


















IMPERIUM

Adeptus Astartes - Black Templars

BIKE SQUAD - Rapid Thunderbike Squadron

224 Pts







5																	
Bike	12"			3+	3+	4	5				3	2	4	6+	2	3+	
Assault Bike	12"			3+	3+	4	5				5	2	4	6+	2	3+	

Unit Aptitudes

Outrider Escort	Once per battle round, in your opponent's Shooting phase, when a friendly Adeptus Astartes unit within 6" of this unit is selected as the target of an attack, this unit can use this special rule. If it does, after that enemy unit has finished making its attacks, this unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).
-----------------	---

Unit Special Rules

Frag & Krak Grenades / Crusader / Adamantium Will / And They Shall Know No Fear / Hammer of Wrath / Jink / Relentless / Very Bulky
--

Weapons							Nb	Pts
Meltagun	12"	1	9	-4	D6	Assault - Melta	1	11
Multi-melta	18"	2	9	-4	D6	Heavy - Melta	1	23
Plasma gun - Standard	24"	1	7	-2	1	Rapid Fire 1	1	5
Plasma gun - Supercharge	24"	1	8	-3	2	Rapid Fire 1 - Gets Hot	1	10
Power sword	Melee	User	+1	-3	1	Melee	1	10
Boltgun	24"	2	4	0	1	Rapid Fire 1	2	
Close combat weapon	Melee	User	User	0	1	Melee	5	
Twin boltgun	24"	2	4	0	1	Rapid Fire 1 - Twin	5	5
Bolt pistol	12"	1	4	0	1	Pistol	6	

Faction Aptitudes

Unit type

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