

IMPERIUM CRUSADER SQUAD - Fury's Edge 931 Pts

Adeptus Astartes - Black Templars CRENSHAW SQUAD - Fury's Edge 281 Pts

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Initiator	6"	2+	2+	4	4					9	9	4	6+	9	2+
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Immunes	0	3+	3+	4	4	2	2	4	0+	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.
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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.
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## Unit Special Rules

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

## Psychic Domains

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Weapons								Pts
Bolt pistol		12"	1	4	0	1	Pistol	0
Meltagun		12"	1	9	-4	D6	Assault - Melta	11
Power axe		Melee	User	+2	-2	1	Melee - Unwieldy	20
Astartes chainsword		Melee	User	User	0	2	Melee	0
Close combat weapon		Melee	User	User	0	1	Melee	0