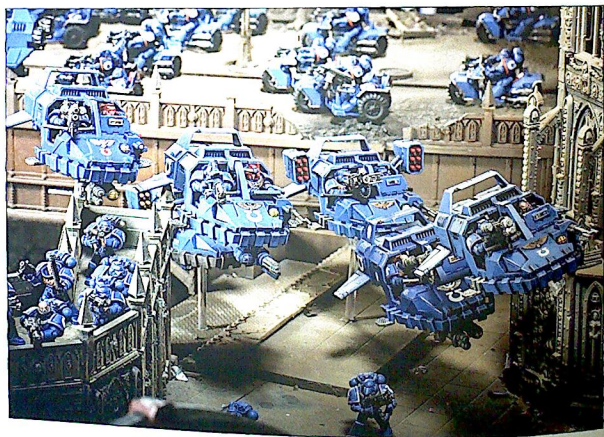


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BLOOD OATH





BLOOD OATH

THE BATTLE FOR ANGELUS PRIME





SANCTORIA'S DOOM

The Ultramarines' star-spanning realm of Ultramar is a fortress of strength and wisdom amid the bloody turmoil of the 41st Millennium, a bastion of the Imperium that only the most terrible of foes can threaten. Yet An'ggrath the Unbound, mighty daemonic champion of the Blood God Khorne, would bring bloodshed to Ultramar on a scale undreamt of.

In the eastern reaches of Ultramar, a gathering of heroes was taking place upon Sanctoria. Amid the shrine world's shimmering deserts, within the towering walls of the capital city Angelus Prime, the Ultramarines Chapter had united to give praise. From all across the galaxy they had come, some travelling months, even years from far-flung war zones to attend this once-in-a-millennium muster. At the express command of Chapter Master Marneus Calgar, the Ultramarines Chapter was observing an incredibly rare month of holy rites to honour the anniversary of the Primarch's Ascension as the Codex decreed.

The Knights of House Terryn had sent a delegation of their finest to honour their alliance with the Ultramarines, as had the Mechanicus in the form of Titans from Legio Astorum. It was a breathtaking moment, a chance for the lords of Ultramar to gather and honour their fallen gensire while their Successor Chapters kept watch in their stead. Yet it was also a rare moment in which the whole strength of the Chapter was concentrated upon a single world. The Ultramarines' massed presence was a challenge to the enemies of Mankind, one that could not be ignored.

That challenge was answered by Lord Kharax the Slayer, a fanatical worshipper of the Blood God. Brooding upon his brazen throne on the bridge of the space hulk *Malefica*, the Chaos Lord stiffened as the rumbling voice of An'ggrath filled his mind. The Ultramarines gathered upon Sanctoria, the Daemon said, and while their might was great, that of the Blood God was greater. An'ggrath planned to prove this, to lay the thousand skulls of the Ultramarines at the foot of Khorne's throne. Yet he required a mortal herald to summon him onto Sanctoria through the sacrament of massed bloodshed. Lord Kharax had been judged worthy to serve as that herald, An'ggrath snarled, and if successful he would be richly rewarded.

The fires of his zealotry stoked by the Daemon's words, Lord Kharax rose from his throne and ordered all speed to be made for Sanctoria. As his Daemonkin warband surged through the Empyrean aboard their hulk, they gathered ever more of Khorne's faithful to their side, for the Daemon had spread his influence far. By the time Lord Kharax's followers tore from the Warp above Sanctoria, an armada of twisted Chaos warships surrounded the *Malefica*.



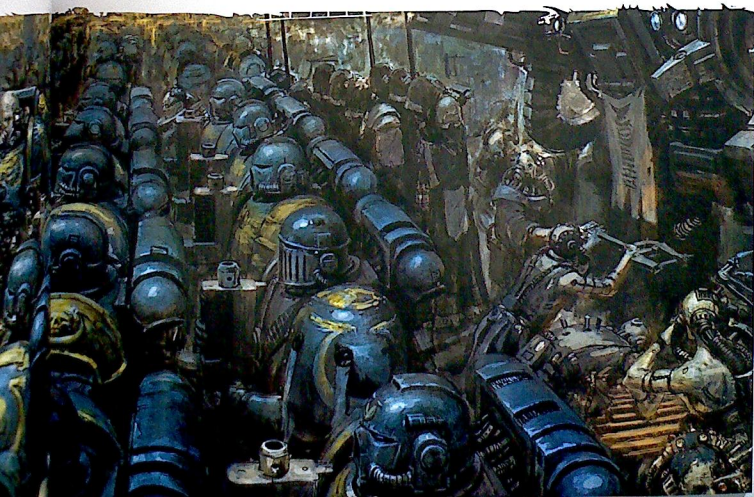
Most of the Ultramar Defence Fleet's strength was in orbit around Sanctoria, guarding the gathered Chapter below. As the Warp spat forth Lord Kharax's hordes, alarm hymnals blared throughout the Ultramarines fleet. Imperial Navy battleships and Space Marine Battle Barges alike rang to the bark of orders as their crews scrambled to respond to this sudden threat. With impressive speed, the huge fleet began to come about, lance batteries powering up and launch bays loosing great swarms of interceptors out into the void. Yet the Daemonkin had the element of surprise. Trailing the kaleidoscope colours of madness behind them, dozens upon dozens of Chaos warships crashed into realspace with their drives lit and their gun decks already hammering.

In minutes, the void above Sanctoria became a whirling maelstrom of battle. Lance beams crisscrossed the black gulfs of space, searing through metres-thick hull plates to vent atmosphere and screaming crewmen into space. Torpedoes soared on blazing wings to bury their explosive warheads deep in the guts of cruisers and blast them apart. Battle damage mounted swiftly until stricken craft tumbled across the void, their broken forms flickering and glowing like embers in a bonfire. Through it all came the *Malefica*, smashing into the fight like the clenched fist of a god. Lesser craft were swept aside by its monstrous firepower or smashed to ruin by its goliath bulk. Soon enough, the monstrous space hulk had reached the upper atmosphere of Sanctoria and – ignoring the lance fire that scored its hull – vomited wave upon wave of dropships down towards the planet below.

Even as the ferocious orbital battle raged high above, the Ultramarines sprang into action. The Warp spoor of the Daemonkin was instantly detected, blazing like a beacon in the minds of the Ultramarines Librarians. Calgar had always known that to gather his Chapter presented a risk, and had thus put layered contingencies in place should any attack be forthcoming. Now, those plans were seamlessly put into action.

The city of Angelus Prime towered above the desert sands, a sprawling immensity of stone processional and gothic spires. At its heart stood the Cathedrum of the Primarch, a cloud-scraping fortress protected by adamantine walls, batteries of defence lasers, and yawning chasms excavated from the Sanctorian bedrock. Normally, the city was a place of shadowed contemplation and solemn reflection. Now though, throughout Angelus Prime, post-human warriors rose from their devotions and made ready to do battle. Every Ultramarine moved with an efficiency that even their brothers from other Chapters would struggle to emulate. Word of the invasion spread through the halls and corridors of the shrine-city, yet the Ultramarines met this news not with panic, but with the pragmatic determination and bravery for which they were famed. Ortan Cassius and his fellow Chaplains strode amongst their brothers barking out war-sermons.

Even as the first shots of the space battle were being fired, Ultramarines were jogging to prearranged muster points throughout Angelus Prime. Soon, warriors gathered into squads and squads into companies.



As the Chapter readied their defence, serfs and Servitors hastened to gird their masters for the battle to come. Power packs and auto-senses whined to life, interspersed with the crunch of ammunition clips being slotted into boltguns. Throughout the city's plazas and processional tanks of the Ultramarines Armoury awakened for war, their power plants growling and autoloaders clattering. Meanwhile, ceramite-shielded gunships readied their engines for launch and took on fresh stocks of ammunition.

Every single Space Marine burned to take the fight to the foe. Yet Marneus Calgar's orders were unequivocal; there would be no sallying forth to meet this threat. Instead, the line companies were deployed to garrison the city's ramparts. Tactical Squads oversaw the swift evacuation of the outer city, shepherding masses of priests, adepts and penitents through the outer gates before sealing the armoured portals tight. The brothers of the Reserve Companies were charged with manning Angelus Prime's mighty defence lasers, or else were held back, deeper within the mighty fortress, until a time when they might be needed. Meanwhile, the Scout brothers of the 10th Company gathered their wargear and fanned out through the endless miles of drainage tunnels and catacombs that lay beneath the city. There they would stand watch, ensuring no foe struck at the Ultramarines from below.

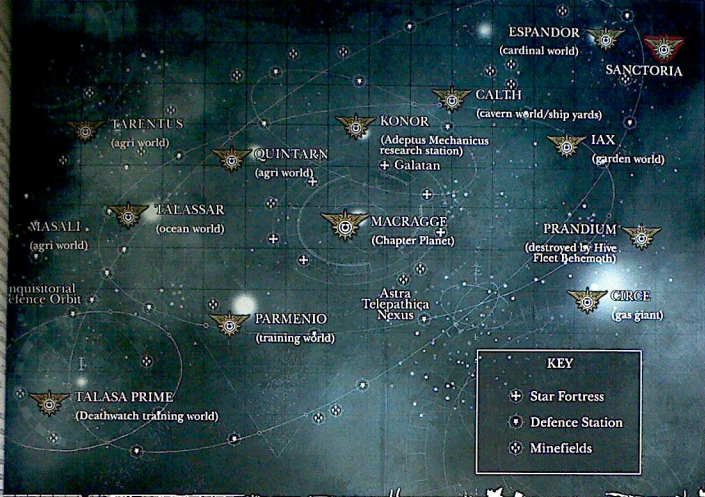
Some satisfaction was to be had for the Ultramarines as Angelus Prime's orbital lasers let fly into the skies above. Columns of ruby light stabbed upwards from the monolithic guns, raking the orbital combat zone with

ruinous fire and blasting Chaos warships into drifting wreckage. Aside from the devastation being wrought in space, however, the Ultramarines Chapter held fast, following their orders to render the shrine city impregnable to the foe.

From within the Sanctum of Guilliman, high atop the Cathedrum of the Primarch, Marneus Calgar coordinated hundreds of data-streams and vox exchanges from all across the planet. Drawing upon centuries of experience and an encyclopedic knowledge of the Codex Astartes, he marshalled his followers as easily as most men drew breath. Still, as he issued commands in the shadow of his Primarch's statue, Calgar felt keenly the cost of the choices he had made. His entire Chapter was at risk and, by extension, all the worlds of Ultramar. The foe's numbers were reported to be an order of magnitude greater than Calgar's own, and the worshippers of Khorne would like nothing better than for the Ultramarines to charge out from behind their walls and meet them in open battle. No doubt his brothers would strike their heretic foes a mighty blow if they sallied forth, yet in the end Calgar knew that even the Ultramarines would be overwhelmed. That was a loss to the Imperium that could not be allowed.

Thus, as the planetary invasion began in earnest, the Ultramarines withheld their strength, though beneath their veneer of icy calm it pained them to do so. Across the surface of Sanctoria, defence lasers and missile silos hurled fire into the heavens, their sweating human gunners advised remotely by Ultramarines Devastator Sergeants.





Hundreds of Chaos assault craft were punched from the skies in blossoms of fire. Yet still they came, waves of twisted gunships, bulk landers and brass-clawed Assault Pods falling like storm rain upon the shrine world. Despite the frantic efforts of the planetary defence militia, countless craft made landfall. As each opened its ramps and hatches, howling Daemonkin poured out into Sanctoria's parched deserts. Enormous hordes of Khorne worshippers coalesced, rampaging across the planet's surface to attack its cities and fortifications.

Lord Kharax led billions of frothing Cultists, gibbering Spawn and cruel Chaos Space Marines to lay siege to the cities of Aurenum and Gloriana. Despite the courage of the cities' militia garrisons – and supporting attack runs by Ultramarines Thunderhawks despatched from orbit – the invaders smashed their walls asunder, threw down their gilded statues and butchered the defenders in Khorne's name. The invaders did not win a single yard of ground without a fight, falling in droves beneath militia guns or annihilated by orbital strikes from Ultramarines warships high above. Yet as blood was shed in ever greater quantities, it only provided more fuel for Lord Kharax's monstrous summoning ritual. A terrible crimson mist billowed up from the ground to swirl in fog-banks across battlefields planet-wide. The desert sands churned, convulsing into screaming faces. Ash rained from the heavens, blackening and corrupting everything it touched, while the energies of the Warp pressed ever closer to the surface of reality. Even in the tunnels beneath Angelus Prime, Scout Squads reported the walls weeping stinking black gore, while

gibbering voices echoed madly from the deepest shadows. Finally, with a monstrous baying and blaring of horns, the gore-fleshed Daemons of Khorne tore their way through the veil and joined the fight. Daemon Engines and even Traitor Titans were landed to support the invasion, their every mighty footfall smashing down bunker walls and crushing militia tanks like ration tins. A desperate attack run by a trio of Thunderhawk Gunships saw the Banelord Titan *Abominatus Extremis* toppled in flaming ruin, yet even this mighty deed was but a pinprick upon a monster's hide. Before long, an almighty wave of murderous foes swept across the deserts, swiftly converging upon Angelus Prime.

Marneus Calgar burned with cold fury as he listened on the vox-net to the pleading voices of militia officers and the desperate efforts of his fleet captains in orbit. As the cities of Sanctoria burned and the foe swept ever closer, Calgar suppressed his anger and followed his Primarch's teachings. He had his Astropaths hurl coded distress calls out into the void. He ordered his battle-brothers and their allies to dig in and await the foe where they could fight them on their own terms. Bulkheads locked down and armoured hatches were sealed. Void shields hummed to life around towering Titans, whose Moderati sighted their vast guns upon the city's outer districts. Along every fire step and behind every wall, the Ultramarines readied their weapons, offering benedictions to their machine spirits as the howls and shrieks of the gathering foe carried on the hot desert winds. Meanwhile, in the sanctum at the city's highest point, Calgar vowed that every life sacrificed thus far would be repaid a hundredfold in the invaders' blood.



THE SIEGE BEGINS

Like the jaws of some gargantuan beast, the worshippers of Khorne closed inexorably upon Angelus Prime. They came at first in ragged bands, howling Daemons and mad-eyed Cultists surging into the city's abandoned outskirts. Soon enough, those first scatterings would become a vast mass that threatened to engulf the Ultramarines entirely.

Wild bands of Daemonkin charged through Angelus Prime's outer districts, their battle cries echoing from the buildings. With them loped packs of Daemons, Bloodletters and Flesh Hounds baying for the blood of mortals. With every second this ragged vanguard came closer to the fortress walls that rose at the city's heart, some even finding routes into the tunnels that stretched beneath them.

In response, the mighty Warlord Titan *Vultrix Rex* and the Reaver *Absolution's Flame* came alive with muzzle flares and energy blasts. The Titans' firepower blitzed the cityscape, flattening miles of urban sprawl and slaughtering tens of thousands of the foe. The deafening roar of explosion after explosion drowned out all other sound. The invaders were blasted to ash, the outer districts of Angelus Prime blown apart around them. Those that had poured into the city's catacombs counted themselves lucky, but only until the bark of bolters and shotguns heralded the determined counter-assault of the Ultramarines Scouts. Point-blank warfare ensued, the tunnels ringing with firefights and savage hand-to-hand combat until finally the Chaos worshippers were driven out once more. With their foes hurled back, the 10th Company blew the tunnel entrances, then withdrew to resume their subterranean vigil.

The vox-net rang to the Ultramarines' cheers, yet they died away as the true strength of the foe poured into sight. From all directions they came, wave upon wave of berserk warriors and unnatural horrors. Daemon Engines clattered and roared in their midst, Forgefiends and Decimators lumbering alongside grotesque Ogryns that hauled on the leashes of mutant hounds. Above this monstrous tide swirled pitch black storm clouds, churning with the wyrdlight of the Warp. At the horde's back stalked twisted echoes of the Imperial Titans, Chaos-tainted monsters of brass and iron whose footfalls shook the ground. These traitor engines opened fire with cruel glee, turbo-lasers and mega-bolters blasting craters in plasteel walls and pummeling the void shields of their loyalist counterparts.

As the Khornate forces flooded across the city's ruins, the defenders let fly with everything they had. Devastators levelled heavy bolters and missile launchers at the foe, their drumming fire interspersed with the dull thump of Thunderfire Cannons. Countless bolters roared, creating a devastating hurricane of mass-reactive fire that scoured the ground before the walls. Over it all came the cacophony of the city's countless defence lasers, punisher cannons and artillery guns opening fire. Beneath their fury, the enemy

died in their thousands. Yet still they fired back, explosive rounds and storms of heavy shells chewing along the city's ramparts to smash the defenders from their feet.

It was this hellish vision of war that greeted Lord Kharax as he staggered to the top of a desert rise amid his baying Daemonkin. Kharax was covered head to toe in the blood of sacrificial foes he had slain to summon forth An'ggrath. Yet behind his helm, the champion's face was twisted in agony as the Daemon's energies surged through him. With a scream of fury, Lord Kharax the Slayer realised that he had been tricked – he would not be An'ggrath's herald, but his doorway. Kharax's armoured form convulsed violently, before detonating with shocking force. Blood jetted forth, far more than one mortal form could hold, and as the gore surged into the air it swirled and solidified. Smoke and embers billowed, blood became muscle, sinew and flesh, and within moments the monstrous form of An'ggrath the Unbound loomed against the skyline. The Bloodthirster spread his mighty wings with a boom, threw back his head and bellowed to the roiling clouds above.

From atop the walls of Angelus Prime, the defenders continued to fire even as enemy drop craft arched down upon the city. Kharybdis and Dreadclaw assault craft plunged through the clouds, trailing the flames of re-entry as they slammed into the city's outer defences. Among them dived flocks of Helderakes, the Daemon Engines dropping with screams towards the prey below. Many were punched from the air by the missile fire of Hunter tanks, but more spread their brass-fletched wings and swept low over the defenders, belching white-hot flame as they went.

In response, Calgar loosed his own aircraft. Arrow-swift Stormraven and Stormtalon gunships hurtled into battle, desperate dogfights spiralling through the sheer canyons and war-torn skies of the city. At the same moment, the master of the Ultramarines sprang his first trap. A clarion signal rang out across the vox, raising a cheer from the Ultramarines as Drop Pods of their own plunged through the clouds. Launched from the bays of the Strike Cruiser *Octavius*, the Ultramarines 2nd Company – assigned orbital guard duties in case such an attack should occur – drove down into the Khornate hordes outside the gates. In rapid succession, the armoured pods slammed into shell-pocked rockcrete, hatches blowing open to disgorge the Spear of Sicarius. The Captain and his heroic battle-brothers charged from their craft and opened fire, boltguns and flammers blasting great holes in the enemy lines.

At the same moment, the Knights of House Terryn struck. They had emerged some minutes earlier from the city's southern gate, sent by Calgar's order through the blasted outer ruins to support of the Ultramarines at the crucial moment. Now, the towering Knights strode into battle, vox horns blaring and guns thundering furiously. Daemon Engines exploded in flares of unnatural fire, while Cultists, Daemons and renegade Space Marines were swept away by the fusillade. Led by bellowing Daemon Princes, the Khorne worshippers surged to oppose them, yet the Imperial strike had stalled their momentum. For the moment, the attackers were caught between the walls to their fore and the salient to their flank. Briefly, the defenders dared hope that the foe would be held here, and crushed in the vice of Sicarius' heroic counter-attack.



WRATH OF THE DAEMON

The hopes of the city's defenders were dashed in a heartbeat amid the thunderous roars of An'ggrath. First amongst Bloodthirsters, most favoured of the Blood God himself, An'ggrath had yet to show even a fraction of his true might. Bellowing words of power, the Greater Daemon tore at the veil between realms, summoning fresh forces to assail the foe.

Above Angelus Prime, packs of Warp Talons tore their way from the Empyrean. These avian predators fell upon the Ultramarines with claws flashing, even as hordes of shrieking Raptors spilled from the breaches in their wake. At the same moment, a fresh wave of Khornate craft thundered down from on high, a huge Kharybdis Assault Claw shrugging off the defenders' fire to smash a breach in the city's outer wall. Masonry crashed down, burying those Ultramarines caught in its path. Then the pod yawnd wide, disgorging a mass of frenzied Berzerkers into the Imperial lines. Next came Daemonkin Terminators by the dozen, shimmering into reality around the eye-searing icons borne by their comrades. Suddenly, the invaders had substantial forces behind the walls and a breach to exploit. Roaring their approval, the Khornate masses in no man's land surged forwards with fresh purpose.

Even now, the Ultramarines reacted with stoic calm. The battle-brothers on the walls split their forces seamlessly, vox-commands whipping back and forth as their sergeants coordinated the defence. Upon the Sanguis Processional, the Reaver Titan *Absolution's Flame* came about and opened fire. Chaos Terminators and Raptors alike were vaporised instantly, scoured from the face of Sanctoria by the power

of a weaponised god. Screaming down from the clouds came a Thunderhawk Gunship, slamming down on the landing pad beside the generator that powered the city's defences. The craft's assault ramp crashed down, still trailing wisps of smoke and flame, and from within charged more Ultramarines to join the fight. At the same moment, Marnicus Calgar ordered his second trap sprung.

Now that the foe were pouring through the breach, and had committed what must surely be their main reserves to the fight, Calgar hurled his own reinforcements into battle. The great doors of the Narthex Maximal swung wide, and out onto the Bridge of Penitents strode more House Terryn Knights. The Daemonkin Terminators massing on the bridge were surprised by this sudden assault – before they could fire more than a few desultory shots, the front ranks of the Chaos elite had been stamped and blasted into ruin, or kicked from the bridge to plunge into the bottomless dark below. At the same time, the bridge known as the Redeptor's Span shook to the roaring passage of the entire Ultramarines 8th Company, mounted upon speeding Space Marine bikes. The Ultramarines poured forth from their stronghold and rode down the traitors with chainswords swinging.





Yet even as the Imperial forces launched this second counter-attack, the Khorne worshippers continued to press forward. An'ggrath had taken to the skies, swooping low over the battlefield with Helderakes in tow to smash and slay at will. His vast axe tore through the defenders' ranks as he swooped overhead, leaving tumbling corpses and fountaining blood in his wake. Outside the walls, fresh traitor Titans were advancing into the fight, their guns roaring with incredible destructive energies. The renegade Reaver *Sword of Spite* was hammering the *Vultrix Rex* with everything it had, collapsing the loyalist Warlord Titan's shields and raking explosions across its ancient hull. Another clanking, hissing wave of Daemon Engines had fallen upon Sicarius and his knightly allies, a Greater Brass Scorpion stitching shots through the Ultramarines lines even as it smashed hapless Knights into wreckage with its huge claw-limbs. The hard-pressed 2nd Company crouched around their Drop Pods, blazing away at the hellish engines that lumbered closer with every passing moment. Worst of all, the carnage had now reached such epic proportions that a bloody mist was once again coiling up to engulf the combatants of both sides.

The skin of reality stretched and split like flesh torn open from within, and from the rents fresh tides of Daemons poured into the fight. Bellowing Bloodthirsters surged into battle, every axe-swing sending broken bodies flying. At the city's main gate, a Bloodthirster of Insensate Rage bellowed its fury and smashed its blade against the armoured portal. Around its feet boiled a tide of infernal beings, the Ultramarines pouring fire down into them from the

ramparts above. If the Daemons broke through now, there would be little to stop them reaching and destroying the generatorum that powered the city's defence batteries. Such a catastrophe could not be allowed, and so the Ultramarines fought on with fresh resolve.

At the same time, yet another tide of Daemons was pouring in from the east. They scrambled over the outstretched limbs of Soul Grinders, scaling a ruined contemplarium and spilling onto the Plaza of the Emperor's Grace. As they charged across that great space, the Daemons were joined by masses of Daemonkin, all making for the cathedrum's main gate. One moment the Chaos horde seemed about to breach the Space Marines' stronghold – the next, teleport flares blazed to life all across the plaza – Calgar's final trap was sprung. Striding from amid the searing lights came Captain Aegmanman and the Terminator battle-brothers of the Ultramarines 1st Company, their storm bolters and assault cannons blazing. Energised fists and daemoniac blades cracked with power as the two sides met, a swirling melee exploding all across the plaza. At its heart, Aegmanman hacked and stabbed, blasted and slew, bellowing exhortations to his battle-brothers to hold the line and force the foe back.

Everywhere, from the heart of the city to the cold hell of the void-war far above, the battle for Sanctoria hung in the balance. Hatred fought heroism, and blood spilled in rivers. The fate of the Ultramarines balanced on a knife edge.

And then the Warp convulsed once more.



PURGE THE UNGLEAN

Before the genetratorum, teleport energies blossomed. From them stepped not more toes, but the templars of the Grey Knights. They had heard the Astropaths' cries for aid, and had responded with all haste. Seeing the main gates beset, Brother-Captain Trevan brought his warriors down directly behind them. Reacting instantly to this unexpected aid, the Ultramarines swung the battered portal wide, and the silver-clad templars charged forth to meet the Daemons of Khorne in battle. Storm bolters blazed, and Nemesis force weapons clashed with smouldering hellblades. The Bloodthirster leading the Daemons laid four battle-brothers low with its first axe-swing, then hacked a Dreadknight in half with its second. Only when a dozen nemesis blades had been driven into its hide did the beast at last drop to one knee. The final blow was delivered by Brother-Captain Trevan, who rammed his sword up through the Daemon's jaw to punch out the top of its skull. The Bloodthirster was banished in a rush of smoke and sulphur, even as its minions were hurled back in disarray.

Meanwhile, a smaller teleport strike of Grey Knights appeared deep in no man's land. These warriors had selflessly volunteered to place themselves between the advancing traitor Warhound Titans and Sicarius' hard-pressed 2nd Company. Though the war engines' vast firepower blasted many of their number to ash, the Dreadknights and Interceptors replied with a vox-amplified banishment rite that sent the Warhounds staggering back. With their daemonic spirits forcibly exorcised, the corrupted Titans fell silent, reduced in moments to inert hulks of worthless metal.

Calgar smashed his gauntlet through the traitor's helm, surveying the corridor as his foe crumpled to the floor. His Honour Guard had just finished hacking apart the last of the renegades to have made it this far. As he strode back into the Sanctum of Guilliman, Calgar nodded grimly at the vox reports spilling in from across the city. The Grey Knights had arrived, and at the crucial moment. They were even now banishing swathes of An'ggrath's daemonic tide, winning the Ultramarines the chance to begin systematically eradicating their foes. Vox-reports suggested the traitors' lines were collapsing. Cultists fled in panic as their living idols were banished, leaving their suddenly outnumbered masters to face the Ultramarines' retribution. Meanwhile, the Imperial Titans were gaining the upper hand; thanks to the Grey Knights' costly intervention, the enemy's engines were now hugely outnumbered. The Ultramarines would know victory, thought Calgar, turning to go down and join the fight in person.

The Chapter Master had only a split second to register the huge, dark shadow hurtling towards the sanctum, before a massive impact threw him from his feet.









FOR THE PRIMARCH

Smashing his way through the columns that held up the sanctum's roof, An'ggrath the Unbound lunged for Marneus Calgar. The Greater Daemon's army was disintegrating. The battle was lost. However, the Bloodthirster had one last chance to claim a truly worthy skull for Khorne, and now he would take it.

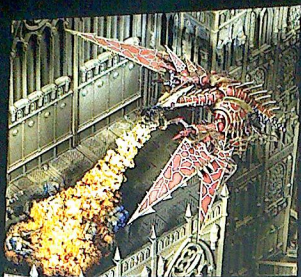
Rising, Calgar narrowly evaded the Bloodthirster's first axe-swing, then sidestepped the second. But he was not swift enough to avoid the barbed tip of An'ggrath's lash. It struck the Chapter Master in the chest, hurling him across the sanctuary to land with a crash at the feet of the Primarch's statue.

Roaring war cries, Calgar's Honour Guard charged into the chamber. A single swing of An'ggrath's axe clove three of them apart, while the Daemon's lash snatched the fourth around the waist and hurled him from the spire. The massive Bloodthirster laughed contemptuously, the air blackening with the evil of his mirth. Yet the noble warriors' sacrifice had given their lord the moment he needed to regain his feet. Face twisted in a vengeful grimace, the Chapter Master charged across the sanctum, blasting An'ggrath with a storm of explosive bolts as he went. The Ultramarine avoided a bisecting swing from his foe's massive axe, still blasting An'ggrath's face and torso with bolts even as the two hacked and punched at each other. Calgar weathered a glancing blow to the head that shattered his jaw in a burst of agony. In return, he smashed one gauntlet straight into his foe's knee.

An'ggrath crashed down, his beating wings dislodging rubble that slammed down around the combatants. Dropping his whip, the Bloodthirster wrapped one huge hand around Calgar's waist. Enraged by the blows he had been dealt, An'ggrath lunged forwards, his maw yawning wide to bite Calgar's head from his body. Seeing his chance – and feeling the eyes of Guilliman upon him – Calgar swung his gauntlets out wide then slammed them together with catastrophic force. Warpspawned bone shattered and boiling gore sprayed as An'ggrath's skull was crushed instantly. The Daemon's headless body convulsed, before crashing to the floor where it dissolved into ash and ember. Released, Calgar fell to his knees. His ribs were broken, his skull cracked, and he had earned the eternal enmity of a mighty daemonic foe, yet Calgar lived.

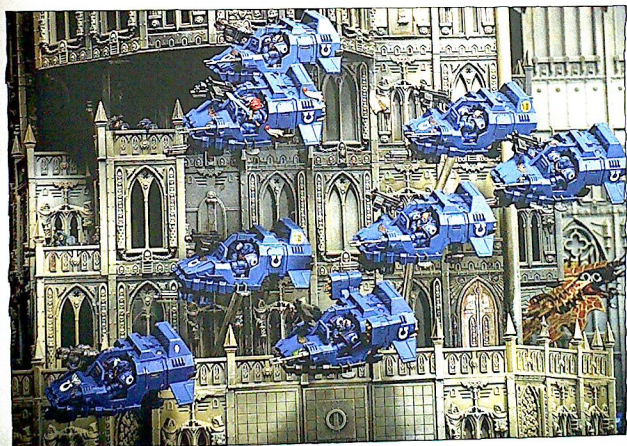
The Chapter Master was still there, offering pained thanks to the Primarch, when Captain Agemman found him some hours later. Amidst a haze of pain and the ministrations of several Apothecaries, Calgar heard Agemman's report. The battle was over; the Daemonkin were either fled or slain, and their space hulk had been blown apart.

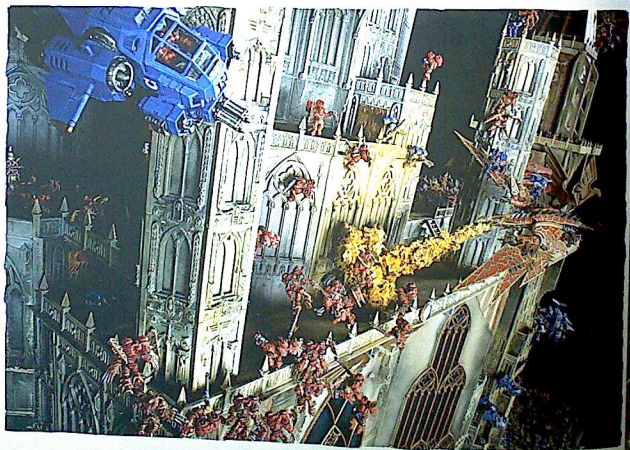
The slaughter had been great, but Calgar knew it could have been so much greater. Despite near-impossible odds, the Ultramarines stood victorious.



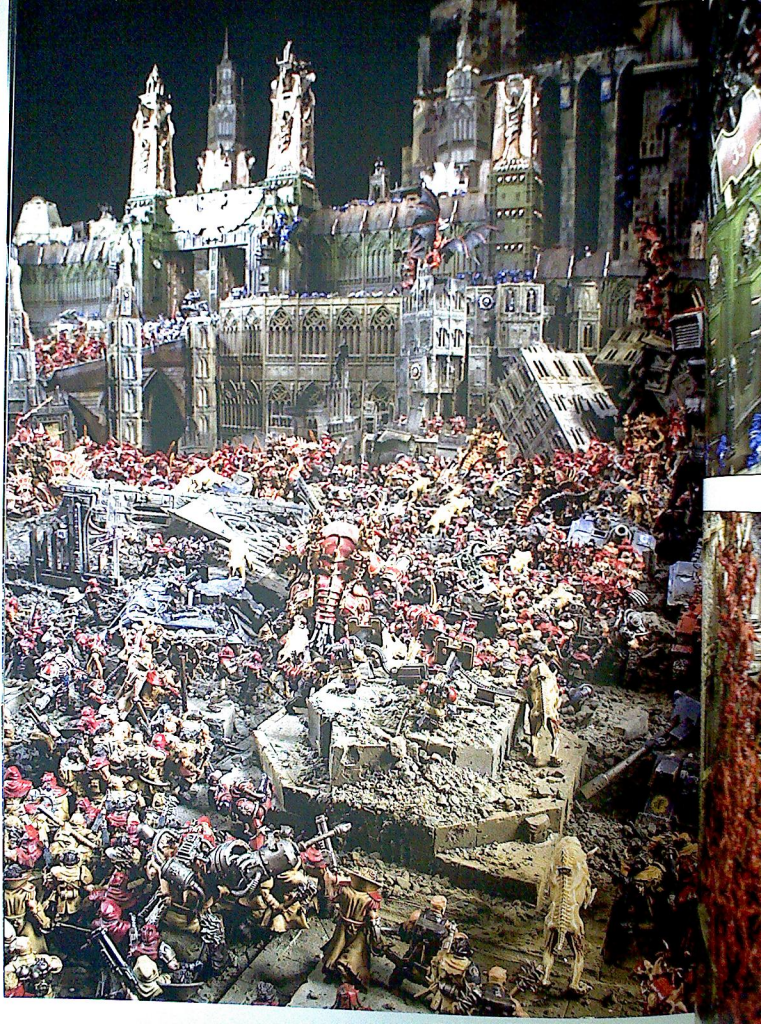


















ECHOES OF WAR MISSIONS

Echoes of War missions enable you to reenact famous battles and campaigns fought on the battlefields of the 41st Millennium. This section includes five new Echoes of War missions inspired by the story of the siege of Angelus Prime on Sanctoria. These missions provide players with new ways to use their armies and a wealth of tactical options to master.

There are two main ways in which you can use the missions in *Warhammer 40,000: Blood Oath* – the most straightforward is to simply choose a mission you want to play. Alternatively, you can fight a campaign by playing the missions in order to see who can achieve the greatest number of victories. If you do so, then players should stick to the same side for each mission. Keep a note of the players' victories and defeats – the winner is the player with most victories once all of the missions have been played. In the case of a draw, the player that wins the final battle wins the campaign!

PLAYING ECHOES OF WAR MISSIONS

However you use these missions, it only requires a handful of changes to the Preparing for Battle rules in *Warhammer 40,000: The Rules*, which are detailed below.

THE ARMIES

Each mission will inform you which Factions, Formations and units must be used to refight the epic battles described in the story. Choose armies as described in *Warhammer 40,000: The Rules* using this information as guidance.

UNIQUE CHARACTERS

Models noted as being Unique in their Army List Entry represent legendary characters of the 41st Millennium. If you want to play a mission according to the story, then these characters should only be used if they are listed in The Armies section of that mission – they were either at the battle, or they were not!

THE BATTLEFIELD AND DEPLOYMENT

The deployment map, zones and instructions for an Echoes of War mission are included with the mission itself. After following these instructions, set up any remaining terrain as described in *Warhammer 40,000: The Rules*. The order in which players set up their armies, along with any specific deployment instructions, will also be specified in the mission rules.

FIRST TURN

The player that has the first turn in each mission will be clearly indicated. Unless otherwise stated, the opposing player can always attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

Unless stated otherwise, each mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

Unless stated otherwise, at the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

The mission will tell you what your Primary Objectives are. Unless stated otherwise, both players share a mission's Primary Objectives. Two of the most common Primary Objectives are described here:

Annihilation: At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Press the Attack: At the end of game, players receive 1 Victory Point for each of their units that has at least one model completely within their opponent's deployment zone (see the deployment map included with the mission).

SECONDARY OBJECTIVES

Any Secondary Objectives that apply will be detailed in each mission. The rules for these can be found in *Warhammer 40,000: The Rules*.

MISSION SPECIAL RULES

Any unique rules that will affect your game are detailed in each mission.

DESIGNER'S NOTE

The Echoes of War missions presented in *Warhammer 40,000: Blood Oath* help you recreate the pivotal fights that took place during the siege of Angelus Prime. However, they are far from the only battles that were waged during this short but bloody conflict – there were countless other engagements as the Khorne Daemonkin sought to tear down the planet's cities and disable its orbital defences. As a result, there are numerous other ways to play games of *Warhammer 40,000* in this epic setting. You can recreate the Daemonkin's brutal landing actions on Sanctoria in games of Planetstrike, and Cities of Death missions are ideal when refighting the desperate street-to-street battles fought by Sanctoria's Planetary Defence Force.

A game of Apocalypse is perfect if you wish to play even bigger games of *Warhammer 40,000*, with dozens of Imperial Knights and Titans duelling against the Daemon and traitor engines of the Chaos forces. Eternal War, Maelstrom of War and Altar of War missions are also excellent ways of waging battle on Sanctoria, and with a little thought they can easily be incorporated into a larger campaign. You might even want to create your own set of missions.

DRIVING HOME THE SPEAR

Strapped into their Drop Pods within the launch bays of the *Octavius*, Captain Sicarius and his battle-brothers knew that they had one vital mission. It was their duty to strike hard and fast into the flank of the Khornate forces, and in doing so break the impetus of the Chaos advance. As his pod's hatches sealed, Sicarius swore that they would not fail.

By the time the Drop Pods of the Ultramarines 2nd Company plunged into the battle for Angelus Prime, the fighting was already fierce. Augurs showed that tides of the foe were swirling around the citadel's outer walls, throwing up a storm of fire to batter the defenders. Cato Sicarius' 2nd Company had been held back for just such a moment. Now, they struck like a spear thrust into the flank of a monstrous beast.

As one, their Drop Pods crashed into the blasted ruins outside the city walls. Following Sicarius' aggressive doctrines, the Space Marine craft smashed straight into the midst of their foe. Their retro-rockets immolated scores of screaming Cultists before their armoured bulk crushed more of the enemy into the ashen ground. A single craft dropped off course – its guidance systems scrambled by the unnatural energies of the storm – yet even stricken and aflame, the Drop Pod managed to smash straight into the muzzled helm of a Chaos Warhound.

As the traitor engine crashed sideways, the hatches of Sicarius' remaining pods blew open and his battle-brothers advanced. They came at a run, some firing their bolters from the hip while others drew combat blades and whirling

chainswords. Already reeling from the sudden shock of the Space Marines' assault, the surrounding renegades stood no chance at all. Bolt shells blew out twisted mutant torsos. Missiles punched through the armour of roaring Maulerfiends, while flashing Ultramarine blades found their mark in the throats and chests of their foes. At the forefront of the attack, Sicarius lunged and slashed, his Talassarian Tempest Blade a gleaming blur that shed gallons of mortal blood and daemon ichor.

The Captain raised his plasma pistol and squeezed the trigger, its sun-bright blast erasing a Daemontek Berzerker from the waist up. At that same moment, the war horns of House Terryn rang out, echoing over the thunder of battle. The ground shuddered as the mighty war engines charged into the fight, striking the wavering lines of the foe and hurling them back in disarray. Sicarius' men cheered, and he cheered with them. However, victory was not theirs yet. Further back through the ruins, Sicarius could see fresh waves of the enemy massing for the attack, drawn away from the assault on the walls to deal with this new threat. It seemed their mission to stall the enemy assault had been successful, but now they would have to weather the consequences of that success.



ECHOES OF WAR: THE SPEAR DESCENDS

With the bulk of the Daemonkin forces amassed before the towering walls of Angelus Prime, Marneus Calgar calls down the Spear of Sicarius to smash into the enemy lines and stall their assault. Though vastly outnumbered, the valiant 2nd Company are bolstered by the arrival of Imperial Knight allies, and refuse to falter in their duty.

SPACE MARINES ARMY:

- Units must have the Imperial Knights or Space Marines Faction.
- Space Marines must be drawn from the Ultramarines Chapter.
- Must include the Spear of Sicarius Formation (pg 40).
- Captain Sicarius must be the Warlord.

KHORNE DAEMONKIN ARMY:

- Must have the Khorne Daemonkin Faction.
- Must include the Hellforged Hunting Pack Formation (pg 46).

SPACE MARINES DEPLOYMENT:

- Deploy second.
- Do not set up any units. All units must begin in Reserve or Deep Strike Reserve.

KHORNE DAEMONKIN DEPLOYMENT:

- Deploy first.
- Set up units in your deployment zone.

FIRST TURN

- The Space Marines player has the first turn.

MISSION SPECIAL RULES

• Reserves

Stalled, but far from Beaten:

Each time a unit belonging to the Khorne Daemonkin player is completely destroyed, place a new unit into Ongoing Reserve that is identical (in terms of the original number of models, weapons and upgrades) to the unit that was just destroyed. These units enter play from any point along the Khorne Daemonkin table edge (see the deployment map). Victory Points are awarded as normal for new units that have been completely destroyed.



PRIMARY OBJECTIVE:

- Annihilation (pg 26)

Spearhead Strike: All of the Space Marines player's Ultramarines models arrive at the start of his first turn, and enter play via Deep Strike (if they were in Deep Strike Reserve) or from any point along the Space Marines table edge (see the deployment map).

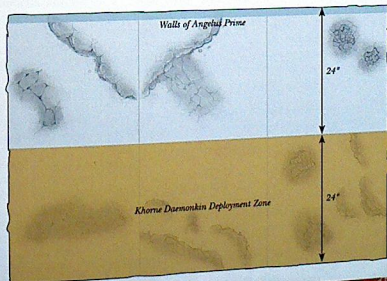
Storm the City: All of the Khorne Daemonkin player's non-vehicle units can charge in the same turn that they made a Run move and can re-roll failed charge rolls.

The Wrath of House Terryn:

All of the Space Marines player's Imperial Knight models arrive from any point along the Space Marines table edge (see the deployment map) at the start of his second turn.

SECONDARY OBJECTIVES:

- First Blood
- Slay the Warlord





INTO THE BREACH

Charging across no man's land, the Daemonkin howled their devotion to Khorne. As though in answer, a Kharybdis burned low overhead and slammed into the enemy's wall with devastating force. Shattered ferrocrete crashed down in an avalanche, and the Khorne worshippers' screams redoubled as a breach was torn into the heart of the foe's defences.

Through billowing clouds of dust and smoke, the Daemonkin watched the Kharybdis hinge open to spill charging Berzerkers into the enemy lines. Ultramarines, their blue armour marred with dirt and scorch marks, were fighting their way free of the rubble around the breach. The Berzerkers fell upon them without mercy, screaming chain-axes rising and falling to send blue-helmeted heads bouncing away across the rubble.

The Khornate fanatics ran on, through the fountaining blood of their victims and into the cauldron of carnage beyond. However, the offerings they had made did not go unnoticed. Spurring gore hung in the air, spreading like blood pooling upon a stone floor. Within moments, a vast crimson disc floated vertically before the breach in the fortress wall. From within came an insidious, whispered mantra, a hideously repetitive refrain last heard in the days of Imperial prehistory. It grew by the second, the susurrus of a million damned voices overlaying it until the murmur became a cacophony that rent the sanity of all who heard it. Sprinting for the breach through a hail of bolter fire and explosive ordnance, the Daemonkin felt dark rapture fill them at the thought of what must come next.

Like blood jetting from a severed artery, the Daemons of Khorne burst into reality. At their head came a towering atrocity of crimson sinew and feral fury. Samus had come, a darkling presence from the dawn of time, and with a daemonic blade in each fist he led the charge into the Ultramarines' holy fastness.

As the tide of Daemons spewed forth, the Daemonkin surged close behind, packing in around the breach. The Ultramarines opened fire from the ramparts to either side, while more shots whipped in from defensive guns behind the lines. Still the Chaos worshippers flooded forward, iron-limbed Daemon Engines and snorting Bloodcrushers trampling over screaming Cultists in their eagerness to engage the foe. Within moments, the breach was absolutely awash with gore, Khorne worshippers scrambling over the corpses piled around the Kharybdis. Still they came on, wave upon wave clambering over the rubble and bodies to throw themselves into the fray. Atop the battlements, Samus threw back his canine head and bayed to the skies, the blood of Ultramarines dripping from his wicked blades. In response, the worshippers of Khorne pushed all the harder, determined to carry the breach.

ECHOES OF WAR: A TIDE OF BLOOD

The meteoric impact of a Kharybdis Assault Claw has sundered a huge section of Angelus Prime's outer wall, and the invading forces now pour into the breach to take the fight into the city's interior. Yet the Ultramarines are renowned for their courage and discipline, and refuse to cede even an inch of ground whilst they yet live.

KHORNE DAEMONKIN ARMY:

- Units must have the Khorne Daemonkin Faction.
- Must include the Fist of Khorne Formation (pg 45). This Formation costs no points.
- Must include the Bloodied Horde Formation (pg 44).

SPACE MARINES ARMY:

- Units must have the Space Marines Faction and be drawn from the Ultramarines Chapter.

KHORNE DAEMONKIN DEPLOYMENT:

- Deploy first.
- Place the Kharybdis from the Fist of Khorne Formation in the centre of the board.
- Berzerkers from Fist of Khorne Formation must begin the game embarked upon the Kharybdis from the Formation.
- Set up remaining units in your deployment zone.

SPACE MARINES DEPLOYMENT:

- Deploy second.
- Set up units in your deployment zone.

FIRST TURN:

- The Khorne Daemonkin player has the first turn.

MISSION SPECIAL RULES

• Reserves

Blood Flows in Rivers: At the beginning of each of his turns, before deciding whether or not to expend any Blood Tithe points, the Khorne Daemonkin player automatically generates one additional Blood Tithe point.

Jaws of the Kharybdis: The Kharybdis from the Fist of Khorne Formation begins the game having suffered an Immobilised result and starts with 1 Hull Point less than normal, though is otherwise unaffected. The Berzerkers embarked within it can disembark in their first turn, and can charge on that turn.

Stalwart Defenders: All non-vehicle models belonging to the Space Marines player that do not have the Feel No Pain (6+) special rule. In addition, the Space Marines player can enact a Combat Doctrine of his choice in each of his turns, even if he has already used it earlier in the game.

Towering Walls: The areas marked as City Wall on the deployment map block all movement and line of sight.

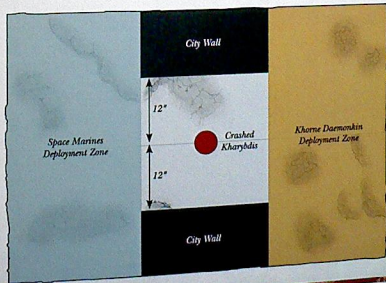


PRIMARY OBJECTIVES:

- Annihilation (pg 26)
 - Press the Attack (pg 26)
- (Khorne Daemonkin army only)

SECONDARY OBJECTIVES:

- First Blood
- Slay the Warlord



CAST THEM OUT

It was as the battle for Angelus Prime hung by a thread that the Grey Knights struck. So packed with Daemons was the bridge into the fortress that they could not risk teleporting directly onto its span. Instead, Brother-Captain Trevan deployed his men behind the battered fortress gates, before rallying forth to cast the Daemons back.

With a roar of purest fury, the Bloodthirster swung its monstrous axe again. The blade trailed smoke and sparks as it carved through the air, slamming into the adamantine gates with enough force to split a plate tank in two. The towering gates had withstood seven such blows now, but with their panels buckled and rivets bursting loose, it was clear to the defenders that they would not survive an eighth. Around the hulking Bloodthirster's legs surged a seething tide of Daemons, baying their hatred as they slammed shoulders and blades against the creaking gates. The Ultramarines on the ramparts fired shots down into the foe with dogged determination, bolts exploding daemoniac flesh and lascannon beams reducing juggernauts to sundered scrap. Still, for every slain Daemon another two took its place, and the defenders' plight was becoming more desperate by the moment.

Batting aside a krak missile with a contemptuous sweep of its wings, the Bloodthirster of Insensate Rage hefted its axe and swung it back for another blow. At that moment a mighty flare of pure white light burst into being behind the fortress gates, wreathing the Ultramarines defenders in a flickering golden aura. The Daemons at the gates recoiled

at the sight of that holy radiance, howling foul curses. The next moment, the gates parted, swinging inwards on sparking servomotors and spilling the purifying light across the howling Daemons. With the light came a booming chant – dozens of vox-amplified voices raised in a crashing catechism of banishment.

Charging from the fortress gates with their nemesis weapons held high, the Grey Knights of Titan hurled themselves into the fray. Storm bolters barked, spitting sanctified bolts into the daemoniac horde and sending ectoplasmic flesh raining in all directions with every detonation. Nemesis force blades swept in glowing arcs, hacking through the scaled hides of infernal foot soldiers and lopping horned heads. Striding in the midst of their brothers, the looming forms of Nemesis Dreadknights blasted Daemons into oblivion or smashed them to pulp with blades and fists.

As the Grey Knights pushed onto the bridge with Brother-Captain Trevan at their head, the Daemons were driven back. The knights of Titan would hold the gates against the infernal hosts, for the Emperor expected no less.



ECHOES OF WAR: A LIGHT IN THE DARKNESS

In answer to Marneus Calgar's call for aid, a Strike Force of the Grey Knights has been swiftly despatched to Sanctoria to help end the daemonic threat at the invasion's heart. But will their arrival help to drive back the horde of Warp-spawned horrors or will their intervention prove to be too little, too late?

KHORNE DAEMONKIN ARMY:

- Units must have Khorne Daemonkin Faction.
- Must include The Bloodied Horde (pg 44) and Hellforged Hunting Pack (pg 46) Formations.
- A Bloodthirster of Insensate Rage must be the Warlord.

SPACE MARINES ARMY:

- Must have Grey Knights or Space Marines Faction.
- Space Marines must be drawn from the Ultramarines Chapter.
- Must include Emperor's Hand Strike Force Formation (pg 43).

KHORNE DAEMONKIN DEPLOYMENT:

- Deploy first.
- Set up units in your deployment zone.

SPACE MARINES DEPLOYMENT:

- Deploy second.
- Set up units in your deployment zone.

FIRST TURN:

- The Khorne Daemonkin player has the first turn.

MISSION SPECIAL RULES

• Reserves

Drowning Beneath a Bloody Tide: The Khorne Daemonkin player can re-roll any failed rolls he makes for his Bloodied Horde Formation's Daemonic Tide special rule.

Machine Exorcism: All Nemesis Dreadknights and Interceptor Squads know the following psychic power in addition to those that they normally have:

MACHINE EXORCISM Warp Charge 2

The psyker uses a combination of sanctified banishment rites and his formidable willpower to drive out the Daemon lurking at the heart of the corrupted vehicle.

Machine Exorcism is a malediction that targets a single enemy vehicle within 18". The target model immediately loses D3 Hull Points.

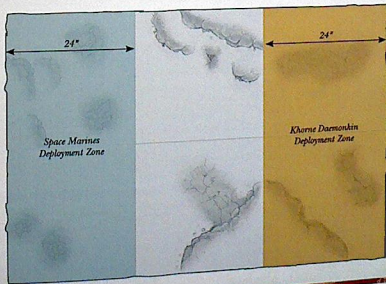


PRIMARY OBJECTIVE:

- Press the Attack (pg 26)

SECONDARY OBJECTIVES:

- First Blood
- Slay the Warlord





AMBUSH ON THE PLAZA

The Ultramarines' defence of Angelus Prime centred around the towering Cathedrum of the Primarch. It was from here that Lord Calgar coordinated his battle-brothers, and thus it was against this crucial target that the Daemonkin hurled their most elite warriors. Such a move had been anticipated, however, and the Ultramarines 1st Company lay in wait.

Angelus Prime was aflame from its outer districts to its towering spires. Titans traded volleys of fire across the skyline, stripping away void shields and toppling one another like the colossi of myth. In the cathedrum's shadow, a scattered mass of Ultramarines tanks belched black smoke, smashed to wreckage by the furious rampage of An'ggrath himself. Everywhere, red-armoured figures battled blue beneath the hellish light of the storm, and blood ran in torrents through the streets.

Already, this battle had seen a great tally of skulls reaped in Khorne's name. Now the cream of the Daemonkin were unleashed to finish the slaughter. High up amid the spires of the shrine city, the master of the Ultramarines was applying his tactical genius, fighting the wider war from afar. Kharax's Chosen had sworn a mighty oath to lead the charge into Calgar's citadel, and to claim the Chapter Master's skull for Khorne. That claim looked ever more likely as – at the head of a scorching tide of Terminators, Possessed, and blood-slick Daemons – they entered the Plaza of the Emperor's Grace. Nothing stood between the Daemonkin and the cathedrum, and the rain of shot from its arched windows was not nearly enough to stop them.

It was as the Daemonkin reached the middle of the plaza that the Ultramarines sprang their trap. Teleport flares burst into being all across the open expanse, and from them strode Ultramarine Terminators by the dozen. Vanguard and Sternguard Veterans flanked them, the assembled might of the Ultramarines 1st Company striking like Guilliman's own blade. Boltguns roared, the aptly named vengeance rounds punching traitor Space Marines off their feet even as assault cannons shredded Daemons and drove Chaos Terminators to their knees. Power fists crackled as they swung, crushing baroque armour and shattering hardened bone with every blow.

Within seconds, the plaza had become a boiling mass of carnage, blood misting the air as warriors from both sides tore each other to pieces. As one, the Daemonkin pushed forward with a great roar, revving their chainaxes and smashing energised maces into white helmets. As the fighting intensified, more Daemons spilled from the Warp to fall upon the Ultramarines, while yet more Chaos Terminators teleported down from orbit. The plaza rang to the sounds of ferocious battle and the heavens shook with the approving roar of Khorne himself.

ECHOES OF WAR: ENTER THE 1ST

The invading forces have carved their way bloodily through the city's defences and reached the Plaza of the Emperor's Grace at the heart of Angelus Prime. It is here that Marneus Calgar plays his trump card, calling down Captain Agemman at the head of the entire Ultramarines 1st Company in a final bid to stem the tide.

KHORNE DAEMONKIN ARMY

- Units must have Khorne Daemonkin Faction.
- Must include Fist of Khorne Formation (pg 45). This Formation costs no points.
- Must include at least 3 units of Chaos Terminators.

SPACE MARINE ARMY:

- Units must have the Space Marines Faction and be drawn from the Ultramarines Chapter.
- Must include Ultramarines 1st Company Formation (pg 41).
- The Captain in the Ultramarines 1st Company Formation must be the Warlord.

KHORNE DAEMONKIN DEPLOYMENT:

- Deploy first.
- Set up units in your deployment zone.

SPACE MARINES DEPLOYMENT:

- Deploy second.
- Set up units in your deployment zone.
- Ultramarines 1st Company Formation must begin the game in Deep Strike Reserve.

FIRST TURN:

- The Khorne Daemonkin player has the first turn.

MISSION SPECIAL RULES

- Reserves

Agemman's Assault: All units from the Ultramarines 1st Company arrive from Reserve at the start of the Space Marines player's first turn, and must enter play via Deep Strike. All units from this Formation can either shoot and then Run, or Run and then shoot, in the Shooting phase of the turn in which they arrive.

Orgy of Slaughter: From the start of the Khorne Daemonkin player's second turn, all of his Walkers and non-vehicle units have the Counter-attack and Furious Charge special rules.

Drawn to the Carnage: Each time a unit of Chaos Terminators is completely destroyed, roll a D6: on a 3+ you can immediately place a new unit into Ongoing Reserve that is identical (in terms of the original number of models, weapons and upgrades) to the unit that was just destroyed. These new units must enter play via Deep Strike. Victory points are awarded as normal for new units that have been completely destroyed.

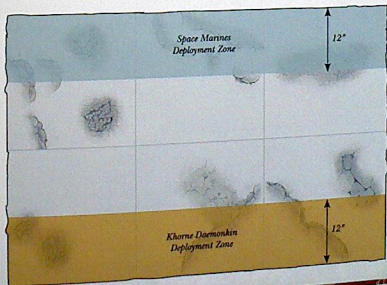


PRIMARY OBJECTIVE:

- Annihilation (pg 26)

SECONDARY OBJECTIVES:

- First Blood
- Linebreaker
- Slay the Warlord



THE HERO AND THE DAEMON

The discipline and heroism of the Ultramarines Chapter had proven too much for An'ggrath's Daemonkin, and the knowledge of it drove the great Bloodthirster to new heights of fury. If he could not slay the entire Ultramarines Chapter then he would cut off its head, and claim the skull of Marneus Calgar for the glory of Khorne.

The Cathedrum of the Primarch rose from the heart of war-torn Angelus Prime like a blade held high in defiance. Though its windows were lit by the flare of furious battle, and though flames belched from ragged holes torn in the vast structure's flanks, it – like the Ultramarines – still stood strong.

The sight goaded An'ggrath as he soared over the burning city toward the Sanctum of Guilliman. Like a great black wind the vast daemon came, roaring with baleful wrath. As An'ggrath swept over one of the city's yawning chasm-moats, a pair of Ultramarines gunships arrowed up from its depths to intercept him. Missiles streaked towards the Bloodthirster, but with a snarl he span in the air, one warhead whistling harmlessly past while the other was smashed aside with the flat of his axe. In return, An'ggrath's whip lashed out, scything the starboard engine from the nearest craft and hurling it into its wingman. The stricken gunship exploded violently just as the other was sent tumbling down into the chasm, and An'ggrath bellowed in exultation as blazing wreckage filled the air around him. Wings trailing smoke and flame, the first among Bloodthirsters turned and flew on.

Within moments the sanctum was before him, and An'ggrath caught the blood-scent of his chosen prey within. Dropping one shoulder, the Daemon gave his wings a single furious beat and slammed into the sanctum's columns like a thunderbolt. Marbled stone and plasteel spars showered inwards, debris erupting into the air as though a bomb had struck the sanctum head on.

The hurtling masonry would have been enough to kill a lesser man, yet it did little more than knock Marneus Calgar from his feet. The Ultramarines' leader was back up in seconds, moving with incredible speed for one so heavily armoured. Still, An'ggrath was quicker. Even while still forcing his vast bulk into the confines of the sanctum, the Daemon swung his axe sidelong, before reversing the swing and bringing the huge blade down in a lethal arc. The Chapter Master evaded both blows, but could not manage the feat a third time as An'ggrath struck with his lash. Its tip rang the mortal warrior's armour like a bell, hurling him across the sanctuary to crash down in a heap. The Bloodthirster leered monstrosously as his prey struggled to rise once more. This would be a mighty battle, but one that could only end with Calgar's skull at the feet of Khorne.



ECHOES OF WAR: A CLASH OF GODS

His army on the verge of defeat, the mighty Daemon Lord An'ggrath takes wing towards the towering spire within which stands the architect of his downfall – Lord Macragge himself, Marneus Calgar. Angelus Prime is set to play host to one last battle, where fell Daemon and indomitable hero will clash in a titanic contest of arms.

KHORNE DAEMONKIN ARMY:

- Army consists of:
 - An'ggrath the Unbound

SPACE MARINES ARMY:

- Army consists of:
 - Marneus Calgar
 - 1 unit of Honour Guard
 - 2 units of Stormraven or Stormtalon Gunships in any combination

KHORNE DAEMONKIN DEPLOYMENT:

- Deploy first.
- Place An'ggrath next to the centre of the eastern table edge.

SPACE MARINES DEPLOYMENT:

- Deploy second.
- Set up units in your deployment zone.

FIRST TURN:

- The Khorne Daemonkin player has the first turn.

THE BATTLEFIELD

The battlefield is divided into two sections – the 2'x2' Sanctum of Guilliman to the west and the 2'x4' section of open ground high above the Plaza of the Emperor's Grace. These two areas of the battlefield are divided by a Sanctum Colonnade (see below).

MISSION SPECIAL RULES

• Reserves

Interception Course: The Space Marines player's Flyers arrive at the start of his first turn, moving onto the board from any point along either long table edge but outside of the Sanctum of Guilliman (see the deployment map).

In the Presence of the Primarch: Marneus Calgar and the unit of Honour Guard can re-roll all failed To Hit and To Wound rolls.

The Sanctum Colonnade: The Sanctum Colonnade (see the deployment map) blocks all movement. However, An'ggrath can charge the Sanctum Colonnade as if it were an enemy unit. As soon as he does so, An'ggrath casts down the Sanctum Colonnade and can enter the Sanctum of Guilliman.

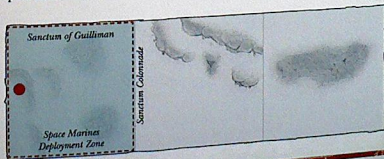
Falling Masonry: After the Sanctum Colonnade has been destroyed, roll a dice for each unit within the Sanctum of Guilliman at the start of each turn. On the roll of a 6, that unit suffers D3 Strength 4 AP5 hits.

Head Smash: Instead of making his normal close combat attacks, Marneus Calgar can choose to make 2 attacks resolved at Strength D AP2.



PRIMARY OBJECTIVE

If, at the end of the game, Marneus Calgar has been slain, the Khorne Daemonkin player wins. Any other result is a victory for the Space Marines player.







THE SPEAR OF SICARIUS



The enemy scatter in disarray as the Drop Pods of the Spear of Sicarius slam down in their midst. Using advanced data-choristry to harmonise their machine spirits, the pods impact in a tight grouping within milliseconds of one another. So thunderous is their arrival that Sicarius' company use it as a weapon in its own right, obliterating hapless foes in a storm of flames and debris. Before the dust has even settled, the Ultramarines surge from their Drop Pods with guns blazing. Following their Captain's lead, the warriors of the 2nd Company fire crashing volleys to thin the enemy ranks before charging home with blades drawn. Already reeling, the foe disintegrate before this onslaught – those who do not flee are hacked down in short order, leaving the Ultramarines to claim swift and decisive victory.

FORMATION:

- Captain Sicarius
- 1 Chaplain
- 1 Command Squad
- 6 Tactical Squads
- 2 Devastator Squads
- 2 Assault Squads
- 2 Dreadnoughts

RESTRICTIONS:

All Tactical, Devastator and Assault Squads must include 10 models. All units must be drawn from the Ultramarines Chapter and take a Drop Pod as a Dedicated Transport.

SPECIAL RULES:

- Stubborn

Fiery Arrival: All units from this Formation must start the game embarked upon their Drop Pods. All Drop Pods in this Formation arrive from Deep Strike Reserve at the start of the controlling player's first turn. Drop Pods in this Formation do not count towards the number of models that arrive as part of the Drop Pod Assault special rule. Once all Drop Pods from this Formation have landed, each enemy unit within 3" of any of them suffers D6 Strength 4 AP5 hits for each Drop Pod from this Formation within range.

Tip of the Spear: On the turn that it disembarks from its Drop Pod, a unit from this Formation can fire twice in the ensuing Shooting phase (this can be against two different targets). If a unit from this Formation chooses not to fire twice on the turn that it disembarks from its Drop Pod, and does not fire any Rapid Fire or Heavy weapons, it can charge in the Assault phase instead.

ULTRAMARINES 1ST COMPANY



Living embodiments of the Ultramarines' nobility, strength and courage, the battle-brothers of the 1st Company are heroes all. Just one of these warriors is capable of turning the tide of a war, but when they are gathered as one, the Ultramarines 1st Company becomes something greater still – a fighting force of incomparable might with the doctrines and skill to defeat any enemy and overcome any odds. These veteran warriors have mastered every aspect of the Codex Astartes, becoming living embodiments of its tenets in a way few warriors can. Their very presence upon the battlefield inspires their allies even as it terrifies their foes. Whether standing resolute against onrushing hordes or pressing forward to attack, the Ultramarines 1st Company crush their foes with devastating efficiency.

FORMATION:

- 1 Captain
- 1 Chaplain
- 10 squads chosen in any combination from the following list:
 - Terminator Squad
 - Terminator Assault Squad
 - Sternguard Veteran Squad
 - Vanguard Veteran Squad
- 3 Venerable Dreadnoughts

RESTRICTIONS:

All squads must include 10 models. All units must be drawn from the Ultramarines Chapter.

SPECIAL RULES:

- Fear
- Fearless

Paragons of the Imperium: Friendly units from the Armies of the Imperium (see the Allies chart in *Warhammer 40,000: The Rules*) within 6" of any units from this Formation have the Stubborn special rule.

Veteran Doctrine: When activating either the Devastator, Assault or Tactical Doctrine as part of the Ultramarines Chapter Tactics (see *Codex: Space Marines*), units from this Formation instead re-roll all failed To Hit rolls in the Shooting and Assault phases of that turn.

ANVIL OF THE EMPEROR



With ground-shaking strides, the war engines of the Legio Titanicus and the knightly houses march to war. Like a huntsman's hounds, the Knights lope alongside the hulking Battle Titan before sweeping out to encircle their prey. At the same time, the Titan's Princes commands his towering machine to brace, the Titan standing its ground and loosing apocalyptic volleys of fire into the foe. Amid howling beams of energy and blossoming fireballs, the enemy are drawn forward, desperately attempting to close with their tormentor before it can blast them apart. This is when the Knights strike, their flanking attack forming the hammer to the anvil of the Battle Titan. The terrified prey are caught in an inescapable crossfire, annihilated by the repeated hammer blows of these terrifying war engines.

FORMATION:

- 1 Battle Titan chosen from the following list:
 - Reaver Titan
 - Warlord Titan
- 5 Imperial Knights chosen in any combination from the following list:
 - Knight Errant
 - Knight Paladin
 - Knight Warden
 - Knight Gallant
 - Knight Crusader

RESTRICTIONS:

None.

SPECIAL RULES:

Adamantine Hunters: When playing missions with the Reserves mission special rule, all of this Formation's Imperial Knights must be held in Reserve. After the first game turn, whenever this Formation's Reaver Titan does not move in the Movement phase, the Imperial Knights from this Formation can arrive automatically from Reserve. Roll a D6: on a 1-2, the Knights come in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right.

Murderous Crossfire: When an Imperial Knight from this Formation makes a shooting attack against a target that the Formation's Battle Titan has already fired upon in the same Shooting phase, the Knight's ranged weapons have the Ignores Cover and Twin-linked special rules.

EMPEROR'S HAND STRIKE FORCE



The warriors of the Emperor's Hand are trained to charge straight from the calm of the teleportarium into the chaotic maelstrom of battle. Such strike forces are so named for, when the hour seems darkest and all hope is fled, they descend from the heavens like the hand of the Emperor himself reaching out to aid his subjects. Uttering words of banishment with every breath, the templars of Titan carve a red path through their foes, coming to the rescue of hard-pressed Imperial warriors wherever they may be. Nemesis Dreadknights concentrate their fire in punishing saloos, their mission to eradicate the foe's infernal war engines. Meanwhile, their battle-brothers cut through the enemy infantry, their chants of exorcism hurling the children of Chaos back into the Warp even as their gleaming blades hack their leaders apart.

FORMATION:

- 1 Brother-Captain
- 1 Brotherhood Champion
- 3 Strike Squads
- 3 Terminator Squads
- 2 Interceptor Squads
- 2 Purgation Squads
- 4 Nemesis Dreadknights
- 1 Paladin Squad
- 2 Purifier Squads

RESTRICTIONS:

- All units must have the Grey Knights Faction.
- All squads must include 10 models.

SPECIAL RULES:

Divine Intervention: When playing missions with the Reserves mission special rule, all units in this Formation must begin the game in Deep Strike Reserve. When making Reserve Rolls, make a single roll for the entire Formation, which you can choose to re-roll. On a successful Reserves Roll, all of the units in this Formation arrive from Reserve.

Psychic Strike Force: As long as this Formation's Brother-Captain is alive, all units in this Formation successfully harness Warp Charge points on rolls of 3+ when taking Psychic tests.

Rites of Banishment: Enemy units with the Daemon special rule that are within 6" of any unit from this Formation count their invulnerable saves as being 1 point worse than normal. This is cumulative with any other modifiers to the enemy unit's invulnerable save, and can even cause a unit to lose its invulnerable save completely!

THE BLOODED HORDE



The veil of reality bursts like a weakened dam as the Bloodied Horde rushes forth. From the Warp they spill, wave after wave of Khorne's Daemons scrambling over one another in their frantic desperation to harvest skulls. No ordered legion is this, but a hideous outpouring of Khorne's wrath in Daemon form, an unnatural disaster drawn to the very largest and most violent battles. Like a vast crimson flood, the daemon army sweeps all before it. Foes empty their guns into its mass as they scream in terror, yet for every Bloodletter or Bloodcrusher that falls another takes its place. Whole star systems have been scourged by the battle-madness of the Bloodied Horde, and nothing but the most powerful rituals of banishment can end its monstrous rampage.

FORMATION:

- 8 units of Bloodletters
- 2 units of Bloodcrushers
- 2 Skull Cannons

RESTRICTIONS:

All units must have the Khorne Daemonkin Faction.

SPECIAL RULES:

• Rage

The Bloodied Horde Unleashed: All units in this Formation must begin the game in Deep Strike Reserve, even if the mission does not normally allow it. When making Reserve Rolls, make a single roll for the entire Formation, which you can choose to re-roll. On a successful Reserves Roll, all of the units in this Formation arrive from Reserve.

Daemonic Tide: Each time a unit of Bloodletters or Bloodcrushers from this Formation is completely destroyed, roll a D6: on a 4+ you can immediately place a new unit into Ongoing Reserve that is identical (in terms of the original number of models, weapons and upgrades) to the unit that was just destroyed. These new units must enter play via Deep Strike and count as being part of the original Formation, so roll a D6 as described above if they are subsequently destroyed. Victory points are awarded as normal for new units in this Formation that have been completely destroyed.



THE FIST OF KHORNE



The Fist of Khorne is aptly named, for it swings down from the skies to smash the foe's fortifications with godlike force. Consisting of a Kharybdis Assault Claw packed with Berzerkers, the Fist of Khorne is a siege-breaking weapon of incredible potency. So resilient is the Kharybdis – and so belligerent its machine spirit – that it willingly ploughs headlong into the toughest fortifications. Enemies are hurled from ramparts as the massive assault craft smashes into their stronghold, bringing walls and ceilings crashing down with its armoured bulk. Yet worse is to follow as the Kharybdis' hatches yawn wide, disgorging blood-mad Berzerkers into the foe's midst even as the Assault Claw's weapons light with fury. The Fist of Khorne is able to tear the heart from the staunchest defence with but a single, devastating blow.

FORMATION:

- 1 Chaos Kharybdis Assault Claw
- 1 unit of Berzerkers

RESTRICTIONS:

The unit of Berzerkers must have the Khorne Daemonkin Faction and include 20 models.

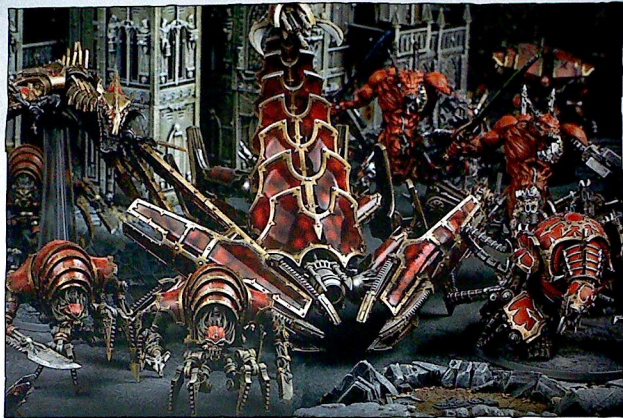
SPECIAL RULES:

Meteoric Descent: If the Formation's Kharybdis Assault Claw lands on an enemy vehicle or building when it arrives by Deep Strike, do not roll on the Deep Strike Mishap table. Instead, each vehicle or building struck by it suffers a single Strength D AP1 hit. After any hits have been resolved, the Kharybdis Assault Claw is placed as close as possible to its final position and suffers an Immobilised result on the Vehicle Damage Table.

Hungry for Blood: This Formation's unit of Berzerkers must begin the game embarked upon this Formation's Kharybdis Assault Claw. This unit can charge on the same turn that it disembarks from the Kharybdis Assault Claw.



HELLFORGED HUNTING PACK



Monstrous beasts of brass and fire, the Daemon Engines of the Hellforged Hunting Pack set upon their prey with a savage hunger. Following the unspoken commands of their alpha engine, the entities within the brazen shells run their victims to ground. Forgefiends and Decimators hammer the enemy with firepower, before Maulerfiends, Blood Slaughterers and Soul Grinders fall upon the survivors in a gore-slick frenzy. Meanwhile, threats to the pack are responded to with swift and violent retribution – any enemy foolish enough to slay one of the engines will soon know the fury of its fellows, either burned to ashes by roaring Heldrakes or crushed beneath the piston legs of the terrifying Greater Brass Scorpion.

FORMATION:

- Greater Brass Scorpion of Khorne
- 8 models chosen in any combination from the following list:
 - Defiler *
 - Heldrake *
 - Forgefiend *
 - Maulerfiend *
 - Soul Grinder *
 - Blood Slaughterer of Khorne
 - Chaos Decimator Daemon Engine

RESTRICTIONS:

- * These units must have the Khorne Daemonkin Faction.

SPECIAL RULES:

- Daemon of Khorne
- Rage

Follow the Alpha Engine: If this Formation's Greater Brass Scorpion of Khorne makes a successful charge, all other models in this Formation can re-roll subsequent failed charge rolls in the same Assault phase.

Swift and Bloody Vengeance: Each time a model from this Formation is completely destroyed, all other models in this Formation gain one extra Attack.

THE GOREGUARD



Amid the crack and boom of vast membranous wings, the daemonic warriors of the Goreguard descend upon the battlefield. Wherever their burning gaze falls, warriors die from pure terror. Wherever their axes and whips are swung, fortress walls topple, war engines explode, and the foe's greatest heroes fall slain. The battle-frenzy of each Greater Daemon is magnified by the presence of his kin, the Goreguard ripping through the ranks of the foe with impossible speed and savagery for creatures of such size. When a Bloodthirster of the first host bestirs himself to fight upon the battlefields of realspace, he is often accompanied by his own personal Goreguard. Such an entourage comprises Bloodthirsters that the great one has defeated in personal combat, and their presence serves as a statement of his indomitable might.

FORMATION:

- An'ggrath the Unbound
- 8 Bloodthirsters chosen in any combination from the following list:
 - Bloodthirster of Unfettered Fury
 - Bloodthirster of Insensate Rage
 - Wrath of Khorne Bloodthirster

RESTRICTIONS:

All Bloodthirsters must have the Khorne Daemonkin Faction.

SPECIAL RULES:

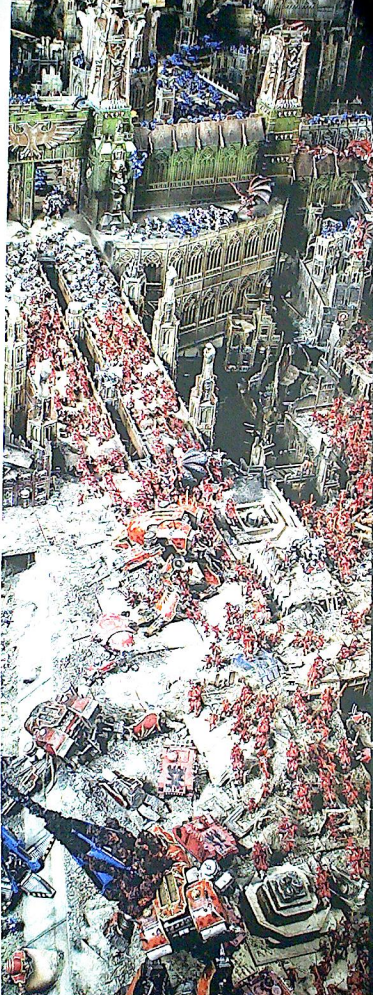
- Feel No Pain
- Rampage

The Chosen of An'ggrath: All Bloodthirster models in this Formation within 18" of An'ggrath the Unbound have the Adamantium Will and Counter-attack special rules, and gain an extra Attack.

Terror Made Manifest: Enemy units that fail a Fear test caused by a model from this Formation suffer 1 Wound for each point the test was failed by, with no saves of any kind allowed.







WARHAMMER 40,000

An'grath the Unbound, the greatest of Khorne's mighty Bloodthirsters, descends upon the empire of Ultramar. Attacking the shrine world of Sanctoria, An'grath and his Daemonkin besiege the Ultramarines Chapter within the towering city of Angelus Prime. Now, surrounded on all sides by a sea of foes, Marneus Calgar and his noble Ultramarines must fight for their very lives. Their foes are many and terrible, yet the Ultramarines are Humanity's greatest heroes, and they do not fight alone. The ground shakes as Titans duel amid the burning cityscape. Valiant Imperial Knights charge forth to crush the heretics underfoot, while battling gunships fill the skies with smoke and flame. Bolters roar in their hundreds as the defenders of Ultramar hurl back their traitorous foes. And above it all, Marneus Calgar directs the battle with the skill of a born leader. Yet An'grath is coming for Calgar's skull...

Blood Oath is a campaign supplement that contains the full story of the epic clash between the noble Ultramarines and the terrible armies of Khorne. Inside you will also find five exciting Echoes of War missions that allow you to recreate some of the pivotal events of this momentous battle. Also included are new Formations that enable you to organise your Citadel Miniatures to represent many of the illustrious forces that fought on the battlefields of Sanctoria. On top of this, there's also a fantastic showcase featuring iconic scenes from this epoch-defining battle.

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