HIGH MARSHAL HELBRECHT

M	T	SV	W	LD	OC	
6"	5	2+	6	6+	3	4+

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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ferocity 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

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Transhuman Strategist

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.

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

FACTION: Adeptus Astartes, Black Templars **125 PTS**

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

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.*