



BLOOD ANGELS

FACTION PACK: VERSION 1.0

Legal for matched play from 20th June 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

This is the first iteration of this Faction Pack for this edition of Warhammer 40,000, combining some earlier updates with new revisions designed to smooth the transition. As such, all of the following content should be regarded as new, and individual changes are not highlighted. The next time this document is updated, this section will summarise what has been added or changed.

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UNIQUE: GRACE

LEGACY OF GRACE



THE LORDS OF THE BLOOD ANGELS BLAZE BRIGHT WITH NOBILITY DURING THE DARKEST OF BATTLES

DETACHMENT RULES

LEGACY OF THE ANGEL

Never do the Blood Angels stand taller or strive harder than when faced with seemingly impossible odds and led by their champions of noble bearing. At such times, the Sons of Sanguinius delve deep into their souls for preternatural reserves of determination, fury and focus.

Friendly **BLOOD ANGELS INFANTRY CHARACTER** units (excluding **COMMANDER DANTE** units) have +1 to **advance rolls** and **charge rolls**.

This **detachment** has the **GRACE** tag and cannot be taken with another **GRACE detachment**.

Restrictions: Your army can include **BLOOD ANGELS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS

BLOOD BOIL

This psyker bears some of the most esoteric gifts granted by the blood of his Primarch, and his empyric powers surge with a vital potency capable of boiling the foe's essence in their veins.

ADEPTUS ASTARTES PSYKER model only. This model's **[PSYCHIC]** attacks:

- Have **[ANTI: non-MONSTER/VEHICLE 5+]**.
- Can re-roll **damage rolls**.

AUREOLE OF THE ANGEL

An echo of Sanguinius' magnificence, this gilded halo casts an aura of shimmering and distorted energy spectra that thwarts attempts to pinpoint the bearer's position.

ADEPTUS ASTARTES model only. This unit has -3" **detection range**.

MARTIAL PARAGON

1CP

LEGACY OF GRACE STRATAGEM

Led by the exquisite example of their lord, Blood Angels warriors adapt their deadly fighting tactics to efficiently carve their foe apart.

WHEN: Your Shooting phase or the Fight phase, when a friendly **ADEPTUS ASTARTES CHARACTER** unit is **selected to attack**.

TARGET: That **ADEPTUS ASTARTES CHARACTER** unit.

EFFECT: Your unit's attacks have:

- **[LETHAL HITS]**.
- **OR: [SUSTAINED HITS 1]**.



SOUL-DARKENED FURY

1CP

LEGACY OF GRACE STRATAGEM

Nobility's mirror is a darkness that the greatest Blood Angels risk only momentarily to savagely exploit the foe's attempt to escape.

WHEN: Your opponent's Movement phase, when an enemy unit is selected to make a **fall-back move**, if that unit is **engaged** with a friendly **ADEPTUS ASTARTES CHARACTER** unit.

TARGET: That **ADEPTUS ASTARTES CHARACTER** unit.

EFFECT: When an enemy unit **engaged** with your unit is selected to make a **fall-back move**, that enemy unit must use the **desperate escape** mode, with -1 to those **hazard rolls** if that enemy unit is **battle-shocked**.



AURA OF THE ANGEL'S GRACE

1CP

LEGACY OF GRACE STRATAGEM

The indomitable inspiration of their Commander fills the Sons of Sanguinius with the resolve to endure, no matter the foe's hateful power.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **ADEPTUS ASTARTES CHARACTER** unit.

TARGET: That **CHARACTER** unit.

EFFECT: Your unit has 5+ **InSv**.



ENCARMINE SPEARTIP



THE CHAPTER'S GOLDEN-ARMoured ELITE PLUNGE INTO Foe LIKE A SPEAR CAST FROM THE HEAVENS

DETACHMENT RULES

WRATH OF ANGELS

Few living warriors embody the ideal of the Emperor's wrathful angels more than the Sanguinary Guard, for they appear without warning to wreak death and destruction before surging on to the next foe with shocking speed.

When a friendly **SANGUINARY GUARD** unit is selected to make a **fall-back move**, that move does not prevent that unit from being **eligible to shoot/eligible to declare a charge**.

Restrictions: Your army can include **BLOOD ANGELS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS

ANGELIC EXECUTIONER

This deadly duellist leads his battle-brothers in masterful strikes capable of carving through their armoured or swarming foes with breathtaking fluidity.

ADEPTUS ASTARTES JUMP PACK model only. When this unit is **selected to fight**, this unit's melee attacks have:

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

SHADOW OF ABOMINATION

Granted a glimmer of foresight by his genetic inheritance, this Son of Sanguinius has identified a foe whose future is drenched in the blood of the Imperium. Such an enemy cannot be allowed to live.

ADEPTUS ASTARTES JUMP PACK model only. (Once per battle, per army) When this unit is **selected to fight** you can use this ability. If you do, this model's melee attacks have **+1 D**.

JUDGEMENT OF THE GOLDEN HOST

1CP

ENCARMINE SPEARTIP STRATAGEM

The meteoric impact of the Sanguinary Guard is an unavoidable judgement on those who have incurred the Chapter's wrath.

WHEN: Your Charge phase, when a friendly **SANGUINARY GUARD** unit from your army ends a **charge move**.

TARGET: That **SANGUINARY GUARD** unit.

EFFECT: Select one enemy unit **engaged** with your unit. Roll one D6 for each model in your unit **engaged** with that enemy unit:

- For each 3+, that enemy unit suffers **1 mortal wound**.



INEXORABLE VALOUR

1CP

ENCARMINE SPEARTIP STRATAGEM

Ever reaching for the heights of exemplary valour instilled in their forebears by Sanguinius, the golden host seize every opportunity to claim positions from which to strike anew.

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

TARGET: That **SANGUINARY GUARD** unit.

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



BLINDING BLURS OF VENGEANCE

1CP

ENCARMINE SPEARTIP STRATAGEM

When they power forward in rapid leaps, the glare emitted by their jump packs' nacelles reflecting from the mirrored gleam of their armour, the Sanguinary Guard seem to glow with a blinding radiance few can look upon.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **SANGUINARY GUARD** unit.

TARGET: That **SANGUINARY GUARD** unit.

EFFECT: Your unit has **Stealth**.



UNIQUE: DOOMED

WRATH OF THE DOOMED



THE DEATH COMPANY BRING THEIR FOES A DOOM THAT IS BLOODY AND SUPERNATURALLY SWIFT

DETACHMENT RULES

FANATICAL CELERITY

The madness of the Black Rage burns through the mind of the Lost Brethren with a speed and ferocity matched by the warriors in battle. Swept up in visions of the Primarch's darkest days of wing-swift fury, they push their bodies past their limits in efforts to emulate his rapid wrath.

When a friendly **DEATH COMPANY** unit is selected to make an **advance move**, you can use this ability. If you do:

- That unit suffers D3+1 **mortal wounds**.
- That move does not prevent that unit from being **eligible to declare a charge**.

This **detachment** has the **DOOMED** tag and cannot be taken with another **DOOMED detachment**.

Restrictions: Your army can include **BLOOD ANGELS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS

INSTINCTIVE INTERCEPTION

Proudly is Sanguinius remembered for his rapid intercession in the protection of his gene-sons. Driven on by deathly visions, this lost warrior is a tragic monument to such glory.

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

ON THE ARCHTRAITOR'S BRIDGE

Lost to a memory shard of the Primarch, in this warrior's mind, he has entered the Archtraitor's sanctum, and all that stands between him and Horus is a host of massing traitors.

DEATH COMPANY model only. This model's melee attacks have +2 **A**.

DEATH BEGETS VENGEANCE

1CP

WRATH OF THE DOOMED STRATAGEM

With their perceptions twisted, the battle-brothers of the Death Company transmute loss into the worst of ancient betrayals and seek only to sever such treachery from existence.

WHEN: Any phase, when a friendly **DEATH COMPANY** unit is **destroyed** by an enemy unit.

TARGET: That enemy unit.

EFFECT: That enemy unit is **hated** until the end of the battle:

- While a unit is **hated**, friendly **DEATH COMPANY** units' attacks that target that unit have +1 to **wound rolls**.



NO BARRIER TO RETRIBUTION

1CP

WRATH OF THE DOOMED STRATAGEM

Knowing in what remains of his mind that his is a sorrow-filled mission of galactic consequence, this ancient interred warrior permits nothing to stand in his way.

WHEN: Your Movement or your Charge phase, when a friendly **DEATH COMPANY DREADNOUGHT** unit is selected to make a **normal/advance/charge move**.

TARGET: That **DEATH COMPANY DREADNOUGHT** unit.

EFFECT: Your unit has **MOBILE**.



RAGE-FUELLED RESPONSE

1CP

WRATH OF THE DOOMED STRATAGEM

They may no longer recognise the foe before them, but the Lost Brethren are sane enough to identify an attack and capable of responding with a violent surge and a howl of wrath.

WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly **unengaged DEATH COMPANY** unit has shot.

TARGET: That **DEATH COMPANY** unit.

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



ANGELIC INHERITORS

The Blood Angels have inherited much from their Primarch. Their grace, nobility and psychic prowess all trace back to Sanguinius, as does the spiritual curse that has afflicted them since his death. More esoteric, perhaps, but no less a bequest of their gene-sire is the Blood Angels' propensity to blaze brightest during the darkest moments of despair. Just as Sanguinius himself is said to have brought hope to the hopeless at the point of his gilded spear, so too do the Blood Angels rise in the face of adversity as though in fulfilment of some ancient prophecy. At such times, the angelic and monstrous natures ever at war within Sanguinius' gene-sons find an equilibrium. Icy calm in their ferocity, furious in their clarity, the warrior angels of Baal strike with unerring and unstoppable wrath to snatch victory from the bloodied jaws of defeat.

DETACHMENT RULE



LEGACY OF THE ANGEL

Never do the Blood Angels stand taller or strive harder than when faced with seemingly impossible odds. At such times, the Sons of Sanguinius delve deep into their souls for preternatural reserves of determination, fury and focus. Sometimes, they even touch upon the uncertain gift of prophecy that was said to be their gene-sire's boon and his curse.

At the start of the first battle round, select two of the Angelic Legacy abilities listed below. Until the end of the battle, those Angelic Legacy abilities are active and their effects apply to all **ADEPTUS ASTARTES CHARACTER** units from your army.

Sanguinary Grace: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Carmine Wrath: 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.

Their Appointed Hour: You can re-roll Advance and Charge rolls made for this unit.

RESTRICTIONS



Your army can include **BLOOD ANGELS** units, but it cannot include **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



PRESCIENT FLASH

A flash of foresight and clarity sings through this warrior's blood and guides his steps into battle.

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

TROUBLING VISIONS

In the long run, these strange and intrusive visions of bloodshed bode terribly ill for this champion of the Blood Angels. In this instance, though, they bring him closer than ever to the glory of his gene-sire.

ADEPTUS ASTARTES model only. Once per battle, in your Command phase, the bearer can use this Enhancement. When it does, until the start of your next Command phase, all Angelic Legacy abilities (see left) are active for the bearer's unit, instead of only two of them.

BLAZING ICON

What was before merely a decorative blood drop pendant now shines with a seemingly miraculous light as bright as any star. The foe are forced to avert their gaze from its wrathful magnificence.

ADEPTUS ASTARTES INFANTRY model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

ORDAINED SACRIFICE

Knowing only too well the desperate and vital nature of the battle before him, this scion of Sanguinius echoes his Primarch's resolute determination to fight on even beyond what seems the doors of certain death.

ADEPTUS ASTARTES 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 one or more enemy units, with 3 wounds remaining.



ARMOUR OF CONTEMPT

ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes, combined with their transhuman physiology, makes them unyielding foes to face.



1CP

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.



FOCUSED FURY

ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM

Keeping the beast within under tight control, the Blood Angels nonetheless tap into that inner rage and shackle it to their precisely aimed blows.



1CP

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, melee weapons equipped by models in your unit have the **[LETHAL HITS]** ability. If your unit is a **CHARACTER** unit, until the end of the phase, those weapons have the **[LANCE]** ability as well.



INSTANT OF GRACE

ANGELIC INHERITORS – EPIC DEED STRATAGEM

In this most desperate moment of need, a lone battle-brother rises to the challenge as a true inheritor of the Angel's legacy.



1CP

WHEN: Your Command phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army.

EFFECT: Select one non-**CHARACTER** model in your unit. Until the start of your next Command phase, your model has the **CHARACTER** keyword.

Designer's Note: While in effect, your model's unit is therefore a **CHARACTER** unit, meaning it can interact with the Legacy of the Angel Detachment rule, in addition to other rules that interact with **CHARACTER** units.



STRIKE NOW FOR GLORY

ANGELIC INHERITORS – STRATEGIC PLOY STRATAGEM

Knowing instinctively that the pivotal moment has arrived, these battle-brothers aim and hammer their foes with unrelenting volleys.



1CP

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.



IN THE SHADOW OF GREAT WINGS

ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM

The enemy is engulfed in a soul-deep shadow for just a moment, as though mighty wings have spread above them and marred their vision with occluding darkness.



1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES CHARACTER** 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, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".



UNTO THE BURNING SKIES

ANGELIC INHERITORS – STRATEGIC PLOY STRATAGEM

In the face of encroaching doom, as the world seems to burn around them, these scions of Sanguinius leap high into the tormented heavens, ready to strike down with vengeful fury upon the enemy teeming below.



1CP

WHEN: End of your opponent's Fight phase.

TARGET: One **ADEPTUS ASTARTES JUMP PACK** unit from your army. You cannot target a unit that is within Engagement Range of one or more enemy units, unless it is **THE SANGUINOR**.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

RAGE-CURSED ONSLAUGHT

The Red Thirst and the Black Rage will forever be the twin spiritual curses that the Blood Angels must hide from their allies for fear of censure. However, they can prove potent weapons of last resort when unleashed upon a determined foe. No Blood Angel takes such a decision lightly: to the sons of Sanguinius, a victory won through giving in to their Red Thirst is tainted at best, while to succumb to the Black Rage is no better than a living death. All this is little comfort to enemies facing the Blood Angels' onslaught in such moments, however.

DETACHMENT RULE



MADDENED FEROCITY

With every passing moment, every savage wounding and crunching blow, the Red Thirst takes a firmer grip upon the Blood Angels. As their control slips, so near-animalistic rage takes its place. The foe will not live long enough to regret their error in goading the beast which lurks within every gene-son of Sanguinius.

Each time an **ADEPTUS ASTARTES** model from your army makes a melee attack, re-roll a Wound roll of 1.

Each time an **ADEPTUS ASTARTES** unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit. If your unit is Battle-shocked, add 2 to the Attacks characteristic of melee weapons equipped by models in that unit instead.

RESTRICTIONS



Your army can include **BLOOD ANGELS** units, but it cannot include **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



CARMINE RELIQUARY

This armoured casket contains the skull of a beloved Blood Angels Captain lost to the Black Rage. It is a potent talisman of unflinching aggression.

CHAPLAIN model only. Models in the bearer's unit have the Scouts 6" ability. Each time you take a Battle-shock test for an **ADEPTUS ASTARTES** unit within 6" of the bearer, you can re-roll the result..

MASTER OF THE RED THIRST

Long practice has allowed this champion to gain a modicum of focus and control over their Red Thirst – wisdom they pass on in the heat of battle.

ADEPTUS ASTARTES model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability.

SANGUINARY TEAR (AURA)

Legend has it that the blood-red stone set into this relic houses a teardrop shed by the Primarch himself. Those lost to the Black Rage seem to fight all the more furiously in its presence.

ADEPTUS ASTARTES model only. While a friendly **DEATH COMPANY** unit is within 6" of the bearer, add 1 to the Strength characteristic of weapons equipped by models in that unit.

ANGEL'S FANG

This artificer-crafted weapon has a dark reputation amongst the Chapter. Yet none can deny its lethality, or its machine-spirit's desire to drink the blood of the mightiest foes.

ADEPTUS ASTARTES model only. Each time the bearer makes a melee attack that targets a **CHARACTER**, **MONSTER** or **VEHICLE** unit, that attack has the **[SUSTAINED HITS 2]** ability.





A GRIM WARNING

RAGE-CURSED ONSLAUGHT – STRATAGEM

So savagely butchered are the corpses left strewn by the Blood Angels that the mere sight of them gives the enemy pause.

WHEN: Any phase.

TARGET: One **BLOOD ANGELS** unit from your army that was just destroyed while it was within range of one or more objective markers you controlled at the end of the previous phase. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Select one of those objective markers. 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.

1CP



ARMOUR OF CONTEMPT

RAGE-CURSED ONSLAUGHT – STRATAGEM

The belligerence of the Adeptus Astartes, combined with their enhanced physiology, makes them unyielding foes to face.

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.

1CP



INSENSATE RAMPAGE

RAGE-CURSED ONSLAUGHT – STRATAGEM

The agony of even the most catastrophic wounds means nothing to the warriors of the Death Company, pain finding no purchase on their maddened minds.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DEATH COMPANY** 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, models in your unit have the Feel No Pain 5+ ability.

1CP



LIMB FROM LIMB

RAGE-CURSED ONSLAUGHT – STRATAGEM

While the Blood Angels display skill and discipline at close quarters, it is tinged with a blood-drenched brutality that only increases with their building rage.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that made a Charge move this turn.

EFFECT: Select either the Strength or Armour Penetration characteristic of melee weapons equipped by models in your unit. Until the end of the phase, add 1 to the selected characteristic. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it), and until the end of the phase, add 1 to the Strength and Armour Penetration characteristics of melee weapons equipped by models in your unit.

1CP



DEATHLESS DUTY

RAGE-CURSED ONSLAUGHT – STRATAGEM

Even as death at last smothers the inferno of fury consuming the minds of these lost brethren, they keep killing, until not even the faintest spark remains.

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

TARGET: One **DEATH COMPANY** 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 unit has finished making its attacks, and is then removed from play.

2CP



RED WRATH

RAGE-CURSED ONSLAUGHT – STRATAGEM

Already swift and aggressive even by Space Marine standards, the Blood Angels can enhance their might yet further by surrendering temporarily to the Red Thirst, albeit at the cost of higher strategic thought.

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES** unit from your army Advances.

TARGET: That **ADEPTUS ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to either shoot or declare a charge in a turn in which it Advanced. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it), and until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1CP



BLOOD ANGELS

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

DETACHMENTS (VARIOUS)

The Angelic Host, The Lost Brethren, Liberator Assault Group Detachments – Restrictions

Add the following restriction:

'Your army can include **BLOOD ANGELS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.'

The Angelic Host, The Lost Brethren, Liberator Assault Group Detachments – Armour of Contempt Stratagem, Effect Section

Change to:

'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.'

THE ANGELIC HOST DETACHMENT

The Angelic Host Detachment

▪ Gleaming Pinions Enhancement

Change to:

'**ADEPTUS ASTARTES JUMP PACK** model only. In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".'

▪ Death from the Skies Stratagem

Change to:

'**WHEN:**Your Movement phase, just after an **ADEPTUS ASTARTES JUMP PACK** unit from your army Advances or Falls Back.' **TARGET:**That **ADEPTUS ASTARTES JUMP PACK** unit. **EFFECT:** Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.'

▪ Descent of Angels Stratagem, Effect section

Change 3" to 6".

DATASHEETS

Baal Predator – Keywords section

Add '**FRAME**'.

Sanguinary Priest – Core Abilities section

Remove 'Leader', add 'Support'.

Death Company Dreadnought, Driven By Fury ability

Change to:

'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".'

Death Company Marines with Bolt Rifles, Visions of Heresy ability

Change to:

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

Sanguinary Guard

- **Encarmine blade:** Change WS to '2+.'

- **Encarmine spear:** Change A to '4' and WS to '2+.'

- **Wargear Options section:** Change first and second bullets to:

• 'Any number of models can each have their encarmine blade replaced with 1 encarmine spear.'

- For every 3 models in this unit, 1 model's Angelus boltgun can be replaced with 1 inferno pistol.'

The Sanguinor, Miraculous Saviour Ability

Change to:

'(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.'

Death Company Captain, Death Company Captain with Jump Pack, Death Company Marines, Death Company Marines with Bolt Rifles, Death Company Marines with Jump Packs, Death Company Dreadnought – Black Rage ability

Change to:

'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.'

FAQS

Q: Can I use the Sanguinor's Miraculous Saviour ability to set it up **engaged** with two or more enemy units, provided at least one of those enemy units made a **charge move** this phase?

A: Yes.

BROTHER CORBULO

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

4

3+

4

6+

1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

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.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, SANGUINARY PRIEST, BROTHER CORBULO



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

BROTHER CORBULO

WARHAMMER LEGENDS

The Sanguinary High Priest, Brother Corbulo, is held in high regard for his commitment to the Chapter, his nobility and his gift of foresight – an ability many believe Sanguinius shared. On the battlefield he races to wounded brothers, hacking down any foes in his path with powerful sweeps of Heaven's Teeth.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Brother Corbulo – EPIC HERO**

This model is equipped with: bolt pistol; Heaven's Teeth.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- ASSAULT SQUAD
- DESOLATION SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- DEVASTATOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, SANGUINARY PRIEST, BROTHER CORBULO





FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

CAPTAIN TYCHO

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blood Song [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, MELTA 2]	24"	2	2+	4	-1	2
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

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

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

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]

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.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, TYCHO



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

CAPTAIN TYCHO

WARHAMMER LEGENDS

Captain Tycho was once one of the Blood Angels' most gifted commanders, a paragon of every ideal his Chapter held to. It was while fighting countless battles against the Orks on Armageddon that he earned fame and renown, and there that he suffered the wound that changed his life forever.

WARGEAR OPTIONS

- None

TYCHO

Your Army cannot contain both **CAPTAIN TYCHO** and **TYCHO THE LOST**.

UNIT COMPOSITION

- 1 Captain Tycho – EPIC HERO

This model is equipped with: Blood Song; bolt pistol; Dead Man's Hand.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- ASSAULT SQUAD
- BLADEGUARD VETERAN SQUAD
- COMMAND SQUAD
- COMPANY HEROES
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, TYCHO




FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

DEATH COMPANY DREADNOUGHT WITH MAGNA-GRAPPLE

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blood talons [TWIN-LINKED]	Melee	7	3+	8	-2	3
Twin Furious fists [TWIN-LINKED]	Melee	5	3+	12	-3	3

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
DEATH COMPANY DREADNOUGHT

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 6+**

FACTION: **Oath of Moment**

Black Rage: Each time this model makes an attack, you can re-roll the Hit roll. While this model is 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: Once per turn, in the Fight phase, when an enemy unit targets this unit, after that unit has resolved its attacks, this unit is **eligible to fight** (even if it has already fought this phase) and must be **selected to fight** next.

Magna-grapple: Add 2 to Charge rolls made for this model if one or more of the targets of that charge is a **MONSTER** or **VEHICLE** unit.

WARGEAR ABILITIES

Smoke Launchers: The bearer loses the Magna-grapple ability and gains the **SMOKE** keyword.

FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS



DEATH COMPANY DREADNOUGHT WITH MAGNA-GRAPPLE

WARHAMMER LEGENDS

Even being interred in a Dreadnought's sarcophagus is insufficient to keep the Black Rage at bay. Death Company Dreadnoughts are like furious battering rams, desperate to smash into the enemy and tear them apart. They are potent terror weapons, unleashed to inflict as much damage as possible.

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 heavy flamer.
 - This model's meltagun can be replaced with 1 heavy flamer.
 - This model's Furioso fists can be replaced with 1 blood talons.
 - This model can be equipped with 1 smoke launchers.
-

UNIT COMPOSITION

- 1 Death Company Dreadnought

This model is equipped with: meltagun; storm bolter; twin Furioso fists.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
DEATH COMPANY DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

DEATH COMPANY MARINES WITH BOLTGUNS

WARHAMMER LEGENDS


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

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, DEATH COMPANY, DEATH COMPANY MARINES WITH BOLTGUNS

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Oath of Moment**

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

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

DEATH COMPANY MARINES WITH BOLTGUNS

WARHAMMER LEGENDS

Members of the Death Company are possessed of a berserk fury, driven insane by terrible visions and hallucinations. They seek nothing but death in battle, and such is their ferocity that they barely flinch at even the most grievous of injuries, thinking of nothing but the destruction of their enemies.

WARGEAR OPTIONS

- Any number of models can each have their boltgun and close combat weapon replaced with one of the following:
 - 1 Astartes chainsword and 1 bolt pistol
 - 1 thunder hammer
- Any number of models can each have their bolt pistol replaced with one of the following:
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
- Any number of models can each have their Astartes chainsword replaced with one of the following:
 - 1 power fist
 - 1 power weapon

UNIT COMPOSITION

- 5-10 Death Company Marines

Every model is equipped with: boltgun; close combat weapon.

DEATH COMPANY

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.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, DEATH COMPANY, DEATH COMPANY MARINES WITH BOLTGUNS






FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS


DEATH COMPANY MARINES WITH BOLTGUNS AND JUMP PACKS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Close combat weapon	Melee	3	3+	4	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, DEATH COMPANY, DEATH COMPANY MARINES WITH BOLTGUNS AND JUMP PACKS



ABILITIES

CORE: **Deep Strike, Feel No Pain 6+**

FACTION: **Oath of Moment**

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

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

FACTION KEYWORDS: **ADEPTUS ASTARTES, BLOOD ANGELS**

DEATH COMPANY MARINES WITH BOLTGUNS AND JUMP PACKS

WARHAMMER LEGENDS

Possessed of a near peerless ferocity and berserk fury created by horrific hallucinations, Death Company warriors are living weapons. When equipped with jump packs they are more lethal still, capable of bringing their terrible wrath upon the enemy that much more quickly.

WARGEAR OPTIONS

- Any number of models can each have their boltgun and close combat weapon replaced with one of the following:
 - 1 Astartes chainsword and 1 bolt pistol
 - 1 thunder hammer
- Any number of models can each have their bolt pistol replaced with one of the following:
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
- Any number of models can each have their Astartes chainsword replaced with one of the following:
 - 1 power fist
 - 1 power weapon

UNIT COMPOSITION

- **5-10 Death Company Marines with Jump Packs**

Every model is equipped with: boltgun; close combat weapon.

DEATH COMPANY

If a **CHAPLAIN** model from your army with the Leader ability can be attached to **ASSAULT INTERCESSORS WITH JUMP PACKS** or an **ASSAULT SQUAD WITH JUMP PACKS**, it can be attached to this unit instead.

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **DEATH COMPANY MARINES WITH JUMP PACKS** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, DEATH COMPANY, DEATH COMPANY MARINES WITH BOLTGUNS AND JUMP PACKS



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

FURIOSO DREADNOUGHT

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy frag cannon [BLAST, RAPID FIRE D6]	18"	D6	3+	7	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blood talons [TWIN-LINKED]	Melee	7	3+	8	-2	3
Furioso fist	Melee	5	3+	12	-3	3
Twin Furioso fists [TWIN-LINKED]	Melee	5	3+	12	-3	3

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

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.

WARGEAR 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.

KEYWORDS: **VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, FURIOSO DREADNOUGHT**



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

FURIOSO DREADNOUGHT

WARHAMMER LEGENDS

Unique to the Chapter, Furiosos are frequently fitted with armaments only the Blood Angels have, from the infantry-shredding heavy frag cannon to the magna-grapple. The latter weapon's bolts, attached to adamantine chains, pierce armour, enabling Furiosos to drag enemies into their reach.

WARGEAR OPTIONS

- This model's heavy frag cannon and Furioso fist can be replaced with one of the following:
 - 1 Blood Talons and 1 meltagun
 - 1 twin Furioso fist and 1 meltagun
 - This model's storm bolter can be replaced with 1 heavy flamer.
 - This model's meltagun can be replaced with 1 heavy flamer.
 - This model can be equipped with 1 magna-grapple.
-

UNIT COMPOSITION

- 1 Furioso Dreadnought

This model is equipped with: heavy frag cannon; Furioso fist; storm bolter.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, FURIOSO DREADNOUGHT





FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

GABRIEL SETH

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blood Reaver [SUSTAINED HITS 1]	Melee	6	2+	8	-2	3

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

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 Gore: 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.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CHAPTER MASTER, GABRIEL SETH



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

GABRIEL SETH

WARHAMMER LEGENDS

Gabriel Seth is a terrifyingly violent warrior, fearlessly charging headlong into the fray in a whirlwind of fury and savagery. He wields Blood Reaver, an enormous two-handed chainsword, with which he is capable of hacking apart even the most monstrous foes.

WARGEAR OPTIONS

- None

FLESH TEARERS

This model is from the Flesh Tearers Chapter, a successor of the Blood Angels. For all rules purposes, it is treated as a **BLOOD ANGELS** model, but cannot be included in an army that includes any other **BLOOD ANGELS EPIC HERO** models.

UNIT COMPOSITION

- 1 Gabriel Seth – EPIC HERO

This model is equipped with: bolt pistol; Blood Reaver.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- ASSAULT SQUAD
- BLADEGUARD VETERAN SQUAD
- COMMAND SQUAD
- COMPANY HEROES
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CHAPTER MASTER, GABRIEL SETH








FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

LIBRARIAN DREADNOUGHT

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Blood Lance – witchfire [PSYCHIC, SUSTAINED HITS D3]	18"	1	3+	10	-3	D6
 Blood Lance – focused witchfire [HAZARDOUS, PSYCHIC, SUSTAINED HITS D3]	18"	1	3+	12	-3	D6+3
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPONS	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

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, SMOKE, PSYKER, IMPERIUM, DREADNOUGHT, LIBRARIAN DREADNOUGHT

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

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 8" horizontally away from all enemy models.



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

LIBRARIAN DREADNOUGHT

WARHAMMER LEGENDS

Such is the Blood Angels' connection to the warp that those Librarians interred in Dreadnoughts retain their link to it. They are dangerous enemies to face, with all the adamantine strength of a Dreadnought as well as the ability to boil an enemy's blood in their veins, or blast foes apart with beams of energy.

WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following:
 - 1 heavy flamer
 - 1 meltagun

UNIT COMPOSITION

- 1 Librarian Dreadnought

This model is equipped with: Blood Lance; storm bolter; Furioso fist, Furioso force halberd.

KEYWORDS: VEHICLE, WALKER, SMOKE, PSYKER, IMPERIUM, DREADNOUGHT, LIBRARIAN DREADNOUGHT





FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

TYCHO THE LOST

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blood Song [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, MELTA 2]	24"	2	2+	4	-1	2
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

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

ABILITIES

CORE: **Leader, Feel No Pain 6+**

FACTION: **Oath of Moment**

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

Black Rage: Each time this model makes an attack, you can re-roll the Hit roll. While this model is 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 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.

INVULNERABLE SAVE

4+

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, TYCHO THE LOST**



FACTION KEYWORDS: **ADEPTUS ASTARTES, BLOOD ANGELS**

TYCHO THE LOST

WARHAMMER LEGENDS

It was in the Third War for Armageddon that rage finally consumed Captain Tycho, as it will consume all sons of Sanguinius, and he took his place in the Death Company. He cut down Orks with volleys from Blood Song and blasts from the digital weapons built into his left gauntlet, known as Dead Man's Hand.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tycho the Lost – EPIC HERO

This model is equipped with: Blood Song; bolt pistol; Dead Man's Hand.

LEADER

This model can be attached to the following unit:

- DEATH COMPANY MARINES
- DEATH COMPANY MARINES WITH BOLT RIFLES
- DEATH COMPANY MARINES WITH BOLTGUNS

TYCHO

Your army cannot contain both **CAPTAIN TYCHO** and **TYCHO THE LOST**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, TYCHO THE LOST





FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

SANGUINARY PRIEST WITH JUMP PACK

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	2+	4	-1	1

ABILITIES

CORE: **Deep Strike, Support**

FACTION: **Oath of Moment**

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

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.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, FLY, JUMP PACK, SANGUINARY PRIEST



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

SANGUINARY PRIEST WITH JUMP PACK

WARHAMMER LEGENDS

The Sanguinary Priests are the Blood Angels' Apothecaries, and hold responsibility for the Chapter's soul as well as its body. Through their ministrations and ceremonies do they call upon the Blood Angels to embrace the Red Thirst, control it and unleash their rage upon the enemy.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sanguinary Priest

This model is equipped with: bolt pistol; Astartes chainsword.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSORS WITH JUMP PACKS
- ASSAULT SQUAD WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, FLY, JUMP PACK, SANGUINARY PRIEST



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS