

CRUSADE ANCIENT

M

6"

T

5

SV

3+

W

4

LD

6+

OC

1

45 PTS
Base 40mm



- Support
- Close-quarters
- Combat Doctrines

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

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+

4

ANGRIFF

—

5

NAHKAMPF

Master-crafted Power Weapon

LETHAL HITS

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Martial Honour

(Once per battle, per unit) If this unit's melee attacks destroyed an enemy unit this phase, you can use this ability. If you do, until the end of the battle, this model has +5 OC.

Vengeful Exhortation

n the Fight phase, you can use this ability. If you do, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 4+, do not remove this model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 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.

Support Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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.

AUFSTELLUNG

1x Crusade Ancient

Ausrüstung: Bolt pistol, Master-crafted Power Weapon

- This model can be equipped with 1x Warlord.

Anführer

This model can be attached to the following units:

CRUSADER SQUAD, SWORD BROTHERS SQUAD