

LEMARTES

100 PTS



M

12"

T

4

SV

3+

W

4

LD

5+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver Bolt Pistol	18"	1	2+	5	-1	2
PISTOL						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Blood Crozius	Melee	5	2+	6	-2	2

AUFSTELLUNG

1x Lemartes

Equipped with: Absolver Bolt Pistol, The Blood Crozius

ABILITIES

CORE - Leader

Fury Unbound
While this model is leading a unit, melee weapons equipped by models in that unit have the **LETHAL HITS** ability.

Guardian of the Lost
While this model is leading a unit, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack.

Leader

This model can be attached to the following unit:

- Death Company Marines with Jump Packs

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].

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.
- Feel No Pain 6+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.
- 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.

