

IMPERIUM

Adeptus Astartes - Black Templars

VANGUARD SWORD BROTHERS - Skyborne Vanguard

330 Pts

6



6"

2+

2+

4

4

3

3

4

6+

1

3+

Storm Shield

6"

2+

2+

4

4

3

3

4

6+

1

3+

4++/4++

Unit Aptitudes

Fury of the First

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's WS characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of the Moment special rule this turn, add 1 to the Hit roll.

Vanguard Assault

Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the Lethal hit special rule.

Vow-sworn Bladesmen

At the start of the Fight phase, you can select one of the following effects to apply to melee weapons equipped by models in this unit until the end of the phase:

- Add 1 to the Attacks characteristic of those weapons.
- Add 1 to the Damage characteristic of those weapons.

Unit Special Rules

Frag & Krak Grenades / Crusader / Adamantium Will / And They Shall Know No Fear / Heroic Intervention / Deep Strike / Bulky

Weapons



Nb

Pts

Power axe

Melee

User

+2

-2

1

Melee - Unwieldy

1

10

Power fist

Melee

-1

x2

-2

2

Melee - Specialist - Unwieldy

1

16

Power sword

Melee

User

+1

-3

1

Melee

1

10

Relic blade

Melee

+1

+1

-2

2

Melee - Devastating Wounds - Two Handed

1

12

Thunder hammer

Melee

-1

x2

-2

2

Melee - Concussive - Specialist - Unwieldy - Anti-Vehicles

1

20

Plasma pistol - Standard

12"

1

7

-2

1

Pistol

2

10

Plasma pistol - Supercharge

12"

1

8

-3

2

Pistol - Gets Hot

2

12

Bolt pistol

12"

1

4

0

1

Pistol

4

Faction Aptitudes

Unit type

Oath of the Moment

Righteous Zeal

Templar Vows

Zealous Litanies

Infantry