

LION EL'JONSON

265 PTS



M

8"

T

9

SV

2+

W

10

LD

5+

OC

4

3+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Arma Luminis - bolt PISTOL	12"	4	2+	4	-1	2
► Arma Luminis - plasma PISTOL	12"	2	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Fealty - strike LETHAL HITS	Melee	8	2+	12	-4	4
► Fealty - sweep SUSTAINED HITS 1	Melee	16	2+	6	-3	2

AUFSTELLUNG

1x Lion El'Jonson

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

ABILITIES

- Dark Angels Bodyguard**
While this model is within 3" of one or more friendly Adeptus Astartes Infantry units, this model has the Lone Operative ability.
- 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**
Each time an attack is allocated to this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.
- Mist-wreathed Shadow Realms** (Primarch of the First Legion)
Effect: At the end of your opponent's turn, 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 Adeptus Astartes unit is within 6" of this model, each time a model in that unit makes a melee attack, re-roll a hit roll of 1 and re-roll a wound roll of 1.
- No Hiding From the Watchers [Aura]** (Primarch of the First Legion)
Effect: While a friendly Adeptus Astartes unit is within 6" of this model, models in that unit have the Feel No Pain 4+ ability against 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].

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.

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).

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.

◆ Fights First

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

See the Resolve Fights First Combats step in the Fight phase (12.04).

