



Lion El'Jonson stalks from mist-wreathed shadow realms like an ancient questing knight hunting down the galaxy's terrors. With the immense blade, Fealty, the Primarch cleaves apart the most heinous of monstrosities, while the Emperor's Shield erupts in blazes of light and force in response to his foes' savage blows.

LION EL'JONSON

16 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lion El'Jonson	8"	2+	2+	6	6	9	10	11	2+

Lion El'Jonson is equipped with: Fealty; Arma Luminis. Your army can only include one **LION EL'JONSON** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arma Luminis	Before selecting targets, select one or both of the profiles below to make attacks with.					
- Bolt	12"	Pistol 2	4	-1	2	-
- Plasma	12"	Pistol 1	8	-4	2	-
Fealty	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	+4	-5	4	-
- Sweep	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Forestwalk: During deployment, you can set up this model on shadowed paths instead of setting it up on the battlefield. If you do so, then during the Reinforcements step of one of your Movement phases, you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models, and, until the end of the turn, you can re-roll charge rolls made for this model.

The Emperor's Shield:

- This model has a 4+ invulnerable save.
- Each time a saving throw is made for this model against a melee attack, on an unmodified roll of 6, the attacking model's unit suffers 1 mortal wound after all the models in it have finished making their attacks (to a maximum of 3 mortal wounds per phase).

Martial Exemplar: At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.

Primarch of the First Legion (Aura): While a friendly **DARK ANGELS CORE** or **DARK ANGELS CHARACTER** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1 and re-roll a wound roll of 1.

Watchers in the Dark: Up to twice per battle, this model can attempt to Deny the Witch as if it were a **PSYKER**. If the model attempting to manifest the psychic power is a **CHAOS PSYKER**, you can re-roll that Deny the Witch test.

WARLORD TRAIT

If your army is Battle-forged, this model must be your **WARLORD**. If more than one model in your army has a rule to this effect, then one of those models must be your **WARLORD**. If this model is your **WARLORD**, it has the following Warlord Trait:

No Hiding from the Watchers: In your opponent's Movement phase, select one friendly **DARK ANGELS** unit within 9" of this **WARLORD**. Until the end of the turn, that unit is eligible to perform Heroic Interventions as if it were a **CHARACTER** unit and is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of an enemy unit. When performing a Heroic Intervention with that unit, you can move each model in that unit up to 6". All other rules for Heroic Interventions still apply.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS
KEYWORDS: MONSTER, CHARACTER, PRIMARCH, SUPREME COMMANDER, INNER CIRCLE, LION EL'JONSON

LORDS OF WAR

Lion El'Jonson

Unit size 1 model

Unit cost..... 320 pts