



LAZARUS

70 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Enmity's Edge ANTI-PSYKER 2+	Melee	6	2+	6	-3	2

AUFSTELLUNG
1x Lazarus
Equipped with: Bolt pistol, Enmity's Edge

ABILITIES

CORE - Leader
Intractable Will
While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.
The Spiritshield Helm
This model 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
- Infernus Squad
- Inner Circle Companions
- Intercessor Squad
- Sternguard Veteran Squad
- Tactical Squad