



HIGH MARSHAL HELBRECHT

110 PTS

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

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Ferocity	24"	2	2+	5	-1	2	
ANTI-INFANTRY 4+, DEVASTATING WOUNDS							

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
► Sword of the High Marshals - Strike	Melee	6	2+	8	-3	3	
► Sword of the High Marshals - Sweep	Melee	12	2+	6	-3	1	

AUFSTELLUNG
1x High Marshal Helbrecht

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.

ABILITIES

CORE - Leader

Crusade of Wrath

While this model is leading a unit, add 1 to the Attacks and Strength characteristic of melee weapons equipped by models in that unit.

High Marshal

At the start of the Fight phase, select one enemy unit within Engagement Range of this model's unit and roll one D6, adding 1 to the result for every five models in this model's unit: 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.

Leader

This model can be attached to the following units:

- Assault Intercessor Squad
- Intercessor Squad
- Crusader Squad
- Sword Brethren



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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.*