

IMPERIUM

Adeptus Astartes - Black Templars

CRUSADER SQUAD - Fury's Edge

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 unmodified Hit roll of 5+ scores a Critical Hit.

Unit Special Rules

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

Weapons



Nb

Pts

Bolt pistol

12"

1

4

0

1

Pistol

10

Meltagun

12"

1

9

-4

D6

Assault - Melta

1

11

Power axe

Melee

User

+2

-2

1

Melee - Unwieldy

2

20

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