

ANGELIC INHERITORS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Prescient Flash

20 pts

Adeptus Astartes model only. Models in the bearer's unit have the Scouts 6" ability

Blazing Icon

20 pts

Adeptus Astartes Infantry model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

Troubling Visions

15 pts

Adeptus Astartes model only. Once per battle, in your Command phase, the bearer can use this

Enhancement. When it does, until the start of your next Command phase, all Angelic Legacy abilities

(see left) are active for the bearer's unit, instead of only two of them.

Ordained Sacrifice

25 pts

Adeptus Astartes model only. The first time the bearer is destroyed, roll one D6 at the end of the phase: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with 3 wounds remaining

DETACHMENT RULE

At the start of the first battle round, select two of the Angelic Legacy abilities listed below. Until the end of the battle, those Angelic Legacy abilities are active and their effects apply to all Adeptus Astartes Character units from your army.

Sanguinary Grace: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Carmine Wrath: Each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Their Appointed Hour: You can re-roll Advance and Charge rolls made for this unit.

STRATAGEMS (6/6)

1 CP ANGELIC INHERITORS – EPIC DEED STRATAGEM **COMMAND**

INSTANT OF GRACE

When: Your Command phase.

Target: One Adeptus Astartes Infantry unit from your army.

Effect: Select one non-CHARACTER model in your unit. Until the start of your next Command phase, your model has the Character keyword.

1 CP ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM **SHOOTING**

IN THE SHADOW OF GREAT WINGS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Character unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP ANGELIC INHERITORS – STRATEGIC PLOY STRATAGEM

SHOOTING

STRIKE NOW FOR GLORY

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.

1 CP ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM **FIGHT**

FOCUSED FURY

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LETHAL HITS] ability. If your unit is a Character unit, until the end of the phase, those weapons have the [LANCE] ability as well.

1 CP ANGELIC INHERITORS – STRATEGIC PLOY STRATAGEM **FIGHT**

UNTO THE BURNING SKIES

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Jump Pack unit from your army. You cannot target a unit that is within Engagement Range of one or more enemy units, unless it is The Sanguinor.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.