CODEX

IMPERIUM - BLACK TEMPLARS

classic2

INHALTSVERZEICHNIS

FRAKTIONSREGELN 5

DETACHMENTS 7

- Detachments — Übersicht 7
- Assault Brethren 9
- Deathwatch Support 11
- Devastator Brethren 13
- Fist of the God-Emperor 15
- Gauntlet Task Force 17
- Gladius Task Force 19
- Gravis Linebreaker Force 21
- Gravis Siege Force 23
- Ironclad Champions 25
- Ironstorm Spearhead 27
- Marshal's Household 29
- Phobos Shadow Force 31
- Phobos Shock Force 33
- Stormlance Task Force 35
- Tactical Brethren 37
- Tacticus Attack Force 39
- Tacticus Firestorm Force 41
- Terminator Storm Force 43
- Vow-Sworn Crusaders 45

DATASHEETS 47

- Castellan 47
- Chaplain Grimaldus 49
- Crusade Ancient 51
- Crusader Squad 53
- Emperor's Champion 55
- Emperor's Champion (Anointed) 57
- Execrator 59
- Gladiator Lancer 61
- Gladiator Reaper 63
- Gladiator Valiant 65
- High Marshal Helbrecht 67
- Impulsor 69
- Marshal 71
- Repulsor 73

Repulsor Executioner 75
Sword Brethren Squad 77

PUNKTELISTE 79

FRAKTIONSREGELN

COMBAT DOCTRINES

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

TRANSHUMAN STRATEGIST

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

UEBERSICHT

Assault Brethren
Imperium's Sword, Furious Assault (Upgrade)

Deathwatch Support
Beacon Angelis

Devastator Brethren
Honour of Vigilance, Master-Forged Firearms

Fist of the God-Emperor
Oathbound Exemplar, Righteous Fervour (Upgrade)

Gauntlet Task Force
Linebreaker Onslaught, Damocles-Class Uplink

Gladius Task Force
Artificer Armour, Laurels of Triumph, Adept of the Codex, Standard of the Emperor Ascendant

Gravis Linebreaker Force
Indefatigable Fortitude, Relentless Advance

Gravis Siege Force
Immovable Conquerors (Upgrade), Narthecis Gauntlet

Ironclad Champions
Artificer Sarcophagus (Upgrade), Venerable Champion (Aura) (Upgrade)

Ironstorm Spearhead
Gunnery Honours (Upgrade), Redoubtable Machine Spirit (Upgrade)

Marshal's Household
Fervent Exemplars (Upgrade), Inheritors of Sigismund (Upgrade)

Phobos Shadow Force
Execute and Redeploy, Venator Omni-auspex

Phobos Shock Force
Seal of Shrouding, Venator Omni-auspex

Stormlance Task Force
Supercharged Engines (Upgrade), Auspex Triangulation Shrines (Upgrade)

Tactical Brethren
Laurels of Vigilance, Tactical Insight

Tacticus Attack Force

Martial Paragon, Spearpoint War Leader

Tacticus Firestorm Force

Cyber Familiar, Tempered in Battle (Aura)

Terminator Storm Force

Champion of the First Company, Corporeum Reliquary

Vow-Sworn Crusaders

Incendiary Animus, Consecrating Aura, Zealous Vanguard, Augury Servo-host

IMPERIUM - BLACK TEMPLARS · DETACHMENT

ASSAULT BRETHREN

1 DP · TAKE AND HOLD

ENHANCEMENTS

Imperium's Sword — **20 pts**

—

Furious Assault (Upgrade) — **10 pts**

Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]

DETACHMENT-REGEL

You can select the assault doctrine one additional time per battle

STRATAGEMS

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — FIGHT

DUTY IN DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP — ASSAULT BRETHREN STRATAGEM · WAHAPEDIA — FIGHT

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

DEATHWATCH SUPPORT

1 DP · DISRUPTION

ENHANCEMENTS

Beacon Angelis — **25 pts**

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT-REGEL

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a Deathwatch model to be your Warlord. In addition Kill Team units can only contain enhancements taken from this detachment.

STRATAGEMS

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged KILL TEAM unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

DEVASTATOR BRETHREN

1 DP · PURGE THE FOE

ENHANCEMENTS

Honour of Vigilance — **20 pts**

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms — **15 pts**

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D.

DETACHMENT-REGEL

You can select the devastator doctrine one additional time per battle.

STRATAGEMS

1 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

2 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

FIST OF THE GOD-EMPEROR

1 DP · TAKE AND HOLD

ENHANCEMENTS

Oathbound Exemplar — **10 pts**

Adeptus Astartes Infantry unit only. When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.

Righteous Fervour (Upgrade) — **15 pts**

Crusader Squad only. This unit can re-roll Advance rolls.

DETACHMENT-REGEL

Each time a friendly Crusader Squad unit makes a surge move, instead of selecting a surge target, you can select the closest objective to that unit. When that unit makes that surge move, each model in that unit must end that surge move as close as possible to that objective instead.

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

STRATAGEMS

1 CP — FIST OF THE GOD-EMPEROR STRATAGEM · WAHAPEDIA — COMMAND

DOCTRINAL FLEXIBILITY

When: Your Command phase.
Target: One friendly Crusader Squad unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — FIST OF THE GOD-EMPEROR STRATAGEM · WAHAPEDIA — FIGHT

AVOWED DESTRUCTION

When: The Fight phase, when a friendly CRUSADER SQUAD unit is selected to fight.
Target: That CRUSADER SQUAD unit.
Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: Have [SUSTAINED HITS 1].

1 CP — FIST OF THE GOD-EMPEROR STRATAGEM · WAHAPEDIA — SHOOTING

ANGELS DEFIANT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly CRUSADER SQUAD unit.
Target: That CRUSADER SQUAD unit.
Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

GAUNTLET TASK FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Linebreaker Onslaught — 20 pts

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink — 15 pts

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT-REGEL

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

STORM AND SECURE

When: End of your Movement phase.
Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.
Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.
Effect: Your unit embarks within that TRANSPORT unit.

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — ANY

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.
Target: That ADEPTUS ASTARTES unit.
Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

GLADIUS TASK FORCE

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Artificer Armour — 15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph — 20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex — 20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant — 25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT-REGEL

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS

1 CP — GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA — COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

RESPONSIVE TACTICS

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

1 CP

GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA

SHOOTING

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP

GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA

FIGHT

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP

GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA

FIGHT

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have [Lance].

IMPERIUM - BLACK TEMPLARS · DETACHMENT

GRAVIS LINEBREAKER FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Indefatigable Fortitude — **20 pts**

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance — **20 pts**

Gravis model only. This unit has Scouts 5"

DETACHMENT-REGEL

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.
Target: That GRAVIS unit.
Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

GRAVIS SIEGE FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Immovable Conquerors (Upgrade) — **15 pts**

Gravis unit only. This unit has +1 OC

Narthecis Gauntlet — **20 pts**

Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.

DETACHMENT-REGEL

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

STAND UNYIELDING

When: End of your Movement phase.
Target: One friendly Gravis unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — SHOOTING

SUPPRESSION VOLLEYS

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

IRONCLAD CHAMPIONS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Artificer Sarcophagus (Upgrade) — **40 pts**

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade) — **30 pts**

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT-REGEL

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.
Target: That DREADNOUGHT unit.
Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.
Target: That DREADNOUGHT unit.
Effect: Your unit has Mobile.

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.
Target: One friendly Dreadnought unit.
Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

IRONSTORM SPEARHEAD

1 DP · PURGE THE FOE

ENHANCEMENTS

Gunnery Honours (Upgrade) — **15 pts**

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade) — **25 pts**

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT-REGEL

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.
Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).
Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit's ranged attacks have [Lethal Hits: Monster/ Vehicle].

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

MARSHAL'S HOUSEHOLD

1 DP · PRIORITY ASSETS

ENHANCEMENTS

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-REGEL

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

1 CP — MARSHAL'S HOUSEHOLD STRATAGEM · WAHAPEDIA — 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 · WAHAPEDIA — 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 · WAHAPEDIA — FIGHT

SLAYERS OF ABOMINATIONS

When: Fight phase, when a friendly Sword Brethren Squad unit is selected to fight.
Target: That SWORD BRETHREN SQUAD unit.
Effect: Your unit's melee attacks that target a MONSTER/ VEHICLE unit have +2 S.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

PHOBOS SHADOW FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Execute and Redeploy — **25 pts**

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex — **15 pts**

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT-REGEL

When a Phobos or Scout Squad unit has shot:

▪ Those attacks do not prevent that unit from being hidden

▪ Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

MORTIS SNARES

When: End of your Movement phase.
Target: One friendly unengaged Phobos/Scout Squad unit.
Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — FIGHT

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.
Target: One friendly unengaged Phobos/Scout SQUAD unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

PHOBOS SHOCK FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Seal of Shrouding — 15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex — 15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT-REGEL

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.
Target: That PHOBOS unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.
Target: That PHOBOS unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

STORMLANCE TASK FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Supercharged Engines (Upgrade) — **10 pts**

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade) — **10 pts**

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT-REGEL

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Your unit can change its advance rolls to a 6.

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.
Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.
Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

HURTLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

TACTICAL BRETHREN

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Laurels of Vigilance — **10 pts**

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight — **15 pts**

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT-REGEL

You can select the Tactical Doctrine one additional time.

STRATAGEMS

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.
Target: That ADEPTUS ASTARTES unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

IMPERIUM - BLACK TEMPLARS · DETACHMENT

TACTICUS ATTACK FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Martial Paragon — **10 pts**

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

Spearpoint War Leader — **15 pts**

Tacticus model only. This unit has Scouts 6"

DETACHMENT-REGEL

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — FIGHT

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.
Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.
Effect: Your unit has Fights First and must be the next unit you select to fight.

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.
Target: That TACTICUS unit.
Effect: When making that consolidation move, your unit can move up to D3+3".

IMPERIUM - BLACK TEMPLARS · DETACHMENT

TACTICUS FIRESTORM FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Cyber Familiar — **15 pts**

Tacticus model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Tempered in Battle (Aura) — **10 pts**

Tacticus model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

DETACHMENT-REGEL

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — COMMAND

FOR THE EMPEROR!

When: Command phase.
Target: One friendly Tacticus unit that is within range of an objective.
Effect: Your unit has +1 OC until the end of the turn.

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.
Target: That TACTICUS unit.
Effect: Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

IMPERIUM - BLACK TEMPLARS · DETACHMENT

TERMINATOR STORM FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Champion of the First Company — **20 pts**

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary — **25 pts**

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT-REGEL

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS

1 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Your unit's ranged attacks have: [Lethal Hits]. [Sustained Hits 1].

2 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged adeptus astartes terminator unit.
Effect: Place your unit in strategic reserves.

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.

CASTELLAN

75 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1
➤ Combi-weapon - Damnatus MELTA 2	12"	1	2+	9	-3	D3+2
➤ Combi-weapon - Infernus BLAST 1 TORRENT	12"	3	-	4	0	1
➤ Combi-weapon - Purgatus	24"	2	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	1
Master-crafted Power Weapon LETHAL HITS	Melee	6	2+	6	-2	2

ABILITIES

CORE - Support

Vehement Aggression

In the Fight phase, when this unit is selected to fight, you can use this ability. If you do, make a leadership roll for this unit:

- This unit's melee attacks can re-roll hit rolls of 1.

- Or: If that roll succeeds:

This unit's melee attacks:

- Can re-roll hit rolls of 1.

- Can re-roll wound rolls of 1.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD

AUFSTELLUNG

1x Castellan (40mm)

Equipped with: Heavy Bolt Pistol, ➤ Combi-weapon - Damnatus, ➤ Combi-weapon - Infernus, ➤ Combi-weapon - Purgatus, Astartes Chainsword, Master-crafted Power Weapon

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Master-crafted Power Weapon with Astartes chainsword.
- This model can replace its Combi-weapon with Heavy Bolt Pistol.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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].

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Lieutenant, Castellan, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

CASTELLAN

75 PTS

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

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Support
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 unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Lieutenant, Castellan, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

CHAPLAIN GRIMALDUS

120 PTS

CHAPLAIN GRIMALDUS

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

INVULNERABLE SAVE 4+

CENOBYTE SERVITOR

M	T	Sv	W	LD	OC
6"	4	3+	1	8+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma Pistol - Standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
➤ Plasma Pistol - Supercharge CLOSE-QUARTERS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer Crozius	Melee	6	2+	6	-2	2
Close Combat Weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

Faithful Cenobytes
- If this unit's Chaplain Grimaldus model is destroyed, this unit's remaining Cenobyte Servitor models are also destroyed.

- Each Cenobyte Servitor model in this unit takes up 0 transport capacity.

Litanies of the Devout
This unit's melee attacks can re-roll hit rolls.

Temple Relics
At the start of your Command phase, if this unit contains one or more Cenobyte Servitor models, select up to one of the abilities in the Temple Relics section. Until the start of your next Command phase, this model has that ability.

Banner of the Emperor Victorious

This unit has +1 to advance rolls and charge rolls.

Column from the Major Altar

This unit has +1 T.

Water from the Stoup of Elucidation

This unit's melee attacks have +1 AP.

Leader
This unit can be attached to the following units:
- Assault Intercessor Squad
- Infernus Squad
- Intercessor Squad
- Crusader Squad
- Sword Brethren

WEAPON ABILITIES

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.

AUFSTELLUNG

1x Chaplain Grimaldus - Equipped with: Artificer Crozius, ➤ Plasma Pistol - Supercharge, ➤ Plasma Pistol - Standard

3x Cenobyte Servitor - Equipped with: Close Combat Weapon

Basegrößen: 40mm, Cenobyte Servitors 28.5mm

Chaplain Grimaldus KEYWORDS: Epic Hero, Character, Grenades, Grimaldus
KEYWORDS: Infantry, Imperium, Tacticus, Chaplain, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

CHAPLAIN GRIMALDUS

120 PTS

CHAPLAIN GRIMALDUS

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

INVULNERABLE SAVE 4+

CENOBYTE SERVITOR

M	T	Sv	W	LD	OC
6"	4	3+	1	8+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Chaplain Grimaldus KEYWORDS: Epic Hero, Character, Grenades, Grimaldus
KEYWORDS: Infantry, Imperium, Tacticus, Chaplain, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

CRUSADE ANCIENT

45 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon LETHAL HITS	Melee	5	2+	5	-2	2

ABILITIES

CORE - Support

Martial Honour
(Once per battle, per unit) If this unit's melee attacks destroyed an enemy unit this phase, you can use this ability. If you do, until the end of the battle, this model has +5 OC.

Vengeful Exhortation
n the Fight phase, you can use this ability. If you do, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 4+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Leader
This model can be attached to the following units:

CRUSADER SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

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].

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Crusade Ancient (40mm)

Equipped with: Bolt pistol, Master-crafted Power Weapon

Wargear Options:
■ This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Ancient, Tacticus, Imperium, Crusade Ancient, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

CRUSADE ANCIENT

45 PTS

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

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Support
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 unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Ancient, Tacticus, Imperium, Crusade Ancient, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

CRUSADER SQUAD

160–305 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Pyreblaster BLAST 1 TORRENT	12"	3	-	5	-1	1
Shotgun ASSAULT BLAST 1	18"	2	3+	4	-1	1
➤ Bolt Rifle - Focused Fire HEAVY RAPID FIRE 1	24"	1	3+	6	-1	2
➤ Bolt Rifle - Saturation ASSAULT RAPID FIRE 1	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife	Melee	3	3+	4	-1	1
Initiate Chainsword SUSTAINED HITS 1	Melee	4	3+	5	-1	1
Master-crafted Power Weapon LETHAL HITS	Melee	3	2+	5	-2	2
Neophyte Chainsword SUSTAINED HITS 1	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

Attached Unit
If a CHARACTER from your army with the Leader ability can be attached to an INTERCESSOR SQUAD, it can be attached to this unit instead.

Righteous Zeal
In your opponent's Shooting phase, each time an enemy unit has shot, if any models in this unit were destroyed as a result of those attacks, this unit can make a surge move of up to D6+1.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

10-20x Sword Brother

Basegrößen: Initiates 32mm, Neophytes 28.5mm, Sword Brother 40mm

Equipped with: Bolt pistol, Hand flamer, Heavy Bolt Pistol, Pyreblaster, Shotgun, ➤ Bolt Rifle - Focused Fire, ➤ Bolt Rifle - Saturation, Close combat weapon, Combat knife, Initiate Chainsword, Master-crafted Power Weapon, Neophyte Chainsword, Power fist

Wargear Options:
- Each Sword Brother can replace its Heavy Bolt Pistol with Hand flamer.
- This model's Close combat weapon and Bolt Rifle can be ...ed with 1x Heavy B...

KEYWORDS: Infantry, Battleline, Imperium, Tacticus, Crusader Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

CRUSADER SQUAD

160–305 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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].

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Battleline, Imperium, Tacticus, Crusader Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

EMPEROR'S CHAMPION

100 PTS

M	T	Sv	W	LD	OC
8"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Black Sword - Strike **ANTI-CHARACTER 5+** **DEVASTATING WOUNDS** **PRECISION**	Melee	6	2+	8	-3	3
➤ Black Sword - Sweep	Melee	10	2+	6	-2	1

ABILITIES

CORE - Leader

Armour of Faith
Attacks allocated to this model have -1 D.

Chosen of the Emperor
You cannot include more than one Emperor's Champion unit in your army.

Sigismund's Heir
This unit has +1 to charge rolls.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, CRUSADER SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Emperor's Champion (40mm)

Equipped with: Bolt pistol, ➤ Black Sword - Strike, ➤ Black Sword - Sweep

KEYWORDS: Character, Infantry, Imperium, Tacticus, Emperor's Champion, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

EMPEROR'S CHAMPION

100 PTS

M	T	Sv	W	LD	OC
8"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Emperor's Champion, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

EMPEROR'S CHAMPION (ANOINTED)

100 PTS

M	T	Sv	W	LD	OC
8"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Black Sword - Strike **ANTI-CHARACTER 5+** **DEVASTATING WOUNDS** **PRECISION**	Melee	6	2+	8	-3	3
➤ Black Sword - Sweep	Melee	10	2+	6	-2	1

ABILITIES

CORE - Leader

Armour of Faith
Attacks allocated to this model have -1 D.

Chosen of the Emperor
You cannot include more than one Emperor's Champion unit in your army.

Sigismund's Heir
This unit has +1 to charge rolls.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, CRUSADER SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Emperor's Champion (Anointed)

Equipped with: Bolt pistol, ➤ Black Sword - Strike, ➤ Black Sword - Sweep

KEYWORDS: Character, Infantry, Grenades, Imperium, Tacticus, Emperor's Champion, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

EMPEROR'S CHAMPION (ANOINTED)

100 PTS

M	T	Sv	W	LD	OC
8"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Character, Infantry, Grenades, Imperium, Tacticus, Emperor's Champion, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

EXECRATOR

65 PTS

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

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2
Hand flamer CLOSE-QUARTERS **TORRENT**	9"	3	-	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2
Master-crafted Power Weapon **EXTRA ATTACKS** **LETHAL HITS**	Melee	3	2+	6	-2	2

ABILITIES

CORE - Leader

Condemnatory Annihilation
After this unit has fought, if this unit destroyed an enemy model this phase, each enemy unit engaged with this unit makes a battle-shock roll, with -1 to that battle-shock roll.

Remorseless Persecution
In your Movement phase, when this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.

Leader
This model can be attached to the following units:

CRUSADER SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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].

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

AUFSTELLUNG

1x Execrator (40mm)

Equipped with: Absolvor bolt pistol, Hand flamer, Crozius arcanum, Master-crafted Power Weapon

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Absolvor bolt pistol with Hand flamer.

KEYWORDS: Infantry, Character, Chaplain, Grenades, Imperium, Tacticus, Execrator, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

EXECRATOR

65 PTS

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

INVULNERABLE SAVE 4+

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaplain, Grenades, Imperium, Tacticus, Execrator, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

GLADIATOR LANCER

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array **RAPID FIRE 6**	24"	6	3+	5	-1	1
Laser Destroyer **HEAVY**	72"	2	3+	14	-3	D6+3
Multi-melta **MELTA 3**	18"	2	3+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Aquilon Optics
This unit's ranged attacks that target a Monster/Vehicle unit can:

- Re-roll one hit roll.
- Re-roll one wound roll.
- Re-roll one damage roll.

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Gladiator Lancer (100mm)

Equipped with: Defensive Array, Laser Destroyer, Multi-melta, Armoured Hull

Wargear Options:
- This model can be equipped with 1x Multi-melta.

KEYWORDS: Vehicle, Imperium, Smoke, Gladiator Lancer, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

GLADIATOR LANCER

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Imperium, Smoke, Gladiator Lancer, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

GLADIATOR REAPER

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array RAPID FIRE 12	24"	12	3+	5	-1	1
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Twin Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE SUSTAINED HITS 2: NON-MONSTER/VEHICLE TWIN-LINKED	24"	12	3+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Reaping Tally
This unit's ranged attacks that target a unit (excluding Monster/Vehicle units) have +1 AP.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Gladiator Reaper (100mm)

Equipped with: Defensive Array, Multi-melta, Twin Heavy Onslaught Gatling Cannon, Armoured Hull

Wargear Options:
- This model can be equipped with 1x Multi-melta.

KEYWORDS: Smoke, Imperium, Vehicle, Gladiator Reaper, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

GLADIATOR REAPER

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Smoke, Imperium, Vehicle, Gladiator Reaper, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

GLADIATOR VALIANT

145 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array **RAPID FIRE 6**	24"	6	3+	5	-1	1
Multi-melta **MELTA 3**	18"	2	3+	10	-3	D3+2
Twin Las-talon **TWIN-LINKED**	36"	2	3+	10	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Priority Target Acquisition
This unit's ranged attacks that target a unit within 12" of this unit have +1 S.

WEAPON ABILITIES

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Gladiator Valiant (100mm)

Equipped with: Defensive Array, Multi-melta, Twin Las-talon, Armoured Hull

KEYWORDS: Vehicle, Smoke, Imperium, Gladiator Valiant, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

GLADIATOR VALIANT

145 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Gladiator Valiant, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

HIGH MARSHAL HELBRECHT

125 PTS

M	T	Sv	W	LD	OC
6"	5	2+	6	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ferocity ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Sword of the High Marshals - Strike	Melee	6	2+	9	-3	3
➤ Sword of the High Marshals - Sweep	Melee	12	2+	6	-3	1

ABILITIES

CORE - Leader

Crusade of Wrath
This unit's melee attacks have:

- +1 A.

- +1 S.

High Marshal
At the start of the Fight phase, select up to one enemy unit engaged with this unit and roll one D6:

- On a 2-3, that enemy unit suffers D3 mortal wounds.

- On a 4-5, that enemy unit suffers 3 mortal wounds.

- On a 6+, that enemy unit suffers D3+3 mortal wounds.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, INTERCESSOR SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x High Marshal Helbrecht (60mm)

Equipped with: Ferocity, ➤ Sword of the High Marshals - Strike, ➤ Sword of the High Marshals - Sweep

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Epic Hero, Character, Grenades, Imperium, Tacticus, High Marshal Helbrecht, Infantry, Chapter Master, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

HIGH MARSHAL HELBRECHT

125 PTS

M	T	Sv	W	LD	OC
6"	5	2+	6	6+	3

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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

KEYWORDS: Epic Hero, Character, Grenades, Imperium, Tacticus, High Marshal Helbrecht, Infantry, Chapter Master, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

IMPULSOR

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	11	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm Grenade Launchers **BLAST 2**	18"	6	3+	4	-1	1
Ironhail Heavy Stubber **RAPID FIRE 3**	36"	3	3+	4	-1	1
Multi-melta **MELTA 3**	18"	2	3+	10	-3	D3+2
Storm Bolters **RAPID FIRE 4**	24"	4	3+	5	-1	1
➤ Bellicatus Missile Array - Frag **BLAST 1**	48"	4	3+	4	-1	1
➤ Bellicatus Missile Array - Icarus **ANTI-FLY 2+**	48"	3	3+	6	-1	2
➤ Bellicatus Missile Array - Krak	48"	1	3+	10	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Orbital Comms Array [Aura]
This unit has Scouts 6".

Rapid Disembarkation
In your Movement phase, when this unit ends an advance move, units embarked within this unit can make a shock disembark move.

Shield Dome
This unit has 5+ InSv.

TRANSPORT

Impulsor
This model has a transport capacity of 7 Adeptus Astartes Infantry models. It cannot transport Terminator or Jump Pack models. Each Gravis model takes up the space of 2 models.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Impulsor (100mm)

Equipped with: Fragstorm Grenade Launchers, Ironhail Heavy Stubber, Multi-melta, Storm Bolters, ➤ Bellicatus Missile Array - Frag, ➤ Bellicatus Missile Array - Icarus, ➤ Bellicatus Missile Array - Krak, Armoured Hull

Wargear Options:
- This model can be equipped with one of: Orbital Comms Array, Shield Dome, Bellicatus Missile Array.
- This model can be equipped with one of: Ironhail Heavy Stubber, Multi-melta.
- This model can replace its Storm Bolters with Fragstorm Grenade Launchers.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Imperium, Impulsor, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

IMPULSOR

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	11	6+	2

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 7
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Imperium, Impulsor, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

MARSHAL

80 PTS

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

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Combi-weapon - Damnatus MELTA 2	12"	1	2+	9	-3	D3+2
➤ Combi-weapon - Infernus BLAST 1 TORRENT	12"	3	-	4	0	1
➤ Combi-weapon - Purgatus	24"	2	2+	7	-2	2
➤ Plasma Pistol - Standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma Pistol - Supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon LETHAL HITS	Melee	7	2+	6	-2	2

ABILITIES

CORE - Leader

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).

Leader
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

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Marshal (40mm)

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

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

KEYWORDS: Character, Infantry, Imperium, Tacticus, Marshal, Captain, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

MARSHAL

80 PTS

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

INVULNERABLE SAVE 4+

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

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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

CORE RULES

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 unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Marshal, Captain, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, Black Templars

REPULSOR

190 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array	24"	18	3+	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE SUSTAINED HITS 2: NON-MONSTER/VEHICLES	24"	12	3+	6	-1	1
Hunter-slayer missile INDIRECT FIRE ONE SHOT	48"	1	2+	14	-3	D3+3
Las-talon	36"	2	3+	10	-3	D3+3
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

ABILITIES

Combat Embarkation
In your opponent's Charge phase, when an enemy unit has selected charge targets, you can select one friendly unengaged Adeptus Astartes unit that was one of those charge targets and is eligible to embark within this transport. If every model in that unit is within 3" of this transport, that unit can embark within this transport. That enemy unit can then select new charge targets for that charge move.

TRANSPORT

Repulsor
This model has a transport capacity of 14 Adeptus Astartes Infantry models. Each Terminator, Gravis, Jump Pack, Wulfen model takes up the space of 2 models.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

1x Repulsor (100mm)

Equipped with: Defensive Array, Heavy Onslaught Gatling Cannon, Hunter-slayer missile, Las-talon, Multi-melta, Twin heavy bolter, Twin lascannon, Armoured Hull

Wargear Options:
- This model can be equipped with 1x Multi-melta.
- This model can replace its Twin heavy bolter with Twin lascannon.
- This model can replace its Heavy Onslaught Gatling Cannon with Las-talon.

KEYWORDS: Vehicle, Imperium, Smoke, Repulsor, Transport, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

REPULSOR

190 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Imperium, Smoke, Repulsor, Transport, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

REPULSOR EXECUTIONER 265 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array	24"	18	3+	5	-1	1
Heavy Laser Destroyer DEVASTATING WOUNDS HEAVY	72"	2	3+	16	-4	D6+4
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE SUSTAINED HITS 2: NON-MONSTER/VEHICLES	24"	12	3+	6	-1	1
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
➤ Macro Plasma Incinerator - Standard BLAST 1	36"	D3+3	3+	9	-3	2
➤ Macro Plasma Incinerator - Supercharge BLAST 1 HAZARDOUS	36"	D3+3	3+	10	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

ABILITIES

Executioner
This unit's ranged attacks that target a unit not below half-strength have +1 to hit rolls.

TRANSPORT

Repulsor Executioner
This model has a transport capacity of 7 Adeptus Astartes Infantry models. Each Terminator, Gravis, Jump Pack, Wulfen model takes up the space of 2 models.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Repulsor Executioner (100mm)

Equipped with: Defensive Array, Heavy Laser Destroyer, Heavy Onslaught Gatling Cannon, Multi-melta, Twin heavy bolter, ➤ Macro Plasma Incinerator - Standard, ➤ Macro Plasma Incinerator - Supercharge, Armoured Hull

Wargear Options:
- This model can be equipped with 1x Multi-melta.
- This model can replace its Heavy Laser Destroyer with Macro Plasma Incinerator.

KEYWORDS: Vehicle, Smoke, Imperium, Transport, Repulsor Executioner, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

REPULSOR EXECUTIONER 265 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

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.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Transport, Repulsor Executioner, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

SWORD BRETHREN SQUAD

115–275 PTS

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

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

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

ABILITIES

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".

WEAPON ABILITIES

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.

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.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Sword Brethren Squad
FACTION KEYWORDS: Adeptus Astartes, Black Templars

SWORD BRETHREN SQUAD

115–275 PTS

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

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Sword Brethren Squad
FACTION KEYWORDS: Adeptus Astartes, Black Templars

PUNKTELISTE

EINHEIT	PUNKTE
Castellan	75 pts
Chaplain Grimaldus	120 pts
Crusade Ancient	45 pts
Crusader Squad	160 pts (bis 10 Modelle) · 305 pts (ab 11 Modellen)
Emperor's Champion	100 pts
Emperor's Champion (Anointed)	100 pts
Execrator	65 pts
Gladiator Lancer	165 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Gladiator Reaper	165 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Gladiator Valiant	145 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
High Marshal Helbrecht	125 pts
Impulsor	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Marshal	80 pts
Repulsor	190 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Repulsor Executioner	265 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Sword Brethren Squad	115 pts (bis 4 Modelle) · 140 pts (5 Modelle) · 250 pts (6–9 Modelle) · 275 pts (ab 10 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts

ENHANCEMENTS — ASSAULT BRETHREN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHREN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts
Master-Forged Firearms	15 pts

ENHANCEMENTS — FIST OF THE GOD-EMPEROR

ENHANCEMENT	PUNKTE
Oathbound Exemplar	10 pts
Righteous Fervour (Upgrade)	15 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts
Narthecis Gauntlet	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — MARSHAL'S HOUSEHOLD

ENHANCEMENT	PUNKTE
Fervent Exemplars (Upgrade)	10 pts
Inheritors of Sigismund (Upgrade)	15 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts
Corporeum Reliquary	25 pts

ENHANCEMENTS — VOW-SWORN CRUSADERS

ENHANCEMENT	PUNKTE
Incendiary Animus	25 pts
Consecrating Aura	20 pts
Zealous Vanguard	25 pts
Augury Servo-host	20 pts