

DEATHWATCH™



ULTRAMARINES



PROTEUS



VERENOR



HAMMER OF
MACRAGGE

WARHAMMER
40,000
ROLEPLAY

ULTRAMARINES™
A WARHAMMER 40,000 MOVIE



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PROTEUS



Proteus Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
47	45	⁽¹¹⁾ 49	⁽⁸⁾ 43	42	38	40	42	41

Speciality: Tactical Marine

Chapter Demeanour: Favoured Son

Personal Demeanour: Hot-blooded

Movement: 5/10/15/30

Wounds: 23

Fate Points: 5

Skills: Awareness (Per), Charm (Fel), Ciphers (Chapter Runes) (Int), Climb (S), Command (Fel) +10, Common Lore (Adeptus Astartes, Imperium, War) (Int), Concealment (Ag), Dodge (Ag), Drive (Ground Vehicles) (Ag), Intimidate (S), Literacy (Int), Navigation (Surface) (Int), Scholastic Lore (Codex Astartes) (Int), Silent Move (Ag), Speak Language (High Gothic, Low Gothic) (Int), Tactics (Defensive Doctrine) (Int), Tracking (Int).

Talents: Ambidextrous, Astartes Weapons Training, Bulging Biceps, Double Team, Exemplar of Honour, Heightened Senses (Hearing, Sight), Hip Shooting, Killing Strike, Nerves of Steel, Quick Draw, Resistance (Psychic Powers), Talented (Command), True Grit, Unarmed Master, Unarmed Warrior.

Special Ability: We March for Macragge!

Proteus has learned much during his time spent with the Ultramarines Chapter, maturing into a capable and celebrated commander. Proteus is able to inspire his Battle-Brothers with a mighty oath taken at the start of the Mission. By selecting this special Oath, any Ultramarines accompanying Proteus on the Mission gain one additional, temporary Fate Point. If the bonus Fate Point is not spent during the Mission, it is removed at the Mission's conclusion.

Armour:

Weapons: Astartes Bolter, Astartes Bolt Pistol, Astartes Combat Knife

Gear: 3 frag grenades, 3 Krak grenades

Power Armour History: Thy Strength Be Legend



VERENOR



Verenor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
41	47	43	42	40	44	38	38	36

Speciality: Tactical Marine

Chapter Demeanour: Favoured Son

Personal Demeanour: Ambitious

Movement: 5/10/15/30

Wounds: 20

Fate Points: 3

Skills: Awareness, Ciphers (Chapter Runes), Climb, Command (Fel), Common Lore (Adeptus Astartes, Imperium, War), Concealment, Dodge, Drive (Ground Vehicles), Intimidate, Literacy, Navigation (Surface), Scholastic Lore (Codex Astartes), Silent Move, Speak Language (High Gothic, Low Gothic), Tactics (Assault Doctrine), Tracking.

Talents: Ambidextrous, Astartes Weapons Training, Bulging Biceps, Double Team, Duty Unto Death, Heightened Senses (Hearing, Sight), Killing Strike, Mighty Shot, Nerves of Steel, Quick Draw, Resistance (Psychic Powers), True Grit, Unarmed Master, Unarmed Warrior.

Special Ability: Bolter Mastery. Verenor gains a +10 bonus to all Ballistic Skill Tests and a +2 to Damage when firing a Bolt weapon.

Armour:

Weapons: Astartes Bolter with Telescopic Sight, Astartes Bolt Pistol, Astartes Combat Knife

Gear: 3 frag grenades, 3 Krak grenades

Power Armour History: None Shall Escape The Emperor's Wrath



THE HAMMER OF MACRAGGE

A potent and revered relic of the Ultramarines Chapter, the Hammer of Macragge has long remained aboard the Battle Barge of the Ultramarines Second Company in a shrine of honour. The Hammer of Macragge has been wielded against foes of the Imperium for millennia, and it contains powerful ancient technology that is little understood in the 41st millennium.

THE HAMMER OF MACRAGGE						
Name	Class	Dam	Pen	Req	Renown	Special
The Hammer of Macragge	Melee	2d10+10 E	8	40	Hero	Concussive, Power Field, Special*, Unwieldy

**The Hammer of Macragge gains the Felling (1) Quality against any creature with the Daemonic Trait.*