

IMPERIUM

Adeptus Astartes - Black Templars

CRUSADER SQUAD - Thunderous Firestorm

222 Pts

10



Initiates

6"

3+

3+

4

4

2

2

4

6+

2

3+

Sword Brother

6"

2+

2+

4

4

3

3

4

6+

1

3+

Unit Aptitudes

Tactical Flexibility

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Righteous Zeal

You can re-roll Run and Charge rolls made for this unit, and for Attacks following a charge move, a successful unmodified Hit roll of 5+ scores a Critical Hit.

Unit Special Rules

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

Weapons



Nb

Pts

Close combat weapon

Melee

User

User

0

1

Melee

10

Grav-gun

18"

2

5

-1

2

Salvo 2/3 - Concussive - Graviton - Anti-Vehicle

1

10

Heavy bolter

36"

3

5

-1

2

Heavy - Sustained Hit 1

1

12

Boltgun

24"

2

4

0

1

Rapid Fire 1

8

Bolt pistol

12"

1

4

0

1

Pistol

9

Faction Aptitudes

Unit type

Oath of the Moment

Righteous Zeal

Templar Vows

Zealous Litanies

Infantry