


















IMPERIUM						CRUSADER SQUAD - Stormclaw Mentors										336 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																	

