

LAZARUS

Leader

Close-quarters

Combat Doctrines

Transhuman Strategist

M6"

T5

SV3+

W5

LD6+

OC1

RW4+

80 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4ANGRIFF

5NAHKAMPF

Enmity's Edge

ANTI-PSYKER 2+

R	A	WS	S	AP	D
Melee	6	2+	6	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

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.

VERTEIDIGUNG

The Spiritshield Helm

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

Transhuman Strategist

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

ANTI

This ability always takes the form [ANTI-X Y+].

AUFSTELLUNG

1x Lazarus

Ausrüstung:

Bolt pistol, Enmity's Edge

Anführer

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