IMPERIUM

Adeptus Astartes - Black Templars

CRUSADER SQUAD - Thunderbolt Skystrikers — 233 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

Weapons							Nb	Pts
Close combat weapon	Melee	User	User	0	1	Melee	10	
Missile launcher - Frag	48"	1	4	0	1	Heavy - Blast	1	8
Missile launcher - Krak	48"	1	9	-2	D6	Heavy	1	10
Plasma gun - Standard	24"	1	7	-2	1	Rapid Fire 1	1	5
Plasma gun - Supercharge	24"	1	8	-3	2	Rapid Fire 1 - Gets Hot	1	10
Boltgun	24"	2	4	0	1	Rapid Fire 1	8	
Bolt pistol	12"	1	4	0	1	Pistol	9	

Faction Aptitudes — Unit type

Oath of the Moment	Righteous Zeal	Templar Vows	Zealous Litanies	Infantry