



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 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 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 RULES

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.



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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, Grav-cannon, Lascannon, Missile Launcher, Multi-melta or Plasma cannon.
- Each Initiate w/Special can replace its Flamer with Meltagun, Plasma gun or Grav-gun.
- Each Sword Brother can replace its Bolt pistol with Grav-pistol, Hand flamer, Inferno Pistol, Plasma pistol, Astartes Chainsword, Power fist, Power weapon or Thunder Hammer.
- Each Sword Brother can replace its Boltgun with Combi-weapon, Power fist, Power weapon, Thunder Hammer, Storm bolter or Astartes Chainsword.