

IMPERIUM

Adeptus Astartes - Black Templars

TECHMARINE - Oswald Ironsmith

152 Pts

1

6"



3+



3+



4



4



4



3



4



6+



1



3+



Unit Aptitudes

Techmarine	While this model is within 3" of one or more friendly Adeptus Astartes Vehicle units, this model has the Lone Operative special rule.
Blessing of the Omnissiah	In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this special rule once per turn.
Vengeance of the Omnissiah	If a friendly Adeptus Astartes Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.
Bolster Defences	After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this cannot be one you have purchased as part of your army). The terrain piece's cover save is increased by 1 for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered once.
Mindlock	While a Techmarine model is leading this unit, improve the BS and WS characteristics of 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

Independent Character / Frag & Krak Grenades / Crusader / Adamantium Will / And They Shall Know No Fear / Bulky

Weapons							Nb	Pts
Boltgun	24"	2	4	0	1	Rapid Fire 1	1	
Flamer	Template	1	4	0	1	Assault - Ignores Cover	1	7
Omnissian power axe	Melee	User	+2	-2	2	Melee - Unwieldy	1	13
Plasma cutter	12"	1	7	-2	1	Assault - Gets Hot - Twin	1	8
Servo-arm	Melee	1	x2	-2	3	Melee - Specialist - Unwieldy - Extra Attacks	2	34

Faction Aptitudes

Unit type

Oath of the Moment	Righteous Zeal	Templar Vows	Zealous Litanies	Infantry
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