



AZRAEL

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Azrael	6"	2+	2+	4	4	7	6	9	2+

Azrael is equipped with: bolt pistol; Lion's Wrath; Sword of Secrets; frag grenades; Krak grenades. Your army can only include one **AZRAEL** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Lion's Wrath						Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Master-crafted plasma gun	24"	Rapid Fire 1	8	-4	2	-
Sword of Secrets	Melee	Melee	+3	-4	3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to the normal damage.
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Inner Circle** (see *Codex Supplement: Dark Angels*)

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

Chapter Master: In your Command phase, select one friendly **DARK ANGELS CORE** or **DARK ANGELS CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Rites of Battle (Aura): While a friendly **DARK ANGELS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Watcher in the Dark: Once per battle, this model can attempt to Deny the Witch as if it were a **PSYKER**. If the model attempting to manifest the psychic power is a **CHAOS PSYKER**, you can re-roll that Deny the Witch test.

Supreme Tactician: If your army is Battle-forged and this model is your **WARLORD**, you receive an additional 2 Command points.

Lion Helm (Aura): While a friendly **DARK ANGELS INFANTRY** or **DARK ANGELS BIKER** unit is within 6" of this model, models in that unit have a 4+ invulnerable save against ranged attacks.

WARLORD TRAIT

If Azrael gains a Warlord Trait, he must have the Brilliant Strategist Warlord Trait (see *Codex Supplement: Dark Angels*).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, DARK ANGELS

KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, DEATHWING, INNER CIRCLE, CHAPTER MASTER, AZRAEL

Azrael is a beacon of inspiration to those who follow him, and is paid enormous respect for his ability as a strategist. A masterful commander, he quickly grasps changing battlefield realities and orchestrates his forces to maximum advantage. In the fray, Azrael decapitates foes with every strike of the Sword of Secrets.



Azrael

Unit size..... 1 model

Unit cost170 pts