

LION EL'JONSON

M	T	SV	W	LD	OC	
8"	10	2+	16	5+	4	

AUFSTELLUNG

1x Lion El'Jonson (60mm)

Equipped with: ➤ Arma Luminis - bolt, ➤ Arma Luminis - plasma, ➤ Fealty - strike, ➤ Fealty - sweep

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Arma Luminis - bolt CLOSE-QUARTERS	18"	4	2+	6	-2	2
➤ Arma Luminis - plasma CLOSE-QUARTERS	18"	2	2+	10	-3	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fealty - strike LETHAL HITS	Melee	8	2+	12	-4	4
➤ Fealty - sweep CLEAVE 2, SUSTAINED HITS 1	Melee	12	2+	6	-3	2

ABILITIES

RULES - Cleave, Close-quarters, Combat Doctrines, Deep Strike, Fights First, Transhuman Strategist

Dark Angels Bodyguard

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

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.

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.

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

Effect: 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).

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

Effect: 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.

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

Effect: 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.

WEAPON RULES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

