

CRUSADER SQUAD  
[LEGENDS]

85–150 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 4+ | 2 | 6+ | 2  |

RANGED WEAPONS

| WEAPON                      | RANGE | A | BS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Astartes Shotgun<br>ASSAULT | 18    | 2 | 3+ | 4 | 0  | 1 |

MELEE WEAPONS

| WEAPON                              | RANGE | A | WS | S | AP | D |
|-------------------------------------|-------|---|----|---|----|---|
| Combat Knife                        | Melee | 3 | 3+ | 4 | -1 | 1 |
| Twin Lightning Claws<br>TWIN-LINKED | Melee | 3 | 3+ | 4 | -2 | 1 |

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

You can re-roll Advance and Charge rolls made for this unit.

WEAPON ABILITIES

- Assault

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

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

- 5x Neophyte w/Combat Knife oder Neophyte w/Astartes Shotgun oder Neophyte w/Boltgun
- 4-9x Initiate w/Astartes Chainsword oder Initiate w/ Boltgun oder Initiate w/Heavy oder Initiate w/Special
- 1x Sword Brother

**Equipped with:** Astartes Shotgun, Combat Knife, Twin Lightning Claws

- Wargear Options:**
- This model's Boltgun can be replaced with 1x Astartes Chainsword.
  - Each Initiate w/Heavy can replace its Power weapon with Power fist, Heavy Bolter, Heavy Flamer, Heavy-cannon, Lascannon, Melta Cannon or Multi-melta cannon.



**KEYWORDS:** Infantry, Battleline, Grenades, Imperium, Crusader Squad  
**FACTION KEYWORDS:** Adeptus Astartes, Black Templars