

EMPEROR'S CHAMPION

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

AUFSTELLUNG

1x Emperor's Champion

Equipped with: ► Black Sword - Strike, ► Black Sword - Sweep

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Black Sword - Strike ANTI-CHARACTER 5+, PRECISION	Melee	6	2+	8	-3	3
► Black Sword - Sweep	Melee	10	2+	6	-2	1

ABILITIES

CORE - Leader

RULES - Lone Operative

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].

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+.



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.

