

CRUSADE ANCIENT

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

AUFSTELLUNG

1x Crusade Ancient

Equipped with: Master-crafted Power Weapon

Wargear Options:

- This model can be equipped with 1x Warlord.

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon LETHAL HITS	Melee	5	2+	5	-2	2

ABILITIES

CORE - Support

RULES - Support

Martial Honour

The first time a model in this model's unit makes a melee attack that destroys one or more enemy units, until the end of the battle, while this model's unit is not Battle-shocked, add 5 to this model's Objective Control characteristic.

Vengeful Exhortation

While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play, the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.



Leader

This model can be attached to the following units:

- Crusader Squad
- Sword Brethren Squad

You can attach this model to one of the above units even if one Captain, Chapter Master, Execrator or Lieutenant model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

