

# Vengeful Angels



Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Vengeful Militum [5]	3+	2+	5x CCWs (A1), 5x Heavy Rifles (24", A1, AP(1))	Grim	<b>A</b>	170
Vengeful Tribune [1]	3+	2+	Master Heavy Pistol (12", A2, AP(1)), Relic Sword (A1, AP(2), Deadly(3))	Grim, Hero, Tough(3), Battle Rites, Veteran infantry	<b>B</b>	160
Vengeful Medicinae Militum [1]	3+	2+	CCW (A2)	Grim, Hero, Tough(3), Medical Training	-	110
Angels of Death [5]	3+	2+	5x Storm Rifles (24", A3, AP(1)), 5x CCWs (A1)	Grim, Tough(3), Dark assault	<b>C</b>	300
Winged Lions a-grav bikes [3]	3+	2+	3x CCWs (A2), 3x Heavy Pistols (12", A1, AP(1)), 3x Twin Heavy Rifles (24", A2, AP(1))	Grim, Fast, Tough(3), Flying	-	340
Winged Lions bikes [3]	3+	2+	3x CCWs (A2), 3x Heavy Pistols (12", A1, AP(1)), 3x Twin Heavy Rifles (24", A2, AP(1))	Grim, Fast, Tough(3)	-	325
Parsifal Firstborn [1]	3+	2+	Energy Greatsword (A8, AP(1), Rending)	Grim, Hero, Tough(6), Battle Rites, Fear(+3)	-	285
Crusaders of Death [5]	3+	2+	5x Heavy Maces (A3, AP(2), Rending)	Dark Assault, Grim, Tough(3), Shield Wall	<b>D</b>	465
Veteran Angels [5]	3+	2+	5x CCWs (A2), 5x Heavy Pistols (12", A1, AP(1))	Grim, Veteran Infantry	<b>E</b>	200
Vengeful Swords [3]	3+	2+	3x Energy Swords (A3, AP(1), Rending), 3x Heavy Pistols (12", A1, AP(1))	Grim, Heavy Shield, Tough(3)	-	290

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UPGRADES	
<b>A</b>	<b>Upgrade all model with any::</b>
	Veteran Infantry+50pts
	<b>Replace one Heavy Rifle and CCW:</b>
	Sgt. Heavy Pistol (12", A1, AP(1)), Sgt. Hand Weapon (A2) free
	<b>Replace Sgt. Heavy Pistol:</b>
	Plasma Pistol (12", A1, AP(4))+5pts
	<b>Replace Sgt. Hand Weapon:</b>
	Energy Sword (A2, AP(1), Rending)+5pts
	Energy Fist (A2, AP(4))+15pts
<b>B</b>	<b>Replace Master Heavy Pistol:</b>
	Master Plasma Pistol (12", A2, AP(4))+10pts
	<b>Replace Relic Sword:</b>
	Energy Fist (A2, AP(4)) free
<b>C</b>	<b>Replace one Storm Rifle:</b>
	Minigun (24", A4, AP(1))+15pts
	Storm Rifle (24", A3, AP(1)), Cyclone Missiles (24", A1, AP(2), Deadly(3), Lock-On)+60pts
	<b>Replace any CCW:</b>
	Energy Sword (A3, AP(1), Rending)+20pts
	Energy Fist (A3, AP(4))+30pts
<b>D</b>	<b>Replace any Heavy Mace:</b>
	Energy Sword (A3, AP(1), Rending) Free
<b>E</b>	<b>Replace one Heavy Pistol:</b>
	Flamer Pistol (6", A1, Blast(3), Reliable) +5pts
	Plasma Pistol (12", A1, AP(4)) +5pts

UPGRADES	

SPECIAL RULES:
<b>Battle Rites:</b> This model and its unit get +1 to hit when shooting.
<b>Dark Assault:</b> This unit counts as having Ambush and may be deployed on any round.
<b>Grim:</b> Whenever this unit fails a morale test, it takes one wound, and the morale test counts as passed instead.
<b>Heavy Shield:</b> Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0).
<b>Medical Training:</b> This model and its unit get Regeneration.
<b>Precision Shots:</b> This model and its unit get AP(+1) when shooting.
Repair: Once per activation, if within 2" of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.
Veteran Infantry: Gets +1 to hit in melee and shooting.
War Chant: This model and its unit get Furious. If they already had Furious, they get extra hits on rolls of 5-6 instead.

PSYCHIC SPELLS
Blurred Sight (1): Target enemy unit within 12" gets -1 to hit rolls next time it shoots.
Psychic Terror (1): Target enemy unit within 12" takes 2 hits with AP(2).
Cerebral Trauma (2): Target enemy model within 12" takes 2 hits with AP(4).
Cursed Ground (2): Target 2 enemy units within 12" get -2" next time they Advance, or -4" next time they Charge/Rush.
Lightning Fog (3): Target 2 enemy units within 9" take 6 hits each.
Time Passage (3): Target 2 friendly units within 18" get AP(+2) next time they charge.