

MARSHAL'S HOUSEHOLD

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Fervent Exemplars (Upgrade)	10 pts
SWORD BRETHERN SQUAD unit only. This unit has +1 to charge rolls	
Inheritors of Sigismund (Upgrade)	15 pts
SWORD BRETHERN SQUAD unit only. This unit has Fights First	

DETACHMENT-REGEL

In the Fight phase, if a friendly Sword Brethren Squad unit is within range of an objective, that unit's melee attacks have +1A

Restrictions: Your army can include BLACK TEMPLARS units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

STRATAGEMS

<div>1 CP</div> <div>MARSHAL'S HOUSEHOLD STRATAGEM · WAHAPEDIA</div> <div>MOVEMENT</div> <div>UNSPARING EXECUTION</div> <div>When: Your opponent's Movement phase, when a unit is selected to make a fall-back move, if that unit is engaged with a friendly Sword Brethren Squad unit.</div> <div>Target: That SWORD BRETHERN SQUAD unit.</div> <div>Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode, with -1 to those hazard rolls if that enemy unit is battle-shocked.</div>	<div>1 CP</div> <div>MARSHAL'S HOUSEHOLD STRATAGEM · WAHAPEDIA</div> <div>CHARGE</div> <div>BLADE OF DETESTATION</div> <div>When: Your Charge phase, when a friendly Sword Brethren Squad unit ends a charge move.</div> <div>Target: That SWORD BRETHERN SQUAD.</div> <div>Effect: Select one enemy unit engaged with your unit. Roll one D6 for each model in your unit engaged with that enemy unit: For each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).</div>
	<div>1 CP</div> <div>MARSHAL'S HOUSEHOLD STRATAGEM · WAHAPEDIA</div> <div>FIGHT</div> <div>SLAYERS OF ABOMINATIONS</div> <div>When: Fight phase, when a friendly Sword Brethren Squad unit is selected to fight.</div> <div>Target: That SWORD BRETHERN SQUAD unit.</div> <div>Effect: Your unit's melee attacks that target a MONSTER/VEHICLE unit have +2 S.</div>