

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 5 | 3+ | 5 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Lazarus (40mm)  
Equipped with: Bolt pistol,  
Enmity's Edge

RANGED WEAPONS

| WEAPON                        | RANGE | A | BS | S | AP | D |
|-------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br>CLOSE-QUARTERS | 12"   | 1 | 2+ | 5 | -1 | 1 |

MELEE WEAPONS

| WEAPON                          | RANGE | A | WS | S | AP | D |
|---------------------------------|-------|---|----|---|----|---|
| Enmity's Edge<br>ANTI-PSYKER 2+ | Melee | 6 | 2+ | 6 | -3 | 2 |

ABILITIES

CORE - Leader

**Intractable Will**  
In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6:  
  
- On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

**The Spiritshield Helm**  
This unit has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

**Leader**  
This model can be attached to the following units:  
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

WEAPON ABILITIES

**Anti**  
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.  
  
*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*



**KEYWORDS:** Character,  
Epic Hero, Infantry, Captain,  
Grenades, Imperium,  
Lazarus, Tacticus,  
Deathwing, Leader  
**FACTION KEYWORDS:**  
Dark Angels, Adeptus  
Astartes

FACTION RULES

**Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

**Assault Doctrine**

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

**Devastator Doctrine**

This unit's ranged attacks have [ASSAULT]

**Tactical Doctrine**

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

**Transhuman Strategist**

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

**Close-quarters**

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.

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