


# ANGEL OF DEATH

## FACTION RULE

### CHAPTER TACTICS

---

Each Space Marine Chapter is a martial brotherhood with its own combat philosophies, suited to the unique skills and temperaments of its battle-brothers. These tenets of war may be clothed in esoteric rituals built up over thousands of years, but remain as brutally effective as when they were first laid down.

When selecting your kill team, select a primary and secondary **CHAPTER TACTIC** for friendly **ANGEL OF DEATH ** operatives to gain for the battle. Multiple instances of the same **CHAPTER TACTIC** are not cumulative.

***Designer's Note:** If you're playing a series of games, i.e. a campaign or tournament, you must select the same primary and secondary **CHAPTER TACTIC** for every battle (you can still change the secondary with the Adaptive Tactics strategy play).*

**CHAPTER TACTIC OPTIONS ARE PRESENTED ON THEIR OWN CARD**

# ANGEL OF DEATH

## FACTION RULE

### CHAPTER TACTICS

#### 1. AGGRESSIVE

This operative's melee weapons have the Rending weapon rule.

#### 2. DUELLER

Once per sequence, whenever this operative is fighting or retaliating:

- One of your normal successes can block one unresolved critical success (unless the enemy operative's weapon has the Brutal weapon rule).
- One of your critical successes can block two unresolved normal successes (instead of one critical success).

#### 3. RESOLUTE

You can ignore any changes to this operative's APL stat.

CONTINUES ON OTHER SIDE



## 4. STEALTHY

Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

## 5. MOBILE

- This operative can perform the **Fall Back** action for 1 less AP.
- This operative can perform the **Charge** action while within control range of an enemy operative, and can leave that operative's control range to do so (but then normal requirements for that move apply).

## 6. HARDY

Whenever an operative is shooting this operative, defence dice results of 5+ are critical successes.

## 7. SHARPSHOOTER

Whenever this operative is shooting during an activation in which it hasn't performed the **Charge**, **Fall Back** or **Reposition** action, its bolt weapons have the Severe weapon rule.

## 8. SIEGE SPECIALIST

This operative's ranged weapons have the Saturate weapon rule.


# ANGEL OF DEATH

## FACTION RULE

### ASTARTES

---

These genetically modified superhumans are made for one purpose: war.

During each friendly **ANGEL OF DEATH ** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions, a bolt weapon must be selected for at least one of them, and if it's a bolt sniper rifle or heavy bolter, 1 additional AP must be spent for the second action if both actions are using that weapon.

Each friendly **ANGEL OF DEATH ** operative can counteract regardless of its order.