EMPEROR'S CHAMPION

M	T	SV	W	LD	OC	
8"	5	2+	5	6+	1	4+

AUFSTELLUNG

1x Emperor's Champion (40mm)

Equipped with: Bolt pistol, ➤ Black Sword - Strike, ➤ Black Sword - Sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Black Sword - Strike ANTI-CHARACTER 5+, DEVASTATING WOUNDS, PRECISION	Melee	6	2+	8	-3	3
➤ Black Sword - Sweep	Melee	10	2+	6	-2	1

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Lone Operative

Armour of Faith
Attacks allocated to this model have -1 D.

Chosen of the Emperor
You cannot include more than one Emperor's Champion unit in your army.

Sigismund's Heir
This unit has +1 to charge rolls.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, CRUSADER SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD

KEYWORDS: Character, Infantry, Imperium, Tacticus, Emperor's Champion, Leader, Explosives

FACTION: Adeptus Astartes, Black Templars **100 PTS**

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.*

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.