

## Chapter Master Gabriel Angelos.....220 points

	WS	BS	S	T	I	W	A	Ld	Sv
<b>Gabriel Angelos</b>	6	5	4	4	5	4	4	10	2+

<b>Unit Composition:</b>	<b>Wargear:</b>	<b>Special Rules:</b>
1 (Unique)	Artificer Armor Godsplitter	And They Shall Know No Fear Independent Character
<b>Unit Type:</b>	Plasma Pistol	My Faith is My Shield
Infantry	Frag and Krak Grenades Adamantine Mantle	Eternal Warrior Chapter Tactics*

### Chapter Tactics:

If you include Gabriel Angelos then all Friendly units from Codex: Space Marines exchange the Combat Tactics special rule with Counter-Attack universal special rule.

### My Faith is my Shield:

This ability applies only to Imperial allies. Gabriel stands as a shining beacon of the Emperor's faith and fury among his brothers in arms, inspiring them to fight on with greater vigor. Every unit within 6 inches of Gabriel gains the Stubborn special rule. Conversely, all Chaos-aligned units within 6" of him, enemy or ally, suffers from a -1 Ld deduction, to a minimum of 6.

### Adamantine Mantle:

This is a cape made of adamantium fibers strung into a tight weave, which is adept at deflecting damage. This mantle confers to Gabriel a 4+ invulnerable save

**Options:**

May replace Plasma Pistol with:  
Master-Crafted Bolt Pistol.....Free

Inferno Pistol.....+10 pts

God Splitter is a Master-Crafted Thunder Hammer with the following profile:

<b>Weapon</b>	<b>Range</b>	<b>S</b>	<b>AP</b>	<b>Type</b>
God-Splitter	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy, My Foe Shall Fall!*, Daemonbane

**My Foe Shall Fall!:**

Gabriel may instead of his regular close combat attacks perform the following attack: Gabriel swings his Daemonhammer with all his might at a single enemy, causing massive damage to his target but he may only make 1 attack. Roll a d3 when assaulting, if the result is 1(1-2): his attack will automatically miss. If the result is 2(3-4): his attack has normal strength and counts as Rending(+ d3 for armour penetration). If the result is 3(5-6), his attack counts as S10, counts as having Armourbane, and and has a *lesser* Entropic Strike: Target cannot use armor saves for the duration of the combat (including against this attack).

