

THE ANGELIC HOST

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Archangel's Shard

15 pts

Adeptus Astartes model only. The bearer's melee weapons have the [ANTI-CHAOS 5+] and [LANCE] abilities.

Artisan of War

20 pts

Adeptus Astartes Jump Pack model only. Improve the Armour Penetration characteristic of the bearer's weapons by 1, and the bearer has a Save characteristic of 2+.

Gleaming Pinions

25 pts

ADEPTUS ASTARTES JUMP PACK model only. In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6"

Visage of Death

15 pts

Adeptus Astartes Jump Pack model only. In the Battle-shock step of your opponent's Command phase, each enemy unit (excluding Monsters and Vehicles) within Engagement Range of the bearer must take a Battle-shock test.

DETACHMENT RULE

At the end of your opponent's turn, you can select a number of Adeptus Astartes Jump Pack units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 1 unit

Strike Force - Up to 2 units

Onslaught - Up to 3 units

- Place those units in strategic reserves.
- Those units must make an ingress move in your next Movement phase (including in your first turn)

STRATAGEMS (6/6)

1 CP THE ANGELIC HOST – EPIC DEED STRATAGEM MOVEMENT

DEATH FROM THE SKIES

When: Your Movement phase, just after an Adeptus Astartes Jump Pack unit from your army Advances or Falls Back.

Target: That ADEPTUS ASTARTES JUMP PACK unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

1 CP THE ANGELIC HOST – EPIC DEED STRATAGEM MOVEMENT

DESCENT OF ANGELS

When: Your Movement phase.

Target: One Adeptus Astartes Jump Pack unit from your army that is arriving using the Deep Strike ability this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.

Restriction: A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

1 CP THE ANGELIC HOST – 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 THE ANGELIC HOST – BATTLE TACTIC STRATAGEM FIGHT

ANGEL'S SACRIFICE

When: Start of the Fight phase.

Target: One Adeptus Astartes Jump Pack unit from your army.

Effect: Until the end of the phase, each time an enemy model within Engagement Range of your unit selects its targets, it must select your unit as the target of all of its attacks.

1 CP THE ANGELIC HOST – BATTLE TACTIC STRATAGEM FIGHT

MARTIAL EXEMPLARS

When: Fight phase.

Target: One Adeptus Astartes Jump Pack 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] and [PRECISION] abilities.

1 CP THE ANGELIC HOST – EPIC DEED STRATAGEM ANY

UNBRIDLED ARDOUR

When: Any phase.

Target: One ADEPTUS ASTARTES unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Until the end of the battle, each time a friendly Sanguinary Guard unit makes an attack that targets the enemy unit that just destroyed your unit, you can re-roll the Hit roll and you can re-roll the Wound roll.