IMPERIUM - BLOOD ANGELS · DETACHMENT

WRATH OF THE DOOMED

1 DP · PURGE THE FOE

ENHANCEMENTS

Instinctive Interception — **10 pts**

Death Company model only. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

On the Archtraitor's Bridge — **20 pts**

Death Company model only. This model's melee attacks have +2 A.

DETACHMENT-REGEL

Friendly DEATH COMPANY units have the following:

- At the start of each phase, the assault doctrine is active for this unit.

- The devastator/tactical doctrine cannot be active for this unit.

This means that, regardless of any other rules, Death Company units can never have an active doctrine other than the assault doctrine.

Restrictions: Your army can include Blood Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — WRATH OF THE DOOMED STRATAGEM · WAHAPEDIA — SHOOTING

RAGE-FUELLED RESPONSE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Death Company unit has shot.
Target: That DEATH COMPANY unit.
Effect: Your unit can make a surge move of up to D6".

1 CP — WRATH OF THE DOOMED STRATAGEM · WAHAPEDIA — CHARGE

NO BARRIER TO RETRIBUTION

When: Your Movement or your Charge phase, when a friendly Death Company Dreadnought unit is selected to make a normal/advance/charge move.
Target: That DEATH COMPANY DREADNOUGHT unit.
Effect: Your unit has Mobile.

1 CP — WRATH OF THE DOOMED STRATAGEM · WAHAPEDIA — ANY

DEATH BEGETS VENGEANCE

When: Any phase, when a friendly Death Company unit is destroyed by an enemy unit.
Target: That enemy unit.
Effect: That enemy unit is hated until the end of the battle: While a unit is hated, friendly DEATH COMPANY units' attacks that target that unit have +1 to wound rolls.