IMPERIUM - BLACK TEMPLARS

SWORD BRETHREN SQUAD

Close-quarters | Combat Doctrines

M	T	SV	W	LD	OC
6"	5	3+	3	6+	1

115–275 PTS
Base 40mm

1 KOMMANDO

—

2 BEWEGUNG

Exploit Their Cowardice

In your opponent's Movement phase, when an enemy unit that was engaged with this unit ends a fall-back move, if this unit is unengaged it can make a normal move of up to 6".

3 BESCHUSS

Hand flamer — CLOSE-QUARTERS, TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Heavy Bolt Pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plasma pistol - standard — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge — HAZARDOUS, CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

—

5 NAHKAMPF

Chainsword — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Master-crafted Power Weapon — LETHAL HITS

R	A	WS	S	AP	D
Melee	3	2+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Thunder Hammer — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	3+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Twin Lightning Claws — TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	2+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

AUFSTELLUNG

4-10x Sword Brother oder Sword Brother w/ Twin Lightning Claws

Ausrüstung: Hand flamer, Heavy Bolt Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Master-crafted Power Weapon, Thunder Hammer, Twin Lightning Claws

- Each Sword Brother can replace its Heavy Bolt Pistol with Plasma pistol or Hand flamer.
- Each Sword Brother can replace its Chainsword with Thunder Hammer or Master-crafted Power Weapon.

KEYWORDS Infantry, Grenades, Imperium, Tacticus, Sword Brethren Squad · **FRAKTION** Adeptus Astartes, Black Templars