ULTRAMARINES HONOUR GUARD [LEGENDS]

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

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

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

RULES - Close-quarters, Combat Doctrines

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.

KEYWORDS: Infantry, Grenades, Imperium, Honor Guard

FACTION: Ultramarines, Adeptus Astartes **155 PTS**

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.