

IMPERIUM

Adeptus Astartes - Black Templars

SERVITORS - Templar Machinists

147 Pts







5																	
6"				4+	4+	4	4				1	1	2	8+	1	5+	

Unit Aptitudes

Mindlock	While a Techmarine model is leading this unit, improve the BS and WS characteristics of ranged and melee weapons equipped by Astartes Servitor models in this unit by 1 and improve its Initiative characteristic to 4. If it does not contain a Techmarine, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+, this special rule has no effect this turn. On a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves.
Servitor Retinue	At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Techmarine. If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

Unit Special Rules

Feel no Pain (5+)

Weapons							Nb	Pts
Heavy bolter	36"	3	5	-1	2	Heavy - Sustained Hit 1	1	12
Servo-arm	Melee	1	x2	-2	3	Melee - Specialist - Unwieldy - Extra Attacks	5	85

Faction Aptitudes

Unit type

Oath of the Moment	Righteous Zeal	Templar Vows	Zealous Litanies	Infantry
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