

EMPEROR'S CHAMPION (ANOINTED) -
IMPERIUM - BLACK TEMPLARS

100 PTS

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

AUFSTELLUNG

1x Emperor's Champion (Anointed)

Equipped with: ► Black Sword - Strike, ► Black Sword - Sweep

KEYWORDS:

Character, Infantry, Grenades, Imperium, Tacticus, Emperor's Champion

FACTION KEYWORDS:

Adeptus Astartes, Black Templars

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader

Armour of Faith

Once per phase, when an attack is allocated to this model and the saving throw is failed, you can change the Damage characteristic of that attack to 0.

Chosen of the Emperor

You cannot include more than one Emperor's Champion model in your army.

Sigismund's Heir

Each time this model's unit declares a charge, if one or more targets of that charge have the CHARACTER keyword, add 2 to the Charge roll. Once per battle, when this model's unit is selected to fight, if that unit is within Engagement Range of one or more enemy CHARACTER units, this model can use this ability. If it does, until the end of the phase, melee weapons equipped by this model have the [DEVASTATING WOUNDS] ability.

Leader

This model can be attached to the following units:

- Assault Intercessor Squad
- Intercessor Squad
- Crusader Squad
- Sword Brethren
- Sternguard Veteran Squad

WEAPON ABILITIES

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+.

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.

CORE RULES

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.