

# BLOOD ANGELS – SONS OF SANGUINIUS

## DETACHMENT RULE

*Gene-sons of the angel-winged Primarch Sanguinius, the Blood Angels descend into battle on flaming wings to stand between the Emperor's servants and the heretical and alien hordes that seek to destroy them. Masters of the rapid assault, the mechanised offensive and the swift airborne strike, they have carved out a legacy of victories that stretches across the ages.*

If your Army Faction is **ADEPTUS ASTARTES**, you can use this Sons of Sanguinius Detachment rule.

### RESTRICTIONS

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

### THE RED THIRST

*Though they strive to restrain it, the murderous ferocity of the Blood Angels simmers beneath the surface of their thoughts. In battle, this rage drives them towards the foe and lends great strength to their blows.*

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 2 to the Strength characteristic and add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.





# BLOOD ANGELS – SONS OF SANGUINIUS

## STRATAGEMS

If you are using the Sons of Sanguinius Detachment rule, you can use these Sons of Sanguinius Stratagems.



### ANGEL'S SACRIFICE

SONS OF SANGUINIUS – EPIC DEED STRATAGEM

*The Blood Angels would gladly put themselves in harm's way to protect others, exemplifying the sacrifice of Sanguinius.*

1CP

**WHEN:** Any phase.

**TARGET:** One **ADEPTUS ASTARTES**

**CHARACTER** unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

**EFFECT:** Until the end of the battle, each time a friendly **ADEPTUS ASTARTES** unit makes an attack that targets the enemy unit that just destroyed your **CHARACTER** unit, you can re-roll the Hit roll.



### AGGRESSIVE ONSLAUGHT

SONS OF SANGUINIUS – BATTLE TACTIC STRATAGEM

*The Sons of Sanguinius constantly push towards new foes, the bloodlust singing in their veins unleashed in a controlled dynamism.*

1CP

**WHEN:** Fight phase.

**TARGET:** One **ADEPTUS ASTARTES**

unit from your army, just before that unit Consolidates.

**EFFECT:** Until the end of the phase, each time a model in your unit makes a Consolidation move, it can move up to 6" instead of up to 3", provided your unit ends that Consolidation move in Unit Coherency and within Engagement Range of one or more enemy units.



### ARMOUR OF CONTEMPT

SONS OF SANGUINIUS – BATTLE TACTIC STRATAGEM

*The belligerency 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.



### RED RAMPAGE

SONS OF SANGUINIUS – BATTLE TACTIC STRATAGEM

*In times of great desperation, fury and ferocity can be a warrior's strongest allies.*

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 **[LANCE]** and **[LETHAL HITS]** abilities.



# BLOOD ANGELS – SONS OF SANGUINIUS

## STRATAGEMS

If you are using the Sons of Sanguinius Detachment rule, you can use these Sons of Sanguinius Stratagems.



### ONLY IN DEATH DOES DUTY END

SONS OF SANGUINIUS – EPIC DEED STRATAGEM

*Imminent death does not prevent a Space Marine from enacting his final justice upon the enemies of the Imperium.*

**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.

2CP



### RELENTLESS ASSAULT

SONS OF SANGUINIUS – STRATEGIC PLOY STRATAGEM

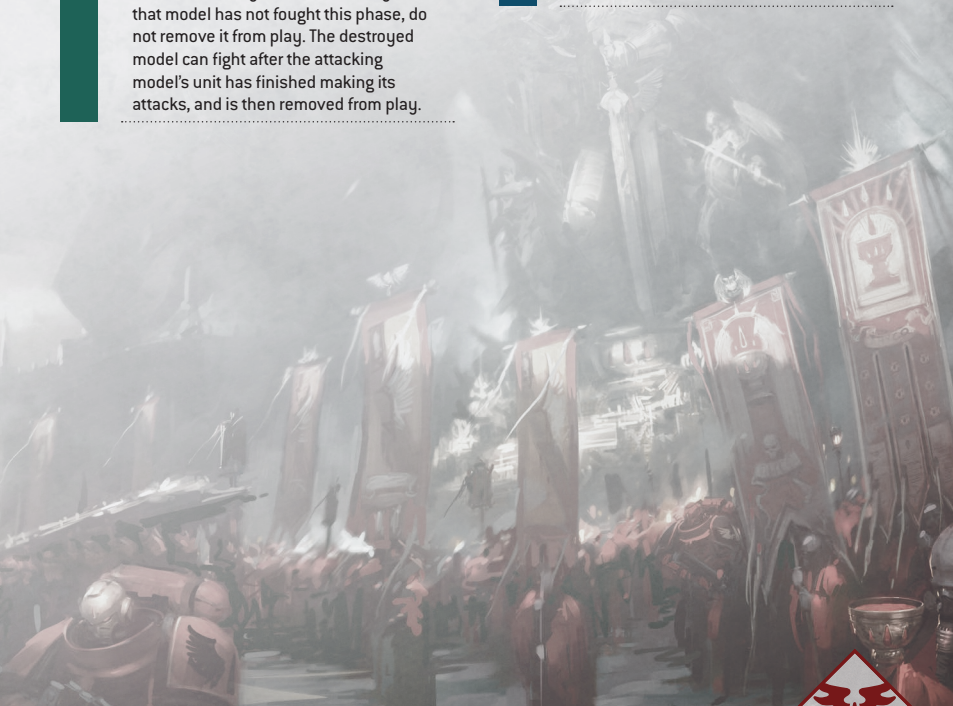
*The Blood Angels are loathe to resort to the defensive strategies favoured by other Chapters, and a tactical withdrawal is but a prelude to re-entering the fray.*

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

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

**EFFECT:** Until the end of the turn, your unit is eligible to declare a charge even though it Fell Back this phase.

1CP



# BLOOD ANGELS – SONS OF SANGUINIUS

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## ENHANCEMENTS

If you are using the Sons of Sanguinius Detachment rule, you can use these Sons of Sanguinius Enhancements.

### ARTISAN OF WAR

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*This warrior is a true artist both on and off the battlefield. His talents are reflected in the exquisite workmanship of his wargear, for he insists upon personally crafting his weapons of war.*

**ADEPTUS ASTARTES** model only. Improve the Armour Penetration characteristic of the bearer's weapons by 1, and the bearer has a Save characteristic of 2+.

### VISAGE OF DEATH

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*This exquisitely crafted mask is a thing of dark beauty to the Blood Angels, and a sign of impending doom to their enemies. The unchanging expression of the mask inspires fear and uncertainty even in confident enemies. They see no anger, pain or elation on the wearer's face – clues as to the warrior's state of mind in a duel.*

**ADEPTUS ASTARTES** model only. While an enemy unit (excluding **MONSTERS** and **VEHICLES**) is within Engagement Range of the bearer's unit, halve the Objective Control characteristic of models in that unit.

### ARCHANGEL'S SHARD

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*When Sanguinius battled Horus, his magnificent blade was tragically shattered against the Warmaster's profane battle plate. The shards were gathered up and new swords forged to incorporate them, each one gifted to a different successor Chapter.*

**ADEPTUS ASTARTES** model only. The bearer's melee weapons have the **[ANTI-CHAOS 5+]** and **[LANCE]** abilities.

### ICON OF THE ANGEL

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*Entrusted to one whose faith in the primogenitor is profound, the Icon of the Angel takes the form of a small shrine upon the bearer's backpack. Through displaying it, this warrior reminds his brothers of the heretics who fled after laying low the Angel, exhorting them to let no enemy escape their grasp again.*

**ADEPTUS ASTARTES** model only. Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of the bearer's unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.





# ASTORATH

M	T	SV	W	LD	OC
12"	4	2+	5	5+	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
The Executioner's Axe [DEVASTATING WOUNDS]	Melee	4	2+	6	-3	2

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

**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.

**Mass of Doom:** Once per battle, when this model's unit makes a Charge move, this model can use this ability. When it does, until the end of the turn, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, GRENADES, IMPERIUM, CHAPLAIN, ASTORATH



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

# ASTORATH

*Wherever sons of Sanguinius are on the cusp of the Black Rage, that is where Astorath goes. Determined to give those warriors a glorious final victory, he fights like a man possessed, lopping off the heads of his enemies while leading frothing Space Marines consumed with unrestrained fury.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Astorath – EPIC HERO

This model is equipped with: bolt pistol; the Executioner's Axe.

## LEADER

This model can be attached to the following unit:

- DEATH COMPANY MARINES WITH JUMP PACKS

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, GRENADES, IMPERIUM, CHAPLAIN, ASTORATH



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



# BAAL PREDATOR

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Baal flamestorm cannon [IGNORES COVER, TORRENT]	18"	D6+3	N/A	6	-2	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

**Overcharged Engines:** You can re-roll Advance rolls made for this model. Each time this model Advances, until the end of the turn, ranged weapons equipped by this model have the [ASSAULT] ability but they can only target INFANTRY units.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, BAAL PREDATOR



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS

# BAAL PREDATOR

*Only the Blood Angels and their successors have access to the STC necessary to produce Baal Predators. With roaring engines these tanks can keep up with rapid Blood Angels charges or rush to support orbital strikes, pouring deluges of fire into the enemy as they do so.*



## WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with 1 Baal flamestorm cannon.
  - This model can be equipped with 1 hunter-killer missile.
  - This model can be equipped with 1 storm bolter.
  - This model can be equipped with one of the following:
    - 2 heavy bolters
    - 2 heavy flamers
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## UNIT COMPOSITION

- 1 Baal Predator

**This model is equipped with:** twin assault cannon; armoured tracks.

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**KEYWORDS:** VEHICLE, SMOKE, IMPERIUM, BAAL PREDATOR



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

# BROTHER CORBULO

M

6"

T

4

SV

3+

W

4

LD

6+

OC

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

*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
- 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

M

6"

T

4

SV

2+

W

5


LD


6+

OC

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

*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
- COMMAND SQUAD
- COMPANY HEROES
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

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



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS

# CHIEF LIBRARIAN MEPHISTON

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



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
➤ Fury of the Ancients – witchfire [PISTOL, PSYCHIC, SUSTAINED HITS 1]	12"	3	2+	4	-1	D3
➤ Fury of the Ancients – focused witchfire [HAZARDOUS, PISTOL, PSYCHIC, SUSTAINED HITS 3]	12"	3	2+	5	-2	D3
➤ Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
➤ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Vitarus [PSYCHIC]	Melee	6	2+	9	-3	D3

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

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, TACTICUS, CHIEF LIBRARIAN MEPHISTON

## ABILITIES

**CORE:** Feel No Pain 5+, Leader

**FACTION:** Oath of Moment

**The Quickening (Psychic):** While this model is leading a unit, models in that unit have the Fights First ability.

**Psychic Hood:** While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

**Transfixing Gaze (Psychic):** At the start of the Fight phase, you can select one enemy unit within Engagement Range of this **PSYKER's** unit and roll one D6: on a 1, this **PSYKER** model suffers D3 mortal wounds; on a 2-5, until the end of the phase, worsen the Weapon Skill characteristic of melee weapons equipped by models in that enemy unit by 1; on a 6, until the end of the phase, worsen the Weapon Skill and Attacks characteristics of those weapons by 1.

**INVULNERABLE SAVE**

5+

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

# CHIEF LIBRARIAN MEPHISTON

*Mephiston is an enormously powerful warrior and psyker. He is the only Blood Angel known to have suppressed the Black Rage, resurrecting from near death with exceptional strength, vigour and speed. Many whisper behind his back, asking what price he paid for such a transformation.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Chief Librarian Mephiston – EPIC HERO

This model is equipped with: plasma pistol; Fury of the Ancients; Vitarus.

## LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, GRENADES, IMPERIUM, TACTICUS, CHIEF LIBRARIAN MEPHISTON



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS



# COMMANDER DANTE

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Perdition [MELTA 2, PISTOL, SUSTAINED HITS D3]	6"	1	2+	8	-4	D6
MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Axe Mortalis [LETHAL HITS]	Melee	8	2+	7	-3	2

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

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

**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.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, GRENADES, IMPERIUM, TACTICUS, CHAPTER MASTER, COMMANDER DANTE



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS

# COMMANDER DANTE

*Dante soars over the battlefield, gleaming in his golden armour, before roaring into bloody battle on trails of fire. Once in the fray, the piercing gaze of his death mask freezes enemies in fright, while his perfectly placed strikes with the Axe Mortalis cut down foe after foe.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Commander Dante – EPIC HERO

This model is equipped with: Perdition; the Axe Mortalis.

## LEADER

This model can be attached to the following units:

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

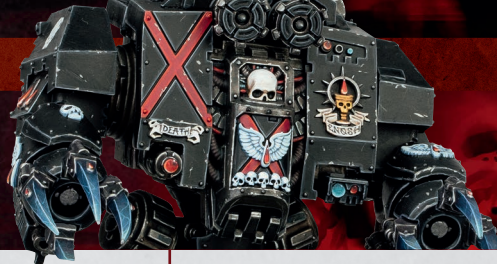
**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, GRENADES, IMPERIUM, TACTICUS, CHAPTER MASTER, COMMANDER DANTE



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

# DEATH COMPANY DREADNOUGHT

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

## 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.

## 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.

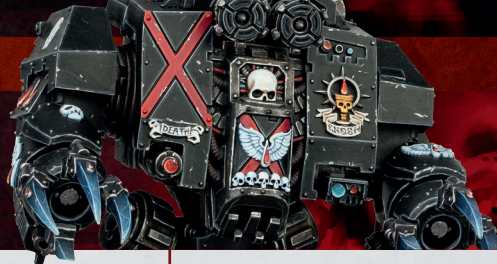
KEYWORDS: **VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT, DEATH COMPANY DREADNOUGHT**



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

# DEATH COMPANY DREADNOUGHT

*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 magna-grapple.
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## UNIT COMPOSITION

- 1 Death Company Dreadnought

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

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



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

# DEATH COMPANY INTERCESSORS

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



## ⚔️ RANGED WEAPONS

	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
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle	24"	2	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
▶️ 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, TACTICUS,  
DEATH COMPANY INTERCESSORS

## 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.

**Visions of Heresy:** Once per turn, you can target this unit with the Fire Overwatch Stratagem or the Heroic Intervention Stratagem for OCP.



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

# DEATH COMPANY INTERCESSORS

*Every Blood Angel felt their hopes dashed when the first of the Primaris Space Marines brought to the Chapter by Roboute Guilliman fell to the Black Rage. With great solemnity were these brothers inducted into the Death Company. Their strength, combined with the fury of the Black Rage, is a terrifying sight to behold.*



## WARGEAR OPTIONS

- All models in this unit can each have their bolt pistol and bolt rifle replaced with 1 heavy bolt pistol and 1 Astartes chainsword.
- 1 model's heavy bolt pistol can be replaced with one of the following:
  - 1 hand flamer
  - 1 plasma pistol
- For every 5 models in this unit, 1 model equipped with a bolt rifle can be equipped with 1 Astartes grenade launcher.
- 1 model can replace its bolt rifle or Astartes chainsword with one of the following:
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer

## UNIT COMPOSITION

- 5-10 Death Company Interceptors

Every model is equipped with: bolt pistol; bolt rifle; close combat weapon.

## DEATH COMPANY

If a **CHAPLAIN** model from your army with the Leader ability can be attached to an **INTERCEPTOR SQUAD**, it can be attached to this unit instead.

**KEYWORDS:** INFANTRY, GRENADES, IMPERIUM, TACTICUS,  
DEATH COMPANY INTERCEPTORS



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

# DEATH COMPANY MARINES

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 MARINES

## 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

*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.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, DEATH COMPANY MARINES



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS



# DEATH COMPANY MARINES WITH JUMP PACKS

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 MARINES WITH 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 JUMP PACKS

*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.

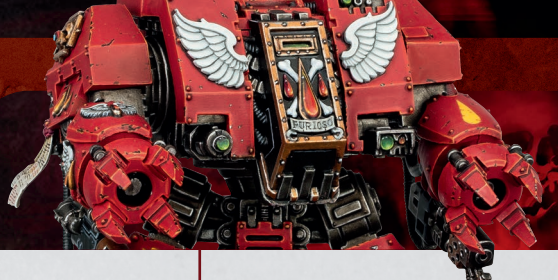
**KEYWORDS:** INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM,  
DEATH COMPANY MARINES WITH JUMP PACKS



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

# FURIOSO DREADNOUGHT

M	T	SV	W	LD	OC
6"	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.

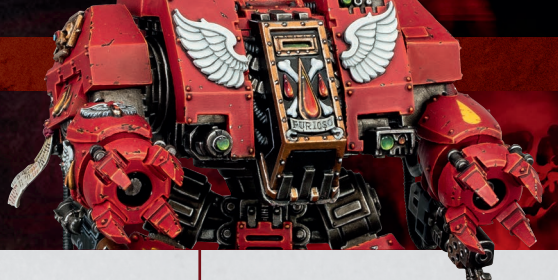
KEYWORDS: **VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, FURIOSO DREADNOUGHT**



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

# FURIOSO DREADNOUGHT

*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.

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



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

# GABRIEL SETH

M

6"

T

4

SV

3+

W

6

LD

6+

OC

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

*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
- COMPANY HEROES
- COMMAND 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

# LEMARTES

M	T	SV	W	LD	OC
12"	4	3+	4	5+	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	
The Blood Crozius [LETHAL HITS]	Melee	5	2+	6	-2	2

## ABILITIES

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

FACTION: Oath of Moment

**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.

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

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, GRENADES, IMPERIUM, CHAPLAIN, LEMARTES



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

# LEMARTES

*Lemartes' life is one of constant battle. A warrior of iron will, somehow he retains lucidity despite having succumbed to the Black Rage. He leads the Blood Angels' Death Company as Guardian of the Lost, wielding the ancient weapon known as the Blood Crozius. His inspiration has only made the Death Company even more potent.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Lemartes – EPIC HERO

This model is equipped with: bolt pistol; the Blood Crozius.

## LEADER

This model can be attached to the following unit:

- DEATH COMPANY MARINES WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, GRENADES, IMPERIUM, CHAPLAIN, LEMARTES



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS



# LIBRARIAN DREADNOUGHT

M	T	SV	W	LD	OC
6"	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

*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

# SANGUINARY GUARD

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



## ☯ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Angelus boltgun [PISTOL]	12"	2	3+	4	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
Encarmine blade	Melee	4	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, SANGUINARY GUARD

## ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

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

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

## WARGEAR ABILITIES

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



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS

# SANGUINARY GUARD

*Sanguinary Guard are proven in mind, body and spirit in a way few of their brothers can match. Clad in irreplaceable golden armour believed to date back to the Horus Heresy and armed with the traditional relic weapons of their position, few embody the ideal of the wrathful angel more than they.*



## WARGEAR OPTIONS

- Any number of models can each have their angelus boltgun replaced with one of the following:
  - 1 inferno pistol
  - 1 plasma pistol
- For every 5 models in this unit, one model's encarmine blade can be replaced with 1 power fist.
- 1 model can be equipped with 1 sanguinary banner.

## UNIT COMPOSITION

- 5-10 Sanguinary Guard

Every model is equipped with: angelus boltgun; encarmine blade.

## ATTACHED UNIT

If a **CAPTAIN** 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.

**KEYWORDS: INFANTRY, FLY, JUMP PACK, GRENADES, IMPERIUM, SANGUINARY GUARD**



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

# SANGUINARY PRIEST



M

6"

T

4

SV

3+

W

4

LD

6+

OC

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: 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, SANGUINARY PRIEST



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS

# SANGUINARY PRIEST

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 INTERCESSOR SQUAD
- ASSAULT SQUAD
- DEVASTATOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- VANGUARD 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.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, SANGUINARY PRIEST



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS

# THE SANGUINOR

M	T	SV	W	LD	OC
12"	4	2+	7	6+	1



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Encarmine broadsword [DEVASTATING WOUNDS]	Melee	8	2+	6	-3	2

## ABILITIES

CORE: Deep Strike, Fights First, Lone Operative

FACTION: Oath of Moment

**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 Saviour:** Once per battle, at the end of your opponent's Charge phase, if this model is still in Reserves, you can select one enemy unit that made a Charge move this phase. Set this model up on the battlefield within Engagement Range of that enemy unit.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, IMPERIUM, THE SANGUINOR



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

# THE SANGUINOR

*The Sanguinor is a mysterious figure who fights only on battlefields of the most paramount importance, when the Blood Angels' need is greatest. He inspires as much courage in the sons of Sanguinius as he does fear in the enemy, and surges across the field as if he were Sanguinius' will made manifest.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 The Sanguinor – EPIC HERO

This model is equipped with: encarmine broadsword.

**KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, IMPERIUM, THE SANGUINOR**



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



# TYCHO THE LOST



M

6"

T

4

SV

2+

W

4

LD

6+

OC

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

*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

## 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

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

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



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