

FIST OF THE GOD-EMPEROR

1 DP · TAKE AND HOLD

ENHANCEMENTS

Oathbound Exemplar

10 pts

Adeptus Astartes Infantry unit only. When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.

Righteous Fervour (Upgrade)

15 pts

Crusader Squad only. This unit can re-roll Advance rolls.

DETACHMENT-REGEL

Each time a friendly Crusader Squad unit makes a surge move, instead of selecting a surge target, you can select the closest objective to that unit. When that unit makes that surge move, each model in that unit must end that surge move as close as possible to that objective instead.

Restrictions: Your army can include BLACK TEMPLARS units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

STRATAGEMS

1 CP

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COMMAND

DOCTRINAL FLEXIBILITY
When: Your Command phase.
Target: One friendly Crusader Squad unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP

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FIGHT

AVOWED DESTRUCTION
When: The Fight phase, when a friendly CRUSADER SQUAD unit is selected to fight.
Target: That CRUSADER SQUAD unit.
Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: Have [SUSTAINED HITS 1].

1 CP

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SHOOTING

ANGELS DEFIANT
When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly CRUSADER SQUAD unit.
Target: That CRUSADER SQUAD unit.
Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.