoured Sergeant Stratagem be used to give Sergeant Chronus a Relic from the Special-issue Wargear Relics?
A: No.

Q: Can any of the datasheets in this supplement be from a successor Chapter?
A: No. These datasheets and named characters can only be from the Ultramarines Chapter.

Q. Is the Tactical Expertise Stratagem considered to be an 'unless specified otherwise' rule for the purposes of Combat Doctrines?
A: Yes. The Armour Penetration characteristic bonus from Combat Doctrines is cumulative with the bonus gained from that Stratagem.

Q. If I select a weapon with more than one profile for the Master-crafted Weapon Special Issue Wargear (e.g. a plasma pistol), does the increased Damage characteristic apply to all profiles of that weapon, or must I select which profile of that weapon is improved?
A: Add 1 to the Damage characteristic of all profiles of that weapon. Note that weapons with similar names but listed separately in the weapons table, such as boltstorm gauntlet (melee) and boltstorm gauntlet (shooting), are considered separate weapons, rather than the same weapon with different profiles.

Q. Does the Martial Precision Stratagem affect all attacks made by a weapon, or just one attack?
A: Martial Precision applies to a single attack made with that weapon.

Q. If Sergeant Chronus has a Warlord Trait, does it apply to the Ultramarines Vehicle he commands?
A: Yes. Note that it would still apply to the Sergeant Chronus model when he is set up as a result of the Ultramarines Vehicle model he commands being destroyed.

Q. If the Ultramarines Vehicle that Sergeant Chronus commands is destroyed, are any victory conditions or objectives that relate to slaying the Warlord achieved?
A: No. They are achieved only if the Sergeant Chronus model that is set up as a result of that Ultramarines Vehicle being destroyed is also subsequently destroyed.

Q. If the vehicle Sergeant Chronus is commanding is destroyed and he survives, can he assume command of another vehicle?
A: No.

Q. Are Relics that have the same name but are found in different supplements considered to be the same Relic? For example, Artificer Armour can be found in both Codex Supplement: Ultramarines *and* Codex Supplement: White Scars.
A: Yes, they are considered to be the same.

Q. When I use the Defensive Focus Stratagem, if I do not select a unit that is a target of a charge, can it fire Overwatch as well as the selected units?
A: No. If a unit is not selected for this Stratagem, then other rules must be used in order for it to fire Overwatch, such as the Fire Overwatch Stratagem (see the Warhammer 40,000 Core Book)

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Infernus		Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Quietus	36"	Heavy 2	4	-2	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Power axe	Melee	Melee	+2	-2	1	-
Power sword	Melee	Melee	+1	-3	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.
The Talassarian Tempest Blade	Melee	Melee	+1	-3	D3	When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target and the attack sequence ends.