

IMPERIUM

Adeptus Astartes - Black Templars

TERMINATOR SWORD BROTHERS - Imperial Fury

596 Pts

10



5"

2+

2+

4

4

3

3

4

6+

2

2+

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.

Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can deploy this unit by Deep Strikes without deviation roll but you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Terminatus Assault

Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Moral test.

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

Crusader / Adamantium Will / And They Shall Know No Fear / Deep Strike / Bulky / Relentless

Weapons



Nb

Pts

Assault cannon	24"	6	6	0	1	Heavy - Rending - Devastating Wounds	1	19
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover	1	7
Power sword	Melee	User	+1	-3	1	Melee	1	10
Chainfist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy - Armourbane - Anti-Vehicles	4	80
Power fist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	5	80
Storm bolter	24"	2	4	0	1	Assault - Rapid Fire 2	8	

Faction Aptitudes

Unit type

Oath of the Moment

Righteous Zeal

Templar Vows

Zealous Litanies

Infantry