

LAZARUS

70 PTS



M

6"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

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

MELEE WEAPONS

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

