

STEELHEART'S CHAMPIONS

Severin Steelheart and his loyal warriors have fought at the forefront of the God-King's wars since the Gates of Azyr first opened, earning countless battle honours. Their fellowship is unbreakable, and there are few foes they cannot defeat.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Severin's Broadsword	1"	3	3+	4+	-1	2
Obryn's Grandhammer	1"	2	4+	3+	-1	3
Angharad's Warhammer	1"	3	3+	3+	-	1

DESCRIPTION

Steelheart's Champions is a unit that has 3 models. Severin Steelheart is armed with a Broadsword. Obryn the Bold is armed with a Grandhammer. Angharad Brightshield is armed with a Warhammer and carries a Sigmarite Shield.

SEVERIN STEELHEART: The leader of this unit is Severin Steelheart. If the target unit has 5 or more models, you can re-roll failed hit rolls for attacks made with his Broadsword.

ABILITIES

Heroic Guard: *Steelheart's Champions stand impervious and unyielding in the face of the enemy.*

If one or more enemy units finishes a charge move within ½" of this unit, this unit can take a heroic guard. If it does so, for the rest of the turn, add 1 to save rolls for attacks that target this unit, but this unit does not receive the benefit of cover for the rest of the turn.

Lay Low the Tyrants: *The Stormcast Eternals were created to destroy the most powerful warlords and creatures of darkness.*

Add 1 to hit rolls for attacks made by this unit that target an enemy unit with a Wounds characteristic of 5 or more.

Sigmarite Shields: *The shields of the Stormcast Eternals form an impenetrable wall.*

You can re-roll save rolls of 1 for attacks that target this unit while it includes Angharad Brightshield.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HAMMERS OF SIGMAR, REDEEMER, LIBERATOR, STEELHEART'S CHAMPIONS