

VENGEFUL HOSTS

VETERANS OF ARMAGEDDON'S WARS, THESE ANGELS OF DEATH BRING VENGEANCE FROM ON HIGH



DETACHMENT RULES

IMPERATOR UNLEASHED

The warrior hosts deployed in Operation Imperator know they must strike with decisive fury if they are to break their foes.

In a turn a friendly **ADEPTUS ASTARTES FLY INFANTRY** unit made an **ingress/charge move**, that unit's attacks can re-roll **hit rolls** of 1.

ENHANCEMENTS

AVENGING ANGEL

Descending on wings of fire, this warrior spreads terror of Imperial vengeance through the ranks of the foe.

ADEPTUS ASTARTES FLY INFANTRY model only. When this unit ends an **ingress move**, select up to one enemy unit within 9" of this unit. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**.

ORKSBANE

The machine spirit of this ancient relic weapon is said to hate Orks with a vehemence that kills them on contact.

ADEPTUS ASTARTES FLY INFANTRY model only. This model has the following weapon:

Orksbane [CLEAVE 2]

RANGE	A	WS	S	AP	D
Melee	4	2+	8	-2	3

METEORIC ONSLAUGHT

1CP

VENGEFUL HOSTS STRATAGEM

Jump jets blazing, these Space Marine shock troops slam into their foes with bone-breaking force.

WHEN: Fight phase, when a friendly **ADEPTUS ASTARTES FLY INFANTRY** unit that made a **charge move** this turn is **selected to attack**.

TARGET: That friendly **ADEPTUS ASTARTES FLY INFANTRY** unit.

EFFECT: Your unit's melee attacks have +1 S.



PURGE BY SECTORS

1CP

VENGEFUL HOSTS STRATAGEM

Focused on sweeping the Ork threat from Armageddon, if these warriors find themselves unengaged, they press swiftly onward.

WHEN: End of the Fight phase.

TARGET: One friendly **unengaged ADEPTUS ASTARTES FLY INFANTRY** unit that was **eligible to fight** this phase.

EFFECT: Your unit can make a **normal move** of up to D3+3".



KNOW NO FEAR

1CP

VENGEFUL HOSTS STRATAGEM

Inspired by duty, these warriors reject dismay and fight on with renewed fury.

WHEN: Your Command phase.

TARGET: One friendly **battle-shocked ADEPTUS ASTARTES** unit. You can target that unit with this **stratagem** even though it is **battle-shocked**.

EFFECT: Your unit is no longer **battle-shocked**.

