IMPERIUM - BLOOD ANGELS

ASTORATH

90 PTS

M	T	SV	W	LD	OC
12"	5	2+	5	5+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Executioner's Axe **DEVASTATING WOUNDS** **PRECISION**	Melee	6	2+	7	-3	2

AUFSTELLUNG

1x Astorath (40mm)

Equipped with: The Executioner's Axe

ABILITIES

CORE - Leader

Mass of Doom
If this unit made a charge move this turn, this unit's melee attacks have [**DEVASTATING WOUNDS**:non-MONSTER/VEHICLE]

Redeemer of the Lost
In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6, with +1 to that roll if that model was engaged with an enemy unit with a T greater than or equal to this unit's T:

- On a 4+, do not remove that model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

Leader
This model can be attached to the following unit:
Death Company Marines with Jump Packs

WEAPON RULES

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

PRECISION
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Fly, Jump Pack, Imperium, Chaplain, Astorath, Leader

CORE RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.