IMPERIUM - BLACK TEMPLARS

MARSHAL

Leader | Combat Doctrines | Transhuman Strategist

M	T	SV	W	LD	OC	RW
6"	5	3+	5	6+	1	4+

80 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

➤ Combi-weapon - Damnatus — MELTA 2

R	A	BS	S	AP	D
12"	1	2+	9	-3	D3+2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Combi-weapon - Infernus — BLAST 1, TORRENT

R	A	BS	S	AP	D
12"	3	-	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Combi-weapon - Purgatus

R	A	BS	S	AP	D
24"	2	2+	7	-2	2

VERWUNDET

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

➤ Plasma Pistol - Standard — PISTOL

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

VERWUNDET

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

➤ Plasma Pistol - Supercharge — HAZARDOUS, PISTOL

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

VERWUNDET

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

4 ANGRIFF

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5 NAHKAMPF

Master-crafted Power Weapon — LETHAL HITS

R	A	WS	S	AP	D
Melee	7	2+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Inspirational Exemplar
This unit's melee attacks have +1 to hit rolls.

Pious Fervour
When this unit is selected to fight, you can use this ability. If you do, this model's melee attacks have +1 A for each enemy unit within 6" of this model (to a maximum of +3 A).

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 5 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+	4++	4++	4++

REGELN & KEYWORDS KURZ

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

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that that unit can lead.

Transhuman Strategist At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

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…

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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

AUFSTELLUNG

1x Marshal

Ausrüstung: ➤ Combi-weapon - Damnatus, ➤ Combi-weapon - Infernus, ➤ Combi-weapon - Purgatus, ➤ Plasma Pistol - Standard, ➤ Plasma Pistol - Supercharge, Master-crafted Power Weapon

- This model can be equipped with 1x Warlord.
- This model can replace its Plasma Pistol with Combi-weapon.

Anführer
This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, CRUSADER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD

KEYWORDS Character, Infantry, Imperium, Tacticus, Marshal, Captain, Leader, Explosives · **FRAKTION** Adeptus Astartes, Black Templars