IMPERIUM - BLACK TEMPLARS · DETACHMENT

VOW-SWORN CRUSADERS

2 DP · PURGE THE FOE

ENHANCEMENTS

Incendiary Animus — **25 pts**

Chaplain/Judiciar model only. This unit's melee attacks have +1S

Consecrating Aura — **20 pts**

Adeptus Astartes model only. This unit has 5+ InSv

Zealous Vanguard — **25 pts**

Adeptus Astartes model only. This unit has Scouts 6"

Augury Servo-host — **20 pts**

Adeptus Astartes model only. In your shooting phase, you can select one visible enemy unit within 18" of this unit. That enemy unit cannot have the benefit of cover.

DETACHMENT-REGEL

At the start of the first battle round, you can select on Vow listed below. That Vow is active for friendly Adeptus Astartes units until the end of the battle.

Abhor the Witch, Destroy the Witch: This unit's melee attacks that target a Psyker unit:

- Have [Precision]
- Have [Lance]

Accept Any Challenge, No Matter the Odds: Friendly melee attacks that target a unit with a T greater than this unit's S have the +1 to wound rolls.

Uphold the Honour of the Emperor: Friendly Infantry units have:

- At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.
- When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to start and action.

STRATAGEMS

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — MOVEMENT

HERESY BEGETS RETRIBUTION

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly Adeptus Astartes Infantry unit.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit can make a surge move of up to D6".

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — SHOOTING

SPOOR OF THE UNHOLY

When: Your Shooting phase or the Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to attack.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit can ignore modifiers to your unit's: BS and WS. Hit rolls.

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — CHARGE

DREAD CRUSADERS

When: Your opponent's Charge phase, when an enemy unit selects charge targets.
Target: One Adeptus Astartes Infantry unit that was selected as a charge target by that enemy unit this phase.
Effect: That enemy unit must make a battle-shock roll, with -1 to that battle-shock roll.

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — FIGHT

DEVOUT PUSH

When: Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to make a pile-in/consolidation move.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: When making that pile-in/consolidation move, your unit can move up to D3+3".

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — FIGHT

FOR THE EMPEROR'S HONOUR!

When: The Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to fight.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit's melee attacks have [PRECISION].

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — FIGHT

PIOUS ENMITY

When: Fight phase, when a friendly Chaplain/Judiciar unit is selected to fight.
Target: That CHAPLIN/JUDICIAR unit.
Effect: Your unit's melee attacks can re-roll hit rolls of 1. Or: Your unit's melee attacks that target a MONSTER/VEHICLE unit can re-roll hit rolls of 1 and wound rolls of 1.