

IMPERIUM - ULTRAMARINES

VICTRIX HONOUR GUARD

110–230 PTS

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Carbine	24"	2	2+	4	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blades of Honour PRECISION TWIN-LINKED	Melee	6	2+	5	-2	2

AUFSTELLUNG

1-6x Victrix Honour Guard oder Chapter Champion oder Chapter Ancient
Equipped with: Master-crafted Bolt Carbine, Blades of Honour

ABILITIES

Attached Unit

If a Captain or Chapter Master unit from your army can be attached to a Company Heroes unit, it can be attached to this unit instead.

Banner of Macragge

Once per battle, at the start of the Fight phase, the bearer can use this ability. If it does, until the end of the phase, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in the bearer's unit.



Glory of Ultramar

In your opponent's Shooting phase, each time an enemy unit has shot, if any models from this unit were destroyed as a result of those attacks, this unit can make a Surge move. To do so, roll one D6: models in this unit move a number of inches up to the result, but this unit must end that move as close as possible to the closest enemy unit (excluding Aircraft). When doing so, those models can be moved within Engagement Range of that enemy unit. This unit cannot make a Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Surge move per phase.

Ultramarines 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

WEAPON RULES

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.

TWIN-LINKED

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

