IMPERIUM - DARK ANGELS

EZEKIEL

Leader | Close-quarters | Combat Doctrines

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

110 PTS
Base 25mm

1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

The Deliverer CLOSE-QUARTERS · PRECISION

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 WOUNDS · HAZARDOUS · PRECISION · 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 WOUNDS · PRECISION · PSYCHIC

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.

4 ANGRIFF

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5 NAHKAMPF

Traitor's Bane PRECISION · PSYCHIC

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+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	4++	4++

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 rol…

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

KEYWORDS Character, Epic Hero, Infantry, Imperium, Psyker, Ezekiel, Librarian, Deathwing, Leader, Explosives, Tacticus · **FRAKTION** Dark Angels, Adeptus Astartes