# HIGH MARSHAL HELBRECHT

**125 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 2+ | 6 | 6+ | 3 |

4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Ferocity<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS | 24" | 2 | 2+ | 5 | -1 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| ➤ Sword of the High Marshals - Strike | Melee | 6 | 2+ | 9 | -3 | 3 |
| ➤ Sword of the High Marshals - Sweep | Melee | 12 | 2+ | 6 | -3 | 1 |

**AUFSTELLUNG**

1x High Marshal Helbrecht (60mm)

**Equipped with:** Ferocity, ➤ Sword of the High Marshals - Strike, ➤ Sword of the High Marshals - Sweep

**Wargear Options:**

■ This model can be equipped with 1x Warlord.

## ABILITIES

**CORE** - Leader

### 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.

### Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, INTERCESSOR SQUAD, SWORD BRETHREN SQUAD

KEYWORDS: Epic Hero, Character, Grenades, Imperium, Tacticus, High Marshal Helbrecht, Infantry, Chapter Master, Leader

**FACTION: Adeptus Astartes, Black Templars**

## WEAPON RULES

### Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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.*

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## RULES

### Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

### Transhuman Strategist

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

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