



# ANGELS OF DEATH: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## ERRATA

OCTOBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### SPACE MARINE CAPTAIN OPERATIVE, HEROIC LEADER RULE

Changed to read:

'Once per turning point, you can **do one of the following**:

- Use a firefight ploy for OCP if this is the specified **ANGEL OF DEATH** operative (excluding Command Re-roll).
- Use the **Combat Doctrine strategy ploy** when you activate a friendly **ANGEL OF DEATH** operative if this operative is in the killzone and isn't within control range of enemy operatives (pay its CP cost as normal). Note that you cannot do so if you've already used that ploy during this turning point.
- Use the **Adjust Doctrine firefight ploy** for OCP if this operative is in the killzone and isn't within control range of enemy operatives.'

### FACTION RULES, CHAPTER TACTICS

#### Resolute

Changed to read:

'You can ignore any changes to this operative's APL stat **and it isn't affected by enemy operatives' Shock weapon rule.**'

#### Hardy

Additional sentence added:

'**Whenever this operative is retaliating, the first time an attack dice inflicts Normal Dmg of 3 or more on this operative during that sequence, that dice inflicts 1 less damage on it.**'

#### Sharpshooter

Relevant part changed to read:

'[...] its bolt weapons have the **Accurate 1** and **Severe** weapon rules.'

#### Siege Specialist

Additional sentence added:

'**Whenever this operative is fighting or retaliating, enemy operatives cannot assist.**'

## PREVIOUS ERRATAS

### FACTION RULES, CHAPTER TACTICS, DUELLER

Changed to read:

'Whenever this operative is fighting or retaliating, each of your normal successes can block one unresolved critical success (unless the enemy operative's weapon has the Brutal weapon rule).'

### INTERCESSOR SERGEANT OPERATIVE, DOCTRINE WARFARE RULE

Changed to read:

'You can do each of the following once per battle:

- When you would use the Combat Doctrine strategy ploy and then select Devastator, if this operative is in the killzone, it costs you OCP.
- When you would use the Combat Doctrine strategy ploy and then select Tactical, if this operative is in the killzone, it costs you OCP.'

### ASSAULT INTERCESSOR SERGEANT OPERATIVE, DOCTRINE WARFARE RULE

Changed to read:

'You can do each of the following once per battle:

- When you would use the Combat Doctrine strategy ploy and then select Assault, if this operative is in the killzone, it costs you OCP.
- When you would use the Combat Doctrine strategy ploy and then select Tactical, if this operative is in the killzone, it costs you OCP.'

### HEAVY INTERCESSOR GUNNER OPERATIVE

Move stat changed to '5'.

### FACTION EQUIPMENT, TILTING SHIELDS

Relevant part of first sentence changed to read:

'[...] after your opponent rolls their attack dice, **but before re-rolls**, you can use this rule.'

# ANGELS OF DEATH OPERATIVES

Genetically modified transhuman warriors, Space Marines are amongst Humanity's most elite fighting forces. Angels of Death kill teams are composed of elite specialists trained in myriad forms of combat, who are capable of overcoming almost any foe.

2

## SPACE MARINE CAPTAIN

To reach the rank of Captain, a Space Marine must master war. They are equally adept at conducting planet-spanning military campaigns as they are at dispatching foes in expertly fought duels.

## ASSAULT INTERCESSOR SERGEANT

These mission leaders understand the optimal moment to unleash charges. They are exemplars in the press of melee, rending foes in twain with their deadly close combat weapons.

## INTERCESSOR SERGEANT

Intercessor Sergeants lead their teams in levelling salvos of firepower against targets in ever-changing killzones. They often carry specialist weaponry into the fray to support their battle-brothers.

## ASSAULT INTERCESSOR WARRIOR

Protected by Mk X Tacticus armour, Assault Intercessor Warriors charge into battle swinging large chainswords and firing mass-reactive shells from their pistols.

## ASSAULT INTERCESSOR GRENADEIER

Equipped with an array of deadly grenades, these specialists provide close-range support when facing swarms of lesser foes or heavily armoured targets.

## INTERCESSOR WARRIOR

Intercessor Warriors lay down punishing volleys of fire from their bolt rifles. Their tactics and wargear are adaptable to countless situations, making them a core asset for any Intercession Squad.

## INTERCESSOR GUNNER

These specialists provide long-range supporting fire from their rifle's underslung auxiliary grenade launcher. They are capable of delivering explosive charges that inflict maximum devastation on the most densely defended or shielded positions.

## ELIMINATOR SNIPER

Eliminators wield specialised sniper rifles with ammunition for every enemy. These range from heavy-cored Mortis rounds that make a mockery of armour, to explosive fragmentation shells that devastate clustered targets.

## HEAVY INTERCESSOR GUNNER

Heavy Intercessors are akin to walking gun emplacements. Their heavy bolters allow them to shatter enemies with punishing fusillades of explosive fire, either sweeping over massed troops or in focused volleys.



# ANGELS OF DEATH KILL TEAM



Below you will find a list of the operatives that make up an **ANGEL OF DEATH** kill team, including, where relevant, any weapons specified for that operative.



## OPERATIVES

- ↳ 1 **ANGEL OF DEATH** operative selected from the following list:
  - **ASSAULT INTERCESSOR SERGEANT** with one option from each of the following:
    - Hand flamer or heavy bolt pistol
    - Chainsword, power fist, power weapon or thunder hammer
  - Or the following option:
    - Plasma pistol; chainsword
  - **INTERCESSOR SERGEANT** with one option from each of the following:
    - Auto bolt rifle, bolt rifle or stalker bolt rifle
    - Chainsword, fists, power fist, power weapon or thunder hammer
  - **SPACE MARINE CAPTAIN**
- ↳ 5 **ANGEL OF DEATH** operatives selected from the following list:
  - **ASSAULT INTERCESSOR GRENADIER**
  - **ASSAULT INTERCESSOR WARRIOR**
  - **ELIMINATOR SNIPER\***
  - **HEAVY INTERCESSOR GUNNER\***
  - **INTERCESSOR GUNNER** with auxiliary grenade launcher and one of the following options:
    - Auto bolt rifle; fists
    - Bolt rifle; fists
    - Stalker bolt rifle; fists
  - **INTERCESSOR WARRIOR** with one of the following options:
    - Auto bolt rifle; fists
    - Bolt rifle; fists
    - Stalker bolt rifle; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

\* You cannot select more than one of these operatives combined.

## ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

Some **ANGEL OF DEATH** rules refer to a 'bolt weapon'. This is a ranged weapon that includes 'bolt' in its name, e.g. stalker bolt rifle, heavy bolt pistol, etc.

### ASSAULT INTERCESSOR SERGEANT

Heavy bolt  
pistol



Chainsword

### INTERCESSOR SERGEANT

Bolt rifle



### SPACE MARINE CAPTAIN

Power fist



Plasma pistol



### ASSAULT INTERCESSOR GRENADIER

Chainsword



### ASSAULT INTERCESSOR WARRIOR

Chainsword

Heavy bolt pistol



### ELIMINATOR SNIPER



### HEAVY INTERCESSOR GUNNER



### INTERCESSOR GUNNER



### INTERCESSOR WARRIOR

