

LAND RAIDER CRUSADER

220 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

ABILITIES

- Assault Ramp**
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
- Legacy of Jerulas**
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, re-roll a Hit roll of 1 and a re-roll a Wound roll of 1
- Transport**
This model has a transport capacity of 16 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

CORE RULES

- Deadly Demise D6**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



AUFSTELLUNG

- 1x Land Raider Crusader
- Wargear Options:**
 - This model can be equipped with 1x Hunter-killer missile.
 - This model can be equipped with 1x Multi-melta.
 - This model can be equipped with 1x Storm bolter.



KEYWORDS: Vehicle, Land Raider Crusader, Smoke, Imperium, Transport, Grenades, Land Raider, Frame

FACTION KEYWORDS: Adeptus Astartes, Black Templars