

# LAZARUS

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 6" | 5 | 3+ | 5 | 6+ | 1  | 4+ |

**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

**RULES** - Close-quarters, Combat Doctrines, Transhuman Strategist

### 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 RULES

### 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+.*

