COMBAT DOCTRINE

Space Marines hold the teachings of the Codex Astartes in highest esteem, employing its flexible combat doctrines to annihilate their enemies.

Select one **COMBAT DOCTRINE** from those presented below. Whenever a friendly **ANGEL OF DEATH💀** operative is *x*, its weapons have the Balanced weapon rule. *X* is the **COMBAT DOCTRINE** you selected.

- **Devastator Doctrine:** Shooting an operative more than 6" from it.
- **Tactical Doctrine:** Shooting an operative within 6" of it.
- **Assault Doctrine:** Fighting or retaliating.

AND THEY SHALL KNOW NO FEAR

Space Marines possess extraordinary courage and are utterly unflinching in the face of terrifying horrors and overwhelming odds.

You can ignore any changes to the stats of friendly **ANGEL OF DEATH** 💀 operatives from being injured (including their weapons' stats).

ADAPTIVE TACTICS

There are few more tactically flexible warriors than the Adeptus Astartes. Supplementing the teachings of the Codex Astartes with their own experience, Space Marines may adjust their strategies at a moment's notice.

Change your secondary **CHAPTER TACTIC**. Note this ploy only lasts until the end of the turning point, at which point your original secondary **CHAPTER TACTIC** returns.

ANGEL OF DEATH 💀
STRATEGY PLOY

INDOMITUS

This is the Era Indomitus. The Imperium wages galaxy-spanning crusades to drive back the horrors that plague it, and the battle-brothers of the Adeptus Astartes are spurred on by this righteous purpose.

Whenever an operative is shooting a friendly **ANGEL OF DEATH** 💀 operative, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.