**IMPERIUM**

Adeptus Astartes - Black Templars

## CRUSADER SQUAD - Stormforged Plasma

237 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 |
| Plasma cannon - Standard | 36" | 1 | 7 | -2 | 1 | Heavy | 10 |
| Plasma cannon - Supercharge | 36" | 1 | 8 | -3 | 2 | Heavy - Gets Hot - Blast | 12 |
| Plasma gun - Standard | 24" | 1 | 7 | -2 | 1 | Rapid Fire 1 | 5 |
| Plasma gun - Supercharge | 24" | 1 | 8 | -3 | 2 | Rapid Fire 1 - Gets Hot | 10 |
| 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 |