

CRUSADE ANCIENT

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

AUFSTELLUNG

1x Crusade Ancient (40mm)

Equipped with: Bolt pistol, Master-crafted Power Weapon

Wargear Options:

- This model can be equipped with 1x Warlord.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon LETHAL HITS	Melee	5	2+	5	-2	2

ABILITIES

CORE - Support

RULES - Close-quarters, Combat Doctrines, Support

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.

Leader

This model can be attached to the following units:

CRUSADER SQUAD, SWORD BROTHERS SQUAD



WEAPON RULES

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].

