SWORD BRETHREN SQUAD

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

AUFSTELLUNG

4-10x Sword Brother oder Sword Brother w/ Twin Lightning Claws (40mm)

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

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

ABILITIES

RULES - Close-quarters, Combat Doctrines

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".

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Sword Brethren Squad

FACTION: Adeptus Astartes, Black Templars **115–275 PTS**

WEAPON	RANGE	A	WS	S	AP	D
Chainsword SUSTAINED HITS 1	Melee	6	2+	5	-1	1
Master-crafted Power Weapon LETHAL HITS	Melee	3	2+	5	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	3	3+	8	-2	3
Twin Lightning Claws TWIN-LINKED	Melee	5	2+	5	-2	1

WEAPON RULES

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.