

HIGH MARSHAL HELBRECHT

M

6"

T

5

SV

2+

W

6

LD

6+

OC

3

RW

4+

125 PTS
Base 60mm



- Leader
- Combat Doctrines
- Transhuman Strategist

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Ferocity

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	2	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4

ANGRIFF

5

NAHKAMPF

Sword of the High Marshals - Strike

R	A	WS	S	AP	D
Melee	6	2+	9	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Sword of the High Marshals - Sweep

R	A	WS	S	AP	D
Melee	12	2+	6	-3	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Crusade of Wrath
This unit's melee attacks have:
- +1 A.
- +1 S.

High Marshal
At the start of the Fight phase, select up to one enemy unit engaged with this unit and roll one D6:
- On a 2-3, that enemy unit suffers D3 mortal wounds.
- On a 4-5, that enemy unit suffers 3 mortal wounds.
- On a 6+, that enemy unit suffers D3+3 mortal wounds.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	4++	4++

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Transhuman Strategist At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

ANTI This ability always takes the form [ANTI-X Y+].

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...

AUFSTELLUNG

1x High Marshal Helbrecht

Ausrüstung: Ferocity, Sword of the High Marshals - Strike, Sword of the High Marshals - Sweep

This model can be equipped with 1x Warlord.

Anführer

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, INTERCESSOR SQUAD, SWORD BRETHERN SQUAD