IMPERIUM - BLOOD ANGELS · DETACHMENT

ENCARMINE SPEARTIP

1 DP · DISRUPTION

ENHANCEMENTS

Angelic Executioner — **20 pts**

Adeptus Astartes Jump Pack model only. When this unit is selected to fight, this unit's melee attacks have:

- [LETHAL HITS].
- Or: [SUSTAINED HITS 1].

Shadow of Abomination — **15 pts**

Adeptus Astartes Jump Pack model only. (once per battle, per army) When this unit is selected to fight you can use this ability. If you do, this model's melee attacks have +1 D.

DETACHMENT-REGEL

The tactical doctrine is active for Sanguinary Guard units in addition to any other combat 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 — ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA — MOVEMENT

INEXORABLE VALOUR

When: Your opponent's Movement phase, when an enemy unit that was engaged with a friendly Sanguinary Guard unit ends a fall-back move, if that SANGUINARY GUARD unit is unengaged.
Target: That SANGUINARY GUARD unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA — CHARGE

JUDGEMENT OF THE GOLDEN HOST

When: Your Charge phase, when a friendly Sanguinary Guard unit form your army ends a charge move.
Target: That SANGUINARY GUARD unit.
Effect: Select one enemy unit engaged with your unit. Roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

1 CP — ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA — SHOOTING

BLINDING BLURS OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Sanguinary Guard unit.
Target: That SANGUINARY GUARD unit.
Effect: Your unit has: Stealth. -3" detection range.