

IMPERIUM

Adeptus Astartes - Black Templars

DROP POD - Sword of Retribution

57 Pts

1



Full HP

0"

3+

13

13

13

8

4

6+

2

3+

Mid HP

0"

3+

12

12

12

5

4

7+

1

3+

Low HP

0"

3+

11

11

11

3

4

8+

3+

Unit Aptitudes

Drop Pod Assault

Drop Pods and units embarked upon them must be held in Deep Strike Reserve, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark; they must be set up more than 9" away from all enemy models; and no models can embark for the rest of the game.

Inertial Guidance System

If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.

Locator Beacon

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

Lethal Demise

When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.

Transport Capacity (10)

This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Firing Deck (0)

Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.

Unit Special Rules

Crusader / Adamantium Will / And They Shall Know No Fear / Deep Strike / Oppen-topped / Transport

Weapons



Nb

Pts

Deathwind launcher

12"

1

12

0

D6+1

Heavy - Large Blast

1

7

Faction Aptitudes

Unit type

Oath of the Moment

Righteous Zeal

Templar Vows

Zealous Litanies

Vehicle