

LION EL'JONSON

Cleave

Close-quarters

Combat Doctrines

Deep Strike

Fights First

Transhuman Strategist

M8"

T10

SV2+

W16

LD5+

OC4

RW3+

415 PTS

Base 60mm



1KOMMANDO

Master Strategist

In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase, in addition to any other combat doctrine.

Primarch of the First Legion

At the start of your Command phase, select two Primarch of the First Legion abilities. Until the start of your next Command phase, this model has those abilities.

Mist-wreathed Shadow Realms (Primarch of the First Legion)

In your Command phase, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.

- This unit can make an ingress move in your next Movement phase (including in your first turn).

2BEWEGUNG

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3BESCHUSS

Arma Luminis - bolt

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	4	2+	6	-2	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

Arma Luminis - plasma

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	2	2+	10	-3	3
VERWUNDET					
2+	3+	4+	5+	6+	
T1-5	T6-9	T10	T11-19	T20+	

4ANGRIFF

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5NAHKAMPF

Fealty - strike

LETHAL HITS

R	A	WS	S	AP	D
Melee	8	2+	12	-4	4
VERWUNDET					
2+	3+	4+	5+	6+	
T1-6	T7-11	T12	T13-23	T24+	

Fealty - sweep

CLEAVE 2

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	12	2+	6	-3	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

Martial Exemplar [Aura] (Primarch of the First Legion)

While a friendly Dark Angels unit is within 6" of this unit, that unit's melee attacks can:

- Re-roll hit rolls of 1.

- Re-roll wound rolls of 1.

VERTEIDIGUNG

The Emperor's Shield

Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

The Watchers

This unit has Feel No Pain 4+ against psychic attacks and mortal wounds.

No Hiding From the Watchers (Primarch of the First Legion)

While a friendly Dark Angels unit is within 6" of this unit, that unit has Feel No Pain 5+ against psychic attacks and mortal wounds.

IMMER / EINMALIG

Dark Angels Bodyguard

While this unit is within 3" of a friendly Dark Angels Infantry unit, this unit has Lone Operative.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 3++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+ S20+	3+ S11-19	4+ S10	5+ S6-9	6+ S1-5
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RETTUNGSWURF JE DS

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

Cleave This ability always takes the form [CLEAVE X].

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.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

Fights First While every model in a unit has this ability, that unit is a Fights First unit.

Transhuman Strategist At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Lion El'Jonson

Ausrüstung: ▶ Arma Luminis - bolt, ▶ Arma Luminis - plasma, ▶ Fealty - strike, ▶ Fealty - sweep