



# EMPEROR'S CHAMPION

90 PTS

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

| ⚔ MELEE WEAPONS                                                       |       |    |    |   |    |   |
|-----------------------------------------------------------------------|-------|----|----|---|----|---|
| WEAPON                                                                | RANGE | A  | WS | S | AP | D |
| ➤ Black Sword - Strike<br><small>ANTI-CHARACTER 5+, PRECISION</small> | Melee | 6  | 2+ | 8 | -3 | 3 |
| ➤ Black Sword - Sweep                                                 | Melee | 10 | 2+ | 6 | -2 | 1 |

**AUFSTELLUNG**  
1x Emperor's Champion  
**Equipped with:** ➤ Black Sword - Strike, ➤ Black Sword - Sweep

**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**

- When this unit declares a charge, If an enemy CHARACTER unit is within 12" of this unit, you can use this part of this ability. If you do:
  - This unit can re-roll that charge roll.
  - This unit must end that charge move engaged with one or more of those enemy CHARACTER units.
- (Once per battle, per army) In the Fight phase, when this unit is selected to fight, if this unit is engaged with a CHARACTER unit, you can use this part of this ability. If you do, this unit's melee attacks have [DEVASTATING WOUNDS].

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

FACTION: Adeptus Astartes, Black Templars



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### Leader

This model can be attached to the following units:

- Assault Intercessor Squad
- Intercessor Squad
- Crusader Squad
- Sword Brethren
- Sternguard Veteran 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+.*

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### 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.

### 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.