Angel Keeper

9 pts

Capturing and training angels with cybel energy, Angel Keepers use their esoteric knowledge of the aliens to lead them to battle for the Karist cause.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Angel Keeper	7	3	3	3	2	2	4	Infantry (Character, Human)

UNIT SIZE: 1 Angel Keeper.
EQUIPMENT: Commune Reactor, Cybel Goad, Pulse Pistol
& Swarmer Grenade Launcher.
ABILITIES: Angel Handler & Command (1).

PLAYTEST RULES

UNIT OPTIONS

- May add Ripper Rounds to Swarmer Grenade Launcher, allowing it to optionally fire as Ripper Grenade Launcher: +1 pt.

ADDITIONAL UNITS

1-4
Angel

0-2
Angel

0-2
Angel

0-2
Angel

PLAYTEST RULES

Angel Keeper Additional Rules

Weapon	RNG	SHO	PEN	DAM	Special
Cybel Goad	CQ	-	3	1	Explosive (6+), Goad (Angel), Melee, Suppress (1)

ABILITIES:

ANGEL HANDLER

Friendly angel units within command range of a model with the **ANGEL HANDLER** ability ignore their own **KILL MISSION** ability, provided they aren't a large model. A command model with the **ANGEL HANDLER** ability is allowed to issue orders to angel units. A character model with the **ANGEL HANDLER** ability is allowed to join angel units.

GOAD (X)

A friendly unit of the specified type (X), such as 'Angel', 'Robot', etc., that either contains, or is in base contact with, a model with the **GOAD** ability may re-roll failed activation discipline checks.