





IMPERIUM

Adeptus Astartes - Black Templars

CRUSADER SQUAD - Stormclaw Mentors

336 Pts







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
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Weapons							Nb	Pts
Bolt pistol	12"	1	4	0	1	Pistol	14	
Flamer	Template	1	4	0	1	Assault - Ignores Cover	1	7
Power fist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	1	16
Twin lightning claw	Melee	User	+1	-2	2	Melee - Twin - Shred - Specialist	1	13
Combat knife	Melee	User	User	0	1	Melee	5	
Astartes chainsword	Melee	User	User	0	2	Melee	7	
Close combat weapon	Melee	User	User	0	1	Melee	9	

Faction Aptitudes

Unit type

Oath of the Moment	Righteous Zeal	Templar Vows	Zealous Litanies	Infantry
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