

WARHAMMER
40,000

WARLORDS

OF THE DARK MILLENNIUM™



TIGURIUS™

TIGURIUS



TIGURIUS



'It cannot be considered a gift, to peer into the Warp and unravel the possibilities of the futures that are, that might be and that must be prevented. Nor can the burden of a weapon, that each of my brothers looks upon with girded revulsion, be called a gift. No, Master, I do not think my psychic prowess a gift... but a tool. Whether by a quirk of fate, or the will of the Emperor, I possess a weapon the like of which can turn the tide, not just in a battle but in the course of history. To withhold it, to flinch from its use or deny it would not just be counter-productive, it would be heresy. But if it is a gift, it is a cruel one.'

- From the journal of Lord Macragge, Marneus Calgar, quoting Varro Tigurius, 991.M41



CHARACTER BACKGROUND



THE CHIEF LIBRARIAN

Though the Ultramarines are warriors, their Chapter is typified by a warm, generous personality. Ultramarines are of noble demeanour and regal countenance, fierce when roused to anger, but considered urbane and just towards those who are their allies. Among their ranks, however, one stands out as a man alone, an Ultramarine to whom the ready camaraderie of a brother-in-arms comes difficult, if at all. His is a soul burdened by the weight of his calling, afflicted by a power that sets him apart from those around him. He the mightiest psyker in the Ultramarines Chapter, if not the entire Imperium, and his name is Varro Tigurius.

Varro is a common enough name within the Ultramar Segmentum and many of the heroes of the Ultramarines Chapter have borne it over the millennia. The parents of young Varro Tigurius could never have known the destiny of their quiet, respectful son, or that one day he would rise to become one of the most famous warriors in the galaxy. As they submitted their son to the marshals of induction, those ominous guardians who convey aspirants to the Fortress of Hera, they tearfully bade farewell to a stoic, but withdrawn child whose apparent awkwardness belied an enviable physical ability and a fearsome intellect.

To the trained eye of the Chapter Librarians, who screen each and every aspirant, Varro Tigurius was obviously a psyker of rare potential, and so they kept a watchful eye as he flourished in each and every task set to him. Of particular interest to the Chaplains who oversaw the inductees, even at that early stage, was how Tigurius seemed prepared for the challenges set out, no matter how unusual. Epistolary Xephus surmised at the time that Tigurius was in some way cheating the drill sergeants and Chaplains. Forewarned of the Librarian's suspicions, the supervising Chaplain, one Ortan Cassius, then merely a junior Chaplain under the great Phaelan, tasked the aspirants with an unwinnable assignment. As the dozen other hopefuls struggled to load bolter rounds into weapons that had been prepared with stripped chambers and breaches milled fractionally too small, Tigurius calmly watched, weighing his choices. Eventually, he strode calmly to the waiting Cassius and, without fear in his eyes, looked upon the skull helm of the Chaplain and quietly told him that the challenge was impossible. Cassius, for his part seemed incensed. He bellowed at the recruit before him, his skull-faced battle helm augmenting the volume of his wrath till it reverberated off of the walls of the agoge with deafening force. In the face of such incandescent fury, almost any mortal would have quailed or fled. Not so Tigurius, who, prompted by the visions he had dreamed as he slept the night before knew just how to react. He simply knelt before the Chaplain until the apparent anger subsided. Then with a booming laugh, the Chaplain raised the aspirant to his feet.

'You will do,' he muttered, before striding from the room.

Of course in this, as in many other matters, the young Tigurius proved unnaturally perceptive. Over time the battle-brothers of the Chapter Librarians ascertained the nature of Tigurius' rare talent. In addition to a prodigious psychic potential, they learned that Tigurius possessed the ability to foresee future events. This gift was exceptionally rare among the psykers of the Imperium and completely unprecedented within the ranks of the Ultramarines, and yet Tigurius was able to predict many future events, sometimes with such

clarity that it was as if he had already witnessed them. The remainder of Tigurius' training served only to prove his natural ability to the Chapter. He fought with the skill of a natural warrior and his physical endurance was exceptional. On completion of his assessment, the Librarian welcomed the young Tigurius with open arms.



BATTLE-BROTHER

Though in the early years of his service to the Chapter Tigurius' ability roused a terrible suspicion among his battle-brothers, even for a Librarian, over time the scepticism he engendered subsided, for the worth of his abilities was clear for all to see. When deployed to a war zone, Tigurius was able to provide a tactical insight to the Captains and Sergeants who lay out the strategies for their warriors. In the Altor Crusade Tigurius forewarned the Scouts of the 10th Company of a successive series of ambushes planned by Eldar Pathfinders. His warnings, initially heeded with a degree of scepticism, doubtless saved dozens of lives – rather than leading their recruits into deadly traps, the Sergeants instead called in fire support from the Chapter's Stormtalons, which duly turned the awaiting Eldar snipers into grisly corpses with their assault cannon fire. He also warned Captain Agemman to arrive several hours early for the armistice talks with the Eldar Autarch. When the Eldar general arrived with his entourage, he found the jungle foliage that had concealed squads of waiting Striking Scorpions burned to stubble by Agemman's Land Raider Redeemer, Infernal Retribution, and the Captain waiting with his relic blade drawn.

Later, serving the 5th Company, Tigurius led a strike force against the Seven Sorcerers of Harka, a coven of Chaos Space Marines who held an entire planet in their thrall. Although Tigurius' visions did not reveal to Tigurius the nature of his foes, he prepared carefully, working with the Chapter artificers to modify his psychic hood ahead of the mission. At first the assault on Harka went well, with the Space Marines storming the Seven's stronghold and fighting their way down the crowded streets. Fighting with typical Ultramarines finesse, the Tactical Squads fought through the hundreds of treacherous humans who had thrown their lot in with the Seven. Faithless renegades and degenerate mutants died by the hundred as Tigurius and his Space Marines stalked through the ruins of Harka searching for the foe.

Thinking to thwart the Ultramarines, the Seven Sorcerers attacked them as they were embroiled slaughtering a horde of wretched scum armed only with flintlock weapons and improvised clubs. By contrast to their decrepit minions, the Seven were veritable gods of war – clad in glossy black power armour and surrounded by crackling nimbuses of Warp energy, they stalked upon the Ultramarines, unleashing a bow-wave of power that blasted hundreds of traitors and a dozen Space Marines from their feet. Only Tigurius felt the shifting power of the Warp at work, as the Seven channelled their sorcery. Warily he turned to face this new foe, raising his force staff as bodies – friend and foe – around him began to explode from within like fleshy grenades. Here a Chaos-worshipping traitor blasted apart in a welter of gristle and blood, there a mutant burst into a gory mist as if shot by a cannon. Battle-brother Sydes died before he even perceived his attackers, segments of his armour clattering around as his body erupted. The Seven pointed as one, an indiscriminate movement, and with every

gesture there was another grim victim.

Tigurius halted their advance with a wall of balefire that seared out from his force staff – a blazing conflagration that scorched a path through the prone bodies of their mortal followers to embroil them in flames. As their Librarian fought a psychic duel, Sergeant Orestes and a handful of Tactical Marines scrambled to their feet to protect him, holding back the fanatical throng. One Space Marine Librarian against seven Chaos Sorcerers were slim odds, and yet Tigurius did not quail. Screaming in rage he poured more of his soul into his attack. The flames danced around his foes, lapping at the energy that glowed around the Chaos Space Marines. Tigurius' face contorted in pain, and the flames blazed white hot. The psychic hood upon his shoulders radiated with the power coursing through it, and Tigurius' eyes ran bloodshot as the rockcrete roadway began to bubble and melt. As the Seven writhed within the flames, Tigurius' shout of rage became a hoarse shriek and the Seven were burned to death, one by one, slowly at first and then faster as their power died, the smouldering armoured bodies of the seven clattering to fall upon the ground and sink into the boiling road.





ASCENSION

In the wake of the incident at Harka, word of Tigurius' power began to spread. His bespoke psychic hood was dubbed, by those who had witnessed him vanquish the Seven, as the Hood of Hellfire. Orestes, who had fought beside Tigurius, and seen his courage first hand, became a friend and confidante of the Librarian, a friendship that served both well for many years.

With such glories behind him, Tigurius' ascension to higher ranks was only a matter of time. He quickly left behind the rank of Lexicanum and excelled as a Codicier, providing a depth of insight into the campaign overviews submitted to the great libraries within the Fortress of Hera. Such was Tigurius' natural power, however, that his tenure at that rank was short, and he was swiftly promoted to Epistolary, where he coordinated company-sized operations, using his immense psychic prowess to guide the Captains and Sergeants in system-wide campaigns. The late Captain Invictus described Tigurius, in the wake of the bloody slaughter known as the Rarth Cleansing, as "the greatest administrator the Munitorum had never known."

During his time as a Codicier, Tigurius began to prove his exceptional worth to the fleetmasters of the Chapter, delivering several formidable threats to the Ultramarines fleets simply by virtue of the ability to predict where and when the enemy threat would arrive. Tigurius forewarned Captain Ideus of the 4th Company, Fleet Master of the Ultramarines, of the arrival of the Space Hulk Instigation of Wickedness before it ever entered the Leer System on the eastern edges of Ultima Segmentum. As the sinister vessel materialised from the Empyrean, Vae Victis and a dozen other ships of the Space Marine fleet hammered it into wreckage, ignoring the chance to search it in light of the dire warnings Tigurius had given regarding its occupants. Over the years, Tigurius has continued to offer sage counsel to the Admiral of the Fleet, now the venerable Lazlo Tiberius, perhaps the greatest fleet commander the Ultramarines have ever known. Lazlo, for his part, offers no apology for his successes, but rather shares a great deal of credit for his finest victories, such as the triumph over the Orks of Madbrakka and even the Tyranid monstrosities of Hive Fleet Behemoth, with the Librarian.



SHADOWS OF THE FUTURE

Since his elevation to the rank of Chief Librarian, Tigurius has been an indispensable aide at the side of the Chapter Master. Increasingly, with his office, the solemn Varro Tigurius finds his duty and his gifts a burden that weigh heavy on his soul. He gave the order that sacrificed his best friend, Sergeant Orestes, to save a dozen other battle-brothers and millions of innocents in the Hallowed Stars Cleansing. He has witnessed the Legion of the Damned in battle, and beheld the ethereal horror of their warmaking.

Increasingly he finds himself drawn from the Library of Ptolemy, and contemplating the truths within its million manuscripts, to the Temple of Correction, where he gazes for hours at a time upon the Shrine of the Primarch. Though such an act seems solemn, it appears to invigorate the Chief Librarian, for when he returns from this meditation he is revitalised, as if

a bright hope for the future has been rekindled in his heart. So fortified, Tigurius remains one of the greatest weapons in the arsenal of the Ultramarines Chapter, far more than just another battle-psyker in the ranks of its warriors, but a watchman who guides his brothers when he can perceive the right path for them, and fights at their side when he cannot.

RULES



TIGURIUS

	WS	BS	S	T	W	I	A	Ld	Sv
Chief Librarian Tigurius	5	4	4	4	3	4	2	10	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Power armour, bolt pistol, frag grenades, krak grenades.

Power Armour: Power armour confers a 3+ Armour Save.

Bolt Pistol

RANGE: 12"

STRENGTH: 4

AP: 5

TYPE: Pistol

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

Gunslinger: All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

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.

Blast: A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

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: -

WARLORD TRAIT: Storm of Fire.

Storm of Fire: One use only. Declare your Warlord is using this ability at the start of one of your Shooting phases. For the duration of that phase, a single friendly unit from Codex: Space Marines within 12" of the Warlord may re-roll any failed To Hit rolls.

SPECIAL RULES:

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 Characters: 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.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

Psyker (Mastery Level 3)

A model with this special rule is a Psyker. Rules for Psykers are covered in full detail in their own section starting on page 66 of the *Warhammer 40,000* rulebook.

Gift of Prescience: If your army contains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same detachment – even successful ones.

Master Psyker: When generating psychic powers, Tigurius may re-roll any or all of the dice to see which powers he knows.

PSYKER: Chief Librarian Tigurius generates his psychic powers from the **Biomancy**, **Divination**, **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.

MINIATURE SHOWCASE





Chief Librarian Tigurius

CHAPTER RELICS



HOOD OF HELLFIRE

The Hood of Hellfire is a psychic hood. Furthermore, it enables Tigurius to re-roll failed Psychic tests.

Hood of Hellfire

**Hellfire channelling
crystals for enhanced
psychic projection**

**Badge of office of the
Librarium**

**Neural-kinetic
plugs to conduct
psychic energy**



**Vox-casters increasing volume
and range of incantations**

ROD OF TIGURIUS

The Rod of Tigurius is a potent force weapon that allows the Chief Librarian to blast his foes' souls from their bodies.

Range: -

Strength: +2

AP: 4

Type: Melee, Master-crafted, Force, Concussive, Soul Blaze

Melee

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

Melee-crafted

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

Force

If a Psyker inflicts one or more unsaved Wounds with a Force weapon, he can immediately choose to activate it by expending a Warp Charge point and taking a Psychic test (pg 67 of *Warhammer 40,000* rulebook). If the test is failed, or the bearer has no Warp Charge points to spend, then there is no additional effect.

If the test is passed, all unsaved Wounds inflicted by the Force weapon that turn have the Instant Death special rule (pg 38 of the *Warhammer 40,000* rulebook). Deny the Witch rolls cannot be taken against Force weapons.

Force weapons have no additional effect against vehicles or models that do not have a Wounds characteristic.

Instant Death

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness (pg 16 of the *Warhammer 40,000* rulebook).

Concussive

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

Soul Blaze

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated by the unit's controlling player and cover saves cannot be taken. A unit cannot have more than one set ablaze counter on it at a time.

Rod of Tigurius

**Sigillite Psyk-amplification
conduit to accelerate
channelled Warp-energy**

**Force confluence
skull for imparting
the gift of death
upon the foe**

**Psy-reactive force coil
maintains a constant
link between psyker
and weapon**

**Purity seal of the dead,
commending the souls of
the fallen to the Warp**



Tigurius' Banner

**Horned icon of
the Master
Librarius**

**Golden Chapter symbol
gifted to Tigurius for
honourable service**



**Image of Guilliman's
Codex Astartes
manuscript, sacred
text of the Librarium**

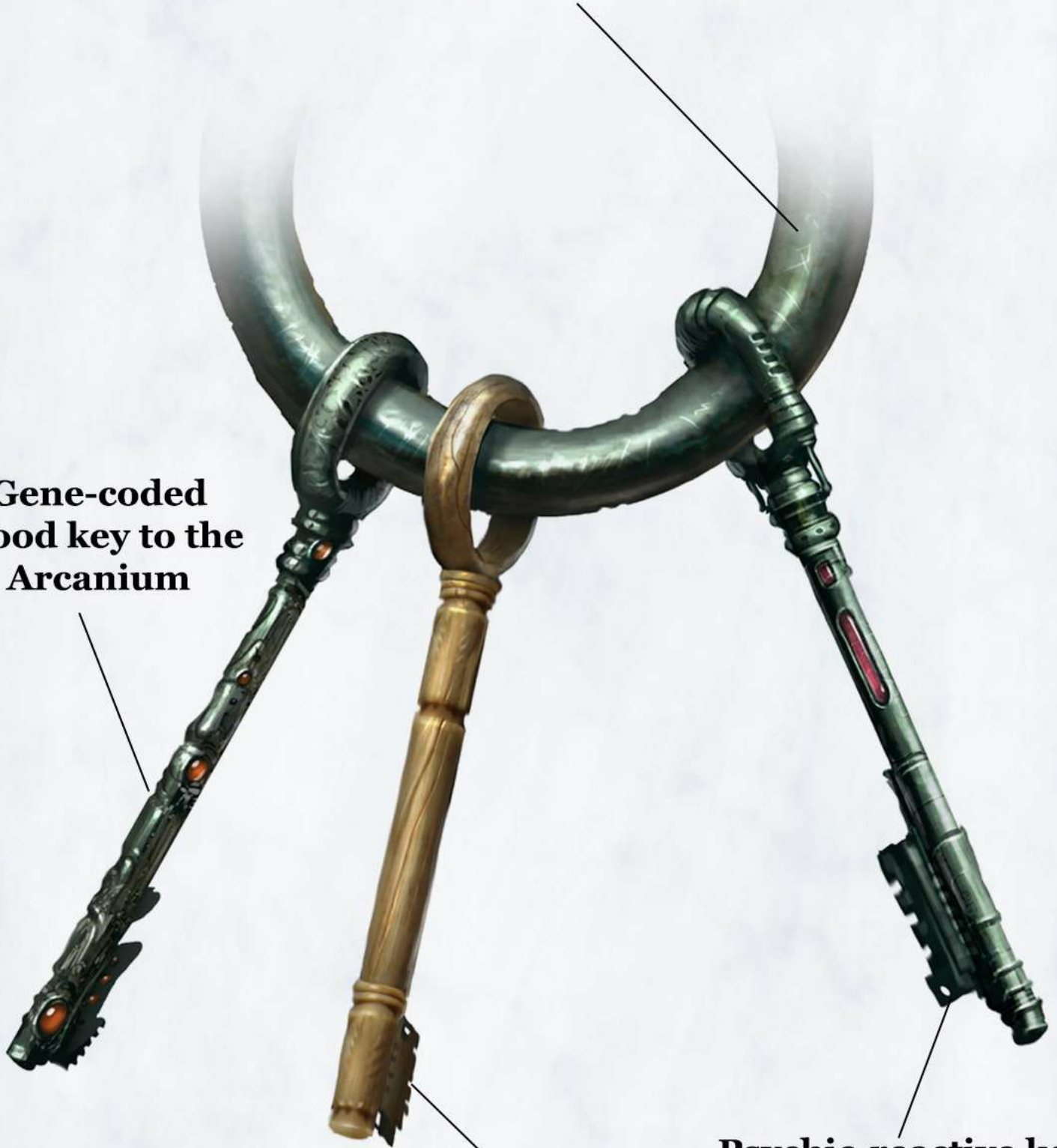
Librarius Keys

**Ancient keys to the
Library of Ptolemy**

**Gene-coded
blood key to the
Arcanium**

**Psychic-reactive key
to the Arcanium**

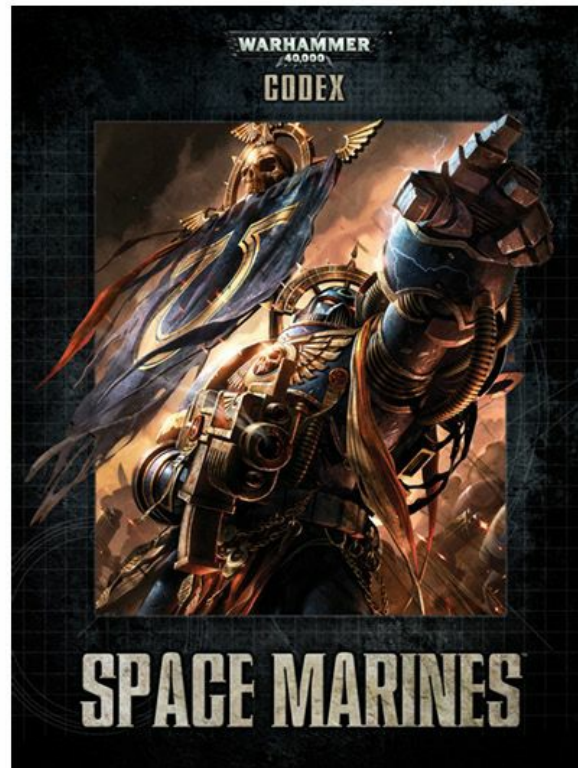
**Key to the stasis casket
holding Guilliman's
Codex Astartes**



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