

CRUSADER SQUAD

150–290 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

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.

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 RULES

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.