

# ANGEL OF DEATH<sup>®</sup> FACTION EQUIPMENT

## PURITY SEALS

Awarded by the Chapter's Chaplains, purity seals are inscribed with blessings and inspire the bearer to fight with increased vigour.

Once per turning point, when a friendly **ANGEL OF DEATH<sup>®</sup>** operative is shooting, fighting or retaliating, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.



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## CHAPTER RELIQUARIES

Many Space Marines bear macabre relics taken from the bodies of their fallen. Those who bear these inspirational items fight all the harder to honour the sacrifice of their battle-brothers.

You can use the Wrath of Vengeance firefight ploy for OCP if the specified friendly operative has an Engage order.

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## TILTING SHIELDS

As well as displaying company colours and personal heraldry, a Space Marine's tilting plate serves to protect the bearer in the press of melee combat.

Once per turning point, when a friendly **ANGEL OF DEATH** operative is fighting or retaliating, after your opponent rolls their attack dice, but before re-rolls, you can use this rule. If you do, your opponent cannot retain attack dice results of less than 6 as critical successes during that sequence (e.g. as a result of the Lethal, Rending or Severe weapon rules).

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## AUSPEX

Auspexes come in many forms. These scanning devices can detect motion, analyse atmospheric conditions and reveal heat signatures.

Once per turning point, when a friendly **ANGEL OF DEATH<sup>¶</sup>** operative performs the **Shoot** action and you're selecting a valid target, you can use this rule. If you do, until the end of the activation/counteraction, enemy operatives within 8" of that friendly operative cannot be obscured.