

CODEX : Angyls of the Emperor

Expansion Codex for Chaos Daemons



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The Anathema's Spawn

The Chaos Gods are not the only entities in the Immaterium birthing legions of murderous Neverborns. The spirit of the God-Emperor extends its influence in the entire Warp, and the angyls are the frightful manifestation of His power.

In some regions of the material space, the light of the Astronomican collides with potent Warp Storms, like the Maelstrom or the border of the Cicatrix Maledictum. The collision creates Firetides, rims of space so dangerous that even daemons are too afraid to go near them. In these gigantic hurricanes of spiritual fire lurk warp-spirits described as flaming angels by the rare witnesses who survived meeting them.

The God-Emperor, prayed ceaselessly by trillions of human beings throughout the galaxy, and being sacrificed one thousand psykers everyday to feed upon, developed His own influence in the Immaterium, equal to those of the four Chaos Gods. Just as Khorne infuses his rage and strength in all those killing in his name, the God-Emperor grants His bravest followers His protective grace. Just as Slaanesh catches in her claws the soul of every dying Eldar, the Anathema embalms with His light all those believing in Him, bringing them at the time of their death in His spiritual kingdom, away from eternal torment. Just as Nurgle changes into Plaguebearers the souls of those who die by his gifts, the souls of those brought into the light of the God-Emperor change into avatar of His will.

But the Emperor is not a Chaos God. The Dark Gods enjoy whole, coherent minds, entirely defined by the emotions and abstract principles which gave them life. The mind of the Emperor, torn apart by millennium-long agony on the Golden Throne, can only display consciousness and reasoning during exceedingly rare occurrences. The rest of the time, His mind is wrecked by unimaginable pain, and the supernatural creatures populating His dominion are the reflection of such state. These “Angels of the Emperor”, called “angyls” as to distinguish them from both daemons and Space Marines, are but suffering and madness : fool be the one willing to reason or dominate these disturbed creatures, most of them knowing only how to slaughter indiscriminately any being standing in their way. Human, xeno, daemon, no opponent living or conscious shall be spared by their omniscient insanity.

The vast majority of these angyls are but harbingers of death and madness for all those witnessing their brief incarnation into the Materium, but some of them display enough self-control to properly embody the true nature of the Emperor : a champion of Order, an avatar of control, Whose magic dominates and restructure the world rigidly and inflexibly. These beings, often born out of the soul of ancient imperial champions, are sometime able to distinguish followers of the Emperor from the rest of their enemies, and grant them blessings and protection. A few of them are even chosen by the Emperor to become His messengers and agents, doing His will across the galaxy.

The Firetides engulf some planets designated as “Radiant Worlds” or “Angyl Worlds”, touched by the golden psychic storm without being burned by it. Whatever lies on the surface of these Radiant Worlds is a mystery, the surrounding Firetide and the crazy lot roaming it preventing access to them, and their blinding light rendering them inscrutable. What can at best be seen on some of them are geometric structures of gold and silver, high and wide as mountain chains. Nobody knows what becomes of these planets after they fall in the hands of angyls, and it's probably better not to know.

Many times the Imperium has witnessed the coming of Living Saints, leading the Emperor's soldiers in the most desperate of battles. Many a chapter of Space Marines records its warriors being saved in the nick of time by the sudden appearance of the Legion of the Damned, cutting down the enemy in a hail of flaming bolts before disappearing in the Warp. These miracles have not gone unnoticed by the Inquisition. An entire order, the Ordo Obsoletus, has been called to monitor these strange creatures. The Ordo's usual mission consists in distinguishing between false miracles and true intercessions of the God-Emperor, and in this case its members track down the angyls whenever they appear, for some to assess their nature and root out possible heresy, and for others to find a way to use their powers for crushing down the Emperor's enemies.

How to play them

The Angyls of the Emperor are designed as a fifth Chaos Daemon faction. They follow the same tropes as other servants of the Chaos Gods : a CC-oriented force with strong AP and army-wide 5++ invulnerable save, weak Leadership and firepower, many flying units but slow infantry requiring lots of CP use to improve their mobility and their strength or to summon reinforcement.

However, they also offer a unique gameplay, different from the four other Gods :

- Khorne is a god of martial violence and blood spilled in battle. Khornate daemons charge hard, hit hard, and cancel magic hard.
- Tzeentch is a god of change, magic and treachery. Tzeentchian daemons have good saves, cast entire spell barrages, and forces the enemy to reroll a lot.
- Nurgle is a god of stagnation, rot and despair. Nurglite daemons are tough, inflict wounds easily, and physically weaken the enemy.
- Slaanesh is a god/goddess of excess, perfection and pleasure. Slaaneshi daemons are quick, have good AP, and mentally weaken the enemy.
- The Emperor is a god of compassion, order and domination. The Emperor's angyls enjoy good protection, efficient battlefield control, and scare the enemy. It should be noted that the terror they inspire also comes from their dementia, an echo of the horrible agony suffered every day by the Emperor on the Golden Throne.

Angyls mainly rely on destabilizing the opponent's units. Many angyl units have the ability to debuff the enemy's Leadership, so as to generate significant losses during the Moral Phase. Thus it is best to make use of your troop's spells, weapons and abilities so as to maximize enemy Leadership loss and then melt down its troops during the Moral Phase. The Order psychic power table and the Warlord Traits table are also geared toward battlefield control and enemy disruption : forcing Leadership rolls, displacing units...

Instead of one standard Chaos God blessing, angyls enjoy two weaker blessings which combine to help them endure enemy fire until they reach close combat. *Living Light* helps angyls avoiding enemy shots. Resurrection gives a chance to fallen units to rise back with 1 Wound during the following turn. It's important to note that *Resurrection* is weaker than both *Reanimation Protocols* for Necrons (which can be rerolled one turn later if failing and gives the unit all its Wounds back) and *Disgustingly Resilient* for Nurglites (which offers a 5+ protection against every wounds inflicted, not just the last, and applies immediately).

Rule-wise, the Angyls of the Emperor are allowed to be included in a multi-god build, and can even be fielded along Imperial units provided you only use Living Saints and Damned Legionnaires. However, for lore purpose, they are designed for monogod/monoarmy play. Each Angyl of the Emperor fills a very specific role allowing the army to be able adapt itself to most situations, while still suffering from the same general weaknesses plaguing all Chaos Daemon units.

- **The Sephirical Judge** is the Greater Daemon. Although not quite as beefy as a Bloodthirster, nor quite as tough as a Great Unclean One, nor quite as mighty as a Lord of

Change, it combines good protection, good mobility, good fighting abilities, and good versatility thanks to the powers and weapons it can choose from. The Sephirical Judge is also uniquely competent in disrupting enemy units : without accounting for the Order psychic powers, it has an aura lowering both their Leadership and Psychic rolls. Although it is geared as a multitask unit, you should lock him in close combat as fast as you can.

- **The Living Saint** is the first of two special units contained in this codex. It account for both the angyls' Herald and Daemon-Prince, and is especially good at buffing your own units as well as being a decent killing machine. Tag it along with a dozen of Whitewraiths or a couple Excruciators to create a small deathstar with increased probability of reaching close combat, or among some Damned Legionnaires to considerably boost their 3++ invulnerable save.
- **Whitewraiths** are the angyl troopers, similar to those of the four other Gods but with their own little perks : higher Toughness, lower Strength, a weak close combat weapon (merely granting -1 AP) compensated by an aura lowering enemy Leadership, and an buff to their Resurrection roll if deployed in the numbers. They can act either as meatshields for a Saint or a Judge, or to mow down the opponent during the Moral Phase after inflicting wounds.
- **The Legion of the Damned** is the second of two special units contained in this codex. They act as highly-customizable über-troopers whose role are to bring to an Angyl of the Emperor army some of what it lacks against its current opponent. Not only do they count as a Psyker unit, they can also tap into a large range of CC and range weapons with strong AP to adapt to the enemy. Lots of tarpits ? Pick some flamethrowers and Howl of the Astronomican. Lots of MEQ or vehicles shooting from afar ? Bring in plasma guns, melta guns, and Verdict. This combined with their strong resistance (3++ save), their locus allowing for rerolling failed Leadership tests, and their shots ignoring cover due to their special rule, they make prime candidates for the *Denizens of the Warp* stratagem, so as to put them quickly near critical enemy units and neutralize them.
- **Excruciators** are the angyl's Fast attack units, and they are entirely about controlling the battlefield. They are fast flying fighters whose role is to lock the enemy in close combat and weaken it through accelerated attrition : each can deny action to one enemy model while lowering the Leadership of the rest of its unit, forcing the remaining units to flee one after another.
- **The Deadlight** is a heavy-hitting bastard, and the second most powerful Daemon Heavy support unit after the Soul Grinder. It is not designed for vehicle or monster killing (although its *Constriction* attack is meant to help it defend itself against them) but for tarpit destruction, for which it has a full array of abilities and weapons. But beware ! Although it has a 4++ invulnerable save and high Movement, it looses Wounds fast, and long-range anti-tank will utterly wreck its day. Too many wounds inflicted will weaken it considerably : target hordes as much as you can to devour models and regain Wounds.

Special rules

ANGYL OF THE EMPEROR : counts as daemonic alignment. A unit with the **ANGYL OF THE EMPEROR** Faction keyword has the rules *Daemon*, *Living Light*, *Resurrection* and *Sanctic Ritual*.

Daemon : *the denizens of the warp do not have a true physical form; they are beings of energy, given fell shape and terrible purpose. Such a creature defies the natural laws of the universe, and many of the most powerful weapons are all but useless against them.*

Units with this ability have a 5+ invulnerable save.

Living Light : *the spawn of the Anathema shine like a thousand pure, blinding flames.*

If the unit is shot at, subtract 1 from the hit roll of all shooting attack targeting it.

Resurrection : *the angyls are protected by the Emperor's grace, and death has no hold on them.*

Whenever a model with this rule lost its last Wound, roll a dice. On 5+, the unit comes back next turn with 1 W at the same spot where it died, or 1" away from its original unit. If the last standing unit of your army lose its last Wound, your opponent wins the game even if some of the unit's model rolled successfully on their Resurrection check.

Sanctic Ritual : *through indomitable faith and virtuous prayers, a champion of the Emperor can weaken the fabric of reality to create a Firetide. From this blazing portal pour forth hordes of mad angyls, ready to rend and tear those who stand against Humanity.*

Instead of moving in their Movement phase, any **ANGYL OF THE EMPEROR CHARACTER** can, at the end of their Movement phase, attempt to summon an **ANGYL OF THE EMPEROR** unit with this ability by performing a Sanctic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they were themselves summoned to the battlefield this turn).

Roll up to 3 dice – this is your summoning roll. You can summon one new unit with the Sanctic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the **ANGYL OF THE EMPEROR** Faction keyword. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

Greater Daemon (Angyls of the Emperor) : Friendly **ANGYL OF THE EMPEROR** units within 6" of this model when they take a Morale test can use this model's leadership instead of their own.

Warlord traits

1- Sacred sun : *the Warlord sparkles with a thousand blinding lights of the Astronomican.*

The *Living Light* rule of the Warlord subtracts 2 instead of 1 to the hit roll of all shooting attacks targeting it.

2- Sanctifier : *a remnant of a powerful and merciful spirit, the Warlord protects its flock from death.*

You can add +1 to the Resurrection roll of all friendly units that are within 6" of the Warlord (if the unit does not have the *Resurrection* special rule and doesn't have the **CHAOS** keyword, it gains the *Resurrection* (6+) special rule).

3- Lightwalker : *the Warlord curves the flow of time and warpspace to move its troops at lightspeed.*

Add +2 to the Movement of friendly units within 6" of the Warlord.

4- Living agony : *the Warlord screams while it strides through the battlefield, bringing with him the unimaginable torment of the God-Emperor.*

Enemy units within 6" of the Warlord must throw two dices for their Leadership checks and keep the highest result.

5- Scion of the Emperor : *the Warlord is an extension of the Anathema's will, and embodies its implacable authority.*

Subtract 1 to the Leadership of enemy units within 6" of the Warlord. The Warlord can attempt to deny one more psychic power per turn.

6- Forger of Reality : *the Warlord is a Master of Order, and reshapes its environment with mathematical optimality.*

Friendly units within 6" of the Warlord always count as benefiting from Cover.

Stratagems

Blinding Banner (1 CP) : *a white shredded banner, whose sophisticated golden linings emit frightful pale light.*

Use this Stratagem before the battle. Choose one of your **ANGYL OF THE EMPEROR** models with an **Angylic Icon**. That icon is upgraded to a **Blinding Banner**. In addition to its normal ability, the power of the banner can be used once per battle, just before the bearer's unit acts during its Combat Phase. When used, subtract 2 from the Leadership of all enemy units within 18" of the bearer's unit until the end of the turn.

Locus of Revelation (2 CP) : *the light of the Emperor grants His champions with unrivaled perception of the truths of the world, and with implacable authority over the universe to expose them.*

Use this Stratagem at the start of any phase. Choose one of your **ANGYL OF THE EMPEROR CHARACTER** models. Until the end of the current phase, enemy units within 6" of the character that are inflicted wounds by **ANGYL OF THE EMPEROR** units must reroll all successful armor saves and invulnerable saves on these wounds.

Holy Authority (1 CP) : *the holy light of the Anathema softens the boiling flow of the warp, forcing it to stabilize.*

Use this Stratagem at the start of any Psychic phase. Choose one of your **ANGYL OF THE EMPEROR** units. Until the end of the current Psychic phase, whenever this unit tries to deny a psychic power, roll two dices and keep the result that is the most favorable to you.

Universal stratagems

Your Universal Stratagems mostly deal with manipulating the Sanctic Ritual rules for your benefit (and for making life hell for Grey Knights and Psykers) as well as a few quality of life stratagems for helping keep your daemons alive and stuck in.

- **Denizens of the Warp (1-2CP)**: Pick a **DAEMON** unit. they can Deep Strike following all the normal rules and limitations you would expect. If the unit has a power rating of 8 or less, it costs 1 command point. Otherwise it costs 2. Whoopee, now we don't need to footslog everything!
 - RAW, this does mean you can deep strike the FW Lords of War. Have fun with that.
- **Daemonic Incursion (2CP)**: Use when a **DAEMON** unit (no named characters) is destroyed by a **GREY KNIGHT** unit. The destroyed unit is returned to the battlefield at full strength and can deep strike anywhere. Also, it DOES NOT cost reinforcement points in matched play games. Situational, but amazing when you can use it.
- **Soul Sacrifice (2CP)**: Use before a Character tries to summon a **DAEMON** unit to the battlefield via Daemonic ritual. The character suffers d3 mortal wounds but you can roll up to 4 dice for the summoning roll. In addition, reroll to-hit rolls of 1 for the summoned unit while within 3" of the character that did the ritual. The good news is you can summon Bloodthirsters and Lords of Change reliably, and if you're lucky enough you can even summon the named Characters too.
- **Rewards of Chaos (1-3CP)**: Your extra artifact stratagem.
- **Daemonic Pact (1CP)**: Use after a character performs a Daemonic ritual to summon a unit. They can attempt to summon again.
- **Daemonic Possession (1CP)**: Use when an enemy **PSYKER** perils. they take 2d3 mortal wounds instead of d3.
- **Warp Surge (2CP)**: Use at the start of any phase. select a unit of Daemons. +1 invul (max 3+) but they cannot re-roll their saves.

Psychic power table : Order discipline

1 – Howl of the Astronomican (WC6) : *the psyker gathers the pain and madness of the God-Emperor, and expels it in the form of a piercing shriek.*

Choose an enemy unit within 18". This unit subtract 1 to its Leadership and must roll immediately for a Morale check on 2D6.

2 – Gaze of the Emperor (WC7) : *the psyker's eyes become a channel between the mind of the Emperor and the mind of its victim, crushing it under the implacable authority of the Anathema.*

Choose an enemy model within 18". This model must roll for a Leadership check on 2D6. If it fails, it gains the **PSYKER** keyword and can attempt to summon once the *Smite* power (provided it could not do it already). The model is also forced to attack during its Shooting phase, Psychic phase and Combat phase, and all its attacks must be made against itself or its own unit. These effects last until next turn.

3 - Restructuring (WC7) : *the psyker summons the will of the Emperor over the material world, and reshapes the battlefield however it sees fit.*

Choose a friendly/enemy unit within 18". Move this unit 8" at most in any direction you wish for (except within 9" of any enemy/friendly unit).

4 - Martyr (WC6) : *the Emperor's miracles know no limit, and the psyker can pray for His mercy to save its allies.*

Choose a non-vehicle friendly unit that was destroyed or has lost models and doesn't have the **CHAOS** keyword. It recovers D4 Wounds (that can be shared between models, including dead ones). If the unit comes back in the game thanks to this power, you can place it anywhere but within 9" of all enemy units.

5 - Verdict (WC6) : *the Emperor's judgment falls without mercy on the worthy and the unworthy alike.*

Choose a friendly/enemy unit within 18". Add/Subtract 1 to the Strength of this unit's weapons until the end of the turn. If it has the **CHAOS** keyword, you can only subtract.

6 – Vengeance of the Emperor (WC8) : *channeling the unfathomable power of the God-Emperor, the psyker rains down destructive beams of holy light upon the battlefield.*

Choose an enemy unit within 18". It automatically suffers 2+D3 mortal wounds.

Angylic relics

If your army is led by a Warlord with the **ANGYL OF THE EMPEROR** Faction keyword, one of the following relics can be given to one of your **ANGYL OF THE EMPEROR CHARACTERS**. Named characters such as **The Sanguinor** already have their own artifacts and cannot take any relic shown on this list.

The Secret Fire : *at the heart of the Immaterium lies a region of positive energy and pure light. Some sorcerers theorize that it may be a reflection of the goodness shining at the bottom of the souls of all intelligent beings, others tell that it is there that the Emperor Himself would have borrowed the immense power hoisting him at the level of the four Chaos Gods. The magic of this place is rumored to be Creation itself, and that even a tiny sparkle of it has the sacred power to give life.*

The Resurrection roll of a character carrying the Secret Fire succeeds on 3+, and the Resurrection roll of allied units within 6" succeeds on 4+. Each effect can only be activated once per battle, together or separately, and during any Phase.

The Sigilite's Skull : *this human bone is rumored to belong to Malcador, closest friend of the Emperor and one of the most powerful psykers of the Imperium. Preciously protected and cared for by the insane spawn of the Anathema, this skull still vibrates with the might and the wisdom of the Sigilite's soul, forever bound to the Astronomican after his brief and lethal time spent sit on the Golden Throne.*

Add 1 to the Psychic rolls of the Sigilite's Skull's bearer to manifest psychic powers.

Fragment of the Emperor's Soul : *after His internment on the Golden Throne, the soul of the God-Emperor shattered and scattered across the warp. His vital energy is still bound to its corpse, but fragments of His being drift through the Immaterium, taking sometimes refuge in a champion who thus becomes an avatar of His will.*

At the beginning of any of your turns, your model carrying a Fragment of the Emperor's Soul can grant a unique Saintly Blessing to a friendly unit within 12" and without the **CHAOS** keyword. Each Saintly Blessing can only be used once per battle, and only last until the end of your turn.

Characters joining the unit are also affected provided they joined it before the Saintly Blessing was cast and they stay with the unit until the Saintly Blessing wanes.

Faithful bravery : the unit rerolls failed Morale checks.

Fanatic zeal : add 3 to the unit's Movement and 1 to its charge rolls.

Indomitable faith : the unit regains D3 lost Wounds.

Sephirical Judge (HQ)

The Emperor's Authority

Sephirical Judges are the most accomplished avatars of the God-Emperor's power. Some of them are rumored to be made of the very sacred essence that the Emperor infused in the embryos of the Primarchs, more than ten millenia ago.

Humanoid constructs of unbending metal and pure light, these beings embody the Order bringing structure to a universe drowned in Chaos. Their presence alone floods the battlefield with the Light of the Astronomican as they stride through it, reshaping the world around them into an environment of rational purity and organized perfection, where the faithful shall prosper and the heretic be annihilated.



Although always looking like a formidable warrior of metal and light, each Sephirical Judge has unique features, appearance and personality. Some are echoes of legendary heroes and are shelled in what looks like an Astartes power armour, others are chromed silhouettes with the perfect shape of paragons of humanity, others finally are but strange abstract geometric structures, loosely human-shaped.

POWER : 17

COST:

Models per unit
1

Points per model (weapons included)
320

	M	WS	BS	S	T	W	A	Ld	Sv
Sephirical Judge	*	2+	3+	*	*	16	*	10	3+

	DAMAGE			
Remaining W	M	S	T	A
9-16+	12"	7	7	5
5-8	8"	6	7	4
1-4	6"	6	6	3

This unit contains 1 Sephirical Judge armed with a **Gordian Blade** and a **Tome of Truths**.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Gordian Blade	Melee	Melee	+1	-4	3	-
Doom Hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll, and 1 from your Attacks number.
Tome of Truths	12"	Heavy D3	-	-	-	Whenever this weapons hits, instead of infllicting 1 wound, it inflicts -1 Ld for the rest of your turn. This weapon can be fired within 1" of an enemy unit, an can target an enemy unit within 1" of a friendly unit.

Retribution Torch	12"	Assault D6	User	-2	2	If this weapons lands at least 1 wound on an enemy unit, subtract 1 to its Leadership until the end of your turn.
Creator Cannon	24"	Heavy 1	+2	-3	D3	If an enemy unit is hit by this weapon, subtract 1 to its armor save and 2 to its Movement until the end of your turn.

WARGEAR OPTIONS: this model can trade its **Gordian Blade** for a **Doom Hammer**, and its **Tome of Truths** for a **Retribution Torch** or a **Creator Cannon**.

ABILITIES : **Daemon, Living Light, Resurrection, Sanctic Ritual, Greater Daemon (Angyls of the Emperor)**

Beacon of the Astronomican : a Sephirical Judge adds 1 to its invulnerable save rolls. Any Psyker without the **ANGYL OF THE EMPEROR** keyword within 6" of the Sephirical Judge subtracts 1 to its rolls for manifesting a psychic power.

PSYKER : this model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It know the *Smite* power and two psychic powers from the **Order discipline**.

FACTION KEYWORDS : **ANGYL OF THE EMPEROR, DAEMON**

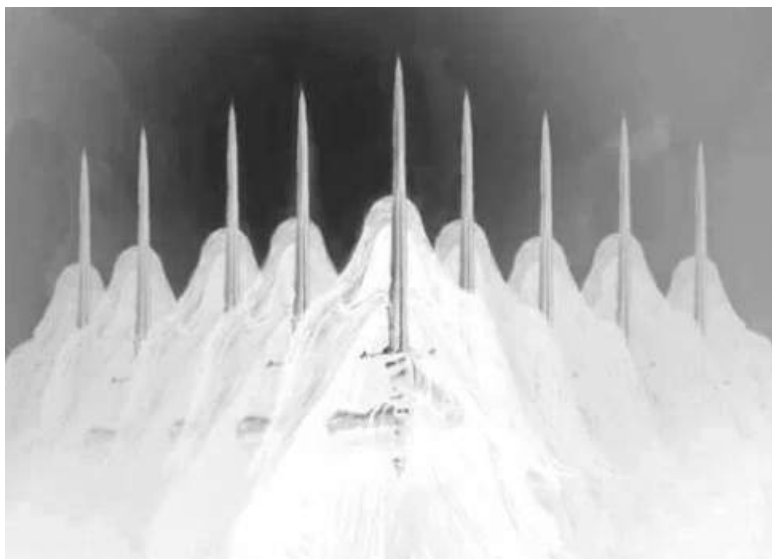
KEYWORDS : **CHARACTER, MONSTER, PSYKER, SEPHIRICAL JUDGE, FLY**

Whitewraiths (Troops)

The Emperor's Mourning

The fate of those dying while in the light of the Emperor, and whose faith have not wavered in death, is to be enlightened and scorched by the Light of the Astronomican. Those souls not strong enough to endure the ordeal are torn to shreds and reconstituted, scattered, mixed with other fragments, into a united yet plural being of lightness.

A whitewraith is not so much a spirit as a multitude of spirits. It agglomerates the essence and memories of dozens of human souls, and is nourished by the prayers and lamentations of mortals loyal to the Emperor. When it materializes, it can take little more shape than a silhouette of light draped in a white veil under which emerge gold members.



The whitewraith then joins a mournful cohort of his fellows, and roam the Immaterium, tearing the minds of its victims with his strident cries and macabre complaints, and stabbing the Emperor's enemies with his ghostly sword.

POWER : 4

COST:

Models per unit
10-30

Points per model (weapons included)
7

	M	WS	BS	S	T	W	A	Ld	Sv
Whitewraith	6	3+	4+	3	4	1	1	7	6+
Holywraith	6	3+	4+	3	4	1	2	7	6+

This unit contains 1 Holywraith et 9 Whitewraiths. It can include up to 10 additional Whitewraiths (**Power +4**) or up to 20 additional Whitewraiths (**Power +8**). Each model is armed with a **Sword of the Anathema**.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Sword of the Anathema	Melee	Melee	User	-1	1	-

WARGEAR OPTIONS :

- For every 10 models in the unit, one Whitewraith can equip an **Instrument of Order**.....10 pts
- For every 10 models in the unit, one Whitewraith can equip a **Sanctic Icon**.....15 pts

ABILITIES : Daemon, Living Light, Resurrection, Sanctic Ritual

Unbending host : add 1 to the Resurrection rolls of this unit whilst it contains 20 or more models.

Chorus of lamentations : subtract 1 to the Leadership of enemy units within 6" of this unit (does not stack with multiple Whitewraith units).

Sanctic Icon : if you roll a 1 when taking a Morale test for a unit with a Sanctic Icon, reality blinks and the angylic horde is bolstered. No models flee and D6 slain (and whose Resurrection roll failed) Whitewraiths are instead added to the unit.

Instrument of Order : a unit that includes an Instrument of Order adds 1 to their Advance and charge rolls.

FACTION KEYWORDS : **ANGYL OF THE EMPEROR, DAEMON**

KEYWORDS : **INFANTRY, WHITEWRAITHS**

Damned Legionnaires (Elite)

The Emperor's Protection

They arrive from nowhere, silent, their body engulfed in ethereal flames. Terror strikes the enemy as they approach, for it is the Legion of the Damned, whose weapons cut down the most fearsome foes, and whose bodies seem impervious to all damage.

No one know if the Damned are the ghosts of deceased heroic Space Marines, the embodiment of the Emperor's desire to protect its faithful followers, or something darker still. However, no one can deny that when the Legion of the Damned materializes, it fights with an icy ferocity to defend the Emperor's domain.



POWER : 8

COST:

Models per unit

5

Points per model (weapons included)

25

	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	5	3+	3+	4	4	1	2	10	3+
Legionnaire Sergeant	5	3+	3+	4	4	1	3	10	3+

This unit contains 1 Legionnaire Sergeant and 4 Legionnaires. It can include up to 5 additional Legionnaires (**Power +7**). Each model is armed with a **bolter**, a **bolt pistol**, **frag grenades** and **krak grenades**..

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Bolt Pistol	12"	Pistol 1	4	0	1	-
Bolter	24"	Rapid fire 1	4	0	1	-
Flamethrower	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy flamethrower	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Meltagun	12"	Assault 1	8	-4	D6	If the target is withing half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is withing half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun						
- Standard	24"	Rapid fire 1	7	-3	1	-
- Overload	24"	Rapid fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of his weapon's shots have been resolved

Plasma pistol - Standard - Overload	12" 12"	Pistol 1 Pistol 1	7 8	-3 -4	1 2	- On a hit roll of 1, the bearer is slain.
Storm Bolter	24"	Rapid fire 2	4	0	1	-
Chainsword	Melee	Melee	Util.	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon
Power Axe	Melee	Melee	+1	-2	1	-
Power Fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power Maul	Melee	Melee	+2	-1	1	-
Power Sword	Melee	Melee	Util.	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTION :

- 1 Legionnaire can trade his **bolter** for a **flamethrower**, a **meltagun** or a **plasma gun**
- 1 Legionnaire can trade his **bolter** for a **heavy flamethrower** or a **multimelta**
- 1 Legionnaire can equip an **Instrument of Order**.....10 pts
- 1 Legionnaire can equip a **Sanctic Icon**.....15 pts
- The Sergeant Legionnaire can trade his **bolter** for a **chainsword**, a **power fist**, a **power axe**, a **power sword** or a **power maul**.
- The Sergeant Legionnaire can trade his **bolt pistol** for a **plasma pistol** or a **Storm Bolter**.

ABILITIES : Daemon, Living Light, Resurrection, Sanctic Ritual

Flaming Projectiles : enemy units do not gain any bonus to their saving throws for being in cover when targeted by shooting attacks made by this unit.

Unyielding Specters: all models in this unit have a 3+ invulnerable save.

Locus of Protection : all friendly **ANGYL OF THE EMPEROR** units within 6" of the Legionnaire Sergeant can reroll their failed Morale tests.

PSYKER : this unit can attempt to manifest one psychic power per Friendly Psychic Phase, and can attempt to deny one psychic power per Enemy Psychic Phase. It knows the *Smite* power and one psychic power from the **Order discipline**.

FACTION KEYWORDS: **ANGYL OF THE EMPEROR, DAEMON, IMPERIUM, ADEPTUS ASTARTES, LEGION OF THE DAMNED**

KEYWORDS : **INFANTRY, PSYKER, DAMNED LEGIONNAIRES**

Excruciators (Fast attack)

The Emperor's Wrath

When the angyls sweep over their enemies, and loud electric cracklings tear the Immaterium apart, run away ! The Excruciators are coming. They are the wrath of the God-Emperor made manifest, and woe to those whom they will choose for prey.

These lifeless and merciless creatures, with their wings of pure light and their massive, many-limbed, nightmarish frame, are engendered by the brutal repression and coercion suffered by the Emperor's followers in the name of rooting out heresy. Every scream of pain from a victim of the Imperium, mixed with the inquisitive ardor of his torturer, drifts through the warp and mingles with a thousand others howls to create an armored silhouette of unfathomable black, with multiple arms holding horrific stakes and scalpels, carried by blinding wings, with faceless heads but whose eyes crackles with retributive fury.



Each Excruciator follows only one obsession : to punish you for your sins through the most awful torture. The heavy book on its back transcribes every fault that it makes you painfully expiate. And when your soul is finally purified, the Excruciator sucks it up and it becomes one more shining star constellating the stifling darkness forming its body.

POWER : 6

COST: Models per unit Points per model (weapons included)
3-10 35

	M	WS	BS	S	T	W	A	Ld	Sv
Excruciator	12	3+	4+	4	4	2	3	7	4+

This unit contains 3 Excruciators. It can include up to 3 additional Excruciators (**Power +6**) or up to 6 additional Excruciators (**Power +12**). Each model is armed with an **expiatory set**.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Expiatory set	Melee	Melee	User	-2	D3	If at least 1 wound is inflicted by this weapon to an enemy model, the model's unit must subtract 1 to all its Leadership rolls until next turn (can stack up to -3 Ld). The wounded model must succeed on a Leadership test on 2D6, or not act during its next Shooting phase, Psychic phase, and Combat phase.

ABILITIES : Daemon, Living Light, Resurrection, Sanctic Ritual

Punitive fury : if this unit charges an enemy unit, and if this enemy unit has slain during the battle a friendly **CHARACTER** unit, add 3 to your charge rolls against this enemy unit.

Emperor's Executioners : whenever this unit charges or attempt melee attacks against an enemy unit, you must choose one enemy model in base contact with your Excruciator models for each Excruciator alive in your unit. Every Excruciator must target all its attack toward its chosen enemy model, as long as it is alive.

FACTION KEYWORDS : **ANGYLS OF THE EMPEROR, DAEMON**

KEYWORDS : **INFANTRY, FLY, EXCRUCIATORS**

Deadlight (Heavy support)

The Emperor's Agony

Trapped on the Golden Throne, the Emperor has been enduring endless agony for more than ten thousand years. Whenever he utters a cry of pain, the howl is carried by the light of the Astronomican through the Immaterium, until it reaches a Firetide. There, it wraps itself in the sanctified fire like a ghost slipping into a torn sheet. The resulting nightmarish creature is called a Deadlight.

No one comes out unscathed from an encounter with a Deadlight. It has no shape, no conscience. It is but a lethal heap of suffering, a giant cloud of luminous fumes living only to devour and destroy everything in its path. From pain and madness it was born, and pain and madness is all it is.

Merely standing near a Deadlight can prove unbearable for weaker minds. A single glance at this whirring creature can scorch a soul forever by the fire of insanity. Even daemons are burned away by the madness-inducing radiations of the non-creature. And if its mortal tendrils or its aura of dementia are not enough to overcome what meets its path, a Deadlight can gather its own substance and become a giant hammer crushing its obstacles with terrible savagery.



POWER : 10

COST:

Models per unit

Points per model (weapons included)

1

160

	M	WS	BS	S	T	W	A	Ld	Sv
Deadlight	*	4+	4+	*	6	13	*	8	6+

	DAMAGE		
Remaining W	M	S	A
8-13+	12"	7	8
5-8	8"	6	6
1-4	6"	5	D4

This unit contains 1 Deadlight. It attacks with its **madness tendrils**, its **insanity maw**, and its **constriction**.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Madness tendrils	6"	Assault D6	User	-1	1	This weapon can be fired within 1" of an enemy unit and can target enemy units within 1" of friendly units.
Insanity maw	Melee	Melee	User	-2	1	For each enemy model slain by this weapon, roll a D6. On 5+, you regain 1 Wound.
Constriction	Melee	Melee	x2	-4	2D3	Only one attack can be dealt with this weapon per turn.

ABILITIES : Daemon, Living Light, Resurrection, Sanctic Ritual

Fatal cloud : a Deadlight has an invulnerable save of 4+. Instead of attacking with its weapons, it can choose to throw a dice for each model contained in the enemy units engaged with it. Each roll of 3+ results in a wound. Each roll of 6 results in a mortal wound. Only one wound can be inflicted on each model. This ability can be used after a successful charge roll.

Crawling madness : all units, friend or foe, within 6" and without the **ANGYL OF THE EMPEROR** keyword must subtract 1 to their Leadership rolls.

FACTION KEYWORD : ANGYL OF THE EMPEROR, DAEMON

KEYWORD : MONSTER, FLY, DEADLIGHT

Living Saint (HQ)

The Emperor's Ideal

The Imperium does not lack brave and mighty warriors fighting fervently for the God-Emperor. Some of them, on the verge of death or following a miraculous revelation, are chosen by what remains of the Emperor's fragmented consciousness to become His champions in the Warp.

Bathed with light and invested with sacred powers, these Living Saints appear in the material world during mankind's darkest hours, protecting and blessing their former kin and ruthlessly slaughtering the enemies of the God-Emperor.



POWER : 8

COST:

Models per unit

Points per model (weapons included)

Living Saint with Sacred Blade

1

135

Living Saint with Sacred Blade and Wings

1

150

	M	WS	BS	S	T	W	A	Ld	Sv
Saint Vivant	8	2+	2+	4	4	6	5	10	2+

This unit contains 1 Living Saint armed with a **Sacred Blade**.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Sacred Blade	Melee	Melee	+3	-3	D3	-
Crosier of Salvation	Melee	Melee	User	0	D3	Add 1 to the invulnerable save rolls of the bearer's unit, up to a value of 3+.
Peacemaker	12	Pistol 2	7	-2	1	-
Divine blaze	8	Assault D6	5	0	1	This weapon automatically hits its target
Frag grenade	6	Grenade D6	3	0	1	-
Krak grenade	6	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS :

- This model can trade its **Sacred Blade** for a **Crosier of Salvation**.....15 pts
- This model can equip a **Peacemaker** or a **Divine blaze**.....10 pts
- This model can equip **Frag grenades** and **Krak grenades**.....10 pts
- This model can equip **Wings (Power +1)**. Add 12" to its Movement and the keyword **Fly**

ABILITIES : Daemon, Living Light, Resurrection, Sanctic Ritual

Exemplar of Mankind : this model has an invulnerable save of 4+ and adds 1 to its Resurrection rolls.

Lord of Order : all friendly unit within 6" without the **CHAOS** keyword can reroll their failed To Hit rolls of 1.

Locus of Compassion : all friendly unit within 6" without the **CHAOS** keyword can reroll their failed invulnerable save rolls of 1.

PSYKER : this unit can attempt to manifest one psychic power per Friendly Psychic Phase, and can attempt to deny one psychic power per Enemy Psychic Phase. It knows the *Smite* power and one psychic power from the **Order discipline**.

FACTION KEYWORDS : **ANGYL OF THE EMPEROR, DAEMON, IMPERIUM**

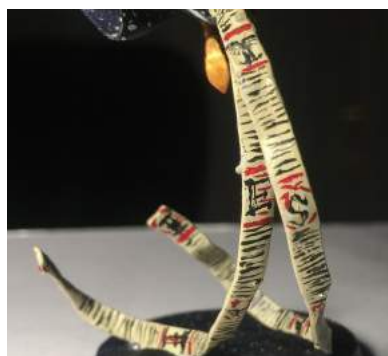
KEYWORDS : **CHARACTER, INFANTRY, LIVING SAINT**

Gallery

For higher picture quality, visit <https://github.com/Angyls-of-the-Emperor/Angyls-pictures>



The Angyls of the Emperor, holy Spawn of the Anathema



A Living Saint of the God-Emperor.



A Sephirical Judge wielding a Gordian Sword and a Tome of Truths



A horde of Whitewraiths, with one holding the Blinding Banner.

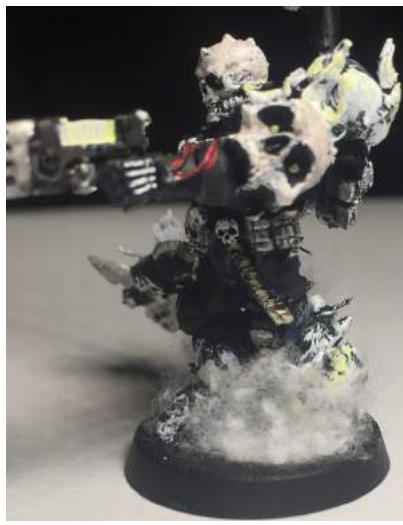




Excruciators looking for sinful victims to torture and make repent.



*A Deadlight overpowering its preys,
regardless of their allegiances.*



*A squad of Damned Legionnaire
to the rescue of mankind.*



How to build them

Angyls of the Emperor in their current form (as described in this codex) were design according to the following criteria :

- **Simplicity** : Angyls are a fully customized army, and half of it is built from scratch. Its units thus need to require as few plastic pieces to buy and as few time needed to assemble. They also do not need the use of any bitz difficult to acquire (e.g : limited edition).
- **Low price** : for the same reasons as above, this army is designed to cost roughly as much as an average Warhammer 40000 army. It is even cheaper than an actual daemon army !
- **Games Workshop loyalty** : no model displayed here was built with plastic pieces not belonging to a Games Workshop product.
- **Plausibility**: each unit represent an aspect of the God-Emperor as described and venerated in the 40K universe, and thus do not clash (or at least do not clash too much) with existing lore.

Here is what's required to assemble every unit shown in the gallery :

- **Sephirical Judge** : the most expensive miniature to build. However, there are thousands of ways to create a Sephirical Judge, and if your judge should be a Space Marine with wings or an humanoid made of golden polygons is left to your discretion. The Sephirical Judge shown in the gallery (kinda the “standard” one) needed, for about €75 / \$87 / £65 :
 - 1x Celestant Prime
 - 1x Dark Angels Hooded Head
 - 1x Stormcast Prosecutor Two-handed Sword
 - Pauldrons, books and accessories for Grey Knight Terminators
- **Whitewraiths** : there are two ways to create Whitewraiths. You can either buy a set of 9 Nazguls (€65 / \$75 / £56, or €7 / \$8 / £6 per model), or either craft them yourself with Green Stuff and a couple of bitz (€2 / \$3 / £2 per model). In the 41 Whitewraiths displayed in the Gallery section, 9 of them are Nazguls and the rest are Green Stuff. One Green Stuff pack allows to craft about 8 Whitewraiths, and depending on the quality of the model, assembling one required between 15 min and 30 min. Each Whitewraiths requires:
 - 1x round Citadel 25 mm base (preferably with a slot)
 - 1x small part of plastic frame for miniature parts (can be found in all Games Workshop products) to create the frame of the Whitewraith. The frame is stuck in the base slot and glued there.
 - A bit of Green Stuff to create its ghostly body. The green stuff needs to be stretched into small strips, that are then put on the plastic frame and layered one above another to create the robe of the wraith. About a dozen small strips are needed for one Whitewraith.
 - 1x sword and a set of gauntlets (I used Grey Knight bits for those in the gallery)

Once you've trained yourself on a couple wraith, it becomes an easy assembly line work.

- **The Legion of the Damned** : just buy them on Games Workshop website. Price per model vary from €6 / \$7 / £5 (if bought in a 4-5 pack) to €13 / \$15 / £11 (for individual Finecast miniatures). I've modded them with white and yellow flames instead of the red hellfire they are usually depicted engulfed in, as in my opinion this fitted more with them being angyls (a holy-ish color shade also extended to the Sergeant's plasma pistol).

- **Excruciators:** just buy a box of Stormcast Prosecutors and combine them with bitz from other models (I used Grey Knight pauldrons, falchions, halberds, books and accessories). However, I am not decided on what their head should look like, so I gave a different head to each of the three models shown in the Gallery section : one has a golden skull, one has a “galactic” skull to match with the body, and one has a regular Stormcast helmet. It’s upon you to choose which looks best (although I do like the skulls more, they make them look more like servants of the God-Emperor than servants of Sigmar). The skulls can be found in a regular Citadel skull box.
- **Deadlight:** this one is really cheap to build. It only needs cotton, iron wire, a 130 mm base, and some leftover chutes to decorate it. The only trick is to color the cotton to make it look like it’s generating light from the inside. Scroll down for more details.
- **Living Saint:** just like the Judge, the Saint is highly customizable. It can look like an enlightened Sister of Battle, a Space Marine clad in light, an Imperial Guard general in golden armor, a humble priest in hooded robes carrying an aquila staff, or whatever your imagination dictates you. If you want to keep it simple however, just buy Saint Celestine or the Sanguinor.

Most lighting effect shown in the gallery (light emission from within the robe of Whitewraiths, the fumes of the Deadlight, glowing wings of flying units, the Judge’s small comets, the Legionnaires’ flame) were all done using Dorn Yellow diluted to various degree. Be careful to dilute it *a lot* when using it on the Deadlight’s cotton. And since painting the cotton wets it and makes it loose its fluffiness, don’t hesitate to glue a thinner unpainted piece of cotton over the one you just painted.

Also, do *not* use Ceramite White painting or Corax White spray on the Deadlight : it will give the cotton a greyish taint and it will loose its light.

The “galactic” effect on some of the miniatures (the Judge’s cape and warpflux, the Living Saint’s cloth and base, and the Excruciators’ bodies) is also very easy to make :

- Abbadon Black base
- Thin layers of Kantor Blue and Naggaroth Night at random
- Ceramite White projections to create random stars, using a dry brush scrubbed with your thumb about half an inch away from the model.

Although this technique doesn’t give results as refined as airbrush painting, it’s way cheaper and time-efficient.

Evolution leads

The Angyls of the Emperor as described here are but an open project who just completed phase 1.0. If some members of the Warhammer 40000 community are interested in this army, they are free to modify it and complete it as much as they want. Here are some examples of possible future modifications :

- **Named characters** : since I wanted first and foremost for this codex to show working concepts of generic units for a brand new army, the codex as it is does not include named characters, but it sure could ! Here are some examples/proposals of characters that could be included and developed in this codex :
 - **Zerachiel (Sephirical Judge)** : a giant hooded knight with two huge energy wings, bringing life and salvation to all follower of the Emperor on its path. One of the nicest creatures shown in this codex, Zerachiel is probably what's left of the essence of Sanguinius. Rule-wise, Zerachiel would have better combat abilities, would improve the Resurrection rolls of nearby friendly units, and his own death would grant them a regain of lost wounds and a temporary attack buff.
 - **Owryalak (Sephirical Judge)** : hebrew for "lightwalker". An androgynous humanoid of smooth golden metal, Owryalak is an almost immaterial being, fast as light itself, and surrounded by a permanent Firetide. One of the deadliest Judges, he's an unstoppable engine of blind purgation. On tabletop, his Movement and Attack number would be improved, and the Firetide would be a burning aura damaging nearby enemy units.
 - **The Worldmaker (Sephirical Judge)** : a huge golem of metal and energy, loosely reminding of an Astartes whose power armor would continuously reassemble itself, and armed only with two powerful silver arms. An architect restructuring again and again the environment around him, the Worldmaker could be the essence of Ferrus Manus, lost in the warp after his death. He can reshape a whole planet just by walking over it. Rule-wise, his two metal fists could have exceptional AP, and his restructuring aura would buff or debuff various characteristics of friends and foes nearby (save rolls...).
 - **Saint Celestine (Living Saint)** : the one and only. Her sheet shouldn't be too different from the one already present in the Adeptus Ministorium codex, and would also include her Sisters Germinae.
 - **Saint Sabbat (Living Saint)** : founder of the Sabbat World. Legendary strategist, spiritual guide, and martyr. She would grant tactical buffs to her army, and her special rule *Nine Sacred Wounds* could improve her resilience and render her immune to certain negative effects as she suffers more and more wounds.
 - **The Sanguinor (Living Saint)** : mysterious guardian angel of the Blood Angels Space Marine chapter, whose origins remain uncertain. His sheet wouldn't be much different than the one he already has in his original codex.
 - **Imperious (Living Saint)** : an avatar of the Emperor's will of ambiguous origins, spotted in Aaron Demski-Bowden's novel *The Horus Talon*. Looks like a humble pilgrim wearing a mask of gold and light. Rule-wise, he would be a very strong psyker, and would have a pacifying aura debuffing the enemy unit's offensive abilities
 - **Sergent Centurius (Legionnaire Sergeant)** : one Legionnaire Sergeant could be replaced by Centurius, with improved characteristics and a unique relic, the Animum Malorium, a skull absorbing the soul of slain enemy models to revive/heal a Damned Legionnaire model.

- **Detailed lore:** the codex as it is only gives one page of angylic lore, not including descriptive paragraphs in each unit's sheet. Many campaigns, legends and achievements could be imagined around the angyls, involving for instance the aforementioned character proposals.
 - This army has two sources of inspiration. The first is Aaron Demski-Bowden's novel *The Horus Talon*, where Abaddon and his retinue go through a Firetide and meet Imperious.
 - The second one is the fanfiction *Warhammer 50k : The Shape Of The Nightmare To Come* and its sequel *Warhammer 60k : the Age of Dusk*. This is where the name "Angyls" come from. It describes demonic beings aligned with the Star Father, a god of Order, tyrannical and obsessed with control, birthed by the death of the Emperor and ten thousand years of human prayers and lamentations. The Angyls drain their victims of all free will and force them to walk forever on determined pathways and praise the Star Father until they die of exhaustion. The Angylworlds are described as gold and silver, planets covered in uniform monuments to the glory of the Star Father, and have the unique property of calming the warp around them. Contrary to these Angyls, the angyls of this very codex are less monomaniac control freaks and more compassion-driven wrecked-with-pain-to-the-point-of-insanity spirits, for they are not affiliated to some Star Father but to the Emperor, who is not yet a full Warp God and is still partly human and concerned with mankind's general (and reasonable) well-being. Some angyls (e.g : Excruciators) are creatures of destruction and torment who can only bring evil and woe around them, but others (such as the Legion of the Damned) are much more benign and are mostly concerned with protecting the Emperor's flock when all hope is lost.
 - Christian angelology and the Jewish kabbalah are also good inspiration material for future angylic lore.
- **New miniatures :** the army in its current forms includes a minimal number of units, so as to really look like a mere expansion of the Chaos Daemon codex : one kind of Greater Daemon, one kind of basic Lesser Daemon, a herald (mixed with a Daemon Prince), some creatures geared for Fast attack or Heavy support and a special Elite unit. But the codex could be expanded to include new units, especially since it is supposed to be played alone and cannot include things such as Soul Grinders or Furies.
 - The appearance of Angyls in *Warhammer 50k : The Shape Of The Nightmare To Come* is not very detailed, but it describes androgynous humanoïds made of gold and silver, radiating burning light and wrapped in dozens of razor-edge cutting metal wings. However, I did not take any inspiration from this description, because although really cool, it would have needed to convert expensive models such as Warmachine miniatures from the faction Convergence of Cyriss (especially Clockwork Angels, which cost \$25 for three models). Whitewraiths are less sophisticated, but way less complicated to build and paint, and much cheaper. *Warhammer 50k* also describes greater creatures such as Archangyls and Angyl Princes (Malcador, Celestine the Pure Flame and Kaldor Draigo), but their appearance does not diverge much from our Sephiral Judges and Living Saints. But if the need arises to make the Angyls closer to their *Warhammer 50k* version, Warmachine miniatures can be good bases.
 - A possible future Heavy support unit to add to this army would be the **Throne**. In the Bible, the thrones are just under the Seraphims and Cherubims in angelic hierarchy. They are powerful beings looking like wheels inside wheels, tasked with pulling the chariot of God, ensure the good working of the laws of the universe, and to deliver divine justice. Among the Angyls of the Emperor, the Thrones could embody the **Rationality of the Emperor**, an echo to its old Imperial Truth mantra and to its joined veneration with the Omnissiah. They could look like huge mechanical constructs of gold and silver in perpetual motion, spitting beams of holy fire, purifying everything they

touch from all irregularity, and singing praises to the God-Emperor through dozens of metallic faces and pipes protruding from their body. Again, Warmachine could offer good conversion bases (Cipher, Mitigator, Enigma Foundry) but finding a way to create them using only Games Workshop material would be awesome.

- The card game Duel Masters has a playable faction, the Light Civilization, made of mechanical creature with sophisticated and celestial appearance, which could carry some ideas for the creation of new Angyl units.



Thanks to François, Louis and Louis-Victor for their continuous support.

For more information and content, feel free to visit <https://github.com/Angyls-of-the-Emperor> or to send a mail to angyls.of.the.emperor@gmail.com

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