

IMPERIUM - BLACK TEMPLARS

CRUSADER SQUAD

Close-quarters

Combat Doctrines

M6"

T5

SV3+

W2

LD6+

OC2

160–305 PTS

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



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Heavy Bolt Pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Pyreblaster

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Shotgun

ASSAULT

BLAST 1

R	A	BS	S	AP	D
18"	2	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

► Bolt Rifle - Focused Fire

HEAVY

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

► Bolt Rifle - Saturation

ASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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.

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Combat knife

R	A	WS	S	AP	D
Melee	3	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Initiate Chainsword

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Master-crafted Power Weapon

LETHAL HITS

R	A	WS	S	AP	D
Melee	3	2+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Neophyte Chainsword

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

6VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

ASSAULT

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

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 (round down).

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.

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.

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TORRENT

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

AUFSTELLUNG

10-20x Sword Brother

Ausrüstung:

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

- Each Sword Brother can replace its Heavy Bolt Pistol with Hand flamer.
- This model's Close combat weapon and Bolt Rifle can be replaced with 1x Heavy Bolt Pistol.
- Up to 4 models can have their Bolt Rifle replaced with 1x Pyreblaster.
- Up to 4 models can have their Close combat weapon and Bolt Rifle replaced with 1x Heavy Bolt Pistol and 1x Power fist.