EZEKIEL - IMPERIUM - DARK ANGELS

110 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Ezekiel (25mm)

Equipped with: The Deliverer, ➤ Mind Wipe - focused witchfire, ➤ Mind Wipe - witchfire, Traitor's Bane

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Psyker, Ezekiel, Librarian, Deathwing, Leader, Explosives, Tacticus

FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Deliverer CLOSE-QUARTERS, PRECISION	12"	1	2+	5	-1	2
➤ Mind Wipe - focused witchfire ANTI-CHARACTER 4+, CLOSE-QUARTERS, DEVASTATING WOUNDS, HAZARDOUS, PRECISION, PSYCHIC	12"	1	2+	6	-2	D3+3
➤ Mind Wipe - witchfire CLOSE-QUARTERS, DEVASTATING WOUNDS, PRECISION, PSYCHIC	12"	1	2+	6	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Traitor's Bane PRECISION, PSYCHIC	Melee	4	2+	6	-3	2

ABILITIES

CORE - Leader

Book of Salvation
This unit's melee attacks have +1 A.

Chief Librarian (psyker level 3)
This model has the **psychic** abilities listed in the **Psychic** Abilities section.

Psychic Hood (Ezekiel)
This unit has Feel No Pain 4+ against **psychic** attacks and mortal wounds.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

PSYCHIC ABILITIES

Engulfing Fear (psychic level 1)
In your Shooting phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.

- Select one enemy unit within 12" of this model. That unit makes a battle-shock roll with -1 to that battle-shock roll.

Whispers of the Shadow Forest (psychic level 1)
When an enemy unit targets this unit, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.

- Attacks that target this unit have -1 to hit rolls until the end of the phase.

WEAPON ABILITIES

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+.*

EZEKIEL - IMPERIUM - DARK ANGELS

110 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Ezekiel (25mm)

Equipped with: The Deliverer, ➤ Mind Wipe - focused witchfire, ➤ Mind Wipe - witchfire, Traitor's Bane

KEYWORDS: Character, Epic Hero, Infantry, Imperium, Psyker, Ezekiel, Librarian, Deathwing, Leader, Explosives, Tacticus

FACTION KEYWORDS: Dark Angels, Adeptus Astartes

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

Psychic

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.