



GABRIEL SETH [LEGENDS]

90 PTS

M	T	SV	W	LD	OC
6"	4	3+	6	6+	1

⚔ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Blood Reaver SUSTAINED HITS 1	Melee	6	2+	8	-2	3

AUFSTELLUNG

1x Gabriel Seth [Legends]

Equipped with: Blood Reaver

ABILITIES

CORE - Leader

Lord of Slaughte

While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced

Whirlwind of Rage

Each time this model fights, until that fight is resolved, add 1 to the Attacks characteristic of this model's Blood Reaver for every 5 enemy models within 6" of this model.

Leader

This model can be attached to the following units:

- Assault Squad
- Command Squad
- Tactical Squad
- Vanguard Veteran Squad
- Assault Intercessor Squad
- Company Heroes
- Sternguard Veteran Squad
- Bladeguard Veteran Squad



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WEAPON RULES

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

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.