



SPACE MARINE CAPTAIN



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME ATK HIT DMG WR

Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Power fist	5	3+	5/7	Brutal

Heroic Leader: Once per turning point, you can use a firefight ploy for OCP if this is the specified **ANGEL OF DEATH** operative (excluding Command Re-roll), or the Adjust Doctrine firefight ploy for OCP if this operative is in the killzone and isn't within control range of enemy operatives.

Iron Halo: Once per battle, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.

ANGEL OF DEATH, IMPERIUM, ADEPTUS ASTARTES, LEADER, SPACE MARINE CAPTAIN

(40)

ASSAULT INTERCESSOR SERGEANT



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME ATK HIT DMG WR

Hand flamer	4	2+	3/3	Range 6", Saturate, Torrent 1"
Heavy bolt pistol	4	3+	3/4	Range 8", Piercing Crits 1
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Chainsword	5	3+	4/5	-
Power fist	5	4+	5/7	Brutal
Power weapon	5	3+	4/6	Lethal 5+
Thunder hammer	5	4+	5/6	Shock, Stun

RULES CONTINUE ON OTHER SIDE ▶

ANGEL OF DEATH, IMPERIUM, ADEPTUS ASTARTES, LEADER, ASSAULT INTERCESSOR, SERGEANT

(32)

ASSAULT INTERCESSOR SERGEANT



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

Doctrine Warfare: You can do each of the following once per battle:

- Whenever you would use the Combat Doctrine strategy ploy and then select Assault, if this operative is in the killzone, it costs you OCP.
- Whenever you would use the Combat Doctrine strategy ploy and then select Tactical, if this operative is in the killzone, it costs you OCP.

Chapter Veteran: At the end of the Select Operatives step, if this operative is selected for deployment, select one additional **CHAPTER TACTIC** for it to have for the battle. Unlike primary and secondary **CHAPTER TACTICS**, you don't have to select the same one for each battle in a campaign or tournament.

INTERCESSOR SERGEANT



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME ATK HIT DMG WR

Auto bolt rifle	4	3+	3/4	Torrent 1"
Bolt rifle	4	3+	3/4	Piercing Crits 1
Stalker bolt rifle (heavy)	4	3+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
Stalker bolt rifle (mobile)	4	3+	3/4	-
Chainsword	4	3+	4/5	-
Fists	4	3+	3/4	-
Power fist	4	4+	5/7	Brutal
Power weapon	4	3+	4/6	Lethal 5+
Thunder hammer	4	4+	5/6	Shock, Stun

RULES CONTINUE ON OTHER SIDE ▶

ANGEL OF DEATH, IMPERIUM, ADEPTUS ASTARTES, LEADER, INTERCESSOR, SERGEANT

(32)



INTERCESSOR SERGEANT



APL

▼ 3

MOVE

► 6"

SAVE

3+

WOUNDS

15

Doctrine Warfare: You can do each of the following once per battle:

- Whenever you would use the Combat Doctrine strategy ploy and then select Devastator, if this operative is in the killzone, it costs you OCP.
- Whenever you would use the Combat Doctrine strategy ploy and then select Tactical, if this operative is in the killzone, it costs you OCP.

Chapter Veteran: At the end of the Select Operatives step, if this operative is selected for deployment, select one additional **CHAPTER TACTIC** for it to have for the battle. Unlike primary and secondary **CHAPTER TACTICS**, you don't have to select the same one for each battle in a campaign or tournament.

ASSAULT INTERCESSOR GRENADIER



APL

▼ 3

MOVE

► 6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Heavy bolt pistol	4	3+	3/4	Range 8", Piercing Crits 1
Chainsword	5	3+	4/5	-

Grenadier: This operative can use frag and krak grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever it's doing so, improve the Hit stat of that weapon by 1.

ANGEL OF DEATH®, IMPERIUM, ADEPTUS ASTARTES, ASSAULT INTERCESSOR, GRENADIER

32

ASSAULT INTERCESSOR WARRIOR



APL

▼ 3

MOVE

► 6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Heavy bolt pistol	4	3+	3/4	Range 8", Piercing Crits 1
Chainsword	5	3+	4/5	-

ANGEL OF DEATH®, IMPERIUM, ADEPTUS ASTARTES, ASSAULT INTERCESSOR, WARRIOR

32

HEAVY INTERCESSOR GUNNER



APL

▼ 3

MOVE

► 5"

SAVE

3+

WOUNDS

18

NAME	ATK	HIT	DMG	WR
Heavy bolter (focused)	5	3+	4/5	Piercing Crits 1
Heavy bolter (sweeping)	4	3+	4/5	Piercing Crits 1, Torrent 1"
Fists	4	3+	3/4	-

ANGEL OF DEATH®, IMPERIUM, ADEPTUS ASTARTES, HEAVY INTERCESSOR, GUNNER

40



INTERCESSOR GUNNER



APL ▼3 MOVE ➔6" SAVE ⚡3+ WOUNDS 🔥14

NAME	ATK	HIT	DMG	WR
Auto bolt rifle	4	3+	3/4	Torrent 1"
Auxiliary grenade launcher (frag)	4	3+	2/4	Blast 2"
Auxiliary grenade launcher (krak)	4	3+	4/5	Piercing 1
Bolt rifle	4	3+	3/4	Piercing Crits 1
Stalker bolt rifle (heavy)	4	3+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
Stalker bolt rifle (mobile)	4	3+	3/4	-
Fists	4	3+	3/4	-

ANGEL OF DEATH®, IMPERIUM, ADEPTUS ASTARTES, INTERCESSOR, GUNNER

(32)

INTERCESSOR WARRIOR



APL ▼3 MOVE ➔6" SAVE ⚡3+ WOUNDS 🔥14

NAME	ATK	HIT	DMG	WR
Auto bolt rifle	4	3+	3/4	Torrent 1"
Bolt rifle	4	3+	3/4	Piercing Crits 1
Stalker bolt rifle (heavy)	4	3+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1
Stalker bolt rifle (mobile)	4	3+	3/4	-
Fists	4	3+	3/4	-

ANGEL OF DEATH®, IMPERIUM, ADEPTUS ASTARTES, INTERCESSOR, WARRIOR

(32)

ELIMINATOR SNIPER



APL ▼3 MOVE ➔7" SAVE ⚡3+ WOUNDS 🔥12

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Bolt sniper rifle (executioner)	4	2+	3/4	Heavy (Dash only), Saturate, Seek Light, Silent
Bolt sniper rifle (hyperfrag)	4	2+	2/4	Blast 1", Heavy (Dash only), Silent
Bolt sniper rifle (mortis)	4	2+	3/3	Devastating 3, Heavy (Dash only), Piercing 1, Silent
Fists	4	3+	3/4	-

RULES CONTINUE ON OTHER SIDE ►

ANGEL OF DEATH®, IMPERIUM, ADEPTUS ASTARTES, ELIMINATOR, SNIPER

(40)

ELIMINATOR SNIPER



APL ▼3 MOVE ➔7" SAVE ⚡3+ WOUNDS 🔥12

Camo Cloak: Whenever an operative is shooting this operative, ignore the Saturate weapon rule. This operative has the Stealthy **CHAPTER TACTIC**. If you selected that **CHAPTER TACTIC**, you can do both of its options (i.e. retain two cover saves – one normal and one critical success).

- OPTICS 1AP
 - ▶ Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured.
 - ◆ This operative cannot perform this action while within control range of an enemy operative.



ANGELS OF DEATH KILL TEAM

ARCHETYPE: SECURITY, SEEK & DESTROY

OPERATIVES

↳ 1 ANGEL OF DEATH operative selected from the following list:

- ASSAULT INTERCESSOR SERGEANT with one option from each of the following:
 - Hand flamer or heavy bolt pistol
 - Chainsword, power fist, power weapon or thunder hammerOr the following option:
 - Plasma pistol; chainsword
- INTERCESSOR SERGEANT with one option from each of the following:
 - Auto bolt rifle, bolt rifle or stalker bolt rifle
 - Chainsword, fists, power fist, power weapon or thunder hammer
- SPACE MARINE CAPTAIN

CONTINUES ON OTHER SIDE ►

↳ 5 ANGEL OF DEATH operatives selected from the following list:

- ASSAULT INTERCESSOR GRENADIER
- ASSAULT INTERCESSOR WARRIOR
- ELIMINATOR SNIPER*
- HEAVY INTERCESSOR GUNNER*
- INTERCESSOR GUNNER with auxiliary grenade launcher and one of the following options:
 - Auto bolt rifle; fists
 - Bolt rifle; fists
 - Stalker bolt rifle; fists
- INTERCESSOR WARRIOR with one of the following options:
 - Auto bolt rifle; fists
 - Bolt rifle; fists
 - Stalker bolt rifle; fists

Other than WARRIOR operatives, your kill team can only include each operative on this list once.

* You cannot select more than one of these operatives combined.

Some ANGEL OF DEATH rules refer to a ‘bolt weapon’. This is a ranged weapon that includes ‘bolt’ in its name, e.g. stalker bolt rifle, heavy bolt pistol, etc.

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 aren't 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 ploy).

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

Whenever this operative is fighting or retaliating, each of your normal successes can block one unresolved critical success (unless the enemy operative's weapon has the Brutal weapon rule).

3. RESOLUTE

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

CONTINUES ON OTHER SIDE ►



4. STEALTH

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.

ANGEL OF DEATH® STRATEGY PLOY

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.

ANGEL OF DEATH® STRATEGY PLOY

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).



ANGEL OF DEATH® STRATEGY PLOY

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.

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.

ANGEL OF DEATH® FIREFIGHT PLOY

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.



ANGEL OF DEATH FIREFIGHT PLOY

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).

ANGEL OF DEATH FIREFIGHT PLOY

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.

ANGEL OF DEATH 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** 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.

ANGEL OF DEATH FACTION EQUIPMENT

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.



ANGEL OF DEATH® FACTION EQUIPMENT

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).

ANGEL OF DEATH® FACTION EQUIPMENT

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® 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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- One of your Ammo Cache markers the active operative controls is used during this turning point.
- Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

■■■ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

■■■ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

► The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTKYN SALVAGER® FLY, MANDRAKE® SHADOW PASSAGE).

► Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

NOTES:



ANGELS OF DEATH: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, CHAPTER TACTICS, DUELLER

Changed to read:

'Whenever this operative is fighting or retaliating, each of your normal successes can block one unresolved critical success (unless the enemy operative's weapon has the Brutal weapon rule).'

INTERCESSOR SERGEANT OPERATIVE, DOCTRINE WARFARE RULE

Changed to read:

'You can do each of the following once per battle:

- Whenever you would use the Combat Doctrine strategy ploy and then select Devastator, if this operative is in the killzone, it costs you 0CP.
- Whenever you would use the Combat Doctrine strategy ploy and then select Tactical, if this operative is in the killzone, it costs you 0CP.'

JULY '25

ASSAULT INTERCESSOR SERGEANT OPERATIVE, DOCTRINE WARFARE RULE

Changed to read:

'You can do each of the following once per battle:

- Whenever you would use the Combat Doctrine strategy ploy and then select Assault, if this operative is in the killzone, it costs you 0CP.
- Whenever you would use the Combat Doctrine strategy ploy and then select Tactical, if this operative is in the killzone, it costs you 0CP.'

HEAVY INTERCESSOR GUNNER OPERATIVE

Move stat changed to '5'.

PREVIOUS ERRATAS

FACTION EQUIPMENT, TILTING SHIELDS

Relevant part of first sentence changed to read:

'[...] after your opponent rolls their attack dice, but before re-rolls, you can use this rule.'

ANGELS OF DEATH OPERATIVES

Genetically modified transhuman warriors, Space Marines are amongst Humanity's most elite fighting forces. Angels of Death kill teams are composed of elite specialists trained in myriad forms of combat, who are capable of overcoming almost any foe.

2

SPACE MARINE CAPTAIN

To reach the rank of Captain, a Space Marine must master war. They are equally adept at conducting planet-spanning military campaigns as they are at dispatching foes in expertly fought duels.

ASSAULT INTERCESSOR SERGEANT

These mission leaders understand the optimal moment to unleash charges. They are exemplars in the press of melee, rending foes in twain with their deadly close combat weapons.

INTERCESSOR SERGEANT

Intercessor Sergeants lead their teams in levelling salvos of firepower against targets in ever-changing killzones. They often carry specialist weaponry into the fray to support their battle-brothers.



ASSAULT INTERCESSOR WARRIOR

Protected by Mk X Tacticus armour, Assault Intercessor Warriors charge into battle swinging large chainswords and firing mass-reactive shells from their pistols.

ASSAULT INTERCESSOR GRENADIER

Equipped with an array of deadly grenades, these specialists provide close-range support when facing swarms of lesser foes or heavily armoured targets.

INTERCESSOR WARRIOR

Intercessor Warriors lay down punishing volleys of fire from their bolt rifles. Their tactics and wargear are adaptable to countless situations, making them a core asset for any Intercession Squad.

INTERCESSOR GUNNER

These specialists provide long-range supporting fire from their rifle's underslung auxiliary grenade launcher. They are capable of delivering explosive charges that inflict maximum devastation on the most densely defended or shielded positions.

ELIMINATOR SNIPER

Eliminators wield specialised sniper rifles with ammunition for every enemy. These range from heavy-cored Mortis rounds that make a mockery of armour, to explosive fragmentation shells that devastate clustered targets.

HEAVY INTERCESSOR GUNNER

Heavy Intercessors are akin to walking gun emplacements. Their heavy bolters allow them to shatter enemies with punishing fusillades of explosive fire, either sweeping over massed troops or in focused volleys.

ANGELS OF DEATH KILL TEAM



Below you will find a list of the operatives that make up an **ANGEL OF DEATH** kill team, including, where relevant, any weapons specified for that operative.



OPERATIVES

- ↳ 1 **ANGEL OF DEATH** operative selected from the following list:
 - **ASSAULT INTERCESSOR SERGEANT** with one option from each of the following:
 - Hand flamer or heavy bolt pistol
 - Chainsword, power fist, power weapon or thunder hammer
 - Or the following option:
 - Plasma pistol; chainsword
 - **INTERCESSOR SERGEANT** with one option from each of the following:
 - Auto bolt rifle, bolt rifle or stalker bolt rifle
 - Chainsword, fists, power fist, power weapon or thunder hammer
 - **SPACE MARINE CAPTAIN**

- ↳ 5 **ANGEL OF DEATH** operatives selected from the following list:
 - **ASSAULT INTERCESSOR GRENADIER**
 - **ASSAULT INTERCESSOR WARRIOR**
 - **ELIMINATOR SNIPER***
 - **HEAVY INTERCESSOR GUNNER***
 - **INTERCESSOR GUNNER** with auxiliary grenade launcher and one of the following options:
 - Auto bolt rifle; fists
 - Bolt rifle; fists
 - Stalker bolt rifle; fists
 - **INTERCESSOR WARRIOR** with one of the following options:
 - Auto bolt rifle; fists
 - Bolt rifle; fists
 - Stalker bolt rifle; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

* You cannot select more than one of these operatives combined.

ARCHETYPES



SECURITY



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

Some **ANGEL OF DEATH** rules refer to a ‘bolt weapon’. This is a ranged weapon that includes ‘bolt’ in its name, e.g. stalker bolt rifle, heavy bolt pistol, etc.

The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



ASSAULT INTERCESSOR SERGEANT



INTERCESSOR SERGEANT



SPACE MARINE CAPTAIN



ASSAULT INTERCESSOR GRENADIER



ASSAULT INTERCESSOR WARRIOR



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ANGELS OF DEATH ➤ KILL TEAM SELECTION

ELIMINATOR SNIPER



INTERCESSOR GUNNER



HEAVY INTERCESSOR GUNNER



INTERCESSOR WARRIOR

