IMPERIUM - ULTRAMARINES

ULTRAMARINES HONOUR GUARD [LEGENDS]

Close-quarters | Combat Doctrines

	M	T	SV	W	LD	OC
COMPANY ANCIENT	6"	4	2+	2	6+	1
COMPANY CHAMPIO	6"	4	3+	4	6+	1
HONOUR GUARD	6"	4	2+	3	6+	1

155 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

Honour or Death

While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase.

3 BESCHUSS

Bolt pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

—

5 NAHKAMPF

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

Honour Guard

While a Captain or Chapter Master model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

∞ IMMER / EINMALIG

Astartes Banner

While this unit contains a Company Ancient, add 1 to the Objective Control characteristic of models in this unit.

Honour Guard of Macragge

MARNEUS CALGAR can be attached to this unit. If a CAPTAIN model from your army with the Leader ability can be attached to a COMMAND SQUAD, it can be attached to this unit instead.

GEGEN DIESE EINHEIT

Company Ancient

W4 · RW 2+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

Company Champion

W4 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

Honour Guard

W4 · RW 2+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

AUFSTELLUNG

1x Company Ancient - Equipped with: Bolt pistol, Boltgun, Power weapon
1x Company Champion - Equipped with: Bolt pistol, Boltgun, Power weapon
2x Honour Guard - Equipped with: Bolt pistol, Boltgun, Power weapon

KEYWORDS Infantry, Grenades, Imperium, Honor Guard · **FRAKTION** Ultramarines, Adeptus Astartes