

ANGELS OF DEATH

STRATEGY PLOYS

COMBAT DOCTRINE

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

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

ADAPTIVE TACTICS

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

INDOMITUS

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.

FIREFIGHT PLOYS

ADJUST DOCTRINE

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

TRANSHUMAN PHYSIOLOGY

Use this firefight play 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.

SHOCK ASSAULT

Use this firefight play 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).

WRATH OF VENGEANCE

Use this firefight play 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.

OPERATIVES

ARCHETYPE: SECURITY / SEEK AND DESTROY

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 of each of the following:
 - Auto bolt rifle, bolt rifle or stalker bolt rifle
 - Chainsword, fists, power fist, power weapon or thunder hammer
- **CAPTAIN**

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

- **ASSAULT INTERCESSOR GRENADEIER**
- **ASSAULT INTERCESSOR WARRIOR**
- **ELIMINATOR SNIPER***
- **HEAVY INTERCESSOR GUNNER***
- **INTERCESSOR GUNNER** with an 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 above once.

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

FACTION RULES

CHAPTER TACTICS

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.

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 and it isn't affected by enemy operatives' Shock weapon rule.

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. Whenever this operative is retaliating, the first time an attack dice inflicts Normal Dmg of 3 or more on this operative during that sequence, that dice inflicts 1 less damage on it.

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 Accurate 1 and Severe weapon rules.

8. SIEGE SPECIALIST

This operative's ranged weapons have the Saturate weapon rule. Whenever this operative is fighting or retaliating, enemy operatives cannot assist.

ASTARTES

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.

FACTION EQUIPMENT

PURITY SEALS

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.

CHAPTER RELIQUARIES

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

TILTING SHIELDS

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).

AUSPEX

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.

ANGELS OF DEATH

CAPTAIN	APL 3	MV 6"	SV 3+	W 15
A	HT	D	WR	
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
X Power fist	5	3+	5/7	Brutal

Heroic Leader: Once per turning point, you can do one of the following:

- Use a firefight play for OCP if this is the specified **ANGEL OF DEATH** operative (excluding Command Re-roll).
- Use the Combat Doctrine strategy play when you activate a friendly **ANGEL OF DEATH** operative if this operative is in the killzone and isn't within control range of enemy operatives (pay its CP cost as normal). Note that you cannot do so if you've already used that play during this turning point.
- Use the Adjust Doctrine firefight play 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.

ASSAULT INTERCESSOR SERGEANT	APL 3	MV 6"	SV 3+	W 15
A	HT	D	WR	
⊕ Hand flamer	4	2+	3/3	Rng 6", Saturate, Torrent 1"
⊕ Heavy bolt pistol	4	3+	3/4	Rng 8", Piercing Crits 1
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
X Chainsword	5	3+	4/5	-
X Power fist	5	4+	5/7	Brutal
X Power weapon	5	3+	4/6	Lethal 5+
X Thunder hammer	5	4+	5/6	Shock, Stun

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

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

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	MV 6"	SV 3+	W 15
A	HT	D	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
- Mobile	4	3+	3/4	-
X Chainsword	4	3+	4/5	-
X Fists	4	3+	3/4	-
X Power fist	4	4+	5/7	Brutal
X Power weapon	4	3+	4/6	Lethal 5+
X Thunder hammer	4	4+	5/6	Shock, Stun

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

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

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 GRENAДИER	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Heavy bolt pistol	4	3+	3/4	Rng 8", Piercing Crits 1
X 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.

ASSAULT INTERCESSOR	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Heavy bolt pistol	4	3+	3/4	Rng 8", Piercing Crits 1
X Chainsword	5	3+	4/5	-

ELIMINATOR SNIPER	APL 3	MV 7"	SV 3+	W 12
A	HT	D	WR	
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Bolt sniper rifle				
- Executioner	4	2+	3/4	Heavy (Dash only), Saturate, Seek Light, Silent
- Hyperfrag	4	2+	2/4	Blast 1", Heavy (Dash only), Silent
- Mortis	4	2+	3/3	Devastating 3, Heavy (Dash only), Piercing 1, Silent
X Fists	4	3+	3/4	-

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.

HEAVY INTERCESSOR GUNNER	APL 3	MV 5"	SV 3+	W 18
A	HT	D	WR	
⊕ Heavy bolter				
- Focused	5	3+	4/5	Piercing Crits 1
- Sweeping	4	3+	4/5	Piercing Crits 1, Torrent 1"
X Fists	4	3+	3/4	-

INTERCESSOR GUNNER	APL 3	MV 6"	SV 3+	W 14
A	HT	D	WR	
⊕ Auto bolt rifle	4	3+	3/4	Torrent 1"
⊕ Auxiliary grenade launcher				
- Frag	4	3+	2/4	Blast 2"
- 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
- Mobile	4	3+	3/4	-
X Fists	4	3+	3/4	-

INTERCESSOR WARRIOR	APL 3	MV 6"	SV 3+	W 14
A	HT	D	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
- Mobile	4	3+	3/4	-
X Fists	4	3+	3/4	-