

TYCHO THE LOST [LEGENDS] - IMPERIUM -
BLOOD ANGELS

90 PTS

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

AUFSTELLUNG 1x Tycho the Lost [Legends]	KEYWORDS: Character, Epic Hero, Infantry, Captain, Imperium, Grenades, Tycho the Lost FACTION KEYWORDS: Adeptus Astartes, Blood Angels
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ABILITIES

CORE - Leader

- Black Rage**
Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. 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 be selected to Fall Back and its Objective Control characteristic 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

CORE RULES

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