



BLADE CHAMPION

110 PTS

M	T	SV	W	LD	OC
6"	6	2+	6	6+	2



⚔ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
► Vaultswords - Behemor PRECISION	Melee	6	2+	7	-2	2
► Vaultswords - Hurricanis SUSTAINED HITS 1	Melee	9	2+	5	-1	1
► Vaultswords - Victus DEVASTATING WOUNDS	Melee	5	2+	6	-3	3

AUFSTELLUNG

1x Blade Champion

Equipped with: ► Vaultswords - Behemor, ► Vaultswords - Hurricanis, ► Vaultswords - Victus

ABILITIES

CORE - Leader

Martial Inspiration

Once per battle, in your Charge phase, this model's unit is eligible to declare a charge in a turn in which it Advanced.

Swift Onslaught

While this model is leading a unit, you can re-roll Charge rolls made for that unit.

Leader

This model can be attached to the following units:

- Custodian Guard
- Custodian Guard with Adrasite and Pyrrhite Spears
- Custodian Wardens
- Sagittarum Custodians



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WEAPON RULES

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.



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Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



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4+

Martial Ka'tah

Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

- RENDAX STANCE

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.