

CODEx

IMPERIUM - BLOOD ANGELS

classic2

INHALTSVERZEICHNIS

FRAKTIONSREGELN	5
------------------------	----------

DETACHMENTS	7
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Detachments — Übersicht	7
Angelic Inheritors	9
Assault Brethren	11
Deathwatch Support	13
Devastator Brethren	15
Encarmine Speartip	17
Gauntlet Task Force	19
Gladius Task Force	21
Gravis Linebreaker Force	23
Gravis Siege Force	25
Ironclad Champions	27
Ironstorm Spearhead	29
Phobos Shadow Force	31
Phobos Shock Force	33
Stormlance Task Force	35
Tactical Brethren	37
Tacticus Attack Force	39
Tacticus Firestorm Force	41
Terminator Storm Force	43
Wrath of the Doomed	45

DATASHEETS	47
-------------------	-----------

Astorath	47
Baal Predator	49
Blood Angels Captain	51
Brother Corbulo [Legends]	53
Captain Tycho [Legends]	55
Chief Librarian Mephiston	57
Commander Dante	59
Death Company Captain	61
Death Company Captain with Jump Pack	63
Death Company Dreadnought	65
Death Company Dreadnought with Magna-Grapple [Legends]	67
Death Company Intercessors	69
Death Company Marines	73
Death Company Marines with Bolt Rifles [Legends]	77

Death Company Marines with Boltguns [Legends]	81
Death Company Marines with Boltguns and Jump Packs [Legends]	83
Death Company Marines with Jump Packs	85
Furioso Dreadnought [Legends]	87
Gabriel Seth [Legends]	89
Lemartes	91
Librarian Dreadnought [Legends]	93
Sanguinary Guard	95
Sanguinary Priest	97
Sanguinary Priest on Bike [Legends]	99
Sanguinary Priest with Jump Pack [Legends]	103
The Sanguinor	105
Tycho the Lost [Legends]	107
PUNKTELISTE	109

FRAKTIONSREGELN

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

TRANSHUMAN STRATEGIST

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

UEBERSICHT

Angelic Inheritors

Prescient Flash, Unto Death, Blazing Icon, Ordained Sacrifice

Assault Brethren

Imperium's Sword, Furious Assault (Upgrade)

Deathwatch Support

Beacon Angelis

Devastator Brethren

Honour of Vigilance, Master-Forged Firearms

Encarmine Speartip

Angelic Executioner, Shadow of Abomination

Gauntlet Task Force

Linebreaker Onslaught, Damocles-Class Uplink

Gladius Task Force

Artificer Armour, Laurels of Triumph, Adept of the Codex, Standard of the Emperor Ascendant

Gravis Linebreaker Force

Indefatigable Fortitude, Relentless Advance

Gravis Siege Force

Immovable Conquerors (Upgrade), Narthecis Gauntlet

Ironclad Champions

Artificer Sarcophagus (Upgrade), Venerable Champion (Aura) (Upgrade)

Ironstorm Spearhead

Gunnery Honours (Upgrade), Redoubtable Machine Spirit (Upgrade)

Phobos Shadow Force

Execute and Redeploy, Venator Omni-auspex

Phobos Shock Force

Seal of Shrouding, Venator Omni-auspex

Stormlance Task Force

Supercharged Engines (Upgrade), Auspex Triangulation Shrines (Upgrade)

Tactical Brethren

Laurels of Vigilance, Tactical Insight

Tacticus Attack Force

Martial Paragon, Spearpoint War Leader

Tacticus Firestorm Force

Cyber Familiar, Tempered in Battle (Aura)

Terminator Storm Force

Champion of the First Company, Corporeum Reliquary

Wrath of the Doomed

Instinctive Interception, On the Archtraitor's Bridge

ENHANCEMENTS

Prescient Flash

20 pts

Adeptus Astartes model only. This unit has Scouts 6".

Unto Death

15 pts

Adeptus Astartes model only. (Once per battle, per army) In your Command phase you can use this ability. If you do, until the end of the turn this unit can:

- Re-roll advance rolls.
- Re-roll charge rolls.

Blazing Icon

20 pts

Adeptus Astartes model only. Enemy units cannot target this unit with snap shooting attacks.

Ordained Sacrifice

25 pts

Adeptus Astartes model only. (Once per battle, per army) At the end of a phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged, with 3 wounds remaining.

DETACHMENT-REGEL

Friendly Blood Angels Character units:

- Can re-roll hit rolls of 1.
- Can re-roll wound rolls of 1.

Restrictions: Your army can include Blood Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP

ANGELIC INHERITORS STRATAGEM ·
WAHAPEDIA

COMMAND

INSTANT OF GRACE

When: Your Command phase.

Target: One friendly Adeptus Astartes Infantry unit.

Effect: Your unit has CHARACTER until the start of your next Command phase.

1 CP

ANGELIC INHERITORS STRATAGEM ·
WAHAPEDIA

COMMAND

MEASURED STRATEGIST

When: Your Command phase.

Target: One friendly Adeptus Astartes Character unit.

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP

ANGELIC INHERITORS STRATAGEM ·
WAHAPEDIA

SHOOTING

IN THE SHADOW OF GREAT WINGS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Character unit.

Target: That ADEPTUS ASTARTES CHARACTER unit.

Effect: Your unit has: Stealth. -3" detection range.

1 CP

ANGELIC INHERITORS STRATAGEM ·
WAHAPEDIA

SHOOTING

STRIKE NOW FOR GLORY

When: Your Shooting phase when a friendly Adeptus Astartes unit is selected to attack.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have [SUSTAINED HITS 1].

1 CP

ANGELIC INHERITORS STRATAGEM ·
WAHAPEDIA

FIGHT

FOCUSED FURY

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: If your unit is a Character unit, have [LETHAL HITS], [LANCE].

1 CP

ANGELIC INHERITORS STRATAGEM ·
WAHAPEDIA

FIGHT

UNTO THE BURNING SKIES

When: End of your opponent's Fight phase.

Target: One friendly The Sanguinor/unengaged Adeptus Astartes Jump Pack unit.

Effect: Place your unit in strategic reserves.

IMPERIUM - BLOOD ANGELS · DETACHMENT

ASSAULT BRETHREN

1 DP · TAKE AND HOLD

ENHANCEMENTS

Imperium's Sword

20 pts

Furious Assault (Upgrade)

10 pts

Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]

DETACHMENT-REGEL

You can select the assault doctrine one additional time per battle

STRATAGEMS

1 CP

ASSAULT BRETHREN STRATAGEM ·
WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

ASSAULT BRETHREN STRATAGEM ·
WAHAPEDIA

FIGHT

DUTY IN DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP

ASSAULT BRETHREN STRATAGEM ·
WAHAPEDIA

FIGHT

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.

ENHANCEMENTS

Beacon Angelis

25 pts

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT-REGEL

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a Deathwatch model to be your Warlord. In addition Kill Team units can only contain enhancements taken from this detachment.

STRATAGEMS

1 CP

DEATHWATCH SUPPORT STRATAGEM
· WAHAPEDIA

SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP

DEATHWATCH SUPPORT STRATAGEM
· WAHAPEDIA

SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP

DEATHWATCH SUPPORT STRATAGEM
· WAHAPEDIA

SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.

Target: That KILL TEAM unit.

Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP

DEATHWATCH SUPPORT STRATAGEM
· WAHAPEDIA

FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.

Target: One friendly unengaged KILL TEAM unit.

Effect: Place your unit in strategic reserves.

DEVASTATOR BRETHREN



1 DP · PURGE THE FOE

ENHANCEMENTS

Honour of Vigilance

20 pts

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms

15 pts

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D.

DETACHMENT-REGEL

You can select the devastator doctrine one additional time per battle.

STRATAGEMS

1 CP

DEVASTATOR BRETHREN
STRATAGEM · WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

DEVASTATOR BRETHREN
STRATAGEM · WAHAPEDIA

SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

2 CP

DEVASTATOR BRETHREN
STRATAGEM · WAHAPEDIA

SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

ENHANCEMENTS

Angelic Executioner

20 pts

Adeptus Astartes Jump Pack model only. When this unit is selected to fight, this unit's melee attacks have:

- [LETHAL HITS].
- Or: [SUSTAINED HITS 1].

Shadow of Abomination

15 pts

Adeptus Astartes Jump Pack model only. (once per battle, per army) When this unit is selected to fight you can use this ability. If you do, this model's melee attacks have +1 D.

DETACHMENT-REGEL

The tactical doctrine is active for Sanguinary Guard units in addition to any other combat doctrine.

Restrictions: Your army can include Blood Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP

ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA

MOVEMENT

INEXORABLE VALOUR

When: Your opponent's Movement phase, when an enemy unit that was engaged with a friendly Sanguinary Guard unit ends a fall-back move, if that SANGUINARY GUARD unit is unengaged.

Target: That SANGUINARY GUARD unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA

CHARGE

JUDGEMENT OF THE GOLDEN HOST

When: Your Charge phase, when a friendly Sanguinary Guard unit from your army ends a charge move.

Target: That SANGUINARY GUARD unit.

Effect: Select one enemy unit engaged with your unit. Roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

1 CP

ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA

SHOOTING

BLINDING BLURS OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Sanguinary Guard unit.

Target: That SANGUINARY GUARD unit.

Effect: Your unit has: Stealth. -3" detection range.

ENHANCEMENTS

Linebreaker Onslaught

20 pts

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink

15 pts

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT-REGEL

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS

1 CP

GAUNTLET TASK FORCE
STRATAGEM · WAHAPEDIA

MOVEMENT

STORM AND SECURE

When: End of your Movement phase.

Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

GAUNTLET TASK FORCE STRATAGEM ·
WAHAPEDIA

ANY

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.

Target: That ADEPTUS ASTARTES unit.

Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

1 CP

GAUNTLET TASK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.

Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.

Effect: Your unit embarks within that TRANSPORT unit.

ENHANCEMENTS

Artificer Armour

15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph

20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex

20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant

25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT-REGEL

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.

Target: One friendly ADEPTUS ASTARTES unit.

Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

MOVEMENT

RESPONSIVE TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of up to D6".

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

SHOOTING

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP

GLADIUS TASK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have [Lance].

GRAVIS LINEBREAKER FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Indefatigable Fortitude

20 pts

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance

20 pts

Gravis model only. This unit has Scouts 5"

DETACHMENT-REGEL

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS

1 CP

GRAVIS LINEBREAKER FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.

Target: That GRAVIS unit.

Effect: Your unit's attacks have [Lethal Hits].

1 CP

GRAVIS LINEBREAKER FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.

Target: That GRAVIS unit.

Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP

GRAVIS LINEBREAKER FORCE
STRATAGEM · WAHAPEDIA

CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.

Target: That GRAVIS unit.

Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

GRAVIS SIEGE FORCE



1 DP · TAKE AND HOLD

ENHANCEMENTS

Immovable Conquerors (Upgrade)

15 pts

Gravis unit only. This unit has +1 OC

Narthecis Gauntlet

20 pts

Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.

DETACHMENT-REGEL

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS

1 CP

GRAVIS SIEGE FORCE STRATAGEM ·
WAHAPEDIA

MOVEMENT

STAND UNYIELDING

When: End of your Movement phase.

Target: One friendly Gravis unit.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

GRAVIS SIEGE FORCE STRATAGEM ·
WAHAPEDIA

SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.

Target: That GRAVIS unit.

Effect: Your unit's attacks have [Lethal Hits].

1 CP

GRAVIS SIEGE FORCE STRATAGEM ·
WAHAPEDIA

SHOOTING

SUPPRESSION VOLLEYS

When: Your Shooting phase, when a friendly Gravis unit has shot.

Target: That GRAVIS unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.



ENHANCEMENTS

Artificer Sarcophagus (Upgrade)

40 pts

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade)

30 pts

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT-REGEL

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS

1 CP

IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA

SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.

Target: That DREADNOUGHT unit.

Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP

IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA

CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.

Target: That DREADNOUGHT unit.

Effect: Your unit has Mobile.

1 CP

IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA

FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.

Target: One friendly Dreadnought unit.

Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

IRONSTORM SPEARHEAD



1 DP · PURGE THE FOE

ENHANCEMENTS

Gunnery Honours (Upgrade)

15 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade)

25 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT-REGEL

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS

1 CP

IRONSTORM SPEARHEAD
STRATAGEM · WAHAPEDIA

COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.

Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).

Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP

IRONSTORM SPEARHEAD
STRATAGEM · WAHAPEDIA

SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.

Target: That ADEPTUS ASTARTES VEHICLE unit.

Effect: Your unit's ranged attacks have [Lethal Hits: Monster/Vehicle].

1 CP

IRONSTORM SPEARHEAD STRATAGEM ·
WAHAPEDIA

ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.

Target: That ADEPTUS ASTARTES VEHICLE unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.



ENHANCEMENTS

Execute and Redeploy

25 pts

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex

15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT-REGEL

When a Phobos or Scout Squad unit has shot:

- Those attacks do not prevent that unit from being hidden
- Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS

1 CP

PHOBOS SHADOW FORCE
STRATAGEM · WAHAPEDIA

MOVEMENT

MORTIS SNARES

When: End of your Movement phase.

Target: One friendly unengaged Phobos/Scout Squad unit.

Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP

PHOBOS SHADOW FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.

Target: That PHOBOS unit.

Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP

PHOBOS SHADOW FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.

Target: One friendly unengaged Phobos/Scout SQUAD unit.

Effect: Place your unit in strategic reserves.

ENHANCEMENTS

Seal of Shrouding

15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex

15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT-REGEL

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS

1 CP

PHOBOS SHOCK FORCE
STRATAGEM · WAHAPEDIA

MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.

Target: That PHOBOS unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP

PHOBOS SHOCK FORCE STRATAGEM
· WAHAPEDIA

SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.

Target: That PHOBOS unit.

Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP

PHOBOS SHOCK FORCE STRATAGEM
· WAHAPEDIA

SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.

Target: That PHOBOS unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.

ENHANCEMENTS

Supercharged Engines (Upgrade)

10 pts

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade)

10 pts

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT-REGEL

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS

1 CP

STORMLANCE TASK FORCE
STRATAGEM · WAHAPEDIA

MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.

Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.

Effect: Your unit can change its advance rolls to a 6.

1 CP

STORMLANCE TASK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.

Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.

Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

1 CP

STORMLANCE TASK FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

HURLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.

Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.

Effect: Ranged attacks that target your unit have -1 to hit rolls.

ENHANCEMENTS

Laurels of Vigilance

10 pts

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight

15 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT-REGEL

You can select the Tactical Doctrine one additional time.

STRATAGEMS

1 CP

TACTICAL BRETHREN STRATAGEM ·
WAHAPEDIA

MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.

Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP

TACTICAL BRETHREN STRATAGEM ·
WAHAPEDIA

SHOOTING

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.

Target: That ADEPTUS ASTARTES unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

1 CP

TACTICAL BRETHREN STRATAGEM ·
WAHAPEDIA

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.



ENHANCEMENTS

Martial Paragon

10 pts

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

Spearpoint War Leader

15 pts

Tacticus model only. This unit has Scouts 6"

DETACHMENT-REGEL

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS

1 CP

TACTICUS ATTACK FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.

Target: That TACTICUS unit.

Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP

TACTICUS ATTACK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.

Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.

Effect: Your unit has Fights First and must be the next unit you select to fight.

1 CP

TACTICUS ATTACK FORCE STRATAGEM ·
WAHAPEDIA

FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.

Target: That TACTICUS unit.

Effect: When making that consolidation move, your unit can move up to D3+3".



ENHANCEMENTS

Cyber Familiar

15 pts

Tacticus model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Tempered in Battle (Aura)

10 pts

Tacticus model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

DETACHMENT-REGEL

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS

1 CP

TACTICUS FIRESTORM FORCE
STRATAGEM · WAHAPEDIA

COMMAND

FOR THE EMPEROR!

When: Command phase.**Target:** One friendly Tacticus unit that is within range of an objective.**Effect:** Your unit has +1 OC until the end of the turn.

1 CP

TACTICUS FIRESTORM FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.**Target:** That TACTICUS unit.**Effect:** Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP

TACTICUS FIRESTORM FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.**Target:** That TACTICUS unit.**Effect:** Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

TERMINATOR STORM FORCE



1 DP · PRIORITY ASSETS

ENHANCEMENTS

Champion of the First Company

20 pts

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary

25 pts

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT-REGEL

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS

1 CP

TERMINATOR STORM FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.

Target: That ADEPTUS ASTARTES TERMINATOR unit.

Effect: Your unit's ranged attacks have: [Lethal Hits].
[Sustained Hits 1].

2 CP

TERMINATOR STORM FORCE
STRATAGEM · WAHAPEDIA

SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.

Target: That ADEPTUS ASTARTES TERMINATOR unit.

Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP

TERMINATOR STORM FORCE STRATAGEM
· WAHAPEDIA

FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.

Target: One friendly unengaged adeptus astartes terminator unit.

Effect: Place your unit in strategic reserves.

WRATH OF THE DOOMED



1 DP · PURGE THE FOE

ENHANCEMENTS

Instinctive Interception

10 pts

Death Company model only. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

On the Archtraitor's Bridge

20 pts

Death Company model only. This model's melee attacks have +2 A.

DETACHMENT-REGEL

Friendly DEATH COMPANY units have the following:

- At the start of each phase, the assault doctrine is active for this unit.
- The devastator/tactical doctrine cannot be active for this unit.

This means that, regardless of any other rules, Death Company units can never have an active doctrine other than the assault doctrine.

Restrictions: Your army can include Blood Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP

WRATH OF THE DOOMED
STRATAGEM · WAHAPEDIA

SHOOTING

RAGE-FUELLED RESPONSE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Death Company unit has shot.

Target: That DEATH COMPANY unit.

Effect: Your unit can make a surge move of up to D6".

1 CP

WRATH OF THE DOOMED STRATAGEM ·
WAHAPEDIA

ANY

DEATH BEGETS VENGEANCE

When: Any phase, when a friendly Death Company unit is destroyed by an enemy unit.

Target: That enemy unit.

Effect: That enemy unit is hated until the end of the battle: While a unit is hated, friendly DEATH COMPANY units' attacks that target that unit have +1 to wound rolls.

1 CP

WRATH OF THE DOOMED STRATAGEM ·
WAHAPEDIA

CHARGE

NO BARRIER TO RETRIBUTION

When: Your Movement or your Charge phase, when a friendly Death Company Dreadnought unit is selected to make a normal/advance/charge move.

Target: That DEATH COMPANY DREADNOUGHT unit.

Effect: Your unit has Mobile.

M	T	Sv	W	LD	OC
12"	5	2+	5	5+	1

INVULNERABLE
SAVE

4+

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Executioner's Axe DEVASTATING WOUNDS PRECISION	Melee	6	2+	7	-3	2

ABILITIES

CORE - Leader

Mass of Doom
If this unit made a charge move this turn, this unit's melee attacks have [DEVASTATING WOUNDS:non-MONSTER/VEHICLE]

Redeemer of the Lost
In the Fight phase, when a model in this unit is destroyed, if this unit has not been selected to fight this phase, roll one D6, with +1 to that roll if that model was engaged with an enemy unit with a T greater than or equal to this unit's T:

- On a 4+, do not remove that model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

Leader
This model can be attached to the following unit:
Death Company Marines with Jump Packs

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.



AUFSTELLUNG

1x Astorath (40mm)

Equipped with: The Executioner's Axe



KEYWORDS: Epic Hero, Character, Infantry, Grenades, Fly, Jump Pack, Imperium, Chaplain, Astorath, Leader

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

M	T	Sv	W	LD	OC
12"	5	2+	5	5+	1

INVULNERABLE
SAVE



CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Fly, Jump Pack, Imperium, Chaplain, Astorath, Leader
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

BAAL PREDATOR

135 PTS

M	T	Sv	W	LD	OC
12"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baal Flamestorm Cannon ASSAULT BLAST 2 TORRENT	18"	6	-	6	-2	2
2x Heavy Bolter ASSAULT RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
2x Heavy Flamer ASSAULT BLAST 2 TORRENT	12"	3	-	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin Assault Cannon ASSAULT SUSTAINED HITS 1 TWIN-LINKED	24"	6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Overcharged Engines
This unit can re-roll advance rolls.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



AUFSTELLUNG

- 1x Baal Predator (Hull)
- Equipped with:** Baal Flamestorm Cannon, 2x Heavy Bolter, 2x Heavy Flamer, Hunter-killer missile, Storm bolter, Twin Assault Cannon, Armoured Tracks
- Wargear Options:**
- This model can be equipped with 1x Hunter-killer missile.
 - This model can be equipped with 1x Storm bolter.
 - This model can be equipped with one of: 2 Heavy Flamers, 2 Heavy Bolters.
 - This model can replace its Twin Assault Cannon with Baal Flamestorm Cannon.



KEYWORDS: Imperium, Smoke, Vehicle, Baal Predator, Frame
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

M	T	Sv	W	LD	OC
12"	10	3+	11	6+	3

- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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

- Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

BLOOD ANGELS CAPTAIN

90 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	2+	5	-1	1
Inferno pistol CLOSE-QUARTERS MELTA 1	9"	1	2+	8	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Chainsword	Melee	7	2+	5	-1	2
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	5	-2	2

ABILITIES

CORE - Leader

Finest Hour
(Once per battle, per unit): In the Fight phase, when this unit is selected to fight, you can use this ability. If you do, this model's melee attacks have:

- +3 A
- [DEVASTATING WOUNDS].

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Leader
This model can be attached to the following units:

- Assault Intercessor Squad
- Company Heroes
- Infernus Squad
- Intercessor Squad
- Sternguard Veteran Squad

WEAPON ABILITIES

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.



AUFSTELLUNG

1x Blood Angels Captain (40mm)

Equipped with: Heavy Bolt Pistol, Inferno pistol, Master-crafted Chainsword, Power fist, Relic Weapon

Wargear Options:

- This model can replace its Master-crafted Chainsword with Power fist or Relic Weapon.
- This model can replace its Heavy Bolt Pistol with Inferno pistol.



KEYWORDS: Infantry, Character, Grenades, Imperium, Captain, Tacticus, Leader

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE
SAVE



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.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

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.

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.

BROTHER CORBULO

[LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heaven's Teeth SUSTAINED HITS 1	Melee	6	2+	5	-1	1

ABILITIES

CORE - Leader

- Sanguinary Priest**
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.
- The Red Grail**
While this model is leading a unit, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.
- Leader**
This model can be attached to the following units:
 - Assault Squad
 - Assault Intercessor Squad
 - Sternguard Veteran Squad
 - Devastator Squad
 - Tactical Squad
 - Vanguard Veteran Squad

WEAPON ABILITIES

- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Brother Corbulo [Legends]
Equipped with: Bolt pistol,
Heaven's Teeth

KEYWORDS: Epic Hero, Character,
Infantry, Grenades, Imperium,
Sanguinary Priest, Brother Corbulo
FACTION KEYWORDS: Adeptus
Astartes, Blood Angels

BROTHER CORBULO
[LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

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

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.

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Imperium, Sanguinary Priest, Brother Corbulo
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

CAPTAIN TYCHO [LEGENDS] 75 PTS

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blood Song ANTI-INFANTRY 4+ DEVASTATING WOUNDS MELTA 2	24"	2	2+	4	-1	2
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dead Man's Hand	Melee	6	2+	4	-1	2

ABILITIES

CORE - Leader

Embittered
The first time an attack is allocated to this model, after the attacking unit has finished making its attacks, until the end of the battle, change the Attacks characteristic of this model's Dead Man's Hand to 12

Gifted Commander
While this model is leading a unit, each time that unit is selected to shoot, select one of the following abilities to apply to ranged weapons equipped by models in that unit until the end of the phase:

- [ASSAULT]
- [HEAVY]
- [RAPID FIRE 1]

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

Leader
This model can be attached to the following units:

- Assault Squad
- Command Squad
- Assault Intercessor Squad
- Sternguard Veteran Squad
- Company Heroes
- Tactical Squad
- Vanguard Veteran Squad



AUFSTELLUNG

1x Captain Tycho [Legends]
Equipped with: Blood Song, Bolt pistol, Dead Man's Hand



KEYWORDS: Epic Hero, Character, Infantry, Captain, Grenades, Imperium, Tycho
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

CAPTAIN TYCHO [LEGENDS] 75 PTS

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

INVULNERABLE
SAVE



WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

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.

KEYWORDS: Epic Hero, Character, Infantry, Captain, Grenades, Imperium, Tycho
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

CHIEF LIBRARIAN MEPHISTON

175 PTS

M	T	Sv	W	LD	OC
8"	6	2+	6	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Chief Librarian Mephiston
(40mm)

Equipped with: ► Fury of the Ancients - Focused Witchfire, ► Fury of the Ancients - Witchfire, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Vitarus

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Fury of the Ancients - Focused Witchfire ASSAULT CLOSE-QUARTERS HAZARDOUS PSYCHIC	18"	3	2+	6	-2	3
► Fury of the Ancients - Witchfire ASSAULT CLOSE-QUARTERS PSYCHIC	18"	3	2+	5	-1	2
► Plasma pistol - standard ASSAULT CLOSE-QUARTERS	12"	1	2+	7	-2	1
► Plasma pistol - supercharge ASSAULT CLOSE-QUARTERS	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vitarus LETHAL HITS PSYCHIC	Melee	6	2+	10	-3	3

ABILITIES

Chief Librarian (Psyker level 3)
This model has the **psychic** abilities listed in the **Psychic** Abilities section.

PSYCHIC ABILITIES

- The Quickening (psychic level 1)**
In your Command phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
 - The **assault** doctrine is active for this unit in addition to any other combat doctrine until the start of your next Command phase.
- Transfixing Gaze (psychic level 2)**
Start of your opponent's Movement phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
 - When an enemy unit within 6" makes a fall-back move, that enemy unit must take a leadership roll. If that test is failed, that enemy unit must Remain Stationary.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



KEYWORDS: Epic Hero, Character, Infantry, Tacticus, Psyker, Chief Librarian Mephiston, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

CHIEF LIBRARIAN
MEPHISTON

175 PTS

M	T	Sv	W	LD	OC
8"	6	2+	6	6+	1

INVULNERABLE
SAVE

4+

Lethal Hits
Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Psychic
Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

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.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within X" of this unit.

KEYWORDS: Epic Hero, Character,
Infantry, Tacticus, Psyker, Chief
Librarian Mephiston, Explosives
FACTION KEYWORDS: Adeptus
Astartes, Blood Angels

COMMANDER DANTE

140 PTS

M	T	Sv	W	LD	OC
12"	5	2+	6	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Perdition Pistol CLOSE-QUARTERS MELTA 2 SUSTAINED HITS 1	9"	1	2+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Axe Mortalis LETHAL HITS	Melee	8	2+	8	-3	2

ABILITIES

CORE - Leader

- Death Mask of Sanguinius
- At the start of the Fight phase, each enemy unit within 6" of this model makes a battle-shock roll, with -1 to that battle-shock roll.
- Lord Regent of the Imperium Nihilus
- The assault doctrine and tactical doctrine are active for this unit in addition to any other combat doctrine.

- Leader
- This model can be attached to the following units:
- Assault Squad with Jump Packs
 - Sanguinary Guard
 - Vanguard Veteran Squad with Jump Packs
 - Assault Intercessors with Jump Packs

WEAPON ABILITIES

- Lethal Hits
- Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
- Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Melta
- This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Sustained Hits
- This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
- Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1x Commander Dante (50mm)

Equipped with: Perdition Pistol, The Axe Mortalis



KEYWORDS: Epic Hero, Character, Infantry, Imperium, Fly, Jump Pack, Tacitus, Chapter Master, Commander Dante, Leader, Explosives

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

M	T	Sv	W	LD	OC
12"	5	2+	6	6+	1

INVULNERABLE
SAVE

4+

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.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

KEYWORDS: Epic Hero, Character,
Infantry, Imperium, Fly, Jump Pack,
Tacticus, Chapter Master,
Commander Dante, Leader,
Explosives

FACTION KEYWORDS: Adeptus
Astartes, Blood Angels

DEATH COMPANY CAPTAIN

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Inferno pistol CLOSE-QUARTERS MELTA 1	9"	1	2+	8	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Chainsword SUSTAINED HITS 1	Melee	8	2+	5	-1	2
Power fist	Melee	6	2+	8	-2	2
Relic weapon	Melee	7	2+	6	-2	2

ABILITIES

CORE - Leader

- Black Rage**
 - This unit's melee attacks can re-roll hit rolls of 1.
 - While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.
- Death Vision of Sanguinius**

In the Fight phase, when an enemy unit has fought, if this model was destroyed by those attacks, you can use this ability. If you do, roll one D6, with +2 to that roll if this model was engaged with an enemy warlord unit:

 - On a 2-3, that enemy unit suffers D3 mortal wounds.
 - On a 4-5, that enemy unit suffers 3 mortal wounds.
 - On a 6+, that enemy unit suffers D3+3 mortal wounds.
- Forlorn Hero**

This unit has Scouts 6".
- Leader**

This model can be attached to the following units:

Death Company Marines

WEAPON ABILITIES

- Melta**

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

- 1x Death Company Captain (40mm)
- Equipped with:** Heavy Bolt Pistol, Inferno pistol, Master-crafted Chainsword, Power fist, Relic weapon
- Wargear Options:**
- This model can replace its Master-crafted Chainsword with Power fist or Relic weapon.
 - This model can replace its Heavy Bolt Pistol with Inferno pistol.



KEYWORDS: Infantry, Character, Imperium, Captain, Tacticus, Death Company, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY CAPTAIN

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE
SAVE



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.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Character, Imperium, Captain, Tacticus, Death Company, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY CAPTAIN WITH JUMP PACK

85 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol	18"	1	2+	4	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword SUSTAINED HITS 1	Melee	8	2+	5	-1	1
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	5	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3

ABILITIES

CORE - Leader

Black Rage

- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.

Death Vision of Sanguinius

In the Fight phase, when an enemy unit has fought, if this model was destroyed by those attacks, you can use this ability. If you do, roll one D6, with +2 to that roll if this model was engaged with an enemy warlord unit:

- On a 2-3, that enemy unit suffers D3 mortal wounds.
- On a 4-5, that enemy unit suffers 3 mortal wounds.
- On a 6+, that enemy unit suffers D3+3 mortal wounds.

Lost to Fury

This unit's melee attacks have [SUSTAINED HITS 1].

Relic Shield

This model has +1 W.

Leader

This model can be attached to the following units:
Death Company Marines with Jump Packs

WEAPON ABILITIES



AUFSTELLUNG

1x Death Company Captain with Jump Pack (40mm)

Equipped with: Hand flamer, Heavy Bolt Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Power fist, Relic Weapon, Thunder Hammer

Wargear Options:

- This model can replace its Astartes Chainsword with Power fist, Relic Weapon or Thunder Hammer.
- This model can replace its Heavy Bolt Pistol with Relic Shield, Hand flamer or Plasma pistol.



KEYWORDS: Character, Infantry, Captain, Fly, Imperium, Jump Pack, Tacticus, Death Company, Leader, Explosives

FACTION KEYWORDS: Blood Angels, Adeptus Astartes

DEATH COMPANY CAPTAIN WITH JUMP PACK

85 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	1

INVULNERABLE
SAVE



Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Character, Infantry, Captain, Fly, Imperium, Jump Pack, Tacticus, Death Company, Leader, Explosives
FACTION KEYWORDS: Blood Angels, Adeptus Astartes

DEATH COMPANY DREADNOUGHT

165 PTS

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blood Fist Bolt Rifles TWIN-LINKED	24"	4	3+	5	-1	1
Twin Icarus ironhail heavy stubber ANTI-FLY 3+ RAPID FIRE 3 TWIN-LINKED	36"	3	3+	4	-1	1
Twin Multi-melta MELTA 3 TWIN-LINKED	18"	2	3+	10	-3	D3+2
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Fists TWIN-LINKED	Melee	6	3+	12	-3	D3+3
Blood Talons CLEAVE 2 SUSTAINED HITS 1: NON-MONSTER/VEHICLE TWIN-LINKED	Melee	8	3+	10	-2	2

ABILITIES

- Black Rage**
- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.
- Driven by Fury**
In your opponent's Shooting phase, when an enemy unit has shot, if this unit was hit by those attacks, it can make a surge move of up to D6+1".

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



AUFSTELLUNG

- 1x Death Company Dreadnought (90mm)
- Equipped with:** Blood Fist Bolt Rifles, Twin Icarus ironhail heavy stubber, Twin Multi-melta, Twin heavy bolter, Blood Fists, Blood Talons
- Wargear Options:**
- This model can replace its Blood Fists & Blood Fist Bolt Rifles with Blood Talons.
 - This model can replace its Twin Heavy Bolter with Twin Multi-melta or Twin heavy bolter.



- KEYWORDS:** Vehicle, Walker, Imperium, Dreadnought, Death Company Dreadnought, Death Company
- FACTION KEYWORDS:** Adeptus Astartes, Blood Angels

DEATH COMPANY DREADNOUGHT

165 PTS

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	4

- Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Cleave**

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).
- Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Feel No Pain 6+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Death Company Dreadnought, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY DREADNOUGHT WITH MAGNA-GRAPPLE [LEGENDS]

145 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm Bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Talons TWIN-LINKED	Melee	7	3+	8	-2	3
Twin Furious Fists TWIN-LINKED	Melee	5	3+	12	-3	3

ABILITIES

- 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.
- Frenzied Reprisal**
Each time an enemy unit targets this model, after that unit has finished making its attacks, this model can either shoot as if it were your Shooting phase or fight as if it were the Fight phase.
- Magna-grapple**
Add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a MOSNTER or VEHICLE unit.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



AUFSTELLUNG

- 1x Death Company Dreadnought with Magna-Grapple [Legends]
- Equipped with:** Heavy Flamer, Meltagun, Storm Bolter, Blood Talons, Twin Furious Fists
- Wargear Options:**
- This model can replace its Twin Furious Fists with Blood Talons.
 - This model can replace its Storm Bolter with Heavy Flamer.
 - This model can replace its Meltagun with Heavy Flamer.



- KEYWORDS:** Vehicle, Walker, Imperium, Death Company Dreadnought, Death Company, Dreadnought
- FACTION KEYWORDS:** Adeptus Astartes, Blood Angels

DEATH COMPANY DREADNOUGHT WITH MAGNA-GRAPPLE [LEGENDS]

145 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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

- Deadly Demise 1**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
- Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*
- Feel No Pain 6+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Vehicle, Walker, Imperium, Death Company
Dreadnought, Death Company, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY INTERCESSORS

75–150 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
► Astartes Grenade Launcher - Frag BLAST	24"	D3	3+	4	0	1
► Astartes Grenade Launcher - Krak	24"	1	3+	9	-2	D3
► Bolt Rifle - Focused Fire HEAVY RAPID FIRE 1	24"	1	3+	6	-1	2
► Bolt Rifle - Saturation ASSAULT RAPID FIRE 1	24"	2	3+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

ABILITIES

Black Rage

- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.

Visions of Heresy

Once per turn, you can target this unit with the Fire Overwatch Stratagem or the Heroic Intervention Stratagem for OCP. While resolving that Stratagem, each time a model in this unit makes a ranged attack you can re-roll the Hit roll, or you can re-roll the Charge roll made for this unit [whichever applies]

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).



AUFSTELLUNG

5-10x Death Company Intercessor oder Intercessor w/ melee weapon oder Intercessor w/ alternate pistol

Equipped with: Bolt pistol, Hand flamer, Heavy Bolt Pistol, ► Astartes Grenade Launcher - Frag, ► Astartes Grenade Launcher - Krak, ► Bolt Rifle - Focused Fire, ► Bolt Rifle - Saturation, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer

Wargear Options:

- Each Death Company Intercessor can replace its Bolt Rifle, Bolt Pistol & Close Combat Weapon with Astartes Chainsword & Heavy Bolt Pistol.



KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Death Company Intercessors
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY
INTERCESSORS

75–150 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

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.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Death Company Intercessors

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY INTERCESSORS

75–150 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

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.
- Feel No Pain 6+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Death Company Intercessors
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES

90–170 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
► Bolt Rifle - Focused Fire HEAVY RAPID FIRE 1	24"	1	3+	6	-1	2
► Bolt Rifle - Saturation ASSAULT RAPID FIRE 1	24"	2	3+	5	-1	1
► Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
► Grenade Launcher - Krak RAPID FIRE 1	24"	2	3+	10	-2	3
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Combat blade	Melee	3	3+	5	0	1
Eviscerator CLEAVE 1	Melee	3	3+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

ABILITIES

An Honourable Death in Combat

This unit's attacks:

- Have [SUSTAINED HITS 1], if this unit is below starting strength.
- Or: have [SUSTAINED HITS 2], if this unit is below half-strength.

Black Rage

- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.



AUFSTELLUNG

5-10x Death Company Marine w/ Eviscerator oder Death Company Marine w/ Chainsword and Heavy Bolt Pistol oder Death Company Marine w/ alternate weapons oder Death Company Marine w/ Bolt Rifle oder Death Company Marine w/ Bolt Rifle and Grenade Launcher (32mm)

Equipped with: Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ► Bolt Rifle - Focused Fire, ► Bolt Rifle - Saturation, ► Grenade Launcher - Frag, ► Grenade Launcher - Krak, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Combat blade, Eviscerator, Power fist, Power weapon, Thunder Hammer
Options:



KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines, Tacticus, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY
MARINES

90–170 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Devastating Wounds**
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Heavy**
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Melta**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines, Tacticus, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES

90–170 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

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

Cleave

This ability always takes the form **[CLEAVE X]**. Each time you gather attack dice for a **[CLEAVE]** weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

*Example: If a **[CLEAVE 1]** weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).*

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.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines, Tacticus, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES WITH BOLT RIFLES [LEGENDS]

80–155 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT HEAVY	24"	2	3+	4	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
➤ Astartes Grenade Launcher - Frag BLAST	24"	D3	3+	4	0	1
➤ Astartes Grenade Launcher - Krak	24"	1	3+	9	-2	D3
➤ Bolt Rifle - Focused Fire HEAVY RAPID FIRE 1	24"	1	3+	6	-1	2
➤ Bolt Rifle - Saturation ASSAULT RAPID FIRE 1	24"	2	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close Combat Weapon	Melee	3	3+	4	0	1
Close combat weapon	Melee	3	3+	4	0	1
Eviscerator CLEAVE 1	Melee	3	3+	7	-2	2
Power Fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

AUFSTELLUNG

5-10x Death Company Marine w/ Bolt Rifle oder Death Company Marine w/Eviscerator oder Death Company Marine w/ alternate weapons

Equipped with: Bolt Rifle, Bolt pistol, Hand flamer, Inferno Pistol, ➤ Astartes Grenade Launcher - Frag, ➤ Astartes Grenade Launcher - Krak, ➤ Bolt Rifle - Focused Fire, ➤ Bolt Rifle - Saturation, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close Combat Weapon, Close combat weapon, Eviscerator, Power Fist, Power weapon, Thunder Hammer

Wargear Options:

This model's Bolt Rifle and Close Combat Weapon can be replaced with an Eviscerator.

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KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Bolt Rifles, Tacticus, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES WITH BOLT RIFLES [LEGENDS]

80–155 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

ABILITIES

Attached Unit

If a Chaplain model from your army with the Leader ability can be attached to Intercessor Squad, it can be attached to this unit instead.

Black Rage

- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.

Visions of Heresy

- This unit can re-roll charge rolls.
- When you target this unit with the Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.

WEAPON ABILITIES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Bolt Rifles, Tacticus, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES WITH BOLT RIFLES [LEGENDS]

80–155 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).
Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

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.

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Bolt Rifles, Tacticus, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES WITH BOLTGUNS [LEGENDS]

125–250 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

ABILITIES

- An Honourable Death in Combat**
Each time a model in this unit makes an attack, that attack has the [SUSTAINED HITS 1] ability if this unit is below its Starting Strength, or the [SUSTAINED HITS 2] ability if this unit is Below Half-strength.
- Attached Leader**
If a Chaplain model from your army with the Leader ability can be attached to a Tactical Squad, it can be attached to this unit instead.
If a Character unit from your army with the Leader ability can be attached to a Death Company Marines unit, it can be attached to this unit instead.
- Black Rage**
- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.



AUFSTELLUNG

- 5-10x Death Company Marine
- Equipped with:** Bolt pistol, Boltgun, Hand flamer, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer
- Wargear Options:**
- Each Death Company Marine can replace its Boltgun and Close Combat Weapon with Melee and Pistol or Thunder Hammer.
 - Each Death Company Marine can replace its Chainsword with Power fist or Power weapon.
 - Each Death Company Marine can replace its Bolt pistol with Plasma pistol, Hand flamer or Inferno Pistol.



KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Boltguns, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY
MARINES WITH
BOLTGUNS [LEGENDS] 125–250 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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.
- Feel No Pain 6+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Boltguns, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES WITH BOLTGUNS AND JUMP PACKS [LEGENDS]

140–280 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

ABILITIES

- Attached Leader**
If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs or an Assault Squad with Jump Packs, it can be attached to this unit instead.
If a Character unit from your army with the Leader ability can be attached to a Death Company Marines with Jump Packs unit, it can be attached to this unit instead.
- Beserk Fury**
You can re-roll Charge rolls made for this unit
- 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.



AUFSTELLUNG

- 5-10x Death Company Marine
- Equipped with:** Bolt pistol, Boltgun, Hand flamer, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer
- Wargear Options:**
- Each Death Company Marine can replace its Boltgun and Close Combat Weapon with Melee and Pistol or Thunder Hammer.
 - Each Death Company Marine can replace its Chainsword with Power fist or Power weapon.
 - Each Death Company Marine can replace its Bolt pistol with Plasma pistol, Hand flamer or Inferno Pistol.



KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Boltguns and Jump Packs, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY
MARINES WITH
BOLTGUNS AND JUMP
PACKS [LEGENDS]

140–280 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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.
- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Feel No Pain 6+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Boltguns and Jump Packs, Death Company
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES WITH JUMP PACKS

130–260 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Eviscerator CLEFT 1	Melee	3	3+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

- Black Rage**
- This unit's melee attacks can re-roll hit rolls of 1.
 - While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.
- Savage Fury**
- This unit has +1 to charge rolls.

WEAPON ABILITIES

- Hazardous**
- Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Melta**
- This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Torrent**
- Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

5-10x Death Company Marine (32mm)

Equipped with: Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Eviscerator, Power fist, Power weapon

- Wargear Options:**
- Each Death Company Marine can replace its Heavy Bolt Pistol with Plasma pistol, Hand flamer or Inferno Pistol.
 - Each Death Company Marine can replace its Chainsword with Power weapon, Power fist or Eviscerator.



KEYWORDS: Infantry, Imperium, Death Company Marines with Jump Packs, Tacticus, Fly, Jump Pack, Death Company, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

DEATH COMPANY MARINES WITH JUMP PACKS

130–260 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

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

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Imperium, Death Company Marines with Jump Packs, Tacticus, Fly, Jump Pack, Death Company, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

FURIOSO DREADNOUGHT

[LEGENDS]

150 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Frag Cannon BLAST RAPID FIRE D6	18"	D6	3+	7	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Talons TWIN-LINKED	Melee	7	3+	8	-2	3
Furioso Fist	Melee	5	3+	12	-3	3
Twin Furioso Fists TWIN-LINKED	Melee	5	3+	12	-3	3

ABILITIES

- Magna-grapple**
The bearer loses the Smoke keyword, but add 2 to Charge rolls made for the bearer if one or more of the targets of that charge is a Monster or Vehicle unit
- Wrathful Rampage**
Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Ignore Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



AUFSTELLUNG

- 1x Furioso Dreadnought
[Legends]
- Equipped with:** Heavy Frag Cannon, Heavy flamer, Meltagun, Storm bolter, Blood Talons, Furioso Fist, Twin Furioso Fists
- Wargear Options:**
- This model can be equipped with 1x Magna-grapple.
 - This model can replace its Heavy Frag Cannon and Furioso Fist with Blood Talons and Meltagun or Twin Furioso Fists and Meltagun.
 - This model can replace its Storm bolter with Heavy flamer.
 - This model must be equipped with 2 of: Storm bolter, Heavy flamer, Meltagun.



KEYWORDS: Vehicle, Walker, Imperium, Furioso Dreadnought, Smoke, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

FURIOSO DREADNOUGHT

[LEGENDS]

150 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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

- Deadly Demise 1**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
- Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

KEYWORDS: Vehicle, Walker, Imperium, Furioso Dreadnought, Smoke, Dreadnought
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

GABRIEL SETH [LEGENDS]90 PTS

M	T	Sv	W	LD	OC
6"	4	3+	6	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Reaver SUSTAINED HITS 1	Melee	6	2+	8	-2	3

ABILITIES

CORE - Leader

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

Whirlwind of Rage
Each time this model fights, until that fight is resolved, add 1 to the Attacks characteristic of this model's Blood Reaver for every 5 enemy models within 6" of this model.

Leader
This model can be attached to the following units:

- Assault Squad
- Command Squad
- Tactical Squad
- Vanguard Veteran Squad
- Assault Intercessor Squad
- Company Heroes
- Sternguard Veteran Squad
- Bladeguard Veteran Squad

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.



AUFSTELLUNG

1x Gabriel Seth [Legends]

Equipped with: Bolt pistol, Blood Reaver



KEYWORDS: Epic Hero, Character, Infantry, Grenades, Chapter Master, Imperium, Gabriel Seth

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

GABRIEL SETH [LEGENDS]90 PTS

M	T	Sv	W	LD	OC
6"	4	3+	6	6+	1

INVULNERABLE
SAVE

4+

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.

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.

KEYWORDS: Epic Hero, Character, Infantry, Grenades, Chapter Master, Imperium, Gabriel Seth

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

M	T	Sv	W	LD	OC
12"	5	3+	5	5+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Blood Crozius CLEAVE 1 LETHAL HITS	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Fury Unbound
This unit's melee attacks have [LETHAL HITS].

Guardian of the Lost
Attacks that target this unit have -1 D.

Leader
This model can be attached to the following unit:
• Death Company Marines with Jump Packs

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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



AUFSTELLUNG

1x Lemartes (40mm)
Equipped with: Absolver Bolt Pistol, The Blood Crozius



KEYWORDS: Epic Hero, Character, Infantry, Imperium, Fly, Chaplain, Lemartes, Jump Pack, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

M	T	Sv	W	LD	OC
12"	5	3+	5	5+	1

INVULNERABLE
SAVE



Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Fly, Chaplain, Lemartes, Jump Pack, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

LIBRARIAN DREADNOUGHT

[LEGENDS]

170 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
► Blood Lance - Focused Witchfire HAZARDOUS PSYCHIC SUSTAINED HITS D3	18"	1	3+	12	-3	D6+3
► Blood Lance - Witchfire PSYCHIC SUSTAINED HITS D3	18"	1	3+	10	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Furioso Fist	Melee	5	3+	12	-3	3
Furioso Force Halberd EXTRA ATTACKS PSYCHIC	Melee	1	2+	9	-3	D6+3

ABILITIES

- Shield of Sanguinius (Aura, Psychic)**
While a friendly Adeptus Astartes unit is within 6" of this model, models in that unit have the Feel No Pain 5+ ability against mortal wounds and **Psychic** Attacks.
- Wings of Sanguinius (Psychic)**
Once per turn, at the end of your Movement phase, one Psyker from your army with this ability can use it. If it does, roll one D6: on a 1, that Psyker suffers D3 mortal wounds; on a 2+, select one friendly Adeptus Astartes Infantry unit within 12" of that Psyker and remove the selected unit from the battlefield, then set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Extra Attacks**
Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



- AUFSTELLUNG
- 1x Librarian Dreadnought
[Legends]
- Equipped with: Heavy Flamer, Meltagun, Storm bolter, ► Blood Lance - Focused Witchfire, ► Blood Lance - Witchfire, Furioso Fist, Furioso Force Halberd
- Wargear Options:
■ This model can replace its Storm bolter with Heavy Flamer or Meltagun.



- KEYWORDS: Vehicle, Walker, Psyker, Imperium, Librarian Dreadnought, Smoke, Dreadnought
- FACTION KEYWORDS: Adeptus Astartes, Blood Angels

LIBRARIAN DREADNOUGHT

[LEGENDS]

170 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	6+	3

- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

- Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS:

Vehicle, Walker,
Psyker, Imperium, Librarian
Dreadnought, Smoke, Dreadnought

FACTION KEYWORDS:

Astartes, Blood Angels

SANGUINARY GUARD135–275 PTS

M	T	Sv	W	LD	OC
12"	5	2+	3	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Angelus Boltgun ASSAULT CLOSE-QUARTERS	18"	3	2+	5	-1	1
Inferno pistol CLOSE-QUARTERS MELTA 1	9"	1	2+	8	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Encarmine Weapon LANCE	Melee	4	2+	6	-2	2

ABILITIES

- Angelic Visage
Melee attacks that target this unit have -1 to hit rolls.
- Heirs of Azkaellon
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

WEAPON ABILITIES

- Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Lance
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.



AUFSTELLUNG

3-6x Sanguinary Guard w/
Angelus Boltgun oder Sanguinary
Guard w/ Inferno Pistol (40mm)

Equipped with: Angelus Boltgun,
Inferno pistol, Encarmine Weapon



KEYWORDS: Infantry, Fly, Imperium,
Sanguinary Guard, Jump Pack,
Explosives, Tacticus

FACTION KEYWORDS: Adeptus
Astartes, Blood Angels

SANGUINARY GUARD135–275 PTS

M	T	Sv	W	LD	OC
12"	5	2+	3	6+	2

INVULNERABLE
SAVE



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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Fly, Imperium, Sanguinary Guard, Jump Pack, Explosives, Tacticus
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

SANGUINARY PRIEST

60 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol <small>CLOSE-QUARTERS</small>	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	5	3+	5	-1	1

ABILITIES

CORE - Support

Blood Chalice
This unit has +1 T.

Narthecium
(Once per turn, per unit) In your Command phase, this unit heals D3+1 wounds.

Leader
This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, DESOLATION SQUAD, HELLBLASTER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD

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.



AUFSTELLUNG

1x Sanguinary Priest (40mm)
Equipped with: Absolvor bolt pistol, Astartes Chainsword



KEYWORDS: Character, Infantry, Imperium, Sanguinary Priest, Tacticus, Explosives, Support
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

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.

Support

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.

KEYWORDS: Character, Infantry, Imperium, Sanguinary Priest, Tacticus, Explosives, Support
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

SANGUINARY PRIEST ON BIKE [LEGENDS]

135 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	5	-1	1
Power Fist	Melee	4	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

ABILITIES

CORE - Leader

Blood Chalice

While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Sanguinary Priest

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability

Leader

This model can be attached to the following units:

Bike Squad

Outrider Squad

WEAPON ABILITIES

AUFSTELLUNG

1x Sanguinary Priest on Bike [Legends]

Equipped with:

Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Hand flamer, Inferno Pistol, Storm bolter, Twin boltgun, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power Fist, Power weapon, Thunder Hammer

Wargear Options:

■ This model can replace its Boltgun with Bolt pistol, Hand flamer, Inferno Pistol, Grav-pistol, Plasma pistol, Combi-weapon or Storm bolter.

■ This model can replace its Power Fist with Chainsword, Power weapon or Thunder Hammer

KEYWORDS: Character, Mounted, Grenades, Imperium, Sanguinary Priest

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

SANGUINARY PRIEST ON
BIKE [LEGENDS]

135 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

- Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.

KEYWORDS:

Character, Mounted, Grenades, Imperium, Sanguinary Priest

FACTION KEYWORDS:

Adeptus Astartes, Blood Angels

SANGUINARY PRIEST ON
BIKE [LEGENDS]

135 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

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.
- 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.

KEYWORDS: Character, Mounted, Grenades, Imperium, Sanguinary Priest

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

SANGUINARY PRIEST WITH
JUMP PACK [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
12"	4	3+	4	6+	1

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	5	2+	4	-1	1

ABILITIES

CORE - Support

Blood Chalice
While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Sanguinary Priest
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability

Leader
This model can be attached to the following units:

- Assault Squad with Jump Packs
- Vanguard Veteran Squad with Jump packs
- Assault Intercessors with Jump Packs

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.



AUFSTELLUNG

1x Sanguinary Priest with Jump Pack [Legends]

Equipped with: Bolt pistol, Astartes Chainsword



KEYWORDS: Character, Infantry, Grenades, Imperium, Fly, Jump Pack, Sanguinary Priest

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

SANGUINARY PRIEST WITH
JUMP PACK [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
12"	4	3+	4	6+	1

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.
- Support**
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.

KEYWORDS: Character, Infantry, Grenades, Imperium, Fly, Jump Pack, Sanguinary Priest
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

THE SANGUINOR

120 PTS

M	T	Sv	W	LD	OC
12"	5	2+	7	6+	1

INVULNERABLE
SAVE

4+

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Encarmine Broadsword DEVASTATING WOUNDS	Melee	8	2+	6	-3	2

ABILITIES

- Aura of Fervour**
Friendly ADEPTUS ASTARTES units within 12" of this model can re-roll leadership rolls.
- Miraculous Savior**
(Once per battle, per army) At the end of your opponent's Charge phase (excluding the first battle round), you can select one enemy unit that made a charge move this phase. This unit can make an ingress move and must be set up engaged with that enemy unit. That move does not prevent this unit from being eligible to move

WEAPON ABILITIES

- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.



AUFSTELLUNG

1x The Sanguinor (40mm)

Equipped with: Encarmine Broadsword



KEYWORDS: Epic Hero, Character, Infantry, Fly, Imperium, Jump Pack, The Sanguinor, Tacitus

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

M	T	Sv	W	LD	OC
12"	5	2+	7	6+	1

INVULNERABLE
SAVE



CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Epic Hero, Character, Infantry, Fly, Imperium, Jump Pack, The Sanguinor, Tacticus
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

TYCHO THE LOST [LEGENDS]

90 PTS

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

INVULNERABLE
SAVE



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.

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

TYCHO THE LOST

[LEGENDS]

90 PTS

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

INVULNERABLE
SAVE



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.

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.

KEYWORDS: Character, Epic Hero, Infantry, Captain, Imperium, Grenades, Tycho the Lost
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

PUNKTELISTE

EINHEIT	PUNKTE
Astorath	90 pts
Baal Predator	135 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Blood Angels Captain	90 pts
Brother Corbulo [Legends]	75 pts
Captain Tycho [Legends]	75 pts
Chief Librarian Mephiston	175 pts
Commander Dante	140 pts
Death Company Captain	80 pts
Death Company Captain with Jump Pack	85 pts
Death Company Dreadnought	165 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Death Company Dreadnought with Magna-Grapple [Legends]	145 pts
Death Company Intercessors	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Death Company Marines	90 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Death Company Marines with Bolt Rifles [Legends]	80 pts (bis 5 Modelle) · 155 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Death Company Marines with Boltguns [Legends]	125 pts (bis 5 Modelle) · 250 pts (ab 6 Modellen)
Death Company Marines with Boltguns and Jump Packs [Legends]	140 pts (bis 5 Modelle) · 280 pts (ab 6 Modellen)
Death Company Marines with Jump Packs	130 pts (bis 5 Modelle) · 260 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Furioso Dreadnought [Legends]	150 pts
Gabriel Seth [Legends]	90 pts
Lemartes	110 pts
Librarian Dreadnought [Legends]	170 pts
Sanguinary Guard	135 pts (bis 3 Modelle) · 275 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Sanguinary Priest	60 pts
Sanguinary Priest on Bike [Legends]	135 pts
Sanguinary Priest with Jump Pack [Legends]	100 pts
The Sanguinor	120 pts
Tycho the Lost [Legends]	90 pts

ENHANCEMENTS — ANGELIC INHERITORS

ENHANCEMENT	PUNKTE
Prescient Flash	20 pts
Unto Death	15 pts
Blazing Icon	20 pts

ENHANCEMENT	PUNKTE
Ordained Sacrifice	25 pts

ENHANCEMENTS — ASSAULT BRETHREN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHREN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts
Master-Forged Firearms	15 pts

ENHANCEMENTS — ENCARMINE SPEARTIP

ENHANCEMENT	PUNKTE
Angelic Executioner	20 pts
Shadow of Abomination	15 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts
Narthezis Gauntlet	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts
Corporeum Reliquary	25 pts

ENHANCEMENTS — WRATH OF THE DOOMED

ENHANCEMENT	PUNKTE
Instinctive Interception	10 pts
On the Archtraitor's Bridge	20 pts