

IMPERIUM

Adeptus Astartes - Black Templars

STERNGUARD SWORD BROTHERS - Vigilant Sentinels

320 Pts

6



































6"

2+

2+

4

4

3

3

4

6+

1

3+

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.
Special Issue Ammunition	In addition to the normal profile for their boltgun (including boltguns that are part of a Combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles until the beginning of their next Shooting phase.
Bolter Drill	Once per battle, in your Shooting phase, after this unit has shot, if one or more enemy units were destroyed as a result of those attacks, this unit can shoot again.
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

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

Psychic Domains

