

WARHAMMER<sup>®</sup>  
40,000

# WARLORDS<sup>™</sup> OF THE DARK MILLENNIUM



# SICARIUS<sup>™</sup>

# SICARIUS



# SICARIUS



***‘We are the slayers of kings, the destroyers of worlds, bringers of ruination and death in all its forms. These things we do in the name of the Emperor and in the defence of Mankind. Let none stay our wrath.’***

**- Cato Sicarius to the warriors of the 2nd Company prior to the Assault on  
Black Reach**



# CHARACTER BACKGROUND



# MASTER OF THE WATCH

Captain Cato Sicarius is one of the few individuals of whom it can truly be said: he is a natural born warrior. Raised in the ducal household of Talassar, one of the most prominent of Ultramar's noble dynasties, even before he could walk and talk, Sicarius was being guided towards the martial arts. By the time of his fourth birthday he could wrestle, sword fight and shoot to the satisfaction of his masters, and as he grew, his schooling in matters of warfare intensified. The training masters in the Talassari agoge pressed the young noble hard, sensing his gift and the glorious future that it offered for their household were it honed sufficiently. At ten years old, he could outfight youths twice his age with consummate ease, and he was developing strength and stamina to match his skill. The house savants sought to marshal his intellect equally to his physique, teaching him history, poetry and the laws of the Imperium. For all the academia that was poured into his young mind, however, it was always the thought of battle, the thrill of competition and a yearning for victory that drove him onwards.

Several centuries later, Sicarius is the Master of the Watch, Captain of the Ultramarines 2nd Company and, by rank, the third most influential man within the Chapter. The authority of the 2nd Captain is eclipsed only by Captain Agemman of the 1st and their liege, Chapter Master Marneus Calgar. As Master of the Watch, Sicarius is tasked with the defence of Ultramar, overseeing a staff of thousands of planetary defence force commanders and generals on both his home world and the surrounding systems in the Ultima Segmentum. Without doubt, Sicarius has found the responsibility of ensuring Ultramar's safety especially difficult in the wake of the Behemoth invasion, for the Tyrannic threat continues to increase, as do the predations of the Tau on the Eastern fringe, the Orks in what remains of the Arch-Arsonist's empire and the recent and recurring engagements with the Necrons. Were matters martial not a grave enough concern, Sicarius is also responsible for the prosecution of those within the Chapter whose infractions breach the sacred laws as laid out by the Codex Astartes. This is a solemn task, and many would think ill-suited to the relatively loud, brash Sicarius, but as with everything he attempts, Captain Sicarius has taken to it with a vigour bordering on zeal. Those who have emerged from a tribunal with Sicarius are often shaken, and usually humbled. It is perhaps telling that fewer defendants have chosen trial by combat against the Second Captain than any other Master of the Watch in the past three thousand years.

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## THE KNIGHT CHAMPION OF MACRAGGE

While many of the duties that fall to Sicarius, by dint of his office as Captain of the Second, involve officiating, planning and a large degree of bureaucracy, there is no doubt that the role to which he is best suited is that of Knight Champion of Macragge. Twice in his career Sicarius has served as a Company Champion, first to Captain Idaeus of the 4th and later to

Captain Invictus of the 1st Company. It is a mark of how great a warrior and protector Sicarius is that in both those tenures, neither Captain came to any serious injury. Some within the Chapter whisper that Sicarius' apparent venom towards Captain Ventriss of the 4th, during his trial following the Tarsis Ultra debacle, was due to the Suzerain's fondness for the late Captain Idaeus, beside whom he had fought during his own time in the 4th Company.

As Knight Champion, Sicarius must answer challenges addressed to the Chapter as a whole and he has done so with startling and bloody results on many occasions. When Inquisitor Orchaedes denounced the precognitive abilities of Chief Librarian Tigurius as evidence of forbidden pacts with the dark powers of the Warp, the accusation was met by the Chapter with the derision it deserved. However, Orchaedes pressed the issue, demanding an audience with Chapter Master Calgar. The trial took place in the Temple of Corrections, with more than a hundred Space Marines standing watch. As Orchaedes spat forth his anti-psyker rhetoric, scorning the good name of Tigurius and the honour of the Chapter that shielded him, the Ultramarines listened. To his credit, the Inquisitor was undaunted when Calgar's voice cut through his tirade like a peal of thunder, and only blanched slightly when Captain Sicarius, clad fully for war, descended from the left hand of his master to issue a challenge under the laws of trial by combat. For his part, Orchaedes had a champion of his own, and from within his personal army of acolytes, confessors, sycophants and soldiers emerged a hunched and hooded figure. Sicarius pointed with his sword, the legendary Talassarian Tempest blade, and ordered his opponent to show himself. Slowly the robes dropped to the ground to reveal a battle-class chrono-gladiator, which raised itself to full height on Skitarii-grade servo limbs. Roughly simian in shape, the chrono-gladiator was the height of a Space Marine in Terminator armour and covered in strength-enhancing servo bundles and interlocking plates of armoured carapace. Designed for one-on-one combat, it combined Adeptus Mechanicus gene-science, hundreds of hours of augmentic surgery and the mind of a psychopathic killer. 'Naogotha,' the Inquisitor hissed, slowly pointing his finger at Captain Sicarius, "Kill him."

Although Sicarius could never have seen it with his eyes locked on his newly unveiled foe, his liege, Marneus Calgar nodded once at Orchaedes as the battle began. Stim-activators surged into life, pumping frenzied, 'slaught and a dozen other war chemicals into the chrono-gladiator's frame, and it raised up a power flail and stun maul in its over-muscled hands. Sicarius did not pause for a moment, but advanced the twenty or so paces to the slathering techno-brute before him. The chrono-gladiator rushed forwards, thrashing at the Space Marine with every step. Sicarius dodged a crushing downward blow from the shock maul that fractured a flagstone in an explosion of marble, stepped back from a sweeping attack from the power flail that could have beheaded a Terminator, and parried its backswing in a shower of sparks. His lip curled in snarling anger, Sicarius drove his knee into the construct's stomach, forcing it back, and smashed his off-hand into the stim-injectors around its face. Before the chrono-gladiator could retaliate, he danced back, using the length of his Tempest Blade to hold it bay. Again and again, the Captain used his blade only to block and parry, instead crushing armour plates with his bludgeoning fists. Twice he tripped his foe to the ground, before stepping back to allow it to rise. Minutes turned to hours, and the chrono-gladiator's movements became laboured, the swings of its weapons clumsier and slower. The stim-injectors feeding its frenzied movements ran dry, and it stumbled and fell, limbs thrashing

and twitching until it was still. Sicarius' sword was unbloodied, and slowly he looked from his prone foe to the Inquisitor, whose mouth was silently working, as if to utter some dire proclamation.

'It is time you took your men and left Ultramar,' Sicarius spoke, his tone low with menace. The Inquisitor's voice broke into a shrill cry as he strode towards the Space Marine – all eyes in the hall, Adeptus Astartes and Inquisitorial retinue alike, looked on in horror. The Inquisitor stopped five paces from Captain Sicarius, a tirade of vitriol spewing from his lips as he denounced Tigurius as warp-tainted and corrupt, and Sicarius as a whoreson and a lackey. As his rant rose in volume and invective, Orchaedes reached to his belt, perhaps for his rosette of office, or perhaps for his archeotech pistol... In a blur, Sicarius lunged forwards, swinging the Talassarian Tempest Blade up in a savage arc that struck Orchaedes just as his hand emerged from the robes, slicing through the flesh and bone of his wrist. As Orchaedes' hand flopped to the ground, nerveless fingers clenched around the grip of his pistol, the Captain turned to face the Inquisitorial retinue, some of whom scurried forward to bear up their master, while others looked panicked enough to reach for weapons.

With a snarl, Sicarius stamped forwards with a power armoured boot, crushing the severed hand and the precious pistol it still clutched into a meaty paste. He paused a moment longer, to drive his blade into the skull of the prone chrono-gladiator, before ordering the Inquisitor's followers to take their master and depart, never to return. As his words died down, one-hundred Space Marines raised their bolters and racked the slides. Lord Calgar stood from his throne and, quaking with fear, Orchaedes' retinue filed out, their master's querulous cries for justice and vengeance going unanswered...





# LEGACY OF DAMNOS

While his service as Knight Champion has been exemplary, there are those who would argue that Cato Sicarius is ill-suited to the practical duties of commanding a Battle Company, and they hold as examples battles that have seen the 2nd Company tested to the very limits of its endurance – battles such as the Assault on Black Reach, where Sicarius' highly aggressive tactics thwarted a major offensive spearheaded by the unusually cunning Warboss Zanzag. The culmination of that campaign took place within the Ork Warboss's underground lair, where the heart of Zanzag's Waaagh! was ended in a spectacularly violent fashion and, after terrible losses to the Ultramarines 2nd Company, the Warboss was slain, his head taken by Sicarius in personal combat. It is certain that Sicarius and his warriors saved Black Reach from the clutches of the Orks, but voices within the Chapter council whispered that the cost was too great.

On Damnos, in 974.M41, Sicarius and the might of the Ultramarines 2nd Company tried itself against the innumerable legions of Necrons that had once slumbered beneath its surface. During the fighting, Sicarius himself was grievously wounded and, despite the heroic efforts of Chief Librarian Tigurius and Brother-sergeant Chronus, in the end, the Ultramarines had to withdraw from the world, leaving it in the hands of the enemy. It can be argued, and indeed many within the Chapter have done so, that, since Sicarius and his men were able to evacuate huge swathes of the population, the mission was not a complete failure. The fact remains however that the primary objective of the destruction of the Necron threat was a failure. Sicarius would not let such a slight go unanswered for long.

In the aftermath of Damnos, with Sicarius recovering from the wound he suffered from a Necron warscythe, Sergeant Chronus was by unanimous assent honoured with the title of Spear of Macragge, a rank seldom issued in the history of the Chapter and only given to a great hero of the Ultramarines. Some say this was a move by Sicarius' detractors to lessen his influence.



## UNDYING ENMITY

In 878.M41, roughly twenty years after the prosecution of the Black Reach campaign, Sicarius crossed swords with a foe that would come to haunt him repeatedly for more than a century. An attack by Chaos raiders revealed itself to be masterminded by the Daemon Prince M'kar, known as the Reborn or the Thrice-born in various records. Sicarius triumphed in a space battle that broke the back of the Chaos forces, and even forced his daemonic foe to retreat into the Warp. M'kar would return twice more to the Ultramar System, finally returning for vengeance with a force of Iron Warriors that required the combined strength of the entire Ultramarines Chapter to vanquish. In these times, Sicarius led his warriors with an iron will – unflinching in the face of the daemonic and unnatural.

That is the nature of the man, who many consider one of the greatest heroes of the

Ultramarines Chapter: unflinching. His artificer armour, the finest in the armouries of Macragge, bears solemn testament to his service, with the Victorex Alpha hanging from his waist, the Eternium Ultra which sets him apart as the High Suzerain of Ultramar, the Honorifica Valorum, and even a Valour Crest for the defence of Telendrar. Each of these glories has been won through courage and honour, and none can say they are undeserved – for thousands of foes lie dead at his hand in testament to Sicarius’ prowess. Whatever his detractors may say, whatever ill fate he has brought upon himself through his battles with Daemons, xenos and traitors, Sicarius remains ready to serve – and will fight with all the might of the Chapter’s greatest champion until he dies in its service.

# RULES



	WS	BS	S	T	W	I	A	Ld	Sv
Captain Sicarius	6	5	4	4	3	5	3	10	2+

## 185 Points

**UNIT TYPE:** Infantry (Character).

**WARGEAR:** Plasma pistol, frag grenades, krak grenades, Iron Halo.

### Plasma Pistol:

**RANGE:** 12"

**STRENGTH:** 7

**AP:** 2

**TYPE:** Pistol, Gets Hot

### Pistol

All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (pg 24 and 51 of the *Warhammer 40,000* rulebook).

### Gets Hot

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

### Gets Hot and Weapons That Do Not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

### Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

**Frag grenades:** *Frag grenades are assault grenades.*

### Shooting

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

**RANGE:** 8"

**STRENGTH:** 3

**AP:** -

**TYPE:** Assault 1, Blast

### **Assault**

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat.

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**Krak grenades:** *Krak grenades are shaped charges, excellent for cracking the armour on light vehicles.*

### **Shooting**

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

**RANGE:** 8"

**STRENGTH:** 6

**AP:** 4

**TYPE:** Assault 1

### **Assault**

Unless used in assaults against vehicles or Monstrous Creatures, Krak grenades have no effect. When they are used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

**RANGE:** -

**STRENGTH:** 6

**AP:** 4

**TYPE:** -

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### **Iron Halo**

An Iron Halo incorporates a powerful energy field that can turn aside even the most deadly attacks. It confers a 4+ invulnerable save upon the bearer.

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**WARLORD TRAIT:** The Imperium's Sword.

One use only. Declare your Warlord is using this ability at the start of one of your Assault

phases. The Warlord and his unit have the Furious Charge special rule until the end of the turn.

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**SPECIAL RULES:** And They Shall Know No Fear, Chapter Tactics (Ultramarines), Independent Character.

**And They Shall Know No Fear:** A unit that contains at least one model with this special rule automatically passes tests to Regroup. The unit can move, shoot (or Run) and declare charges normally in the turn in which it Regroups (in addition to the 3" Regroup move). If a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead. Additionally, a unit that contains at least one model with this special rule is immune to Fear.

### **Ultramarines Chapter Tactics:**

*The Ultramarines epitomise strict adherence to the Codex Astartes, and their methods present a proud example to their many successor Chapters. Whether laying down disciplined bolter fire, charging the foe with chainswords roaring, or pounding them into submission with their heavy weapons, none can equal the Ultramarines' skill.*

**Combat Doctrines:** This detachment can utilise each of the following Combat Doctrines once per game. To do so, at the start of your turn, state which doctrine you wish to use (if any) – that doctrine is in effect until the beginning of your next turn. You can only use one Combat Doctrine per turn.

**Tactical Doctrine:** Models in this detachment re-roll all To Hit rolls of 1 made in the Shooting phase. Models in the detachment's Tactical Squads instead re-roll all failed To Hit rolls made in the Shooting phase.

**Assault Doctrine:** Units in this detachment can re-roll their charge range. Models in the detachment's Assault Squads, Bike Squads and Attack Bike Squads instead have the Fleet special rule.

**Devastator Doctrine:** Models in this detachment may re-roll To Hit with Snap Shots (including Overwatch shots). In addition, models in the detachment's Devastator Squads have the Relentless special rule unless they disembark from a Transport in their Movement phase.

**Independent Character:** Independent Characters can join other units. They cannot, however, join vehicle squadrons or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

### *Joining and Leaving a Unit*

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2"+ unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

### *Look Out, Sir*

Independent Characters pass Look Out, Sir rolls on a 2+.

### *Heroic Morale*

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

### *Special Rules*

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

### *Independent Characters and Ongoing Effects*

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

# CHAPTER RELICS



# MANTLE OF THE SUZERAIN

This suit of artificer armour confers the Feel No Pain special rule to its wearer.

## **Feel No Pain**

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

# MANTLE OF THE SUZERAIN

**Icon of the  
Chapter and  
symbol of the  
High Suzerain**

**Golden aquila,  
icon of the Duke  
of Talassar**

**Armoured plate  
of Orar, artefact  
of the Horus  
Heresy**



**Warrior's cross of Ultramar, symbol  
of the Chapter's noble lords**

# TALASSARIAN TEMPEST BLADE

Talassarian Tempest Blade: Sicarius' ancestral sword possesses a legendary sharpness and has slain many heretics and xenos, often in a single stroke.

**RANGE:** -

**STRENGTH:** User

**AP:** 3

**TYPE:** Melee, Coup de Grâce

**Melee**

Weapons with the Melee type can only be used in close combat.

**Coup de Grâce**

Sicarius can make a single coup de grâce Attack with his Tempest Blade instead of his normal close combat attacks. This Attack has +2 Strength and the Instant Death special rule.

# TALASSARIAN TEMPEST BLADE

**Weighted hilt-cap for  
unequalled balance  
and stability**



**Talassarian crafted  
guard bearing the  
filigree scrollwork of  
the noble line**

**Storm-wrack  
adamantium power  
blade forged on the  
broken isle of Talassar**

# SICARIUS' HELMET

**Suzerain mane,  
an honour worn  
for battlefield  
recognition**

**Bolts of Talassar,  
badge of command  
over the Grand  
Dukedom**



**Photo-reactive golden  
lenses, proof against  
spectral assault**

# SICARIUS' PLASMA PISTOL

**Emergency heat vents, ideal safe distance 3 yards**

**Composite-ceramite cooling coils, good for 50 firings**



**Mechanicus hazard icon, ignore at your peril**

**Energised firing pin for plasma destabilisation**

# MINIATURE SHOWCASE





**Sicarius**

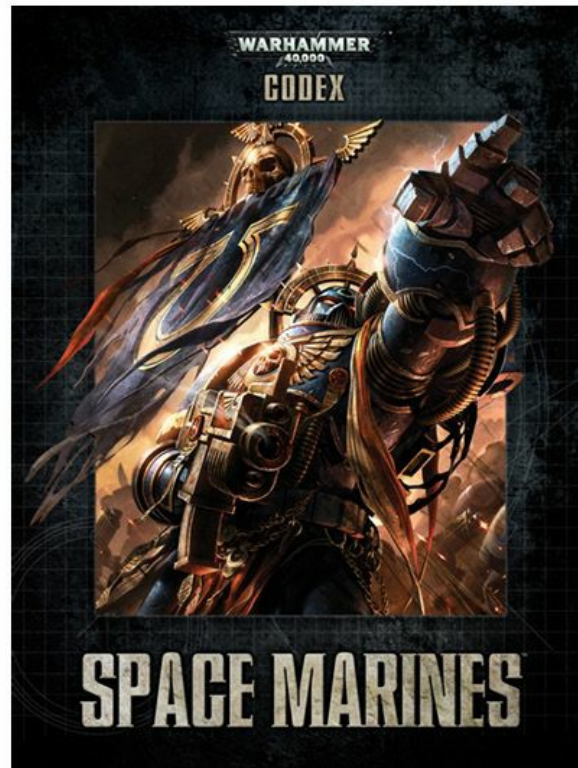
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