

CRUSADER SQUAD150–290 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neophyte Firearm ASSAULT	18"	2	3+	4	0	1
Pyre Pistol IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon LETHAL HITS	Melee	3	2+	5	-2	2

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
- 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+2.

WEAPON ABILITIES

- Assault
- Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Ignores Cover
- Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- 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].
- Pistol
- [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.
- Torrent
- Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

- 10-20x Sword Brother
- Equipped with: Neophyte Firearm, Pyre Pistol, Master-crafted Power Weapon
- Wargear Options:
- Each Sword Brother can replace its Heavy Bolt Pistol with Pyre Pistol.

■ This model's Close combat weapon and Bolt Rifle can be replaced with 1x Heavy Bolt Pistol and 1x Astartes Chainsword or 1x Heavy Bolt Pistol and 1x Power fist.

■ This model's Bolt Rifle can be replaced with 1x Pyreblaster.

■ This model's Bolt pistol and Astartes Chainsword can be replaced with 1x Close combat weapon.



- KEYWORDS: Infantry, Battline, Grenades, Imperium, Tacticus, Crusader Squad
- FACTION KEYWORDS: Adeptus Astartes, Black Templars