























IMPERIUM																
Adeptus Astartes - Black Templars										LAND SPEEDERS - Skyblade Squadron						293 Pts
1																
Full HP	14"	21"		3+	3+	4		13	13	12	6	3	4	6+	2	3+
Mid HP	9"	13"		4+	4+	4		12	12	11	4	2	4	7+	1	3+
Low HP	5"	7"		5+	5+	4		11	11	10	2	1	4	8+		3+
Unit Aptitudes																
Target Sighted				Once per turn, at the start of your Shooting phase, select one enemy unit that is visible to this model. Until the end of the phase, each time a friendly Adeptus Astartes model makes an attack that targets that enemy unit, add 1 to the Hit roll, a successful unmodified Hit roll of 5+ scores a Critical Hit, and that attacks has the Ignores Cover special rule.												
Strafing Enfilade				Each time this model ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.												
Fire and Redeploy				In your Shooting phase, each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this model is not eligible to declare a charge.												
Anti-grav Upwash				Whilst this unit includes three Land Speeders, it can move an additional 6" when moving Flat Out.												
Explosive Lethal Demise				When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.												
Unit Special Rules																
Crusader / Adamantium Will / And They Shall Know No Fear / Searchlight / Smoke launchers / Fast / Skimmer																
Weapons											Nb		Pts			
Assault cannon					24"	6	6	0	1	Heavy - Rending - Devastating Wounds		1	19			
Heavy bolter					36"	3	5	-1	2	Heavy - Sustained Hit 1		1	12			
Heavy flamer					Template	1	5	-1	1	Assault - Ignores Cover		1	7			
Multi-melta					18"	2	9	-4	D6	Heavy - Melta		1	23			
Typhoon missile launcher - Frag					48"	2	4	0	1	Heavy - Blast		1	9			
Typhoon missile launcher - Krak					48"	2	9	-2	D6	Heavy		1	13			
Close combat weapon					Melee	User	User	0	1	Melee		3				
Faction Aptitudes															Unit type	
Oath of the Moment		Righteous Zeal		Templar Vows			Zealous Litanies						Vehicle			