

IMPERIUM CRUSADER SQUAD - Thunderbolt Skystrikers 933 Pts

Adeptus Astartes - Black Templars

CROSSLAND SQUAD - Thunderbolt Skyknights **200 FTS**

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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

Psychic Domains

[illegible]