

IMPERIUM - BLACK TEMPLARS

SWORD BRETHREN SQUAD

105–260 PTS

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pyre Pistol IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword SUSTAINED HITS 1	Melee	6	2+	4	-1	1
Master-crafted Power Weapon LETHAL HITS	Melee	3	2+	5	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Twin Lightning Claws TWIN-LINKED	Melee	5	2+	5	-2	1

AUFSTELLUNG

4-10x Sword Brother oder Sword Brother w/ Twin Lightning Claws

Equipped with: Pyre Pistol, Astartes 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 Pyre Pistol.
- Each Sword Brother can replace its Astartes Chainsword with Thunder Hammer or Master-crafted Power Weapon.

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.

Exploit Their Cowardice

Each time an enemy unit within Engagement Range of this unit is selected to Fall Back, after it ends that Fall Back move, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move.



WEAPON RULES

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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].

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.

TWIN-LINKED

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