VICTRIX HONOUR GUARD - IMPERIUM - ULTRAMARINES

120–250 PTS

M	T	Sv	W	LD	OC
6"	5	2+	3	6+	2

AUFSTELLUNG

6x Victrix Honour Guard oder Chapter Champion oder Chapter Ancient (40mm)

Equipped with: Master-crafted Bolt Carbine, Blades of Honour, Master-crafted power weapon

KEYWORDS: Infantry, Imperium, Victrix Honour Guard, Tacticus

FACTION KEYWORDS: Ultramarines, Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Carbine ASSAULT, RAPID FIRE 1	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blades of Honour PRECISION, TWIN-LINKED	Melee	6	2+	6	-2	2
Master-crafted power weapon	Melee	5	2+	5	-2	2

ABILITIES

Banner of Macragge
- At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

- (Once per battle, per army) When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1 A and S.

Glory of Ultramar
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed by those attacks, this unit can make a surge move of up to D6".

Honour Guard of Macragge
Attacks that target this unit have -1 to wound rolls.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.