

EZEKIEL

- Leader
- Close-quarters
- Combat Doctrines

M6"

T5

SV2+

W5

LD6+

OC1

RW4+

110 PTS

Base 25mm



1KOMMANDO

Whispers of the Shadow Forest (psychic level 1) (Psychic Abilities)
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.

2BEWEGUNG

3BESCHUSS

The Deliverer

CLOSE-QUARTERSPRECISION

R	A	BS	S	AP	D
12"	1	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

► Mind Wipe - focused witchfire

ANTI-CHARACTER 4+CLOSE-QUARTERS

DEVASTATING WOUNDSHAZARDOUSPRECISION

PSYCHIC

R	A	BS	S	AP	D
12"	1	2+	6	-2	D3+3

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

► Mind Wipe - witchfire

CLOSE-QUARTERS

DEVASTATING WOUNDSPRECISIONPSYCHIC

R	A	BS	S	AP	D
12"	1	2+	6	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Engulfing Fear (psychic level 1) (Psychic Abilities)
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.

4ANGRIFF

5NAHKAMPF

Traitor's Bane

PRECISIONPSYCHIC

R	A	WS	S	AP	D
Melee	4	2+	6	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

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

VERTEIDIGUNG

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

IMMER / EINMALIG

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

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
[ANTI] This ability always takes the form [ANTI-X Y+].
[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...
[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...
[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 m...
[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...

AUFSTELLUNG

1x Ezekiel

Ausrüstung: The Deliverer, ► Mind Wipe - focused witchfire, ► Mind Wipe - witchfire, Traitor's Bane

Anführer
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