

MARSHAL'S HOUSEHOLD

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Fervent Exemplars (Upgrade)

10 pts

SWORD BRETHREN SQUAD unit only. This unit has +1 to charge rolls

Inheritors of Sigismund (Upgrade)

15 pts

SWORD BRETHREN SQUAD unit only. This unit has Fights First

DETACHMENT RULE

In the Fight phase, if a friendly Sword Brethren Squad unit is within range of an objective, that unit's melee attacks have +1A

Restrictions: Your army can include BLACK TEMPLARS units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

STRATAGEMS (3/3)

1 CP

MARSHAL'S HOUSEHOLD STRATAGEM

MOVEMENT

UNSPARING EXECUTION

When: Your opponent's Movement phase, when a unit is selected to make a fall-back move, if that unit is engaged with a friendly Sword Brethren Squad unit.

Target: That SWORD BRETHREN SQUAD unit.

Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode, with -1 to those hazard rolls if that enemy unit is battle-shocked.

1 CP

MARSHAL'S HOUSEHOLD STRATAGEM

CHARGE

BLADE OF DETESTATION

When: Your Charge phase, when a friendly Sword Brethren Squad unit ends a charge move.

Target: That SWORD BRETHREN SQUAD.

Effect: Select one enemy unit engaged with your unit. Roll one D6 for each model in your unit engaged with that enemy unit: For each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP MARSHAL'S HOUSEHOLD STRATAGEM **FIGHT**

SLAYERS OF ABOMINATIONS

When: Fight phase, when a friendly Sword Brethren Squad unit is selected to fight.

Target: That SWORD BROTHERS SQUAD unit.

Effect: Your unit's melee attacks that target a MONSTER/VEHICLE unit have +2 S.