

IMPERIUM	ASSAULT SQUAD - Skyborne Assault	144 Pts
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Adeptus Astartes - Black Templars

ABSTRACT SQUAD - Skyborne Assault 144115

14413



6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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6"	3+	3+	4	4		2	2	4	6+	1	3+
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Sword Brother	6"	2+	2+	4	4		3	3	4	6+	1	3+
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Unit Aptitudes







Furious Assault	Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit gain +1 Strength.
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Unit Special Rules

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

Psychic Domains

Weapons								Pts
Power axe	Melee	User	+2	-2	1	Melee - Unwieldy		10
Flamer	Template	1	4	0	1	Assault - Ignores Cover		14
Astartes chainsword	Melee	User	User	0	2	Melee		0
Bolt pistol	12"	1	4	0	1	Pistol		0