

Valten, Chosen of Sigmar

Valten is a Lord choice who may be taken in an Empire army. In addition, he uses up two of your Hero choices as well.

	M	WS	BS	S	T	W	I	A	Ld
Valten	4	6	5	4	4	3	5	4	9
Warhorse	8	3	0	3	3	3	1	1	5

Points: 490

Weapons: Valten, Chosen of Sigmar, wields Ghal Maraz – the Hammer of Sigmar.

Armour: Full plate armour.

Mount: Valten rides a barded warhorse.

SPECIAL RULES

Against the Odds: Valten's courage knows no limits, and even impossible odds do not faze him. Enemy units can never gain the combat resolution bonus points for flank or rear attacks, or for outnumbering, in a combat involving Valten. In addition, Valten and any unit he leads is Immune to Psychology. The only exception is that they always count as being stubborn.

Awesome Presence: Valten is not a military officer. He does not give rousing speeches or offer rewards to fighters around him, nor does he yell orders or threats in battle. Instead, others are inspired by his presence, and fight even harder as they see Valten strike down foe after foe. Wounds inflicted by Valten in close combat are counted towards the Empire combat resolution score of any combat within 12" of him, not just the one he is taking part in.

When wielding Ghal Maraz, the number of wounds passed on to other combats within 12" is the number inflicted before multiplying. The total number of wounds caused still count for the combat Valten is fighting in. For example, Valten is fighting a unit of Minotaurs. He inflicts 3 wounds, which cause 2, 3 and 3 wounds respectively. For his combat, he adds 8 to the combat resolution total. For other combats within 12" he only adds 3 to the combat resolution total.

Valten may not be your army General unless he has the highest Leadership value in the army; if there are other characters in the army with the same Leadership as Valten, one of those other characters will always be the General instead. Even if Valten is the General, units within 12" of him may not use his Leadership as they would normally be able to – the Awesome Presence rule replaces this.

Iron Resolve: Valten has steel sinews and a will of iron, and is able to grit his teeth and fight on despite wounds that would kill lesser men ten times over. To represent this he has a 5+ Ward save. In addition, if Valten is killed, take a Leadership test for him at the end of that phase. If he passes, his astounding strength of will allows him to ignore the wound and continue fighting. He remains alive on 1 Wound, and the wounds that killed him are discounted. Note that the effects of combat resolution, panic and so on are worked out after determining whether Valten recovers. This rule does not apply if he is fleeing and is run down by chargers or pursuers, or hit with a Killing Blow.

Ghal Maraz: *Meaning Skullsplitter in the Dwarf tongue, Ghal Maraz is the legendary hammer wielded by Sigmar himself when the Empire was forged over two and a half millennia ago. Given to Sigmar by King Kurgan in return for rescuing the Dwarf and his retainers from Orcs, Ghal Maraz is too powerful for even the most skilled Runesmiths alive today to replicate.*

The Hammer of Sigmar grants its wielder +2 Attacks. Any hits wound automatically and no Armour saves are allowed. Each unsaved wound becomes D3 wounds.

Note: During the events known as the Storm of Chaos, Ghal Maraz is wielded by the Chosen of Sigmar, Valten. If Valten is in the same army as Karl Franz, the Emperor must be armed with his Runefang.

