

## **Overview**

Prior to the Chapter Masters insanity, the Blood Guard were oblivious to their founding and adhered closely to the Codex Astartes as written by Robute Guilliman – with obvious adaptations favouring swift attacks from carefully honed assault squads, in replacement of long ranged firepower usually attributed to the wreckage of devastator squads.

The Blood Guard are specialists in close ranged combat favouring brutal hand-to-hand combat, close ranged rapid-firing bolt guns and the short ranged, but deadly, fire of the demolisher canon. More often than not they are seen dropping from the skies, lead by their fearless Battle-Chaplain Master Uthor Exemplaris, supported by the humble Tactical Squad surrounded by the glinting silver of the knife.

## **Age of Unknowing**

Narrowly missing the ill fated Cursed Founding, the Blood Guard were the second Chapter to be created in the Fourteenth Founding; designated to the Planet Kirako in the Aris sector, their primary function is to assist the Aris Astra Militarum Guardsmen in protecting the Aris Sector from the everlasting encroachment of Hive Fleet Vespidae; to the point that Blood Guards first campaign was to clear their would be Home World from a Tyranid infestation.

This campaign was a long struggle, the tendrils of tyranid infection running deep into the planet; sucking the life from within Kirakos core. A single shrine stood proudly; which is where the Blood Guard made their stronghold against the infestation. Loghain Kemplar proudly led his entire Chapter against the Tyranid menace. It was not an easy campaign, every inch of ground gained by the Imperials was retaken by the Xenos, but with the back up of Astra Militarum units of neighbouring Aris the battle was won. Not without critical casualties; namely Galvitus Quilus the first Chaplain of the Blood Guard who for his noble deeds and sacrifice for the freedom of Kirako was interred into the sarcophagus of the Chapters first venerable dreadnought. The chaplain had been slain by the mind spear of a Zoanthrope, leaving the Chapter with a deep seated mistrust for those that utilize the powers of the immatirium. A mistrust that bordered on hatred.

It was Loghain Kemplar who ordered the building of a Fortress Monestary on Kirako, believing that the Emperor himself had sent them on their mission to free Kirako and the Aris system from Tyranid control. He claimed Kirako the Home World of the Blood Guard chapter, using the oversized Aris to draw its many recruits from.

With the Aris sector reinforced from future threats, the Blood Guard could stretch across the galaxy bringing compliance worlds that had fallen from the Emperors graces. Their early records are amongst their finest. The era of their first campaign glorious with triumph. Loghain Kemplars stalwart leadership and uncompromising nature ended battles almost as quickly as they had begun; not wishing to suffer the magnitude of losses as his initial campaign on Kirako.

A wish that had come true for the Chapter Master, until the Battle of Nauvis – the thirty first campaign in a distinguished line. Nauvis, much like the battle for Kirako, was a lengthy ordeal; one that stretched the Blood Guard to their limits having become accustomed to swift 'hit and run' assault tactics. Siege warfare wasn't beyond the Blood Guards capabilities, but it wasn't their favoured strategy

## **Withdrawal from Nauvis**

The Battle was being hard won, the tide of battle against the vile **heretic guardsmen** and their overwhelming numbers finally turning in the favour of the Adeptus Astartes when an unusual vox command echoed down the line. All forces of the Blood Guard Chapter were to withdraw immediately from the combat zone and return to the Battle Barge *Divine Pursuit*. An order that did not sit well with many members of the Chapter and especially the 4<sup>th</sup> company; having an imminent victory swiped from under their noses leaving the Aris 412<sup>th</sup> Astra Militarum regiment to claim it in their stead.

Had the order not come from Loghain Kemlar, Chapter Master of the Blood Guard, then cholers would not have been so easily soothed. The Warp travel away from Nauvis was rife with rumours of their destination and tensions ran high between all on board the Battle Barge, simple exercises within the training cages ended in broken bones and more grievous injuries than just bloodied noses. There was a single word that was uttered in conversations – Kirako. The home world of the Adeptus Astartes, but their reason for returning to their Chapter Masters side remained unknown; the astropathic message received brief but exact in its orders.

Upon arrival to the desert world command fell to Chaplain Uthor Fenix, where he led a small, strike team to the surface of Kirako; greeted by the fortress monasteries administrator Kyloris Silvi he was informed of the urgency of the call home; the reason of the Chapter Masters return and the direction his superiors actions had taken him.

All Kyloris Silvi knew was that Loghain Kemlar and Galvitus Quilus had vanished into a ruin some time ago and communications to the highly esteemed Space Marines had been cut off until recently, when a survo-drone had been sent to access the status of both the crumbling ruin and the Astartes within. It took Uthor Fenix no time at all to decide that he should bring illumination to the secrecy of the Chapter Masters actions; not believing that one so high in the Blood Guards ranks could fall to the ruinous powers; or any other such foul influence.

Taking a single assault team, led by the youthful sergeant Mordecai Reed, Uthor Fenix made directly for the ruins, crossing the desert wastelands of Kirako with nought on his mind other than bringing his superior back into the ranks of the Emperors Finest. In a fluff of rising sand the force arrived, only to find Galvitus Quilus stood in stationary sentry over their beloved Chapter Master. In the hands of Loghain Kemlar was a single, war ravaged Mark V Helm, which which he was staring intently. His eyes widened in abject horror, mouth uttering incomprehensible sayings, rambling about blood, dust and ruin.

Even on the initial assessment, the Chaplain could tell that his Chapter Masters mind had gone and he looked to his former Spiritual Leader, the venerable chaplain dreadnought for advice, but was greeted with a single word. No. Galvitus Quilus had taken an everlasting vow of silence upon what the Chapter Master and he had discovered upon the vox-recording within the ancient helmet. Taking the helmet from the Chapter Master was an arduous task in itself and getting him to quit the ruins more so; only with the swift intervention from Mordecai Reed did Uthor succeed.

Upon their return to the Fortress Monastery, Uthor Fenix ordered the silence of this burdensome knowledge of their Chapter Masters insanities appointing apothecaries to attend to his every need; sealing him away in the *Divine Pursuits* innermost private sanctum. Assuming command of the entire Chapter himself – stating that Loghain Kemlar, now *Protector of the Truth* and Galvitus Quilus had deemed the order themselves, a notion that Galvitus Quilus agreed too; for the sake of the Chapters future.

## **Righteous Crusade**

Under Uthors guidance and stalwart leadership, the Blood Guard chapter grew from strength to strength – bringing the Emperors Light to many previously unilluminated worlds and their compliance to the Imperium.

It was Captain of the 4<sup>th</sup> Company; Aavra Tyreal who proved his station above his fellows forming strong bonds of battle with fellow Astartes Chapters, the Black Hands and Templars of Righteousness.

One such Emperor Blessed campaign came alongside the aforementioned Black Hands, a battle against the Blood Guards long standing foe Tyranid Hive Fleet Vespidae and it's vast horde formation, for control and resources of the Forge World Hoinov; the twin Astartes Chapters brought swift retribution with their joined forces. The Blood Guard at the fore with more than enough fire-power support from their Battle Brothers. With Aavra Tyreal leading the final push against the Hive Tyrant and the Black Hands Veteran Captain Corvinus Adas by his side, the two in perfect unison severed the head of the Hive Fleet, rendering them moot for eternity, freeing the planet Hoinov from the Great Devourers clutches and allowing the Manufactorium to once again work for the Imperium, resupplying the Blood Guards Righteous Crusade.

Finding themselves in dire need of assistance the Blood Guard answered the Templars of Righteousness astropathic message for aid. Swift as ever to answer the call both Uthor Fenix and Aavra Tyreal came up with a battle plan to relieve the pressure on their kin, utilizing their skills in swift deployment, using both drop pod assault, teleportation and jump-pack bombardment. Upon arrival they were met with tough resistance from heretic Space Marines in service to the Chaos God Nurgle. Breaking the indomitable will of their sick former brothers in arms was no easy task and it took the lengthy siege skills of the Templars of Righteousness combined with the assault tactics of the Blood Guard to even start to break the enemies lines. Led by Aavra Tyreal once again the campaign was running to success, until the Company Captain was grievously wounded and taken captive by the vile scum, to be taken and twisted to chaos' own ends.

Uthor Fenix took the loss of the Company Captain hard and set on a personal vendetta against the Death Guard, vowing to eradicate the stench of Nurgle from the galaxies personally – starting with setting his Brother-Captain free from the twisted grasp free. An act that he accomplished along with setting another imperial world free from the clutches of nurgles taint.

But the upward spiral of the Blood Guard was not to last, and a downward spiral at Uthors command started. There was losses amongst the chapters ranks that couldn't be replaced due to their continued exposure to Nurgles taint and the lack of knowledge of their heritage; which was still being closely guarded by the chapters insane Master and Galvitus Quilus. After the loss of Aavra Tyreal, the personal connections to the Black Hands and Templars of Righteousness were fraying at the edges; the Chaplain didn't have the charisma to keep the bonds of friendship beyond a professional appreciation for the other chapters fine work. Facing defeat upon the Hive World Thouvis, Uthor mounted a final assault relinquishing control of the planet back into Imperial control, but not without considerable loss to the Chapters remaining tactical squads.

The devastating losses to the chapter saw Uthor Fenix's confidence and faith knocked and him seek his own council within the *Divine Pursuits* Reclusiam; where he entered a meditative trance that lasted several weeks – a state that the Chaplain would not break himself. Instead, he was pulled from his trance by a new arrival. The Primaris Marine Captain Alastair Kyrixx, with him a small contingent of Primaris Intercessors sent to bolster the ailing ranks of the Blood Guard. Immerging from the Reclusiam with the new battle brothers, Uthor Fenix introduced himself, Uthor Exemplaris; with the vow he would never again cut himself off from his brothers and lead them on a greater campaign of revenge.

The Primaris were initially met with distrust from the Chaplain and disdain for his actions in rousing from his meditations, Alastair Kyrixx feels that he and his Primaris Marines have something to prove to the Chaplain Master and as for Praeximus Nulis, the Librarian that had been sent with them, he has yet to be trusted enough to see combat beyond training exercises.