

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Ezekiel
Equipped with: The Deliverer, ► Mind Wipe - focussed witchfire, ► Mind Wipe - witchfire, Traitor's Bane

KEYWORDS: Character, Epic Hero, Infantry, Grenades, Imperium, Psyker, Ezekiel, Librarian, Deathwing, Leader
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
The Deliverer PISTOL, PRECISION	12"	1	2+	4	-1	2
► Mind Wipe - focussed witchfire ANTI-CHARACTER 4+, DEVASTATING WOUNDS, HAZARDOUS, PRECISION, PSYCHIC	12"	1	2+	6	-2	D6
► Mind Wipe - witchfire DEVASTATING WOUNDS, PRECISION, PSYCHIC	12"	1	2+	6	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Traitor's Bane ANTI-CHAOS 2+, PSYCHIC	Melee	4	2+	6	-2	D3

ABILITIES

CORE - Leader

Book of Salvation
While this model is leading a unit, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit. When this model is destroyed, each friendly Adeptus Astartes unit within 6" of this model must take a Battle-shock test.

Engulfing Fear [Psychic]
In your Shooting phase, you can select one enemy unit within 18" of this model. That enemy unit must take a Battle-shock test.

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 Veterans Squad
- Tactical Squad

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+.

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.

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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.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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.

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).