CODEX

# IMPERIUM - BLOOD ANGELS

newvision

# INHALTSVERZEICHNIS


**FRAKTIONSREGELN** 7

**DETACHMENTS** 9

Detachments — Übersicht 9

Angelic Inheritors 11

Assault Brethren 13

Deathwatch Support 15

Devastator Brethren 17

Encarmine Speartip 19

Gauntlet Task Force 21

Gladius Task Force 23

Gravis Linebreaker Force 25

Gravis Siege Force 27

Ironclad Champions 29

Ironstorm Spearhead 31

Phobos Shadow Force 33
Phobos Shock Force 35
Stormlance Task Force 37
Tactical Brethren 39
Tacticus Attack Force 41
Tacticus Firestorm Force 43
Terminator Storm Force 45
Wrath of the Doomed 47

**DATASHEETS 49**

Astorath 49
Baal Predator 51
Blood Angels Captain 53
Brother Corbulo [Legends] 55
Captain Tycho [Legends] 57
Chief Librarian Mephiston 59
Commander Dante 61
Death Company Captain 63

Death Company Captain with Jump Pack 65
Death Company Dreadnought 67
Death Company Dreadnought with Magna-Grapple [Legends] 69
Death Company Intercessors 71
Death Company Marines 75
Death Company Marines with Bolt Rifles [Legends] 79
Death Company Marines with Boltguns [Legends] 83
Death Company Marines with Boltguns and Jump Packs [Legends] 85
Death Company Marines with Jump Packs 87
Furioso Dreadnought [Legends] 89
Gabriel Seth [Legends] 91
Lemartes 93
Librarian Dreadnought [Legends] 95
Sanguinary Guard 97
Sanguinary Priest 99
Sanguinary Priest on Bike [Legends] 101
Sanguinary Priest with Jump Pack [Legends] 105

The Sanguinor 107
Tycho the Lost [Legends] 109

**PUNKTELISTE** 111

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.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

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# DETACHMENT OVERVIEW

19 Detachments

**Angelic Inheritors**
6 Stratagems · 4 Enhancements

**Assault Brethren**
3 Stratagems · 2 Enhancements

**Deathwatch Support**
4 Stratagems · 1 Enhancement

**Devastator Brethren**
3 Stratagems · 2 Enhancements

**Encarmine Speartip**
3 Stratagems · 2 Enhancements

**Gauntlet Task Force**
3 Stratagems · 2 Enhancements

**Gladius Task Force**
6 Stratagems · 4 Enhancements

**Gravis Linebreaker Force**
3 Stratagems · 2 Enhancements

**Gravis Siege Force**
3 Stratagems · 2 Enhancements

**Ironclad Champions**
3 Stratagems · 2 Enhancements

**Ironstorm Spearhead**
3 Stratagems · 2 Enhancements

**Phobos Shadow Force**
3 Stratagems · 2 Enhancements

**Phobos Shock Force**
3 Stratagems · 2 Enhancements

**Stormlance Task Force**
3 Stratagems · 2 Enhancements

**Tactical Brethren**
3 Stratagems · 2 Enhancements

**Tacticus Attack Force**
3 Stratagems · 2 Enhancements

**Tacticus Firestorm Force**
3 Stratagems · 2 Enhancements

**Terminator Storm Force**
3 Stratagems · 2 Enhancements

**Wrath of the Doomed**
3 Stratagems · 2 Enhancements

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# ANGELIC INHERITORS

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

## ENHANCEMENTS (4)

### 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 RULE

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 (6/6)

1 CP ANGELIC INHERITORS STRATAGEM 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 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 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 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 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 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.

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# ASSAULT BRETHREN

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

## ENHANCEMENTS (2)

**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 RULE

You can select the assault doctrine one additional time per battle

## STRATAGEMS (3/3)

1 CP · ASSAULT BRETHREN STRATAGEM · 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 · 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 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.

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# DEATHWATCH SUPPORT

4 Stratagems · 1 Enhancement

1 DP · DISRUPTION

## ENHANCEMENTS (1)

**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 RULE

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 (4/4)

1 CP DEATHWATCH SUPPORT STRATAGEM 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 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 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 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.

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# DEVASTATOR BRETHREN

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

## ENHANCEMENTS (2)

**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 RULE

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

## STRATAGEMS (3/3)

1 CP DEVASTATOR BRETHREN STRATAGEM 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.

2 CP DEVASTATOR BRETHREN STRATAGEM 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.

1 CP DEVASTATOR BRETHREN STRATAGEM 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.

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# ENCARMINE SPEARTIP

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

## ENHANCEMENTS (2)

**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 RULE

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 (3/3)

1 CP ENCARMINE SPEARTIP STRATAGEM 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 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.

1 CP ENCARMINE SPEARTIP STRATAGEM CHARGE

## JUDGEMENT OF THE GOLDEN HOST

**When:** Your Charge phase, when a friendly Sanguinary Guard unit form 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.

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# GAUNTLET TASK FORCE

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

## ENHANCEMENTS (2)

**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 RULE

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 (3/3)

1 CP GAUNTLET TASK FORCE STRATAGEM 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 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.

1 CP GAUNTLET TASK FORCE STRATAGEM 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.

IMPERIUM - BLOOD ANGELS

# GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

## ENHANCEMENTS (4)

**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 RULE

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

## STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE STRATAGEM 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 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 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 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 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 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].

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# GRAVIS LINEBREAKER FORCE

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

## ENHANCEMENTS (2)

**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 RULE

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 (3/3)

1 CP GRAVIS LINEBREAKER FORCE STRATAGEM 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 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 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.

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# GRAVIS SIEGE FORCE

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

## ENHANCEMENTS (2)

**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 RULE

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 (3/3)

1 CP GRAVIS SIEGE FORCE STRATAGEM 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 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 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.

IMPERIUM - BLOOD ANGELS

# IRONCLAD CHAMPIONS

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

## ENHANCEMENTS (2)

**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 RULE

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

## STRATAGEMS (3/3)

1 CP IRONCLAD CHAMPIONS STRATAGEM 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 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.

1 CP IRONCLAD CHAMPIONS STRATAGEM 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.

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# IRONSTORM SPEARHEAD

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

## ENHANCEMENTS (2)

**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 RULE

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

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

## STRATAGEMS (3/3)

1 CP IRONSTORM SPEARHEAD STRATAGEM 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 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 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.

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# PHOBOS SHADOW FORCE

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

## ENHANCEMENTS (2)

**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 RULE

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 (3/3)

1 CP PHOBOS SHADOW FORCE STRATAGEM 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 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 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.

IMPERIUM - BLOOD ANGELS

# PHOBOS SHOCK FORCE

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

## ENHANCEMENTS (2)

**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 RULE

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 (3/3)

1 CP · PHOBOS SHOCK FORCE STRATAGEM · 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 · 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 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.

IMPERIUM - BLOOD ANGELS

# STORMLANCE TASK FORCE

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

## ENHANCEMENTS (2)

**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 RULE

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

## STRATAGEMS (3/3)

1 CP STORMLANCE TASK FORCE STRATAGEM 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 SHOOTING

### HURTLING 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.

1 CP STORMLANCE TASK FORCE STRATAGEM 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.

IMPERIUM - BLOOD ANGELS

# TACTICAL BRETHREN

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

## ENHANCEMENTS (2)

**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 RULE

You can select the Tactical Doctrine one additional time.

## STRATAGEMS (3/3)

1 CP · TACTICAL BRETHREN STRATAGEM · 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 · 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 TACTICAL BRETHREN STRATAGEM 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.

IMPERIUM - BLOOD ANGELS

# TACTICUS ATTACK FORCE

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

## ENHANCEMENTS (2)

**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 RULE

Friendly Tacticus units can re-roll advance rolls.

## STRATAGEMS (3/3)

1 CP · TACTICUS ATTACK FORCE STRATAGEM · 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 · 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".

1 CP TACTICUS ATTACK FORCE STRATAGEM 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.

IMPERIUM - BLOOD ANGELS

# TACTICUS FIRESTORM FORCE

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

## ENHANCEMENTS (2)

**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 RULE

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

## STRATAGEMS (3/3)

1 CP · TACTICUS FIRESTORM FORCE STRATAGEM · 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 · 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].

1 CP · TACTICUS FIRESTORM FORCE STRATAGEM · 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].

IMPERIUM - BLOOD ANGELS

# TERMINATOR STORM FORCE

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

## ENHANCEMENTS (2)

**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 RULE

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

## STRATAGEMS (3/3)

1 CP TERMINATOR STORM FORCE STRATAGEM 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 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 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.

IMPERIUM - BLOOD ANGELS

# WRATH OF THE DOOMED

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

## ENHANCEMENTS (2)

**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 RULE

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 (3/3)

1 CP · WRATH OF THE DOOMED STRATAGEM · 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 · 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.

1 CP WRATH OF THE DOOMED STRATAGEM 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.

IMPERIUM - BLOOD ANGELS

# ASTORATH

**90 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 2+ | 5 | 5+ | 1 |

4+

## MELEE WEAPONS

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

### AUFSTELLUNG

1x Astorath (40mm)

**Equipped with:** The Executioner's Axe

## 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 RULES

**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.

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

## CORE 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.

### 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.

IMPERIUM - 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 |

### 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.

## ABILITIES

**Overcharged Engines**
This unit can re-roll advance rolls.

KEYWORDS: Imperium, Smoke, Vehicle, Baal Predator, Frame

## WEAPON RULES

**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).*

**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.

## CORE 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.

### ◈ 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").

IMPERIUM - BLOOD ANGELS

# BLOOD ANGELS CAPTAIN

**90 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 5 | 6+ | 1 |

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 |

### 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.

## 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 RULES

**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.

## 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.

### 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.

### 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.

### Transhuman Strategist

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

IMPERIUM - BLOOD ANGELS

# 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<br>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 |

### AUFSTELLUNG

1x Brother Corbulo [Legends]

**Equipped with:** Bolt pistol, Heaven's Teeth

## 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 RULES

**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).*

## CORE 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.

### 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.

IMPERIUM - BLOOD ANGELS

# CAPTAIN TYCHO [LEGENDS]

**75 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 4 | 2+ | 4 | 6+ | 1 |

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<br>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 |

### AUFSTELLUNG

1x Captain Tycho [Legends]

**Equipped with:** Blood Song, Bolt pistol, Dead Man's Hand

## 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

## WEAPON RULES

**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.*

## 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.

### 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.

### 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.

IMPERIUM - BLOOD ANGELS

# CHIEF LIBRARIAN MEPHISTON

**175 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 6 | 2+ | 6 | 6+ | 1 |

4+

## RANGED WEAPONS

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

### 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

## ABILITIES

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

**The Quickening (psychic level 1)** (Psychic Abilities)
Descriptions: 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)** (Psychic Abilities)
Descriptions: 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.

KEYWORDS: Epic Hero, Character, Infantry, Tacticus, Psyker, Chief Librarian Mephiston, Explosives

FACTION: Adeptus Astartes, Blood Angels 175 PTS

## WEAPON RULES

**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.

**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).

## 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.

### 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.

### 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.

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

IMPERIUM - BLOOD ANGELS

# COMMANDER DANTE

**140 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 2+ | 6 | 6+ | 1 |

4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Perdition Pistol<br>CLOSE-QUARTERS<br>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 |

### AUFSTELLUNG

1x Commander Dante (50mm)

**Equipped with:** Perdition Pistol, The Axe Mortalis

## 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 RULES

**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).*

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

FACTION: Adeptus Astartes, Blood Angels 140 PTS

## 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.

### 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.

### 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.

### Transhuman Strategist

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

IMPERIUM - BLOOD ANGELS

# DEATH COMPANY CAPTAIN

**80 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 5 | 6+ | 1 |

4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Heavy Bolt Pistol<br>CLOSE-QUARTERS | 18" | 1 | 2+ | 5 | -1 | 1 |
| Inferno pistol<br>CLOSE-QUARTERS<br>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 |

### 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.

## 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

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

## WEAPON RULES

**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).*

## 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.

### 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.

### 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.

IMPERIUM - BLOOD ANGELS

# DEATH COMPANY CAPTAIN WITH JUMP PACK

**85 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 3+ | 5 | 6+ | 1 |

4+

## RANGED WEAPONS

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

### 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.

## 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.

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

FACTION: Blood Angels, Adeptus Astartes 85 PTS

### 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 RULES

**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.

## 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.

### ◈ 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.

### ◈ 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.

IMPERIUM - BLOOD ANGELS

# 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<br>CLEAVE 2<br>SUSTAINED HITS 1: NON-MONSTER/VEHICLE<br>TWIN-LINKED | Melee | 8 | 3+ | 10 | -2 | 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.

## 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".

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Death Company Dreadnought, Death Company

FACTION: Adeptus Astartes, Blood Angels 165 PTS

## WEAPON RULES

**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.*

**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).

### 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").

### 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.

IMPERIUM - 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 Furioso Fists TWIN-LINKED | Melee | 5 | 3+ | 12 | -3 | 3 |

### AUFSTELLUNG

1x Death Company Dreadnought with Magna-Grapple [Legends]

**Equipped with:** Heavy Flamer, Meltagun, Storm Bolter, Blood Talons, Twin Furioso Fists

**Wargear Options:**

- This model can replace its Twin Furioso Fists with Blood Talons.
- This model can replace its Storm Bolter with Heavy Flamer.
- This model can replace its Meltagun with Heavy Flamer.

## 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 RULES

**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).*

**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.

## CORE 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.

### 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").

### 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.

IMPERIUM - 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<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 5 | -1 | 1 |
| Hand flamer<br>CLOSE-QUARTERS<br>TORRENT | 9" | 3 | - | 4 | 0 | 1 |
| Heavy Bolt Pistol<br>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<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge HAZARDOUS<br>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 |

### 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.
- Each Intercessor w/ melee weapon can replace its Power fist with Thunder Hammer or Power weapon.
- Each Intercessor w/ melee weapon can replace its Bolt pistol with Heavy Bolt Pistol.
- Each Intercessor w/ melee weapon can be equipped with one of: Hand flamer, Plasma pistol.
- Each Intercessor w/ alternate pistol can replace its Hand flamer with Plasma pistol.

## 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 0CP. While resolving that Strategem, 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 RULES

**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.

**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.

## 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.

### 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.

### 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.

IMPERIUM - 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<br>CLOSE-QUARTERS<br>TORRENT | 9" | 3 | - | 4 | 0 | 1 |
| Heavy Bolt Pistol<br>CLOSE-QUARTERS | 18" | 1 | 3+ | 5 | -1 | 1 |
| Inferno Pistol<br>CLOSE-QUARTERS<br>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<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge HAZARDOUS<br>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<br>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/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

**Wargear Options:**

- This model's Heavy Bolt Pistol and Chainsword can be replaced with 1x Eviscerator.
- This model's Chainsword can be replaced with 1x Bolt Rifle or 1x Bolt Rifle.
- Each Death Company Marine w/ alternate weapons can replace its Chainsword with Bolt rifle and combat blade, Thunder Hammer, Power weapon or Power fist.

## 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.

## WEAPON RULES

**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.

## 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).

### 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.

### 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.

### 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.

# 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<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 5 | -1 | 1 |
| Hand flamer<br>CLOSE-QUARTERS<br>TORRENT | 9" | 3 | - | 4 | 0 | 1 |
| Inferno Pistol<br>CLOSE-QUARTERS<br>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<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge HAZARDOUS<br>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<br>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 1x Eviscerator.
- Each Death Company Marine w/ alternate weapons can replace its Bolt Rifle with Hand flamer, Inferno Pistol, Plasma pistol or Chainsword.

## 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 RULES

**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.

## 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).

### 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.

### 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.

### 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.

IMPERIUM - 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<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 5 | -1 | 1 |
| Boltgun | 24" | 2 | 3+ | 4 | 0 | 1 |
| Hand flamer<br>CLOSE-QUARTERS<br>TORRENT | 9" | 3 | - | 4 | 0 | 1 |
| Inferno Pistol<br>CLOSE-QUARTERS<br>MELTA 1 | 9" | 1 | 3+ | 8 | -3 | D3+2 |
| ➤ Plasma pistol - standard<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge HAZARDOUS<br>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<br>DEVASTATING WOUNDS | Melee | 3 | 4+ | 8 | -2 | 2 |

### 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.

## 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.

## WEAPON RULES

**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.

## 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.

### ◈ 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.

### ◈ 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.

# 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<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 5 | -1 | 1 |
| Boltgun | 24" | 2 | 3+ | 4 | 0 | 1 |
| Hand flamer<br>CLOSE-QUARTERS<br>TORRENT | 9" | 3 | - | 4 | 0 | 1 |
| Inferno Pistol<br>CLOSE-QUARTERS<br>MELTA 1 | 9" | 1 | 3+ | 8 | -3 | D3+2 |
| ➤ Plasma pistol - standard<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge HAZARDOUS<br>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<br>DEVASTATING WOUNDS | Melee | 3 | 4+ | 8 | -2 | 2 |

### 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.

## 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.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Boltguns and Jump Packs, Death Company

### 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.

## WEAPON RULES

**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.

## 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.

### ◈ 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.

### ◈ 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.

IMPERIUM - 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<br>CLOSE-QUARTERS<br>TORRENT | 9" | 3 | - | 4 | 0 | 1 |
| Heavy Bolt Pistol<br>CLOSE-QUARTERS | 18" | 1 | 3+ | 5 | -1 | 1 |
| Inferno Pistol<br>CLOSE-QUARTERS<br>MELTA 1 | 9" | 1 | 3+ | 8 | -3 | D3+2 |
| ➤ Plasma pistol - standard<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge HAZARDOUS<br>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<br>CLEAVE 1 | Melee | 3 | 3+ | 7 | -2 | 2 |
| Power fist | Melee | 3 | 3+ | 8 | -2 | 2 |
| Power weapon | Melee | 4 | 3+ | 5 | -2 | 1 |

### 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.

## 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.

KEYWORDS: Infantry, Imperium, Death Company Marines with Jump Packs, Tacticus, Fly, Jump Pack, Death Company, Explosives

## WEAPON RULES

**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.

## 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).

### 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.

### 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.

### 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.

IMPERIUM - 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 |

### 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.

## 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 RULES

**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).*

**IGNORES 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).*

**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.

## CORE 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.

### 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").

IMPERIUM - BLOOD ANGELS

# GABRIEL SETH [LEGENDS]

**90 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 4 | 3+ | 6 | 6+ | 1 |

4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol<br>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 |

### AUFSTELLUNG

1x Gabriel Seth [Legends]

**Equipped with:** Bolt pistol, Blood Reaver

## 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 RULES

**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).*

## 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.

### 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.

### 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.

IMPERIUM - BLOOD ANGELS

# LEMARTES

**110 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 3+ | 5 | 5+ | 1 |

4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Absolvor Bolt Pistol<br>CLOSE-QUARTERS | 18" | 1 | 2+ | 5 | -2 | 2 |

## MELEE WEAPONS

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

**AUFSTELLUNG**

1x Lemartes (40mm)

**Equipped with:** Absolvor Bolt Pistol, The Blood Crozius

## 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 RULES

**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].*

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Fly, Chaplain, Lemartes, Jump Pack, Leader, Explosives

FACTION: Adeptus Astartes, Blood Angels 110 PTS

## 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).

### 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.

### 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.

### 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.

IMPERIUM - 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 |

### 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.

## 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 RULES

**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.

**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.

## CORE 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.

### ◈ 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").

IMPERIUM - BLOOD ANGELS

# SANGUINARY GUARD

## 135–275 PTS

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 2+ | 3 | 6+ | 2 |

4+

### RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Angelus Boltgun ASSAULT<br>CLOSE-QUARTERS | 18" | 3 | 2+ | 5 | -1 | 1 |
| Inferno pistol<br>CLOSE-QUARTERS<br>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 |

**AUFSTELLUNG**

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

**Equipped with:** Angelus Boltgun, Inferno pistol, Encarmine Weapon

### 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 RULES

**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.*

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

## 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.

### 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.

### 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.

IMPERIUM - BLOOD ANGELS

# SANGUINARY PRIEST

**60 PTS**

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 4 | 6+ | 1 |

KEYWORDS: Character, Infantry, Imperium, Sanguinary Priest, Tacticus, Explosives, Support

**FACTION: Adeptus Astartes, Blood Angels** **60 PTS**

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

1x Sanguinary Priest (40mm)

**Equipped with:** Absolvor bolt pistol, Astartes Chainsword

## 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

## 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.

**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.

**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.

IMPERIUM - 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<br>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<br>CLOSE-QUARTERS<br>TORRENT | 9" | 3 | - | 4 | 0 | 1 |
| Inferno Pistol<br>CLOSE-QUARTERS<br>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<br>CLOSE-QUARTERS | 12" | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge HAZARDOUS<br>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 |

### 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.

## 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 RULES

**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.

## 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.

### 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.

### 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.

# 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<br>CLOSE-QUARTERS | 12" | 1 | 2+ | 5 | -1 | 1 |

## MELEE WEAPONS

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

**AUFSTELLUNG**

1x Sanguinary Priest with Jump Pack [Legends]

**Equipped with:** Bolt pistol, Astartes Chainsword

## 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

## 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.

### 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.

### 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.

IMPERIUM - BLOOD ANGELS

# THE SANGUINOR

## 120 PTS

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 5 | 2+ | 7 | 6+ | 1 |

4+

## MELEE WEAPONS

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

### AUFSTELLUNG

1x The Sanguinor (40mm)

**Equipped with:** Encarmine Broadsword

## 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 RULES

**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.*

## CORE 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.

### 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.

IMPERIUM - BLOOD ANGELS

# TYCHO THE LOST [LEGENDS]

## 90 PTS

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 4 | 2+ | 4 | 6+ | 1 |

4+

## RANGED WEAPONS

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

**AUFSTELLUNG**

1x Tycho the Lost [Legends]

**Equipped with:** Bolt pistol

## 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

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

FACTION: Adeptus Astartes, Blood Angels 90 PTS

## 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.

### 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.

### 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.

# 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) |

| EINHEIT | PUNKTE |
| --- | --- |
| **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 |

| EINHEIT | PUNKTE |
|---|---|
| **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 |
| **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 |
| **Narthecis 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 |

| ENHANCEMENT | PUNKTE |
|---|---|
| **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 |