


















IMPERIUM					PREDATOR ANNIHILATOR - Thunderclap Crusader												220 Pts	
Adeptus Astartes - Black Templars																		
1																		
Full HP	10"	15"		3+	3+	6		16	15	13	11	3	4	6+	3	3+		
Mid HP	7"	10"		4+	4+	6		15	14	12	7	2	4	7+	2	3+		
Low HP	3"	4"		5+	5+	6		14	13	11	4	1	4	8+	1	3+		
Unit Aptitudes																		
Annihilator			Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, improve the Armour Penetration characteristic of that attack by 1.															
Extra Armour			Vehicles equipped with extra armour have their front armour one point higher than normal.															
Dozer Blade			Vehicles equipped with dozer blades treat their front armour as one higher than normal when ramming. Furthermore the vehicle can re-roll failed Dangerous Terrain tests.															
Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D6 mortal wounds.															
Unit Special Rules																		
Crusader / Adamantium Will / And They Shall Know No Fear / Searchlight / Smoke launchers / Tank																		
Psychic Domains																		

[illegible]