CODEX

IMPERIUM - BLOOD ANGELS

newvision

INHALTSVERZEICHNIS

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DETACHMENT OVERVIEW

13 Detachments

Gladius Task Force
6 Stratagems · 4 Enhancements

Anvil Siege Force
6 Stratagems · 4 Enhancements

Ironstorm Spearhead
6 Stratagems · 4 Enhancements

Firestorm Assault Force
6 Stratagems · 4 Enhancements

Stormlance Task Force
6 Stratagems · 4 Enhancements

Vanguard Spearhead
6 Stratagems · 4 Enhancements

1st Company Task Force
6 Stratagems · 4 Enhancements

Librarius Conclave
6 Stratagems · 4 Enhancements

Bastion Task Force
5 Stratagems · 4 Enhancements

Orbital Assault Force
6 Stratagems · 4 Enhancements

Ceramite Sentinels
6 Stratagems · 4 Enhancements

Armoured Speartip
6 Stratagems · 4 Enhancements

Headhunter Task Force
6 Stratagems · 4 Enhancements

GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Artificer Armour — 10 pts

ADEPTUS ASTARTES model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

The Honour Vehement — 15 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearers melee weapons instead.

Adept of the Codex — 20 pts

CAPTAIN model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that Combat Doctrine is active for the bearer's unit only, even if you have already selected that Combat Doctrine to be active for your army this battle.

Fire Discipline — 25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, you can reroll Advance rolls made for that unit.

DETACHMENT RULE

The Codex Astartes has proven its worth as a superb treatise on warfare over countless battlefields, and has remained so even after ten thousand years. Many Space Marines hold its wisdom in awe, and exemplify its teachings, employing a flexible set of combat doctrines to eliminate their enemy. Few opponents can withstand the fury of such an onslaught.At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all ADEPTUS ASTARTES units from your army. You can only select each Combat Doctrine once per battle.Devastator DoctrineThe Codex Astartes details the strategic value of overwhelming firepower applied to key targets while advancing into position to eliminate threats.This unit is eligible to shoot in a turn in which it Advanced.Tactical DoctrineAs the warring armies close upon one another and vicious fire-fights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower.This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.Assault DoctrineThe Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end.This unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.
Target: One ADEPTUS ASTARTES unit from your army.
Effect: Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. Until the start of your next Command phase, that Combat Doctrine is active for that unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that doctrine this battle.

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM MOVEMENT

SQUAD TACTICS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of the enemy unit that just ended that move.
Effect: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

STORM OF FIRE

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM FIGHT

HONOUR THE CHAPTER

When: Fight phase.
Target: One ADEPTUS ASTARTES unit from your army.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

2 CP GLADIUS TASK FORCE – EPIC DEED STRATAGEM FIGHT

ONLY IN DEATH DOES DUTY END

When: Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

ANVIL SIEGE FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Indomitable Fury — 20 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Fleet Commander — 15 pts

CAPTAIN model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the centre of the first marker, then draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+, that unit suffers D3 mortal wounds. Both markers are then removed.

Stoic Defender — 15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0.

Architect of War — 25 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

DETACHMENT RULE

Shield of the ImperiumAcross blood-drenched battlefields, within towering citadels and isolated orbital stations, the Angels of Death throw back tides of traitors, mutants, xenos and heretics, and purge enemy holdings of foes thanks to their disciplined strategies and fighting skills. All who oppose them are met with volleys of deadly accurate firepower long before they reach the battle-brothers' razor-sharp blades.Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [HEAVY] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM COMMAND

NOT ONE BACKWARDS STEP

When: Your Command phase.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army within range of an objective marker.
Effect: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM SHOOTING

BATTLE DRILL RECALL

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

2 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.
Target: One ADEPTUS ASTARTES unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

2 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM SHOOTING

NO THREAT TOO GREAT

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM FIGHT

RIGID DISCIPLINE

When: End of the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.
Effect: Your unit can immediately make a Fall Back move of up to 6".
Restriction: When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.

IMPERIUM - BLOOD ANGELS

IRONSTORM SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Target Augury Web — 30 pts

TECHMARINE model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that VEHICLE model have the [LETHAL HITS] ability.

The Flesh is Weak — 10 pts

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

Adept of the Omnissiah — 35 pts

TECHMARINE model only. Once per battle round, when a saving throw is failed for a friendly ADEPTUS ASTARTES VEHICLE model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

Master of Machine War — 20 pts

ADEPTUS ASTARTES model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, that VEHICLE is eligible to shoot even if it Fell Back or Advanced this turn.

DETACHMENT RULE

Armoured WrathAn Ironstorm Spearhead’s commanders guide their assault with pre-cogitated fire solutions, cycling data-gheist inloads and whispered binharic auguries. These ensure their warriors, and the belligerent machine spirits inhabiting their war engines, deliver their fire with inescapable accuracy.Once per phase for each ADEPTUS ASTARTES unit in your army, you can re-roll one Hit roll, one Wound roll or one Damage roll made for a model in that unit.

STRATAGEMS (6/6)

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM COMMAND

ANCIENT FURY

When: Your Command phase.
Target: One ADEPTUS ASTARTES WALKER model from your army.
Effect: Until the start of your next Command phase, improve your model's Move, Toughness, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM COMMAND

UNBOWED CONVICTION

When: Command phase.
Target: One ADEPTUS ASTARTES unit from your army that is below its Starting Strength.
Effect: Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

2 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, that attack has the [SUSTAINED HITS 1] ability, and when making such an attack, if the attacking model is a VEHICLE, a successful unmodified Hit roll of 5+ scores a Critical Hit.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM SHOOTING

POWER OF THE MACHINE SPIRIT

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.
Target: One ADEPTUS ASTARTES VEHICLE unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM ANY

VENGEFUL ANIMUS

When: Any phase, just after an ADEPTUS ASTARTES VEHICLE model from your army with the Deadly Demise ability is destroyed.
Target: That ADEPTUS ASTARTES VEHICLE model. You can use this Stratagem on that model even though it was just destroyed.
Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

IMPERIUM - BLOOD ANGELS

FIRESTORM ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Champion of Humanity — 10 pts

TACTICUS model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

War-tempered Artifice — 25 pts

ADEPTUS ASTARTES INFANTRY model only. Add 3 to the Strength characteristic of the bearer’s melee weapons.

Forged in Battle — 15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, once per turn, after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

Adamantine Mantle — 20 pts

ADEPTUS ASTARTES model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a Melta or Torrent weapon, change the Damage characteristic of that attack to 1 instead.

DETACHMENT RULE

Close-range EradicationThe Space Marines are the Emperor’s finest shock troops, striking at the foe before they can react. In their rapid, mechanised assaults, Space Marines smash aside the enemy, destroying them at close quarters without mercy.Ranged weapons equipped by ADEPTUS ASTARTES models from your army have the [ASSAULT] ability, and each time an attack made with such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

STRATAGEMS (6/6)

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

BURNING VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.
Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: One unit embarked within that TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

CRUCIBLE OF BATTLE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

2 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

IMMOLATION PROTOCOLS

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ONSLAUGHT OF FIRE

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP FIRESTORM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM FIGHT

RAPID EMBARKATION

When: End of the Fight phase.
Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that has no models embarked within it, and one ADEPTUS ASTARTES INFANTRY unit from your army wholly within 6" of that TRANSPORT.
Effect: Your INFANTRY unit can embark within that TRANSPORT.
Restriction: You cannot target an INFANTRY unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that TRANSPORT, or that disembarked from a TRANSPORT this turn.

IMPERIUM - BLOOD ANGELS

STORMLANCE TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Fury of the Storm — 25 pts

ADEPTUS ASTARTES MOUNTED model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearers melee weapons by 2 instead.

Portents of Wisdom — 15 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

Feinting Withdrawal — 10 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

Hunter's Instincts — 25 pts

ADEPTUS ASTARTES MOUNTED model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Lightning AssaultThe warriors of a Stormlance Task Force employ high-speed tactics and hit-and-run warfare. They do battle on the move, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a thunderbolt the next.ADEPTUS ASTARTES units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

STRATAGEMS (6/6)

2 CP STORMLANCE TASK FORCE – WARGEAR STRATAGEM MOVEMENT

FULL THROTTLE

When: Your Movement phase.
Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES VEHICLE unit (excluding WALKERS) from your army.
Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is MOUNTED.

1 CP STORMLANCE TASK FORCE – STRATEGIC PLOY STRATAGEM MOVEMENT

WIND-SWIFT EVASION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of that enemy unit.
Effect: Your unit can make a Normal move of up to 6".
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

BLITZING FUSILLADE

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability. If such a weapon already has this ability, until the end of the phase, that weapon has the [SUSTAINED HITS 1] ability as well.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

RIDE HARD, RIDE FAST

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM CHARGE

SHOCK ASSAULT

When: Your Charge phase.
Target: One ADEPTUS ASTARTES MOUNTED unit from your army that has not declared a charge this phase.
Effect: Until the end of the turn, you can re-roll Charge rolls made for your unit and melee weapons equipped by models in that unit have the [LANCE] ability.

VANGUARD SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Blade Driven Deep — 25 pts

ADEPTUS ASTARTES INFANTRY model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

Ghostweave Cloak — 15 pts

ADEPTUS ASTARTES model only. The bearer has the Stealth and Lone Operative abilities.

Execute and Redeploy — 20 pts

PHOBOS model only. In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge. This cannot allow the bearer's unit to move more than once in your Shooting phase.

Shadow War Veteran — 30 pts

PHOBOS model only. Gain following ability:

Lord of Deceit (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

DETACHMENT RULE

Shadow MastersThe warriors of a Vanguard Spearhead slip through the shadows, half-seen spectres barely visible to the foe. Enemies blaze away into the gloom with increasing panic, their shots flying wide as covert specialists encircle their victims and prepare to level the killing blow.Each time a ranged attack targets an ADEPTUS ASTARTES unit from your army, unless the attacking model is within 12", subtract 1 from the Hit roll and the target has the Benefit of Cover against that attack.

STRATAGEMS (6/6)

1 CP VANGUARD SPEARHEAD – WARGEAR STRATAGEM COMMAND

A DEADLY PRIZE

When: Start of the Command phase.
Target: One ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED unit from your army within range of an objective marker you control.
Effect: That objective marker is said to be Sabotaged, and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Sabotaged and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit that is more than 12" away, improve the Ballistic Skill and Armour Penetration characteristics of that attack by 1. If one or more enemy models are destroyed as a result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM CHARGE

CALCULATED FEINT

When: Your opponent's Charge phase, just after an enemy unit declares a charge.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army that was selected as a target of that charge.
Effect: Your unit can make a Normal move of up to D6", or up to 6" instead if it is a PHOBOS or ScouT SQUAD unit.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM FIGHT

GUERRILLA TACTICS

When: End of your opponent's Fight phase.
Target: Up to two PHOBOS and/or SCOUT SQUAD units from your army, or one other ADEPTUS ASTARTES INFANTRY unit from your army.
Effect: Remove those units from the battlefield and place them into Strategic Reserves.
Restriction: Each unit selected for this Stratagem must be more than 3" away from all enemy models.

2 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM FIGHT

SURGICAL STRIKES

When: Fight phase.
Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1ST COMPANY TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

The Imperium's Sword — 25 pts

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristic of the bearers melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

Fear Made Manifest (Aura) — 30 pts

ADEPTUS ASTARTES model only. While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

Rites of War — 10 pts

ADEPTUS ASTARTES TERMINATOR model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

Iron Resolve — 15 pts

ADEPTUS ASTARTES TERMINATOR model only. The bearer has the Feel No Pain 5+ ability. Once per battle, after the bearer's unit is selected as the target of one or more attacks, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 5+ ability.

DETACHMENT RULE

Extremis-level ThreatThe 1st Company's veterans have fought at the forefront of their Chapter's wars for many mortal lifespans. Experience has taught them to identify the foe's lethal threats and to lead their battle-brothers to purge them from existence.Once per battle, in your Command phase, you can use this ability. If you do, until the start of your next Command phase, each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll as well.

STRATAGEMS (6/6)

1 CP 1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM MOVEMENT

DUTY AND HONOUR

When: Your Movement phase.
Target: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within range of an objective marker you control.
Effect: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

1 CP 1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP 1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

HEROES OF THE CHAPTER

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is Below Half-strength, add 1 to the Wound roll as well.

1 CP 1ST COMPANY TASK FORCE – BATTLE TACTIC STRATAGEM CHARGE

LEGENDARY FORTITUDE

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.
Target: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within Engagement Range of that enemy unit.
Effect: Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP 1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM FIGHT

ORBITAL TELEPORTARIUM

When: End of your opponent's Fight phase.
Target: One ADEPTUS ASTARTES TERMINATOR unit from your army.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.
Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP 1ST COMPANY TASK FORCE – STRATEGIC PLOY STRATAGEM FIGHT

TERRIFYING PROFICIENCY

When: Your Fight phase.
Target: One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.
Effect: In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

LIBRARIUS CONCLAVE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Prescience — 25 pts

ADEPTUS ASTARTES PSYKER model only (excluding TERMINATOR models). Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer's unit, the bearer's unit can make a Normal move of up to D6", or up to 6" instead if the Divination Discipline is active for your army.

Celerity — 30 pts

ADEPTUS ASTARTES PSYKER model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced, and if the Biomancy Discipline is active for your army, it is eligible to declare a charge in a turn in which it Fell Back.

Obfuscation — 20 pts

ADEPTUS ASTARTES PSYKER model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit, and if the Telepathy Discipline is active for your army, the bearer's unit cannot be targeted by ranged attacks unless the attacking model is within 18".

Fusillade — 35 pts

ADEPTUS ASTARTES PSYKER model only. Ranged weapons equipped by models in the bearer's unit have the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities, and:

The [SUSTAINED HITS 1] ability if the Pyromancy Discipline is active for your army.Add 6" to the Range characteristic of those weapons if the Telekinesis Discipline is active for your army.

DETACHMENT RULE

Psychic DisciplinesLibrarians spend their lives mastering psychic disciplines, learning how to manipulate the energies of the Immaterium to confound their foes and embolden their battle-brothers. At the start of the battle round, select one of the following Psychic Disciplines. Until the end of the battle round, that Psychic Discipline is active and its effects apply to all ADEPTUS ASTARTES PSYKER units from your army.

Biomancy Discipline

Add 2" to the Move characteristic of models in this unit.

Divination Discipline

Each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Pyromancy Discipline

Each time a ranged attack made by a model in this unit targets an enemy unit within 12", improve the Armour Penetration characteristic of that attack by 1.

Telekinesis Discipline

Each time a ranged attack targets this unit, subtract 1 from the Strength characteristic of that attack.

Telepathy Discipline

Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Weapon Skill or Ballistic Skill characteristics and/or any or all modifiers to the Hit roll.

STRATAGEMS (6/6)

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM COMMAND

SENSORY ASSAULT

When: Command phase.
Target: One Adeptus Astartes Psyker unit from your army.
Effect: Select one enemy unit that is within 18" of and visible to one PSYKER model in your unit. Until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it. In addition, if the Telepathy Discipline is active for your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM SHOOTING

ASSAIL

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that is eligible to shoot.

Effect: Select one enemy unit within 18" of and visible to one or more PSYKER models in your unit (excluding units with the Lone Operative ability), and roll six D6, adding 1 to each result if the Telekinesis Discipline is active for your army: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM SHOOTING

PRESCIENT PRECISION

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, that attack has the [LETHAL HITS] ability, and the [IGNORES COVER] ability as well if the Divination Discipline is active for your army.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM FIGHT

FIERY SHIELD

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 18" of one or more friendly Adeptus Astartes Psyker models, and that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll, and if the Pyromancy Discipline is active for your army, weapons that target your unit have the [HAZARDOUS] ability.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM FIGHT

IRON ARM

When: Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that is within 18" of one or more Adeptus Astartes Psyker models from your army and has not been selected to Fight this phase.

Effect: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit, or add 2 if the Biomancy Discipline is active for your army.

BASTION TASK FORCE

5 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Eye of the Primarch — 10 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by the bearer and BATTLELINE models in the bearer's unit have the [PRECISION] ability.

Hero of the Chapter — 20 pts

ADEPTUS ASTARTES model only. While the bearer is leading a unit, the bearer has the BATTLELINE keyword.

Blades of Valour — 15 pts

ADEPTUS ASTARTES model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer and BATTLELINE models in the bearer's unit by 1.

Bombast Omnivox — 15 pts

ADEPTUS ASTARTES model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if the bearer's unit has the BATTLELINE keyword: on a 4+, you gain 1CP.

DETACHMENT RULE

Interlocking TacticsEmploying the full breadth of combined arms tactics taught by the Codex Astartes, mainstay squads hit and fade, blunting enemy attacks while acquiring auspex data to guide the targeting of their more heavily armed comrades.ADEPTUS ASTARTES BATTLELINE units from your army:

Are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.Are eligible to start to perform an Action in a turn in which they Advanced or Fell Back.

Each time an ADEPTUS ASTARTES BATTLELINE unit from your army is selected to attack, after resolving those attacks, select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit is auspex scanned. Each time an ADEPTUS ASTARTES model from your army makes an attack that targets an auspex scanned unit, re-roll a Hit roll of 1.

STRATAGEMS (5/5)

1 CP BASTION TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

CODEX DISCIPLINE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Hit roll of 1. If that target is auspex scanned, re-roll a Wound roll of 1 as well.

1 CP BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

GUIDED DISRUPTION

When: Your Shooting phase or the Fight phase, just after an Adeptus Astartes Battleline unit from your army has finished making its attacks.
Target: That ADEPTUS ASTARTES BATTLELINE unit.
Effect: When an enemy unit is auspex scanned as a result of those attacks this turn, if that enemy unit does not have the MONSTER or VEHICLE keywords, until the start of your next turn, it is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

1 CP BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

HERESY UNDONE

When: Your Shooting phase or your Charge phase.
Target: One ADEPTUS ASTARTES unit (excluding Battleline units) from your army.
Effect: Until the end of the phase, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back. If it does, every target of that charge and every target of those attacks must be an auspex scanned unit.

1 CP BASTION TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

LIGHT OF VENGEANCE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have that ability while targeting an auspex scanned unit or if the bearer has the Battleline keyword.

1 CP BASTION TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

SHOCK BOMBARDMENT

When: Your Shooting phase or the Fight phase, just after an Adeptus Astartes Battleline unit from your army finished making its attacks.
Target: That ADEPTUS ASTARTES BATTLELINE unit.
Effect: When an enemy unit is auspex scanned as a result of those attacks this turn, until the start of your next turn, it is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

ORBITAL ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Laurels of Thunder — 15 pts

ADEPTUS ASTARTES model only. You can re-roll Charge rolls made for the bearer’s unit in a turn in which it was set up on the battlefield.

Veteran of the Vanguard — 20 pts

ADEPTUS ASTARTES model only. Models in the bearer’s unit have the Scouts 6" ability.

Orbital Uplink Reliquary — 25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three ADEPTUS ASTARTES units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Dedicated Gunship — 15 pts

ADEPTUS ASTARTES TERMINATOR model only. Once per battle, at the end of your opponent’s Fight phase, if the bearer’s unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer’s unit from the battlefield and place it into Strategic Reserves.

DETACHMENT RULE

Rapid-drop DeploymentThrough the use of teleportation, Drop Pods and gunship insertion, entire strike forces of Space Marines and even their armoured support can deploy from orbit in a matter of moments, a capability that in and of itself has won entire wars.At the start of the Declare Battle Formations step, select a number of ADEPTUS ASTARTES units (excluding TITANIC units) from your army based on the battle size, as shown below. Models in those units have the Deep Strike ability.

BATTLE SIZENUMBER OF UNITSIncursion2Strike Force3Onslaught4

Each time an ADEPTUS ASTARTES model from your army makes an attack, if it was set up on the battlefield this turn, re-roll a Wound roll of 1. If it disembarked from a DROP POD this turn, re-roll a Hit roll of 1 as well.

STRATAGEMS (6/6)

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM COMMAND

SUPPRESSION STRAFING

When: Command phase.
Target: One ADEPTUS ASTARTES unit from your army.
Effect: Select one enemy unit visible to and within 18" of your unit. That enemy unit takes a Battle-shock test. When doing so, subtract 1 from that test and, if that test is failed, until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.
Restriction: You cannot use this Stratagem more than once per battle round.

1 CP ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

AUTO-SENSE COORDINATION

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Select the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in your unit have this ability in a turn in which they disembarked from a Drop Pod or while targeting an enemy unit within 12".

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

BLIND SCREEN

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit (excluding Titanic units) from your army that was selected as the target of one or more of the attacking unit's attacks and one friendly Adeptus Astartes Smoke Vehicle or Drop Pod unit within 9" of it.
Effect: Until the end of the phase, models in your units have the Stealth ability and each time a ranged attack targets one of your units, models in that unit have the Benefit of Cover against that attack.

1 CP ORBITAL ASSAULT FORCE – BATTLE TACTIC STRATAGEM SHOOTING

TACTICAL DECAPITATION

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [PRECISION] ability and each time a model in your unit makes an attack that targets a CHARACTER unit, add 1 to the Hit roll.

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM FIGHT

ONWARD FOR THE EMPEROR

When: End of your opponent's Fight phase.
Target: One Adeptus Astartes Infantry unit from your army that was not set up on the battlefield this turn and one friendly Transport it is able to embark within.
Effect: If your ADEPTUS ASTARTES unit is wholly within 6" of that TRANSPORT, it can embark within it.

1 CP ORBITAL ASSAULT FORCE – STRATEGIC PLOY STRATAGEM FIGHT

SHOCK ONSLAUGHT

When: Fight phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

CERAMITE SENTINELS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Honour Indefatigable — 25 pts

GRAVIS model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Castellum Omnivox — 20 pts

ADEPTUS ASTARTES model only. Each time the bearer's unit makes a Fall Back move, select one of the following to apply to that unit until the end of the turn:

That unit is eligible to perform an Action in a turn in which it Fell Back.That unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Spy-skull Data Link — 15 pts

ADEPTUS ASTARTES model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Defensive Mastery — 25 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three ADEPTUS ASTARTES units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT RULE

Adaptive DefenceThese Space Marines are experts in fighting from rapidly prepared defensive positions. They are able to maximise the potential of almost any terrain to serve as an ad-hoc strongpoint, rapidly assessing optimal firing lines and punishing the foe's every attempt to advance and dislodge them.Each time an ADEPTUS ASTARTES model from your army makes an attack, if that model's unit is within a terrain feature, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

ADEPTUS ASTARTES units from your army gain the ENTRENCHED keyword while all of the following are true:

That unit is within a terrain feature.That unit was not set up on the battlefield this turn.No model in that unit has moved more than 3" this turn.

STRATAGEMS (6/6)

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM COMMAND

UNYIELDING MIGHT

When: Command phase.
Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.
Effect: Until the start of your next Command phase, add 1 to the Objective Control characteristics of models in your unit.

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM SHOOTING

AUGMENTED TARGETING

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Select either the [SUSTAINED HITS 1] or [LETHAL HITS] abilities. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. If your unit is ENTRENCHED, until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] and [LETHAL HITS] abilities instead.

1 CP CERAMITE SENTINELS – STRATEGIC PLOY STRATAGEM SHOOTING

EVASIVE REPOSITIONING

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Your unit can make a Normal move of up to D6". If your unit is ENTRENCHED, you can re-roll the D6 to determine how far your unit can move.

2 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM SHOOTING

PRIORITY STRIKE

When: Your Shooting phase or the Fight phase.
Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a CHARACTER, MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP CERAMITE SENTINELS – EPIC DEED STRATAGEM FIGHT

STAND TO THE END

When: Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if it is an ENTRENCHED unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

ARMOURED SPEARTIP

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Liberator — 15 pts

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any HEAVY TRANSPORT it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Tip of the Spear — 40 pts

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a TRANSPORT, that TRANSPORT has the Scouts 6" ability.

Shock Deployment — 20 pts

ADEPTUS ASTARTES TERMINATOR or GRAVIS model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a TRANSPORT this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Armoured Commander — 25 pts

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly ADEPTUS ASTARTES TRANSPORT that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that TRANSPORT on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Rapid DeploymentLand Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle.Each time an ADEPTUS ASTARTES unit from your army disembarks from a TRANSPORT (excluding FLY) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that TRANSPORT is a HEAVY TRANSPORT (see below).

Keywords

ADEPTUS ASTARTES TRANSPORT units from your army (excluding FLY) that have a Wounds characteristic of 14+ have the HEAVY TRANSPORT keyword.

1 CP ARMOURED SPEARTIP – STRATEGIC PLOY STRATAGEM MOVEMENT

ADVANCED DEPLOYMENT

When: Your Movement phase.
Target: One Adeptus Astartes Transport unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, units can disembark from your TRANSPORT after it has Advanced. Units that do so count as having made a Normal move this phase, and cannot declare a charge in the same turn (unless your TRANSPORT has the Assault Ramp ability), but can otherwise act normally.

1 CP ARMOURED SPEARTIP – STRATEGIC PLOY STRATAGEM MOVEMENT

CERAMITE SLEDGEHAMMER

When: Your Movement phase.
Target: One Adeptus Astartes Transport unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features. In addition, if your unit is a Heavy Transport, when making this move, your unit can move through enemy models (excluding MONSTERS and VEHICLES) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP ARMOURED SPEARTIP – STRATEGIC PLOY STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ARMOURED SPEARTIP – BATTLE TACTIC STRATAGEM SHOOTING

PURGATION DOCTRINE

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll (if your unit disembarked from a Heavy Transport this turn, add 1 to the Wound roll as well).

1 CP ARMOURED SPEARTIP – WARGEAR STRATAGEM FIGHT

RAPID EMBARKATION

When: End of the Fight phase.
Target: One Adeptus Astartes Infantry unit from your army that is not within Engagement Range of one or more enemy units, and one friendly Heavy Transport it is able to embark within.
Effect: If your ADEPTUS ASTARTES INFANTRY unit is wholly within 6" of that HEAVY TRANSPORT, it can embark within it.

1 CP ARMOURED SPEARTIP – EPIC DEED STRATAGEM ANY

MACHINE WRATH

When: Any phase, just after a Heavy Transport unit from your army with the Deadly Demise ability is destroyed.
Target: That HEAVY TRANSPORT unit, if you rolled a 6 for its Deadly Demise ability. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Your unit can make a Normal or Fall Back move before its Deadly Demise ability is resolved, and before any embarked units perform an Emergency Disembarkation. When making this move, your unit can move through enemy models (excluding MONSTERS and VEHICLES) and can move within Engagement Range of such models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

HEADHUNTER TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Redoubtable Machine Spirit — 25 pts

ADEPTUS ASTARTES VEHICLE model only. The bearer has a 5+ invulnerable save and, at the end of your Command phase, the bearer regains 1 lost wound.

Gunnery Honours — 20 pts

ADEPTUS ASTARTES VEHICLE model only. Once per phase, you can re-roll one Hit roll, one Wound roll and one Damage roll for the bearer.

Firestorm Coordinators — 20 pts

ADEPTUS ASTARTES VEHICLE model only. Ranged weapons equipped by the bearer have the [SUSTAINED HITS 1] ability.

Astartes Tank Ace (Aura) — 40 pts

ADEPTUS ASTARTES VEHICLE model only. In your Shooting phase, while a friendly ADEPTUS ASTARTES VEHICLE unit is within 6" of the bearer, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

DETACHMENT RULE

Target SightedSpace Marine crews are relentless in their pursuit of assigned targets, coaxing every last trace of power from their war machines and demonstrating exemplary gunnery even under heavy fire.Each time a TANK ACE unit from your army (see below) Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

Each time a TANK ACE unit from your army shoots in your Shooting phase, if that unit did not Advance this turn, you can re-roll the Damage roll.

KEYWORDS

ADEPTUS ASTARTES VEHICLE units from your army (excluding FORTIFICATIONS, DROP PODS, WALKERS and units that can FLY) have the TANK ACE keyword.

In the Muster Armies step, you can select up to three TANK ACE units from your army to gain the CHARACTER keyword.

Designer’s Note: This means that the selected units can be given Enhancements, and one of them can be selected as your WARLORD.

STRATAGEMS (6/6)

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM MOVEMENT

REACTIVE REPOSITIONING

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Tank Ace unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that is within 9" of that enemy unit.
Effect: Your unit can make a Normal move of up to D6".

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

KILL SHOT

When: Your Shooting phase.
Target: One Tank Ace unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE unit, re-roll a Wound roll of 1. If the target unit is below its Starting Strength, you can re-roll the Wound roll instead.
Restriction: A unit cannot be targeted with this and the Target Weak Point Stratagem in the same phase.

1 CP HEADHUNTER TASK FORCE – EPIC DEED STRATAGEM SHOOTING

MACHINE VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One Tank Ace unit from your army (excluding units containing one or more models with a Wounds characteristic of 16+) that was selected as the target of one or more of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is visible and an eligible target.

1 CP HEADHUNTER TASK FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

RAPID GUNNERY

When: Your Shooting phase.
Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

1 CP HEADHUNTER TASK FORCE – BATTLE TACTIC STRATAGEM SHOOTING

TARGET WEAK POINT

When: Your Shooting phase.
Target: One Tank Ace unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, improve the Armour Penetration characteristic of that attack by 1.
Restriction: A unit cannot be targeted with this and the Kill Shot Stratagem in the same phase.

IMPERIUM - BLOOD ANGELS

ASTORATH

85 PTS

M	T	SV	W	LD	OC
12"	4	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

Equipped with: The Executioner's Axe

ABILITIES

CORE - Leader

Mass of Doom
Each time this model's unit makes a Charge move, until the end of the turn, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Redeemer of the Lost
While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

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.

CORE RULES

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

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

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

FACTION: Adeptus Astartes, Blood Angels **85 PTS**

IMPERIUM - BLOOD ANGELS

BAAL PREDATOR

125 PTS

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

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

FACTION: Adeptus Astartes, Blood Angels **125 PTS**

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baal Flamestorm Cannon ASSAULT IGNORES COVER TORRENT	18"	D6+3	N/A	6	-2	2
Heavy Bolter ASSAULT SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy Flamer ASSAULT IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Twin Assault Cannon ASSAULT DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1

AUFSTELLUNG

1x Baal Predator

Equipped with: Baal Flamestorm Cannon, Heavy Bolter, Heavy Flamer, Twin Assault Cannon

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 Baal Flamestorm Cannon with Twin Assault Cannon.

ABILITIES

Overcharged Engines
You can re-roll Advance rolls made for this model.

WEAPON RULES

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

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.

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).

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

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

80 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Chainsword	Melee	7	2+	4	-1	2

AUFSTELLUNG

1x Blood Angels Captain

Equipped with: Heavy Bolt Pistol, Master-crafted Chainsword

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

Leader

This model can be attached to the following units:

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

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.

IMPERIUM - BLOOD ANGELS

BROTHER CORBULO [LEGENDS]

75 PTS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	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: 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

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

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blood Song ANTI-INFANTRY 4+ DEVASTATING WOUNDS MELTA 2	24"	2	2+	4	-1	2

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, 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

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

FACTION: Adeptus Astartes, Blood Angels 75 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+.*

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

◈ 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

110 PTS

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

5+

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

FACTION: Adeptus Astartes, Blood Angels **110 PTS**

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Fury of the Ancients - Focused Witchfire HAZARDOUS PISTOL PSYCHIC SUSTAINED HITS 3	18"	3	2+	5	-2	D3
➤ Fury of the Ancients - Witchfire PISTOL PSYCHIC SUSTAINED HITS 1	18"	3	2+	4	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vitarus LETHAL HITS PSYCHIC	Melee	6	2+	9	-3	D3

AUFSTELLUNG

1x Chief Librarian Mephiston

Equipped with: ➤ Fury of the Ancients - Focused Witchfire, ➤ Fury of the Ancients - Witchfire, Vitarus

ABILITIES

The Quickening [Psychic]
This model is eligible to declare a charge in a turn which it Advanced.

Transfixing Gaze [Aura, Psychic]
While an enemy unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

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.

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].

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.

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).

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

◈ Feel No Pain 4+

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.

IMPERIUM - BLOOD ANGELS

COMMANDER DANTE

125 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Perdition MELTA 2 PISTOL SUSTAINED HITS D3	6"	1	2+	9	-4	D6

MELEE WEAPONS

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

AUFSTELLUNG

1x Commander Dante

Equipped with: Perdition, 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 must take a Battle-shock test, subtracting 1 from that test when they do

Lord Regent of the Imperium Nihilus
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and each time a model in that unit makes an attack, add 1 to the Hit roll.

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

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

FACTION: Adeptus Astartes, Blood Angels 125 PTS

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.*

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

◈ 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

DEATH COMPANY CAPTAIN

70 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol	18"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Chainsword	Melee	7	2+	4	-1	2

AUFSTELLUNG

1x Death Company Captain

Equipped with: Heavy Bolt Pistol, Master-crafted Chainsword

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
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 Vision 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 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
While this model is leading a unit, unless that unit starts the battle embarked within a Transport, models in that unit have the Scouts 6" ability

Leader
This model can be attached to the following units:

- Death Company Marines
- Death Company Marines with Bolt Rifles

CORE RULES

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

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

FACTION: Adeptus Astartes, Blood Angels **70 PTS**

IMPERIUM - BLOOD ANGELS

DEATH COMPANY CAPTAIN WITH JUMP PACK

75 PTS

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol	18"	1	2+	4	-1	1

AUFSTELLUNG

1x Death Company Captain with Jump Pack

Equipped with: Heavy Bolt Pistol

Wargear Options:

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

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 Vision 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 D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6+ that enemy unit suffers D3+3 mortal wounds.

Lost to Fury

When this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability

Leader

This model can be attached to the following units:

- Death Company Marines with Jump Packs

CORE RULES

Deep Strike

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

Feel No Pain 6+

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

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

FACTION: Blood Angels, Adeptus Astartes **75 PTS**

IMPERIUM - BLOOD ANGELS

DEATH COMPANY DREADNOUGHT

150 PTS

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blood Fist Bolt Rifles TWIN-LINKED	24"	4	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blood Fists TWIN-LINKED	Melee	6	3+	12	-2	3
➤ Blood Talons - Strike TWIN-LINKED	Melee	6	3+	12	-2	3
➤ Blood Talons - Sweep TWIN-LINKED	Melee	10	3+	7	-2	1

AUFSTELLUNG

1x Death Company Dreadnought

Equipped with: Blood Fist Bolt Rifles, Blood Fists, ➤ Blood Talons - Strike, ➤ Blood Talons - Sweep

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.

ABILITIES

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.'

Driven by Fury
In your opponent's Shooting phase, when an enemy unit has shot, if this model lost a wound as a result of those attacks, this unit can make a surge move of up to D6+2

WEAPON RULES

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

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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
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: 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 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.'

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

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).

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

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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
➤ Astartes Grenade Launcher - Frag BLAST	24"	D3	3+	4	0	1
➤ Astartes Grenade Launcher - Krak	24"	1	3+	9	-2	D3

AUFSTELLUNG

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

Equipped with: ➤ Astartes Grenade Launcher - Frag, ➤ Astartes Grenade Launcher - Krak

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

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.'

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

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).*

CORE RULES

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

85–160 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1

AUFSTELLUNG

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

Equipped with: Heavy Bolt Pistol

Wargear Options:

- This model's Heavy Bolt Pistol and Astartes Chainsword can be replaced with 1x Eviscerator.
- Each Death Company Marine w/ alternate weapons can replace its Heavy Bolt Pistol with Hand flamer, Inferno Pistol or Plasma pistol.
- Each Death Company Marine w/ alternate weapons can replace its Thunder Hammer with Power weapon, Astartes Chainsword or Power fist.

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 Unit

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

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.'

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.

CORE RULES

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 BOLT RIFLES

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
➤ Astartes Grenade Launcher - Frag BLAST	24"	D3	3+	4	0	1
➤ Astartes Grenade Launcher - Krak	24"	1	3+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	3	3+	4	0	1
Power Fist	Melee	3	3+	8	-2	2

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, ➤ Astartes Grenade Launcher - Frag, ➤ Astartes Grenade Launcher - Krak, Close Combat Weapon, Power Fist

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 Astartes 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

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.'

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.

KEYWORDS: Infantry, Grenades, Imperium, Death Company Marines with Bolt Rifles, Tacticus, Death Company

FACTION: Adeptus Astartes, Blood Angels

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).*

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.

CORE RULES

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 [LEGENDS]

125–250 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

AUFSTELLUNG

5-10x Death Company Marine

Equipped with: 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 Astartes 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
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.'

CORE RULES

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2

AUFSTELLUNG

5-10x Death Company Marine

Equipped with: 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 Astartes 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.

Beserk Fury
You can re-roll Charge rolls made for this unit

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.'

CORE RULES

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

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 JUMP PACKS

120–230 PTS

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

AUFSTELLUNG

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

Wargear Options:

- Each Death Company Marine w/ alternate weapons can replace its Heavy Bolt Pistol with Plasma pistol, Hand flamer or Inferno Pistol.
- Each Death Company Marine w/ alternate weapons can replace its Power weapon with Power fist, Eviscerator or Astartes Chainsword.

ABILITIES

Attached Unit
If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, it can be attached to this unit instead

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.'

Savage Fury
You can re-roll Charge rolls made for this unit.

CORE RULES

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

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

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

FACTION: Adeptus Astartes, Blood Angels **120–230 PTS**

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

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, 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).

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).

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

CORE RULES

◈ Deadly Demise 1

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

IMPERIUM - BLOOD ANGELS

GABRIEL SETH [LEGENDS]

90 PTS

M	T	SV	W	LD	OC
6"	4	3+	6	6+	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: 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

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

100 PTS

M	T	SV	W	LD	OC
12"	4	3+	4	5+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor Bolt Pistol PISTOL	18"	1	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Blood Crozius LETHAL HITS	Melee	5	2+	6	-2	2

AUFSTELLUNG

1x Lemartes

Equipped with: Absolvor Bolt Pistol, The Blood Crozius

ABILITIES

CORE - Leader

Fury Unbound
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Guardian of the Lost
While this model is leading a unit, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack.

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].

CORE RULES

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

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

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

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

FACTION: Adeptus Astartes, Blood Angels **100 PTS**

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
➤ 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: ➤ 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

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.

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).

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

◈ 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

125–260 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Angelus Boltgun PISTOL	12"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Encarmine Blade	Melee	4	2+	6	-3	2
Encarmine Spear LANCE	Melee	4	2+	6	-2	2

AUFSTELLUNG

3-6x Sanguinary Guard

Equipped with: Angelus Boltgun, Encarmine Blade, Encarmine Spear

Wargear Options:

- Each Sanguinary Guard can replace its Encarmine Blade with Encarmine Spear.
- Each Sanguinary Guard can replace its Angelus Boltgun with Inferno Pistol.

ABILITIES

Angelic Visage
Each time a melee attack targets this unit, subtract 1 from the Hit roll

Attached Unit
If a Captain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, it can be attached to this unit instead.

Heirs of Azkaellon
While a Character model is leading this unit, each time a melee attack targets this unit, subtract 1 from the Wound roll.

Sanguinary Banner
Add 1 to the Objective Control characteristic of models in the bearer's unit.

WEAPON RULES

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.

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

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

75 PTS

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

AUFSTELLUNG

1x Sanguinary Priest

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 Intercessor Squad
- Bladeguard Veteran Squad
- Desolation Squad
- Devastator Squad
- Hellblaster Squad
- Infernus Squad
- Intercessor Squad
- Tactical Squad
- Sternguard Veteran Squad

You can attach this model to one of the above units, even if one Captain, Chapter Master or Lieutenant model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths

CORE RULES

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.

SANGUINARY PRIEST ON BIKE [LEGENDS]

135 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Fist	Melee	4	3+	8	-2	2

AUFSTELLUNG

1x Sanguinary Priest on Bike [Legends]

Equipped with: Power Fist

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 Astartes 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

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.

SANGUINARY PRIEST WITH JUMP PACK [LEGENDS]

100 PTS

M	T	SV	W	LD	OC
12"	4	3+	4	6+	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: Astartes Chainsword

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:

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

You can attach this model to one of the above units, even if one Captain, Chapter Master or Lieutenant model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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.

IMPERIUM - BLOOD ANGELS

THE SANGUINOR

130 PTS

M	T	SV	W	LD	OC
12"	4	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

Equipped with: Encarmine Broadsword

ABILITIES

Aura of Fervour (Aura)
While a friendly Adeptus Astartes unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit

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

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.

TYCHO THE LOST [LEGENDS]

90 PTS

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

AUFSTELLUNG

1x Tycho the Lost [Legends]

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.

PUNKTELISTE

EINHEIT	PUNKTE
Astorath	85 pts
Baal Predator	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Blood Angels Captain	80 pts
Brother Corbulo [Legends]	75 pts
Captain Tycho [Legends]	75 pts
Chief Librarian Mephiston	110 pts
Commander Dante	125 pts
Death Company Captain	70 pts
Death Company Captain with Jump Pack	75 pts
Death Company Dreadnought	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 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	85 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Death Company Marines with Bolt Rifles	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	120 pts (bis 5 Modelle) · 230 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Furioso Dreadnought [Legends]	150 pts
Gabriel Seth [Legends]	90 pts
Lemartes	100 pts
Librarian Dreadnought [Legends]	170 pts
Sanguinary Guard	125 pts (bis 3 Modelle) · 260 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Sanguinary Priest	75 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Sanguinary Priest on Bike [Legends]	135 pts
Sanguinary Priest with Jump Pack [Legends]	100 pts

EINHEIT	PUNKTE
The Sanguinor	130 pts
Tycho the Lost [Legends]	90 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	10 pts
The Honour Vehement	15 pts
Adept of the Codex	20 pts
Fire Discipline	25 pts

ENHANCEMENTS — ANVIL SIEGE FORCE

ENHANCEMENT	PUNKTE
Indomitable Fury	20 pts
Fleet Commander	15 pts
Stoic Defender	15 pts
Architect of War	25 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Target Augury Web	30 pts
The Flesh is Weak	10 pts
Adept of the Omnissiah	35 pts
Master of Machine War	20 pts

ENHANCEMENTS — FIRESTORM ASSAULT FORCE

ENHANCEMENT	PUNKTE
Champion of Humanity	10 pts
War-tempered Artifice	25 pts
Forged in Battle	15 pts
Adamantine Mantle	20 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Fury of the Storm	25 pts
Portents of Wisdom	15 pts

ENHANCEMENT	PUNKTE
Feinting Withdrawal	10 pts
Hunter's Instincts	25 pts

ENHANCEMENTS — VANGUARD SPEARHEAD

ENHANCEMENT	PUNKTE
The Blade Driven Deep	25 pts
Ghostweave Cloak	15 pts
Execute and Redeploy	20 pts
Shadow War Veteran	30 pts

ENHANCEMENTS — 1ST COMPANY TASK FORCE

ENHANCEMENT	PUNKTE
The Imperium's Sword	25 pts
Fear Made Manifest (Aura)	30 pts
Rites of War	10 pts
Iron Resolve	15 pts

ENHANCEMENTS — LIBRARIUS CONCLAVE

ENHANCEMENT	PUNKTE
Prescience	25 pts
Celerity	30 pts
Obfuscation	20 pts
Fusillade	35 pts

ENHANCEMENTS — BASTION TASK FORCE

ENHANCEMENT	PUNKTE
Eye of the Primarch	10 pts
Hero of the Chapter	20 pts
Blades of Valour	15 pts
Bombast Omnivox	15 pts

ENHANCEMENTS — ORBITAL ASSAULT FORCE

ENHANCEMENT	PUNKTE
Laurels of Thunder	15 pts
Veteran of the Vanguard	20 pts

ENHANCEMENT	PUNKTE
Orbital Uplink Reliquary	25 pts
Dedicated Gunship	15 pts

ENHANCEMENTS — CERAMITE SENTINELS

ENHANCEMENT	PUNKTE
Honour Indefatigable	25 pts
Castellum Omnivox	20 pts
Spy-skull Data Link	15 pts
Defensive Mastery	25 pts

ENHANCEMENTS — ARMOURED SPEARTIP

ENHANCEMENT	PUNKTE
Liberator	15 pts
Tip of the Spear	40 pts
Shock Deployment	20 pts
Armoured Commander	25 pts

ENHANCEMENTS — HEADHUNTER TASK FORCE

ENHANCEMENT	PUNKTE
Redoubtable Machine Spirit	25 pts
Gunnery Honours	20 pts
Firestorm Coordinators	20 pts
Astartes Tank Ace (Aura)	40 pts