

TYCHO THE LOST [LEGENDS] - IMPERIUM -
BLOOD ANGELS

90 PTS

M	T	Sv	W	LD	OC
6"	4	2+	4	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Tycho the Lost [Legends]
Equipped with: Bolt pistol

KEYWORDS:

Character, Epic Hero, Infantry, Captain, Imperium, Grenades, Tycho the Lost

FACTION KEYWORDS:

Adeptus Astartes, Blood Angels

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

ABILITIES

CORE - Leader

Black Rage

Each time a model in this unit makes an attack, you can re-roll the Hit roll. While this unit is not within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and the Objective Control characteristic of models in this unit is 0.

Death Visions of Sanguinius

If this model is destroyed by a melee attack, after the attacking unit has finished making its attacks, you can roll one D6, adding 2 to the result if the attacking unit contains the enemy Warlord: on a 2-3, that enemy unit suffers 3 mortal wounds; on a 4-5, that enemy unit suffers D3+3 mortal wounds; on a 6+, that enemy unit suffers D6+3 mortal wounds.

Forlorn Hero

While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced

Tycho

Your army cannot contain both Captain Tycho and Tycho the Lost.

Leader

This model can be attached to the following unit:

- Death Company Marines

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.