IMPERIUM

Adeptus Astartes - Black Templars

CRUSADER SQUAD - Tempest Lances

231 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 unmodifed 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
Close combat weapon	Melee	User	User	0	1	Melee	0
Grav-gun	18"	2	5	-1	2	Salvo 2/3 - Concussive - Graviton - Anti-Vehicle	10
Lascannon	48"	1	12	-3	D6+1	Heavy	21
Boltgun	24"	2	4	0	1	Rapid Fire 1	0
Bolt pistol	12"	1	4	0	1	Pistol	0

Faction Aptitudes			Unit type
Oath of the Moment	Righteous Zeal	Templar Vows	Infantry