

CRUSADER SQUAD

160–305 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1	
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1	
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1	
Pyreblaster BLAST 1 TORRENT	12"	3	-	5	-1	1	
Shotgun ASSAULT BLAST 1	18"	2	3+	4	-1	1	
► Bolt Rifle - Focused Fire HEAVY RAPID FIRE 1	24"	1	3+	6	-1	2	
► Bolt Rifle - Saturation ASSAULT RAPID FIRE 1	24"	2	3+	5	-1	1	

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Close combat weapon	Melee	3	3+	4	0	1	
Combat knife	Melee	3	3+	4	-1	1	
Initiate Chainsword SUSTAINED HITS 1	Melee	4	3+	5	-1	1	
Master-crafted Power Weapon LETHAL HITS	Melee	3	2+	5	-2	2	
Neophyte Chainsword SUSTAINED HITS 1	Melee	4	3+	4	-1	1	
Power fist	Melee	3	3+	8	-2	2	

ABILITIES
Attached Unit If a CHARACTER from your army with the Leader ability can be attached to an INTERCESSOR SQUAD, it can be attached to this unit instead.
Righteous Zeal In your opponent's Shooting phase, each time an enemy unit has shot, if any models in this unit were destroyed as a result of those attacks, this unit can make a surge move of up to D6+1.

WEAPON ABILITIES
Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).



AUFSTELLUNG

10-20x Sword Brother

Basegrößen: Initiates 32mm, Neophytes 28.5mm, Sword Brother 40mm

Equipped with: Bolt pistol, Hand flamer, Heavy Bolt Pistol, Pyreblaster, Shotgun, ► Bolt Rifle - Focused Fire, ► Bolt Rifle - Saturation, Close combat weapon, Combat knife, Initiate Chainsword, Master-crafted Power Weapon, Neophyte Chainsword, Power fist

Wargear Options:
Each Sword Brother can replace its Heavy Bolt Pistol with a Hand flamer.



KEYWORDS: Infantry, Battleline, Imperium, Tacitus, Crusader Squad, Explosives

FACTION KEYWORDS: Adeptus Astartes, Black Templars

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Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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