IMPERIUM Adeptus Astartes - Black Templars					VANGUARD SWORD BROTHERS - Skyborne Vanguard										33	330 Pts	
6	7		W		(4)	(E)						X	+4+		0		
	6"			2+	2+	4	4				3	3	4	6+	1	3+	
Storm Shield	6"			2+	2+	4	4				3	3	4	6+	1	3+	4++/4+
							Uı	nit Aptitu	des								
ury of the First											that attack's h of the M o						each time
anguard Assault			Each time	this unit er	nds a Charg	ge move, ur	ntil the end	of the turr	ı, melee we	apons equi	ipped by mo	odels in thi	s unit have	the Lethal	hit special r	rule.	
ow-sworn Bladesmer	1		- Add 1	to the Atta	icks charact	ou can selecteristic of the	ose weapo	ns.	g effects to	apply to mo	elee weapoi	ns equipped	d by model	s in this un	it until the e	end of the	phase:
							Uni	t Special	Rules								
rag & Krak Grenades	/ Crusad	er / Adama	antium Will	/ And The	ey Shall K no	ow No Fear	/ Heroic	Interventio	n / Deep S	trike / Bulk	xy						
							Psv	chic Don	nains								

Weapons	₩.	(4)		U		Q	Pts
Power axe	Melee	User	+2	-2	1	Melee - Unwieldy	10
Power fist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	16
Power sword	Melee	User	+1	-3	1	Melee	10
Relic blade	Melee	+1	+1	-2	2	Melee - Devastating Wounds - Two Handed	12
Thunder hammer	Melee	-1	x2	-2	2	Melee - Concussive - Specialist - Unwieldy - Anti-Vehicles	20
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	10
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	12
Bolt pistol	12"	1	4	0	1	Pistol	0

Faction Aptitudes Unit type

Oath of the Moment Righteous Zeal

Templar Vows

Infantry