

IMPERIUM - BLACK TEMPLARS

SWORD BRETHREN
SQUAD

M6" T5 SV3+ W3 LD6+ OC1

115–275 PTS

Base 40mm

Close-quarters

Combat Doctrines

1KOMMANDO

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2BEWEGUNG

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".

3BESCHUSS

Hand flamerCLOSE-QUARTERS TORRENT

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

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Heavy Bolt PistolCLOSE-QUARTERS

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

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

► Plasma pistol - standardCLOSE-QUARTERS

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

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

► Plasma pistol - superchargeHAZARDOUS

CLOSE-QUARTERS

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

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

4ANGRIFF

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5NAHKAMPF

ChainswordSUSTAINED HITS 1

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

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Master-crafted Power WeaponLETHAL HITS

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

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Thunder HammerDEVASTATING WOUNDS

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

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

Twin Lightning ClawsTWIN-LINKED

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

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

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.