
























IMPERIUM						CRUSADER SQUAD - Lightning Warden Mentors										339 Pts	
Adeptus Astartes - Black Templars																	
15																	
Initiates	6"			3+	3+	4	4				2	2	4	6+	2	3+	
Novices	6"			4+	4+	4	4				2	2	4	6+	1	4+	
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																	
Psychic Domains																	

Weapons								Pts
Bolt pistol		12"	1	4	0	1	Pistol	0
Flamer		Template	1	4	0	1	Assault - Ignores Cover	7
Power fist		Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	32
Combat knife		Melee	User	User	0	1	Melee	0
Astartes chainsword		Melee	User	User	0	2	Melee	0
Close combat weapon		Melee	User	User	0	1	Melee	0