

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 target this unit with the Rapid Ingress Stratagem for 0CP, but when resolving that Stratagem, 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 Battle-shock 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

Psychic Domains

