

DARNATH LYSANDER - IMPERIUM -
IMPERIAL FISTS

100 PTS

M	T	Sv	W	LD	OC
5"	5	2+	7	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Darnath Lysander
Equipped with: Fist of Dorn

KEYWORDS: Epic Hero, Character, Infantry, Captain, Imperium, Terminator, Darnath Lysander, Leader
FACTION KEYWORDS: Adeptus Astartes, Imperial Fists

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fist of Dorn DEVASTATING WOUNDS	Melee	5	2+	10	-3	3

ABILITIES

CORE - Leader

Icon of Obstinacy

Each time an attack targets this model's unit, if the Strength characteristic of that attack is greater than or equal to the Toughness characteristic of that unit, subtract 1 from the Wound roll.

Inspiring Commander

If you include this model in your army, until the end of the battle, non-Character models in Terminator Assault Squad and Terminator Squad units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

Rampart

Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.

Leader

This model can be attached to the following units:

- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

WEAPON ABILITIES

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.

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.