

IMPERIUM

Adeptus Astartes - Black Templars

SCOUT SQUAD - Emberwatch Retinue

129 Pts







5																	
6"				4+	4+	4	4				2	2	4	6+	1	4+	

Unit Aptitudes

Guerilla Tactics	At the end of your opponent’s turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Ongoing Reserves.
Scouts	Unit can make a Normal move of up to 6" before the first turn begins. If embarked in a Dedicated Transport, that Dedicated Transport cannot make this move instead. Must end this move more than 9" horizontally away from all enemy models.

Unit Special Rules

Frag & Krak Grenades / Crusader / Adamantium Will / And They Shall Know No Fear / Infiltrate / Scout / Move Through Cover

Weapons							Nb	Pts
Combi-flamer - Bolt	24"	2	4	0	1	Rapid Fire 1	1	
Combi-flamer - Flame	Template	1	4	0	1	Assault - Ignores Cover	1	7
Heavy bolter	36"	3	5	-1	2	Heavy - Sustained Hit 1	1	12
Power sword	Melee	User	+1	-3	1	Melee	1	10
Boltgun	24"	2	4	0	1	Rapid Fire 1	3	
Close combat weapon	Melee	User	User	0	1	Melee	4	

Faction Aptitudes

Unit type

Oath of the Moment	Righteous Zeal	Templar Vows	Zealous Litanies	Infantry
--------------------	----------------	--------------	------------------	----------