Space MarineS – Ultramarines

*The Ultramarines are considered one of the strongest and most honoured of all the Space Marine Chapters in the Imperium of Man.*

## Special Rules

Ranged Combat Experts

Ultramarines are great strategists, but lack the strength other Legions possess. All Ultramarines get a -3 malus on Combat Skill.

United We March

While two or more Ultramarines are within 10cm of each other, they can choose to move together in one turn. The Ultramarines need to stay within 10cm during the entire movement. After the movement, this turn ends. All units pay the normal Action Point cost.

United We Strike

When an enemy is hit by an Ultramarine, every other Ultramarine who attacks from a different angle (at least 90° difference) may reroll every dice once during the *To-Hit* roll.