

HQ

Dominion Zephon was both a warrior and an artist of great renown whose exemplary record was abruptly cut short when his body was maimed by a xenos blade during the Great Crusade. The bionics replacing his lost limbs refused to integrate with his body, taking away his ability to fight and create art and so Zephon solemnly accepted the duty and dubious honour of representing the Blood Angels Legion as part of the Crusader Host on Terra.

When the Horus Heresy broke out, Zephon was recruited by the Legio Custodes to fight in the Webway War where he earned the respect and friendship of Technoarcheologist Arkhan Land. Land took it upon himself to repair Zephon's broken body and the Bringer of Sorrow was born again just as word of the Blood Angels' return reached Terra. He eagerly rejoined the ranks of his Legion who embraced him even though he was a haunting reminder of a glorious past forever lost.

DOMINION ZEPHON

The Bringer of Sorrow, The Exile, The Twice-born, Exarch of the High Host

185 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dominion Zephon	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Character)

This unit may only be taken as part of a Loyalist Faction army.

Wargear

- Artificer armour
- The Spiritum Sanguis
- Lament and Grief
- Jump pack
- Iron halo
- Frag, krak and rad grenades
- Melta bombs

Special Rules

- Legiones Astartes (Blood Angels)
- Independent Character
- Master of the Legion
- Furious Charge
- Stubborn
- Gunslinger
- Paragon of Restoration
- Warlord (If Dominion Zephon is your army's Warlord, he has the Exarch of the High Host Warlord Trait rather than rolling randomly)

Warlord: Exarch of the High Host

A fraternity of the IXth Legion sometimes known as the *Archae* or the *Principatii*, the High Host was one of the lesser Orders of the First Sphere made up of those warriors who bore the sorrowful duty of delivering Sanguinius' ultimate sanction to his enemies. Unlike their brothers in the Angel's Tears, the High Host did not shrink away from showing their true faces to an uncaring galaxy as they deployed weapons born of humanity's darkest nightmares that left a trail of murdered worlds in their wake.

If Dominion Zephon is the army's Warlord then a Legion Destroyer Squad may be selected as part of the same HQ choice. A unit selected in this manner is considered a 'Retinue Squad'. The Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as Dominion Zephon. The Retinue Squad must be deployed with Dominion Zephon deployed as part of the unit and Dominion Zephon may not voluntarily leave the Retinue Squad during play. All models in a Legion Destroyer Squad chosen using this Warlord Trait gain the Chosen Warriors special rule. Unless this option is selected, no other unit may be selected for Dominion Zephon using the Retinue special rule and he may never join any other unit.

Paragon of Restoration

Installed in Zephon's body by the apocryphal techno-ministrations of Arkhan Land, these intricate bionic enhancements can heal even the most grievous wounds over time and prevent their host-body from slipping into death's embrace.

The Paragon of Restoration gives Dominion Zephon the Feel No Pain (5+) special rule. In addition, the first time in any battle that Dominion Zephon loses his last Wound, or is otherwise removed from play as a casualty, the controlling player must immediately roll a D6. On a result of 4+, he remains in play with a single Wound remaining instead of being removed or destroyed.

The Spiritum Sanguis

A powerful broad-bladed sword of exquisite craftsmanship, the Spiritum Sanguis was presented to Zephon by the IXth Legion's Master of Artisans upon his departure to join the Crusader Host on Terra.

Weapon	Range	Str	AP	Type
The Spiritum Sanguis	-	+1	2	Melee, Two-handed, Sweeping Strike, Master-crafted

Sweeping Strike: If a model using a weapon with this special rule is in base contact with more than one enemy model at the Initiative step in which they fight, they gain +1 Attack.

Lament and Grief

A pair of artificer-made volkite serpenta pistols, Lament and Grief fire powerful beams of blinding white light over short ranges that sear the flesh as well as the sight of their targets.

Weapon	Range	Str	AP	Type
Lament and Grief	10"	5	5	Pistol 2, Deflagrate, Blind