ULTRAMARINES HONOUR GUARD [LEGENDS]

155 PTS

COMPANY ANCIENT

M	T	SV	W	LD	OC
6"	4	2+	2	6+	1

COMPANY CHAMPION

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

HONOUR GUARD

M	T	SV	W	LD	OC
6"	4	2+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	5	-2	2

ABILITIES

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

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.

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.

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.

KEYWORDS: Infantry, Grenades, Imperium, Honor Guard

FACTION: Ultramarines, Adeptus Astartes

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

RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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.