



AZRAEL

140 PTS

M	T	SV	W	LD	OC
6"	4	2+	6	6+	1



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lion's Wrath ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	2	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Sword of Secrets DEVASTATING WOUNDS	Melee	6	2+	6	-4	2

AUFSTELLUNG

1x Azrael

Equipped with: Lion's Wrath, The Sword of Secrets

ABILITIES

CORE - Leader

Masterful Tactician

At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

Supreme Grand Master

While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

The Lion Helm

Models in the bearer's unit have a 4+ invulnerable save. In addition, once per battle, in any phase, the bearer can summon a Watcher in the Dark. When it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 4+ ability against mortal wounds.

KEYWORDS: Character, Epic Hero, Infantry, Grenades, Imperium, Tacticus, Azrael, Chapter Master, Deathwing, Leader

FACTION: Dark Angels, Adeptus Astartes



AZRAEL

140 PTS

M	T	SV	W	LD	OC
6"	4	2+	6	6+	1



Leader

This model can be attached to the following units:

- Assault Intercessor Squad
- Bladeguard Veteran Squad
- Hellblaster Squad
- Infernus Squad
- Inner Circle Companions
- Intercessor Squad
- Sternguard Veteran Squad
- Tactical 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+.*

KEYWORDS: Character, Epic Hero, Infantry, Grenades, Imperium, Tacticus, Azrael, Chapter Master, Deathwing, Leader

FACTION: Dark Angels, Adeptus Astartes



AZRAEL

140 PTS

M	T	SV	W	LD	OC
6"	4	2+	6	6+	1



Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).