



# BLOOD ANGELS

FACTION PACK: VERSION 1.1

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

## WHAT'S NEW?

- Rage-cursed Onslaught Detachment

## CONTENTS

<b>Detachments</b> .....	<b>2</b>
Angelic Inheritors .....	2
<b>Rage-cursed Onslaught</b> .....	<b>4</b>
<b>FAQs and Errata</b> .....	<b>6</b>
<b>Legends Datasheets</b> .....	<b>7</b>

# 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 end of the phase, 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.



### 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 end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



### 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.



### 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.



### DEATHLESS DUTY

RAGE-CURSED ONSLAUGHT – STRATAGEM

*Even as death at last smotheres 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.



### 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.



# BLOOD ANGELS

## UPDATES & ERRATA

### Pages 70, 72, 74 – Detachment Restrictions

Add the following restriction to each Detachment:

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

### Page 75 – 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.'

### Page 84 – Sanguinary Guard, Wargear Options section, first and second bullets

Change 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.'

### Page 88 – Death Company Dreadnought, Driven by Fury ability

Change to:

'**Driven by Fury:** In your opponent's Shooting phase, each time an enemy unit has shot, if this model was hit by one or more of those attacks, it can make a Driven by Fury move. To do so, roll one D6 and add 2 to the roll: this model moves a number of inches up to the result, but must finish as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, this model can be moved within Engagement Range of that enemy unit. A model cannot make a Driven by Fury move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Driven by Fury move per phase.'

## FAQS

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

**A:** Yes.

**Q:** Can the Sanguinor arrive from Reserves during the first battle round using its Miraculous Saviour ability?

**A:** Yes, provided the mission rules you are using do not state otherwise. If you are using the Leviathan or Pariah Nexus mission packs, for example, the answer is no.

# 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

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

## 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+

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 Furioso 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:** 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 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 9" 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, 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.

**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

*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.*

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



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS