

ANGEL OF DEATH FIREFIGHT PLOY

ADJUST DOCTRINE

Adeptus Astartes kill teams adapt their strategies on the fly to overcome the foe. Swiftly traded hand signals and abrupt vox exchanges herald a shift in doctrine.

Use this firefight ploy during a friendly **ANGEL OF DEATH** operative's activation, before or after it performs an action. If you've used the Combat Doctrine strategy ploy during this turning point, change the **COMBAT DOCTRINE** you selected.

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TRANSHUMAN PHYSIOLOGY

The genetically modified physiology of a Space Marine is capable of resisting wounds that would kill a lesser being.

Use this firefight ploy when an operative is shooting a friendly **ANGEL OF DEATH** operative, in the Roll Defence Dice step. You can retain one of your normal successes as a critical success instead.

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SHOCK ASSAULT

The Adeptus Astartes strike with exceptional speed and strength, the roar of chainswords and brutal assaults spelling death for their foes.

Use this firefight ploy when a friendly **ANGEL OF DEATH** operative is performing the **Fight** action during an activation in which it performed the **Charge** action, at the start of the Resolve Attack Dice step. Until the end of that action:

- Its melee weapon has the Shock weapon rule.
- The first time you strike during that sequence, inflict 1 additional damage (to a maximum of 7).

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WRATH OF VENGEANCE

When roused to anger, a battle-brother of the Adeptus Astartes may be spurred to acts of extraordinary strength and athleticism.

Use this firefight ploy when a friendly **ANGEL OF DEATH[¶]** operative is counteracting. It can perform an additional 1AP action for free during that counteraction, but both actions must be different.