

BLADE CHAMPION

175 PTS



M	T	SV	W	LD	OC	
8"	7	2+	7	5+	2	4+

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Vaultswords - Behemor DEVASTATING WOUNDS	Melee	5	2+	10	-3	3
► Vaultswords - Hurricanis CLEAVE 1 SUSTAINED HITS 1	Melee	10	2+	6	-1	1
► Vaultswords - Victus PRECISION	Melee	8	2+	8	-3	2

AUFSTELLUNG

1x Blade Champion (40mm)

Equipped with: ► Vaultswords - Behemor, ► Vaultswords - Hurricanis, ► Vaultswords - Victus

ABILITIES

CORE - Leader

Swift Onslaught

This unit can:

- Re-roll advance rolls.
- Re-roll charge rolls.

Sword of the Throne

At the start of the first battle round, select one enemy unit to be this model's mark.

- This model's attacks that target this model's mark have +1 to wound rolls.
- Each time this model's mark is destroyed, select one enemy unit to be this model's mark.

Leader

This model can be attached to the following units: CUSTODIAN GUARD, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS, CUSTODIAN WARDENS, SAGITTARUM CUSTODIANS

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a **DEVASTATING WOUNDS** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **DEVASTATING WOUNDS** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **DEVASTATING WOUNDS** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



CORE RULES

◆ **Aegis of the Emperor**

Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

◆ **Cleave**

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ **Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ **Martial Ka'tah**

At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

