

<p>Perfect Synchronisation – (1-3, 4-5 or 6) Orders</p> <p>Choose a Unit and Immediately remove One Fatigue from them and give it to a unit within M. This cannot be used on an Exhausted Unit but may be used to make a unit exhausted. If a 6 is used you may remove as Two Fatigue</p>	<p>The Thirst of Sanguinius (1-3 and 1-3) Shooting/Reaction</p> <p>The Shooting Unit takes as much Fatigue as Necessary for it to Become Exhausted.</p>	<p>Angels of the Emperor (1-3 and 1-3)</p> <p>Melee or Shooting Action – Hearthguard Only</p>
<p>Rip and Tear (1-3 or 4-5) Melee</p> <p>Discard Defence Dice to Gain That Many Attack Dice.</p>	<p>Intervention of the Sanguinor (6+6) Melee</p> <p>Choose a Friendly Unit in Melee.</p> <p>After Resolving their Attacks Make an Attack with an Aggression of Twice as Many Dice as are in the Fed Thirst Pool. All Successful Saves must be Re-Rolled.</p> <p>Add Enough Fatigue to Exhaust the Friendly Unit and Discard all Dice in the Red Thirst Pool.</p>	<p>If the Unit is Equipped for Close Combat Gain Dice Equal to Your Red Thirst Total, They may be Either Attack or Defence Dice in any Combination.</p> <p>If the Unit is Equipped for Ranged Combat Gain One Attack Dice per Two Red Thirst Tokens and Inflict One Fatigue on the Target Unit.</p>
<p>Charge of the Angels (1-3 or 4-5) Melee</p> <p>Gain as Many Attack Dice as you Have Red Thirst Tokens.</p> <p>Roll a D6 for Each Token after Resolving this Ability. On a One Discard the Token.</p>	<p>Murderous Precision (6) Activation/Reaction</p> <p>Trigger this Ability after and Activation Saga Ability has been Triggered but Before it has Been Resolved.</p>	<p>If the Unit is Equipped for Jump Combat Immediately Interrupt your Opponents Turn and Make a Range M Charge Move. The Enemy Unit may not Close ranks and The Blood Angels Unit Gains One Re-Roll For Every Two Red Thirst Tokens to use in the Combat.</p>
<p>The Furious Rain (1-3 or 4-5 or 6) Shooting or Melee</p> <p>Re-Roll One Attack Dice for Each Red Thirst Token you Have.</p>	<p>The Ability is Cancelled OR You Gain Two Red Thirst Tokens, Your Opponent Chooses Which.</p>	<p>After Resolving the Effects Gain One Fatigue and Discard One Red Thirst</p>
<p>And They Shall Know No Fear! – (6) Melee</p> <p>You may re-roll all defence dice you wish.</p>	<p>The Thrill of Battle (4-5) Activation/Reaction</p> <p>Trigger After a Unit has Been Activated to Charge but Before the Charge is Resolved.</p> <p>Remove a Fatigue from the Unit or a Friendly Unit within M.</p>	<p>Red Thirst</p>