

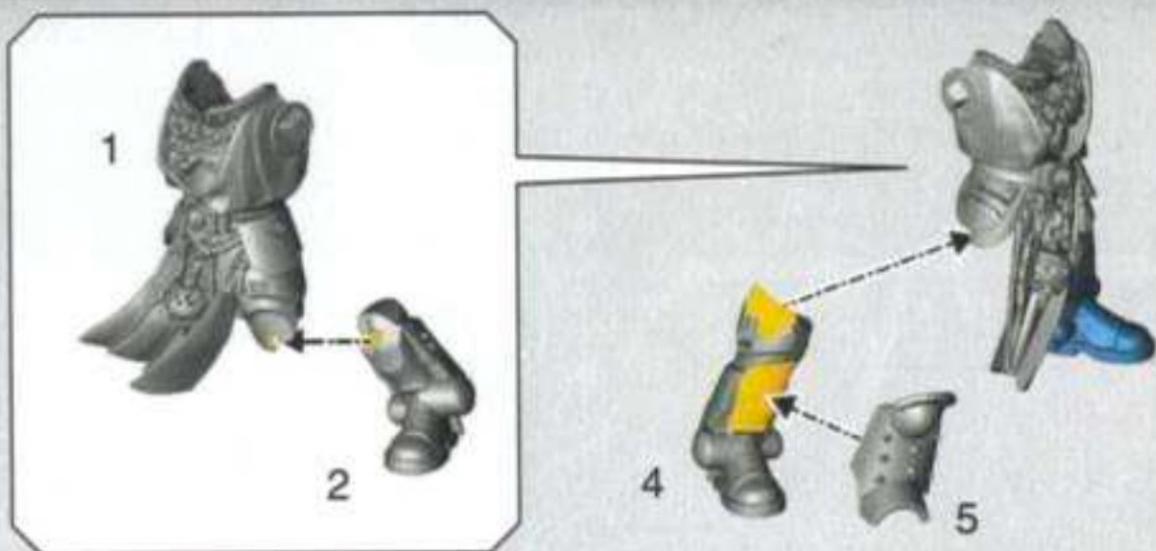
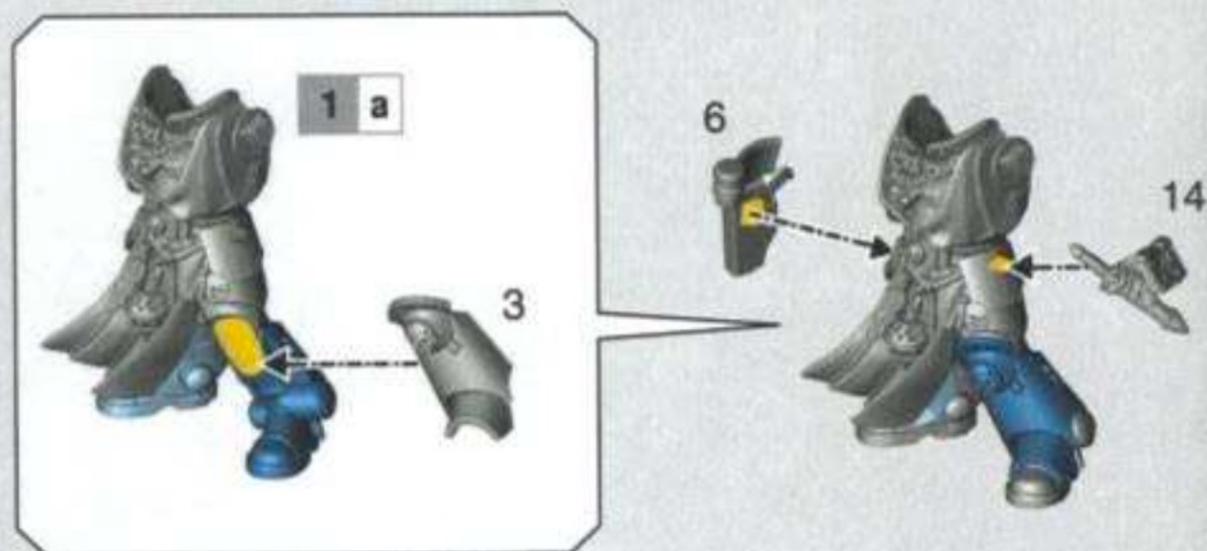
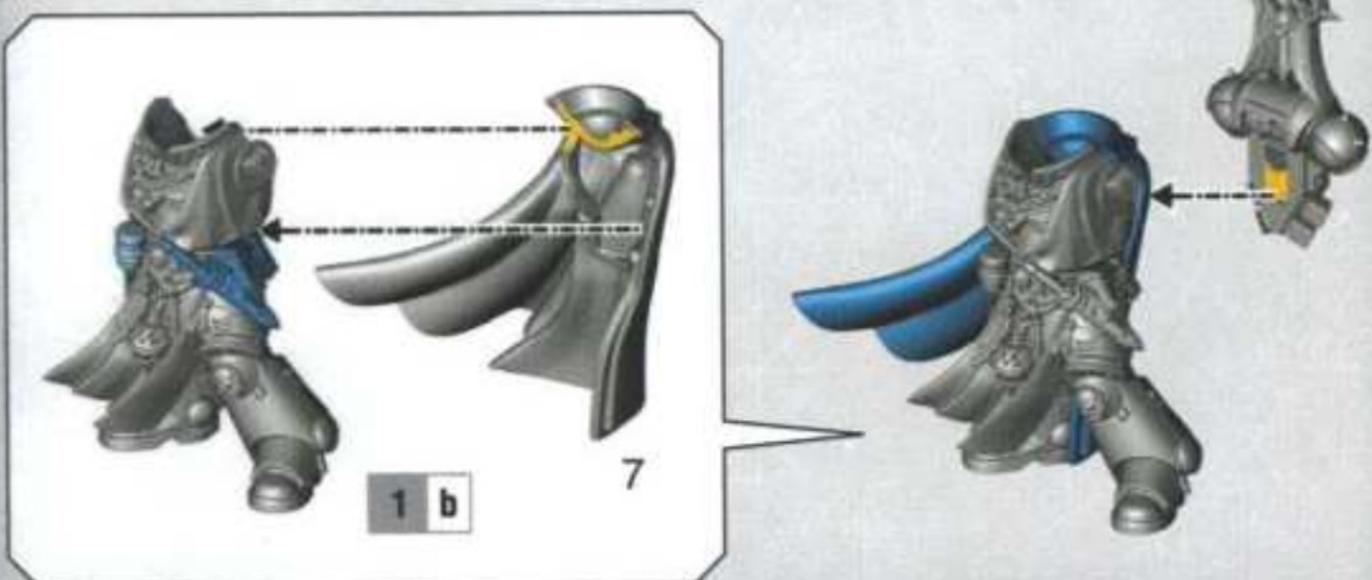
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WARHAMMER
40,000

MASTER LAZARUS



1 a**1 b****1 c**



- CHOOSE THE VARIANT YOU WANT TO BUILD
- CHOISISSEZ LA VARIANTE À ASSEMBLER
- ELIGE QUÉ VERSIÓN QUIERES MONTAR
- WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST
- SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE



2 Master Lazarus



Primaris Master



2 a



2 b



2 c



Ø 40mm





Primaris Master

13



12



1



20



21



16



15

17



18



Ø
40mm





MASTER LAZARUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master Lazarus	6"	2+	2+	4	4	6	5	9	3+

Master Lazarus is a single model equipped with: bolt pistol; Enmity's Edge; frag grenades; krak grenades. You can only include one of this model in your army.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Enmity's Edge	Melee	Melee	+2	-4	D3	When resolving an attack made with this weapon against a PSYKER unit, you can re-roll the wound roll and you can re-roll the damage roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death, Inner Circle

The Spiritshield Helm: When a model in a friendly **DARK ANGELS** unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6, adding 1 to the result if it is this model that would lose a wound; on a 5+ that wound is not lost.

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **DARK ANGELS** units whilst their unit is within 6" of this model.

Intractable Will: When this model is destroyed within 1" of any enemy units, it can immediately fight as if it were the Fight phase before being removed from play. This ability is not cumulative with the Astartes Banner ability or the Only in Death Does Duty End Stratagem.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS

CHARACTER, INFANTRY, PRIMARIS, MASTER, LAZARUS