

CRUSADER SQUAD

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

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 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.

⚔ 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

ABILITIES

RULES - Close-quarters, Combat Doctrines

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.



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

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 RULES

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 (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.

