

SACRED CHAMPIONS

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Perfervid Haste

10 pts

This unit has +1" M.

Writ of Compunction

20 pts

This unit has +1 OC.

DETACHMENT RULE

Friendly CELESTIAN units' attacks have +1 BS and WS.

This detachment has the REVEREND tag and cannot be taken with another REVEREND detachment.

STRATAGEMS (3/3)

1 CP

SACRED CHAMPIONS STRATAGEM

MOVEMENT

UNFLINCHING DETERMINATION

When: Your Movement phase, when a friendly CELESTIAN SACRESANTS unit is selected to make an advance/fall-back move.

Target: That CELESTIAN SACRESANTS unit.

Effect: Your unit's ranged attacks have [ASSAULT] until the end of the turn. That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP

SACRED CHAMPIONS STRATAGEM

FIGHT

SANCTIFIED BLOWS

When: Fight phase, when a friendly CELESTIAN SACRESANTS unit is selected to fight.

Target: That CELESTIAN SACRESANTS unit.

Effect: Your unit's melee attacks have +1 A and S.

1 CP

SACRED CHAMPIONS STRATAGEM

ANY

FAITHFUL FORTITUDE

When: Any phase, when a friendly CELESTIAN SACRESANTS unit suffers a mortal wound.

Target: That CELESTIAN SACRESANTS unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds until the end of the phase.