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 1 to the Strength and Attacks characteristics of melee weapons equipped by models in that unit.
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.*

**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.

**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.*

**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.

**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.*

**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.

**RED RAMPAGE**

**SONS OF SANGUINIUS – BATTLE TACTIC STRATAGEM**

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

**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.
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.

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

**ARTISAN OF WAR**

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**

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**

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**

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**

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

**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels

### 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+**

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol <strong>[PISTOL]</strong></td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Executioner’s Axe <strong>[DEVASTATING WOUNDS]</strong></td>
<td>Melee</td>
<td>4</td>
<td>2+</td>
<td>6</td>
<td>-3</td>
</tr>
</tbody>
</table>
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.

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

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

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
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baal Flamestorm Cannon</td>
<td>18“</td>
<td>D6+3</td>
<td>N/A</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Heavy Bolter</td>
<td>36“</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy Flamer</td>
<td>12“</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-Killer Missile</td>
<td>48“</td>
<td>1</td>
<td>2+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td><strong>One Shot:</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Storm Bolter</td>
<td>24“</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Twin Assault Cannon</td>
<td>24“</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**One Shot:** The bearer can only shoot with this weapon once per battle.

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured Tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**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.
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

UNIT COMPOSITION

- 1 Baal Predator
  This model is equipped with: twin assault cannon; armoured tracks.

KEYWORDS: Vehicle, Smoke, Imperium, Baal Predator

FACTION KEYWORDS: Adeptus Astartes, Blood Angels
BROTHER CORBULO

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Sanguinary Priest, Brother Corbulo

RANGED WEAPONS

<table>
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<tr>
<th>Range</th>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

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<tr>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heaven's Teeth [Sustained Hits 1]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

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.

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.

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Sanguinary Priest, Brother Corbulo

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 Squad
- Devastator Squad
- Tactical Squad
- Vanguard Veteran Squad

FACTION KEYWORDS: Adeptus Astartes, Blood Angels
**CAPTAIN TYCHO**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blood Song</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td><strong>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, MELTA 2]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
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**MELEE WEAPONS**

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<tr>
<th>Weapon</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dead Man’s Hand</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**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

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 Squad
- Command Squad
- Tactical Squad
- Vanguard Veteran Squad

TYCHO

Your army cannot contain both Captain Tycho and Tycho the Lost.

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

FACTION KEYWORDS: Adeptus Astartes, Blood Angels
**CHIEF LIBRARIAN MEPHISTON**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fury of the Ancients – witchfire [PISTOL, PSYCHIC, SUSTAINED HITS 1]</td>
<td>12”</td>
<td>3</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Fury of the Ancients – focused witchfire [HAZARDOUS, PISTOL, PSYCHIC, SUSTAINED HITS 3]</td>
<td>12”</td>
<td>3</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

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<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vitarus [PSYCHIC]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>9</td>
<td>-3</td>
</tr>
</tbody>
</table>

**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+

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

**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.

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

WAR GEAR OPTIONS

- None
## Commander Dante

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

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Perdition [Melta, Pistol, Sustained Hits D3]</td>
<td>6”</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Axe Mortalis [Lethal Hits]</td>
<td>Melee</td>
<td>8</td>
<td>2+</td>
<td>7</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### 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

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

**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 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**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>8&quot;</td>
<td>9</td>
<td>2+</td>
<td>8</td>
<td>6+</td>
<td>3</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

<table>
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<tr>
<th>Range</th>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Meltagun [MELTA 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
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<tbody>
<tr>
<td>Blood talons [TWIN-LINKED]</td>
<td>Melee</td>
<td>7</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Twin Furioso fists [TWIN-LINKED]</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
</tr>
</tbody>
</table>

**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, 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.

**UNIT COMPOSITION**

- 1 Death Company Dreadnought

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

**KEYWORDS:** Vehicle, Walker, Smoke, Imperium, Death Company Dreadnought

**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes grenade launcher – frag [BLAST]</td>
<td>24&quot;</td>
<td>D3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Astartes grenade launcher – krak</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Bolt rifle</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Hand flamer [IGNORES COVER, PISTOL, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy bolt pistol [PISTOL]</td>
<td>18&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Thunder hammer [DEVASTATING WOUNDS]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

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

### 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.

### KEYWORDS:
- Infantry
- Grenades
- Imperium
- Tacticus
- Death Company Intercessors
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 Intercessors
  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 INTERCESSOR SQUAD, it can be attached to this unit instead.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Death Company Intercessors

FACTION KEYWORDS: Adeptus Astartes, Blood Angels
### DEATH COMPANY MARINES

**KEYWORDS:** Infantry, Grenades, Imperium, Death Company Marines

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>BS</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol <strong>[PISTOL]</strong></td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hand flamers <strong>[IGNORES COVER, PISTOL, TORRENT]</strong></td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Inferno pistol <strong>[MELTA 2, PISTOL]</strong></td>
<td>6&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
<td>D3</td>
</tr>
<tr>
<td>Plasma pistol – standard <strong>[PISTOL]</strong></td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge <strong>[HAZARDOUS, PISTOL]</strong></td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
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### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Thunder hammer <strong>[DEVASTATING WOUNDS]</strong></td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

### 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.

---

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

**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels

**KEYWORDS:** Infantry, Grenades, Imperium, Death Company Marines
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

**Keywords:** Infantry, Fly, Jump Pack, Grenades, Imperium, Death Company Marines with Jump Packs

## Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol <img src="PISTOL" alt="PISTOL" /></td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Hand flamers ![IGNORES COVER, PISTOL, TORRENT](IGNORES COVER, PISTOL, TORRENT)</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Inferno pistol ![MELTA 2, PISTOL](MELTA 2, PISTOL)</td>
<td>6&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
</tr>
<tr>
<td>Plasma pistol – standard <img src="PISTOL" alt="PISTOL" /></td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma pistol – supercharge ![HAZARDOUS, PISTOL](HAZARDOUS, PISTOL)</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Thunder hammer ![DEVESTATING WOUNDS](DEVESTATING WOUNDS)</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

## Abilities

**Core Abilities:** Deep Strike, Feel No Pain 6+

**Faction Abilities:** 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

---

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

**Keywords:** Vehicle, Walker, Imperium, Furioso Dreadnought

### Range Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamer</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy frag cannon</td>
<td>18&quot;</td>
<td>D6</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Meltagun</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blood talons [TWIN-LINKED]</td>
<td>Melee</td>
<td>7</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Furioso fist</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Twin Furioso fists [TWIN-LINKED]</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

### 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.

### Faction Keywords

Adeptus Astartes, Blood Angels
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, Furioso Dreadnought

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

FURIOUSO 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.
Gabriel Seth

**KEYWORDS:** Infantry, Character, Epic Hero, Grenades, Imperium, Chapter Master, Gabriel Seth

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol <strong>[PISTOL]</strong></td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
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</table>

**MELEE WEAPONS**

<table>
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<tr>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blood Reaver <strong>[SUSTAINED HITS 1]</strong></td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
</tbody>
</table>

**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+

**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels
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

**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 Squad
- Command Squad
- Tactical Squad
- Vanguard Veteran Squad

**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.

**KEYWORDS:** Infantry, Character, Epic Hero, Grenades, Imperium, Chapter Master, Gabriel Seth

**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels
### LEMARTE'S

**Keywords:** Infantry, Character, Epic Hero, Fly, Jump Pack, Grenades, Imperium, Chaplain, Lemartes

**Ranged Weapons**

<table>
<thead>
<tr>
<th>RANGE</th>
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<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12”</td>
<td>1</td>
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**Melee Weapons**

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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Blood Crozius [LETHAL HITS]</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

**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+

**Faction Keywords:** Adeptus Astartes, Blood Angels

**Keywords:** Infantry, Character, Epic Hero, Fly, Jump Pack, Grenades, Imperium, Chaplain, Lemartes
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.

WARFRAME 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**

**KEYWORDS:** Vehicle, Walker, Psyker, Imperium, Librarian Dreadnought

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blood Lance – witchfire <strong>[PSYCHIC, SUSTAINED HITS D3]</strong></td>
<td>18”</td>
<td>1</td>
<td>3+</td>
<td>10</td>
<td>-3</td>
</tr>
<tr>
<td>Blood Lance – focused witchfire <strong>[HAZARDOUS, PSYCHIC, SUSTAINED HITS D3]</strong></td>
<td>18”</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Heavy flamer <strong>[IGNORES COVER, TORRENT]</strong></td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Meltagun <strong>[MELTA 2]</strong></td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Storm bolter <strong>[RAPID FIRE 2]</strong></td>
<td>24”</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
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<th>WS</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Furioso fist</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Furioso force halberd <strong>[EXTRA ATTACKS, PSYCHIC]</strong></td>
<td>Melee</td>
<td>1</td>
<td>2+</td>
<td>9</td>
<td>-3</td>
</tr>
</tbody>
</table>

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

### 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**

---

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

Such is the Blood Angels’ connection to the warp that those Librarians interred in Dreadnaughts 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, Psyker, Imperium, Librarian Dreadnought

FACTION KEYWORDS: Adeptus Astartes, Blood Angels
**Sanguinary Guard**

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angelus boltgun [Pistol]</td>
<td>12&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Inferno pistol [Melta 2, Pistol]</td>
<td>6&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-4</td>
<td>D3</td>
</tr>
<tr>
<td>Plasma pistol – standard [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [Hazardous, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Encarmine blade</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**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.

**Keywords:** Infantry, Fly, Jump Pack, Grenades, Imperium, Sanguinary Guard

**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 encarmeine 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; encarmeine blade.

---

**ATTACHED UNIT**

If a Captain model from your army with the Leader ability can be attached to an Assault Squad with Jump Packs unit, 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**

**KEYWORDS:** Infantry, Character, Grenades, Imperium, Sanguinary Priest

**RANGED WEAPONS**

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<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
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**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels

**MELEE WEAPONS**

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</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

**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.
**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 Squad**
- **Devastator 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

MELEE WEAPONS

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<tbody>
<tr>
<td>Melee</td>
<td>8</td>
<td>2+</td>
<td>6</td>
<td>-3</td>
<td>2</td>
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</tbody>
</table>

Encarmine broadsword [DEVASTATING WOUNDS]

KEYWORDS: Infantry, Character, Epic Hero, Fly, Jump Pack, Imperium, The Sanguinor

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+

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

**Keywords:** Infantry, Character, Epic Hero, Grenades, Imperium, Captain, Tycho the Lost

## Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blood Song [Anti-Infantry 4+, Devastating Wounds, Melta 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

## Melee Weapons

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<tr>
<th>Range</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Dead Man's Hand</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

## 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+

**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

**Keywords:** Infantry, Character, Grenades, Imperium, Fly, Jump Pack, Sanguinary Priest

## Fundamental Attributes

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>6+</td>
<td>1</td>
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## Ranged Weapons

<table>
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<tr>
<th>Weapon</th>
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<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
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## Melee Weapons

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<td>Astartes chainsword</td>
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<td>5</td>
<td>2+</td>
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<td>-1</td>
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</tr>
</tbody>
</table>

## Abilities

**Core Abilities:** Deep Strike, Leader

**Faction Abilities:** 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.

**Faction Keywords:** Adeptus Astartes, Blood Angels

**Keywords:** Infantry, Character, Grenades, Imperium, Fly, Jump Pack, Sanguinary Priest
**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 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