



WARRIORS OF BAAL

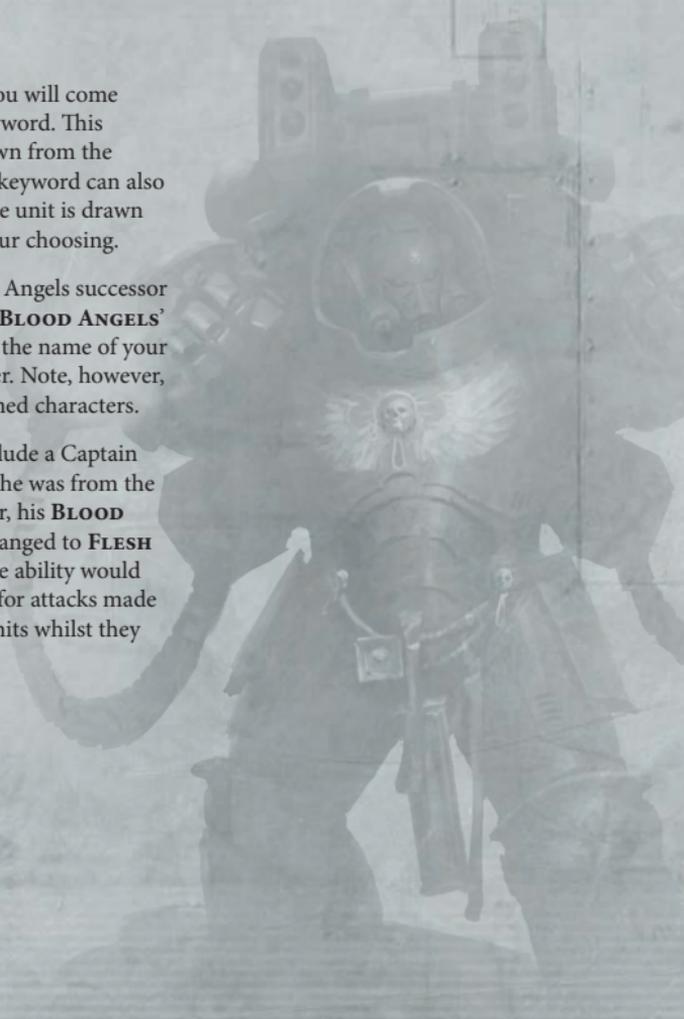
These datasheets allow you to fight Apocalypse battles with your Blood Angels miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the **BLOOD ANGELS** keyword. This indicates that the units are drawn from the Blood Angels Chapter, but the keyword can also be changed to represent that the unit is drawn from a successor Chapter of your choosing.

If a unit is drawn from a Blood Angels successor Chapter, simply substitute the '**BLOOD ANGELS**' keyword on the datasheet with the name of your Blood Angels successor Chapter. Note, however, that you cannot do this for named characters.

For example, if you were to include a Captain in your army, and you decided he was from the Flesh Tearers successor Chapter, his **BLOOD ANGELS** Faction keyword is changed to **FLESH TEARERS** and his Rites of Battle ability would then read 'Re-roll hit rolls of 1 for attacks made by friendly **FLESH TEARERS** units whilst they are within 6" of this unit.'



COMMANDER DANTE



Commander Dante is a unit that contains 1 model. It is equipped with: The Axe Mortalis. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------|-----|----|----|---|---|----|----|
| Commander Dante | 12" | 2+ | 2+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------|-------|-------|------|-----|-----|-----------|
| The Axe Mortalis | Melee | Melee | User | 6+ | 6+ | - |

ABILITIES

Deep Strike, Terror Troops

Chapter Master: You can re-roll hit rolls for attacks made by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, FLY, CHARACTER, CHAPTER MASTER, JUMP PACK, COMMANDER DANTE

GABRIEL SETH



Gabriel Seth is a unit that contains 1 model. It is equipped with: Blood Reaver. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|--------------|----|----|----|---|---|----|----|
| Gabriel Seth | 6" | 2+ | 2+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------|-------|-------|------|-----|-----|-----------|
| Blood Reaver | Melee | Melee | User | 5+ | 7+ | - |

ABILITIES

Chapter Master: You can re-roll hit rolls for attacks made by friendly **FLESH TEARERS** units whilst they are within 6" of this unit.

Whirlwind of Gore: At the end of the Action phase, you can place one blast marker next to one enemy **LIGHT** unit within 1" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, FLESH TEARERS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, CHAPTER MASTER, GABRIEL SETH

THE SANGUINOR



9



The Sanguinor is a unit that contains 1 model. It is equipped with: Encarmine Broadsword. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---------------|-----|----|----|---|---|----|----|
| The Sanguinor | 12" | 2+ | 2+ | 1 | 1 | 7 | 3+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-----------|
| Encarmine broadsword | Melee | Melee | User | 5+ | 5+ | - |

ABILITIES

Deep Strike, Terror Troops

Aura of Fervour: Add 1 to the Attacks characteristic of all friendly **BLOOD ANGELS LIGHT** and **BLOOD ANGELS DREADNOUGHT** units whilst they are making Fight actions within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, FLY, CHARACTER, JUMP PACK, THE SANGUINOR

BROTHER CORBULO



4



Brother Corbulo is a unit that contains 1 model. It is equipped with: Heaven's Teeth. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------|----|----|----|---|---|----|----|
| Brother Corbulo | 6" | 2+ | 2+ | 1 | 1 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------|-------|-------|------|-----|-----|-----------|
| Heaven's Teeth | Melee | Melee | User | 9+ | 9+ | - |

ABILITIES

The Red Grail: Add 1 to wound rolls for attacks made with melee weapons by friendly **LIGHT BLOOD ANGELS** units whilst they are within 6" of any friendly **SANGUINARY PRIEST** units. In addition, you can re-roll wound rolls for attacks made with melee weapons by friendly **LIGHT BLOOD ANGELS** units whilst they are within 6" of this unit.

Narthecium: At the end of the Action phase, this unit can attempt to heal one friendly **BLOOD ANGELS LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, SANGUINARY PRIEST, BROTHER CORBULO

SANGUINARY PRIEST



4



A Sanguinary Priest is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|-------------------|----|----|----|---|---|----|----|
| Sanguinary Priest | 6" | 2+ | 3+ | 1 | 1 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-----------|
| Close combat weapons | Melee | Melee | User | 9+ | 10+ | - |

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
 - Has a Move characteristic of 14".
 - Has the following additional keywords: **BIKER**.
 - Loses the following keywords: **INFANTRY**.

ABILITIES

Blood Chalice: Add 1 to wound rolls for attacks made with melee weapons by friendly **LIGHT BLOOD ANGELS** units whilst they are within 6" of any friendly **SANGUINARY PRIEST** units.

Narthecium: At the end of the Action phase, this unit can attempt to heal one friendly **BLOOD ANGELS LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, SANGUINARY PRIEST

CHIEF LIBRARIAN MEPHISTON



Chief Librarian Mephiston is a unit that contains 1 model. It is equipped with: Vitarus. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---------------------------|----|----|----|---|---|----|----|
| Chief Librarian Mephiston | 7" | 2+ | 2+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------|-------|-------|------|-----|-----|-----------|
| Vitarus | Melee | Melee | User | 6+ | 6+ | - |

ABILITIES

Ignore Damage (6+)

Lord of Death: At the start of the Damage phase, you can remove one blast marker from this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PSYKER, CHARACTER, LIBRARIAN, CHIEF LIBRARIAN, MEPHISTON

LIBRARIAN DREADNOUGHT



A Librarian Dreadnought is a unit that contains 1 model. It is equipped with: Storm Bolter; Furioso Fist; Furioso Force Halberd.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------|----|----|----|---|---|----|----|
| Librarian Dreadnought | 6" | 2+ | 3+ | 2 | 2 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------------|------------|-------|------|-----|-----|------------|
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Meltagun | Heavy | 12" | 1 | 11+ | 7+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Furioso Fist | Melee | Melee | 1 | 6+ | 6+ | - |
| Furioso Force Halberd | Melee | Melee | User | 5+ | 7+ | - |

WARGEAR OPTIONS

- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer or 1 Meltagun (**Power Rating +1**).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, PSYKER, CHARACTER, DREADNOUGHT, LIBRARIAN

LIBRARIAN



A Librarian is a unit that contains 1 model. It is equipped with: Force Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|-----------|----|----|----|---|---|----|----|
| Librarian | 6" | 3+ | 3+ | 1 | 1 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------|-------|-------|------|-----|-----|-----------|
| Force Weapon | Melee | Melee | User | 8+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK**, **FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
 - Has a Move characteristic of 14".
 - Has the following additional keywords: **BIKER**.
 - Loses the following keywords: **INFANTRY**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PSYKER, CHARACTER, LIBRARIAN

PRIMARIS LIBRARIAN



A Primaris Librarian is a unit that contains 1 model. It is equipped with: Force Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------|----|----|----|---|---|----|----|
| Primaris Librarian | 6" | 3+ | 3+ | 1 | 1 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------|-------|-------|------|-----|-----|-----------|
| Force Weapon | Melee | Melee | User | 8+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
 - Has the following additional abilities: **Infiltrators**, **Stealth**.
 - Has the following additional keywords: **PHOBOS**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PSYKER, CHARACTER, PRIMARIS, LIBRARIAN

ASTORATH



Astorath is a unit that contains 1 model. It is equipped with: The Executioner's Axe. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|----------|-----|----|----|---|---|----|----|
| Astorath | 12" | 2+ | 2+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------------|-------|-------|------|-----|-----|-----------|
| The Executioner's Axe | Melee | Melee | User | 7+ | 7+ | - |

ABILITIES

Deep Strike

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

Mass of Doom: Once per battle, before this unit makes a Move action, you can declare that it will chant the Mass of Doom. If this unit chants the Mass of Doom, then until the end of the turn, friendly **BLOOD ANGELS** units gain the Ignore Damage (5+) ability whilst they are within 6" of this unit.

Redeemer of the Lost: Friendly **BLOOD ANGELS** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit. In addition, Morale tests taken for friendly **DEATH COMPANY** units are automatically passed whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, FLY, CHARACTER, PRIEST, CHAPLAIN, JUMP PACK, ASTORATH

LEMARTES



Lemartes is a unit that contains 1 model. It is equipped with: The Blood Crozius. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|----------|-----|----|----|---|---|----|----|
| Lemartes | 12" | 2+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-------------------|-------|-------|------|-----|-----|-----------|
| The Blood Crozius | Melee | Melee | User | 7+ | 8+ | - |

ABILITIES

Deep Strike

Guardian of the Lost: Friendly **DEATH COMPANY** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Fury Unbound: You can re-roll hit rolls for attacks made by friendly **DEATH COMPANY** units whilst they are within 6" of this model.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY

KEYWORDS: LIGHT, INFANTRY, FLY, CHARACTER, JUMP PACK, PRIEST, CHAPLAIN, LEMARTES

CHAPLAIN



A Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

| | M | WS | BS | A | W | Ld | Sv |
|----------|----|----|----|---|---|----|----|
| Chaplain | 6" | 2+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|-------|-------|------|-----|-----|-----------|
| Crozius Arcanum | Melee | Melee | User | 8+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
 - Has a Move characteristic of 14".
 - Has the following additional keywords: **BIKER**.
 - Loses the following keywords: **INFANTRY**.

ABILITIES

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

Spiritual Leader: Friendly **BLOOD ANGELS** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIEST, CHAPLAIN

PRIMARIS CHAPLAIN



A Primaris Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

| | M | WS | BS | A | W | Ld | Sv |
|-------------------|----|----|----|---|---|----|----|
| Primaris Chaplain | 6" | 2+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|-------|-------|------|-----|-----|-----------|
| Crozius Arcanum | Melee | Melee | User | 7+ | 8+ | - |

ABILITIES

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

Spiritual Leader: Friendly **BLOOD ANGELS** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIMARIS, PRIEST, CHAPLAIN

TYCHO THE LOST



Tycho the Lost is a unit that contains 1 model. It is equipped with: Dead Man's Hand.

You can only include one **TYCHO** unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------|----|----|----|---|---|----|----|
| Tycho the Lost | 6" | 2+ | 2+ | 2 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|-------|-------|------|-----|-----|-----------|
| Dead Man's Hand | Melee | Melee | User | 7+ | 8+ | - |

ABILITIES

Ignore Damage (6+)

Abhor the Beast: Add D3 to this model's Attacks characteristic whilst it is making a Fight action within 1" of any **ORKS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY

KEYWORDS: LIGHT, INFANTRY, CHARACTER, TYCHO

CAPTAIN TYCHO



Captain Tycho is a unit that contains 1 model. It is equipped with: Dead Man's Hand.
You can only include one **TYCHO** unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|---------------|----|----|----|---|---|----|----|
| Captain Tycho | 6" | 2+ | 2+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|-------|-------|------|-----|-----|-----------|
| Dead Man's Hand | Melee | Melee | User | 7+ | 8+ | - |

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

Abhor the Beast: Add D3 to this model's Attacks characteristic whilst it is making a Fight action within 1" of any enemy **ORKS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, CAPTAIN, TYCHO

CAPTAIN



A Captain is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---------|----|----|----|---|---|----|----|
| Captain | 6" | 2+ | 2+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------------|-------|-------|------|-----|-----|-----------|
| Master-crafted Weapons | Melee | Melee | User | 8+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
 - Has a Move characteristic of 14".
 - Has the following additional keywords: **BIKER**.
 - Loses the following keywords: **INFANTRY**.

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, CAPTAIN

PRIMARIS CAPTAIN



A Primaris Captain is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------|----|----|----|---|---|----|----|
| Primaris Captain | 6" | 2+ | 2+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------------|-------|-------|------|-----|-----|-----------|
| Master-crafted Weapons | Melee | Melee | User | 7+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have one of the following:
 - Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
 - Has the following additional abilities: **Infiltrators**, **Stealth**.
 - Has the following additional keywords: **PHOBOS**.
 - Gravis Armour (**Power Rating +1**). If this unit has Gravis Armour, it:
 - Has a Move characteristic of 5" and Save characteristic of 4+.
 - Has the following additional keywords: **Mk X Gravis**.

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIMARIS, CAPTAIN

LIEUTENANT



A Lieutenant is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------|----|----|----|---|---|----|----|
| Lieutenant | 6" | 2+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-----------|
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

WARGEAR OPTIONS

- This unit can have a Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.

ABILITIES

Company Heroes: Each HQ slot in a Detachment allows you to take up to two of this unit in your army, instead of one. Each unit taken for a single HQ slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Tactical Precision: Re-roll wound rolls of 1 for attacks made by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, LIEUTENANT

PRIMARIS LIEUTENANT



4



A Primaris Lieutenant is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---------------------|----|----|----|---|---|----|----|
| Primaris Lieutenant | 6" | 2+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-----------|
| Close Combat Weapons | Melee | Melee | User | 8+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
 - Has the following additional abilities: **Infiltrators**, **Stealth**.
 - Has the following additional keywords: **PHOBOS**.

ABILITIES

Company Heroes: Each HQ slot in a Detachment allows you to take up to two of this unit in your army, instead of one. Each unit taken for a single HQ slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Tactical Precision: Re-roll wound rolls of 1 for attacks made by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIMARIS, LIEUTENANT

TECHMARINE



5



A Techmarine is a unit that contains 1 model. It is equipped with: Servo-arm & Power Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|------------|----|----|----|---|---|----|----|
| Techmarine | 6" | 3+ | 2+ | 1 | 1 | 6 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------------|-------|-------|------|-----|-----|-----------|
| Flamer & Plasma Cutter | Heavy | 12" | 1 | 8+ | 9+ | Inferno |
| Servo-arm & Power Weapon | Melee | Melee | User | 9+ | 9+ | - |

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
 - Has a Move characteristic of 14".
 - Has the following additional keywords: **BIKER**.
 - Loses the following keywords: **INFANTRY**.
- This unit can have a Servo-harness (**Power Rating +1**). If this unit has a Servo-harness, it:
 - Has an Attacks characteristic of 2.
 - Is also equipped with 1 Flamer & Plasma Cutter.

ABILITIES

Blessing of the Omnissiah: At the end of the Action phase, this unit can attempt to repair one friendly **BLOOD ANGELS VEHICLE** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **VEHICLE** unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, TECHMARINE

LAND RAIDER EXCELSIOR



15



A Land Raider Excelsior is a unit that contains 1 model. It is equipped with: 2 Twin Lascannons; Grav-cannon; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------|-----|----|----|---|---|----|----|
| Land Raider Excelsior | 10" | 5+ | 3+ | 2 | 3 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|-------|-------|------|-----|-----|-----------|
| Grav-cannon | Heavy | 24" | 1 | 8+ | 6+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

ABILITIES

Data Augurs: Change this unit's Ballistic Skill characteristic to 2+ whilst it is within 6" of any friendly **BLOOD ANGELS RHINO PRIMARIS** units.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

TRANSPORT

This unit can transport up to 10 friendly **BLOOD ANGELS INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models, and each **CENTURION** model takes the space of 3 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, CHARACTER, LAND RAIDER, LAND RAIDER EXCELSIOR

RHINO PRIMARIS



A Rhino Primaris is a unit that contains 1 model. It is equipped with: Orbital Array; Twin Plasma Gun; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|----------------|-----|----|----|---|---|----|----|
| Rhino Primaris | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|------------|-------|------|-----|-----|----------------------------------|
| Orbital Array | Heavy | 72" | 2 | 6+ | 6+ | One Use Only, Barrage, Destroyer |
| Twin Plasma Gun | Small Arms | 24" | User | 8+ | 8+ | Rapid Fire, Supercharge |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

ABILITIES

Servo-skull Hub: At the start of the Damage phase, you can remove one small blast marker from one friendly **BLOOD ANGELS VEHICLE** unit within 6" of this unit.

TRANSPORT

This unit can transport up to 6 friendly **BLOOD ANGELS INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR**, **CENTURION** or **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, RHINO PRIMARIS

TACTICAL SQUAD



4



A Tactical Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 9**). It is equipped with: Boltguns; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------------------|----|----|----|---|---|----|----|
| Tactical Squad (5 models) | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| Tactical Squad (10 models) | 6" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|------|-----|-----|-------------|
| Grav-cannon | Heavy | 24" | 1 | 8+ | 6+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Lascannon | Heavy | 48" | 1 | 10+ | 5+ | - |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Boltguns | Small Arms | 24" | User | 7+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

WARGEAR OPTIONS

- If this unit contains 10 models, it can also be equipped with one of the following (**Power Rating +1**): 1 Grav-cannon; 1 Heavy Bolter; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, TACTICAL SQUAD

SCOUT SQUAD



4



A Scout Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 7**). It is equipped with: Scout Weapons; Combat Knives.

| | M | WS | BS | A | W | Ld | Sv |
|-------------------------|----|----|----|---|---|----|----|
| Scout Squad (5 models) | 6" | 3+ | 3+ | 1 | 1 | 6 | 8+ |
| Scout Squad (10 models) | 6" | 3+ | 3+ | 2 | 2 | 6 | 8+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|------|-----|-----|-----------|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Scout Weapons | Small Arms | 24" | User | 7+ | 9+ | - |
| Sniper Rifles | Small Arms | 36" | User | 7+ | 9+ | Sniper |
| Combat Knives | Melee | Melee | User | 6+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Missile Launcher.
- Instead of Scout Weapons and Combat Knives, this unit can be equipped with Sniper Rifles and Close Combat Weapons (**Power Rating +1**). If it is, it has the following additional abilities: **Stealth**.

ABILITIES

Infiltrators

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, SCOUT, SCOUT SQUAD

INTERCESSOR SQUAD



6



An Intercessor Squad is a unit that contains 5 models. It can contain 10 models (Power Rating 12). It is equipped with: Bolt Rifles; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------------------------|----|----|----|---|---|----|----|
| Intercessor Squad (5 models) | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| Intercessor Squad (10 models) | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|------|-----|-----|------------|
| Bolt Rifles | Small Arms | 30" | User | 5+ | 8+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, INTERCESSOR SQUAD

INFILTRATOR SQUAD



8



An Infiltrator Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 14**). It is equipped with: Marksman Bolt Carbines; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------------------------|----|----|----|---|---|----|----|
| Infiltrator Squad (5 models) | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| Infiltrator Squad (10 models) | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------------|------------|-------|------|-----|-----|------------|
| Marksman Bolt Carbines | Small Arms | 24" | User | 6+ | 8+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

ABILITIES

Infiltrators

Omni-scramblers: Enemy units cannot be set up within 12" of this unit during the Set Up Reinforcements step.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, PHOBOS, INFILTRATOR SQUAD

SANGUINARY GUARD



Sanguinary Guard are a unit that contains 4 models. It can contain 10 models (Power Rating 16). It is equipped with: Angelus Boltguns; Encarmine Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------------------|-----|----|----|---|---|----|----|
| Sanguinary Guard (4 models) | 12" | 3+ | 3+ | 1 | 1 | 6 | 4+ |
| Sanguinary Guard (10 models) | 12" | 3+ | 3+ | 2 | 2 | 6 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-------------------|------------|-------|------|-----|-----|-----------|
| Angelus Boltguns | Small Arms | 12" | User | 7+ | 9+ | - |
| Encarmine Weapons | Melee | Melee | User | 6+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have Death Masks (Power Rating +1). If this unit has Death Masks, it has the following additional abilities: **Terror Troops**.

ABILITIES

Deep Strike

Heirs of Azkaellon: You can re-roll hit rolls for attacks made by this unit whilst it is within 6" of any friendly **BLOOD ANGELS WARLORD** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, FLY, JUMP PACK, SANGUINARY GUARD

SANGUINARY ANCIENT



A Sanguinary Ancient is a unit that contains 1 model. It is equipped with: Encarmine Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|---------------------------|-----|----|----|---|---|----|----|
| Sanguinary Ancient | 12" | 3+ | 3+ | 1 | 1 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------|-------|-------|------|-----|-----|-----------|
| Encarmine Weapon | Melee | Melee | User | 8+ | 9+ | - |

WARGEAR OPTIONS

- This unit can have a Death Mask (**Power Rating +1**). If this unit has a Death Mask, it:
 - Has the following additional abilities: **Terror Troops**.

ABILITIES

Deep Strike

Blood Angels Chapter Banner: Friendly **BLOOD ANGELS** units automatically pass Morale tests whilst they are within 9" of this model.

Heirs of Azkaellon: You can re-roll hit rolls for attacks made by this unit whilst it is within 6" of any friendly **BLOOD ANGELS WARLORD** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, FLY, CHARACTER, ANCIENT, JUMP PACK, SANGUINARY GUARD, SANGUINARY ANCIENT

SANGUINARY NOVITIATE



4



A Sanguinary Novitiate is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|----------------------|----|----|----|---|---|----|----|
| Sanguinary Novitiate | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-----------|
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
 - Has a Move characteristic of 14".
 - Has the following additional keywords: **BIKER**.
 - Loses the following keywords: **INFANTRY**.

ABILITIES

Narthecium: At the end of the Action phase, this unit can attempt to heal one friendly **BLOOD ANGELS LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, APOTHECARY

DEATH COMPANY DREADNOUGHT



5



A Death Company Dreadnought is a unit that contains 1 model. It is equipped with: Meltagun; Storm Bolter; 2 Furioso Fists.

| | M | WS | BS | A | W | Ld | Sv |
|---------------------------|----|----|----|---|---|----|----|
| Death Company Dreadnought | 9" | 3+ | 3+ | 3 | 2 | 5 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------|------------|-------|------|-----|-----|------------|
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Meltagun | Heavy | 12" | 1 | 11+ | 7+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Blood Talons | Melee | Melee | User | 5+ | 7+ | - |
| Furioso Fist | Melee | Melee | 1 | 6+ | 6+ | - |

WARGEAR OPTIONS

- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer (**Power Rating +1**).
- Instead of 1 Meltagun, this unit can be equipped with 1 Heavy Flamer.
- Instead of 2 Furioso Fists, this unit can be equipped with Blood Talons.

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY
KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT

DEATH COMPANY



6



Death Company are a unit that contains 5 models. It can contain 10 models (**Power Rating 11**) or 15 models (**Power Rating 16**). It is equipped with: Boltguns; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|----------------------------------|----|----|----|---|---|----|----|
| Death Company (5 models) | 6" | 3+ | 3+ | 1 | 1 | 5 | 6+ |
| Death Company (10 models) | 6" | 3+ | 3+ | 2 | 2 | 5 | 6+ |
| Death Company (15 models) | 6" | 3+ | 3+ | 3 | 3 | 5 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------------|------------|-------|------|-----|-----|------------|
| Bolt Pistols | Small Arms | 12" | User | 7+ | 9+ | - |
| Boltguns | Small Arms | 24" | User | 7+ | 9+ | Rapid Fire |
| Chainswords | Melee | Melee | x2 | 7+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |
| Death Company Weapons | Melee | Melee | x3 | 5+ | 7+ | - |

WARGEAR OPTIONS

- Instead of Boltguns and Close Combat Weapons, this unit can be equipped with Bolt Pistols and Chainswords.
- This unit can have Jump Packs (**Power Rating +2** for 5 models, **Power Rating +4** for 10 models or **Power Rating +6** for 15 models). If this unit has Jump Packs, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
- Instead of Chainswords or Close Combat Weapons, this unit can be equipped with Death Company Weapons (**Power Rating +1**).

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY

KEYWORDS: LIGHT, INFANTRY

PRIMARIS ANCIENT



4



A Primaris Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------|----|----|----|---|---|----|----|
| Primaris Ancient | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-----------|
| Close Combat Weapons | Melee | Melee | User | 8+ | 9+ | - |

ABILITIES

Astartes Banner: Morale tests taken for friendly **BLOOD ANGELS** units are automatically passed whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIMARIS, ANCIENT

COMPANY ANCIENT



4



A Company Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------------|----|----|----|---|---|----|----|
| Company Ancient | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-----------|
| Close Combat Weapons | Melee | Melee | User | 9+ | 9+ | - |

WARGEAR OPTIONS

- This unit can have a Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.

ABILITIES

Astartes Banner: Morale tests taken for friendly **BLOOD ANGELS** units are automatically passed whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, ANCIENT, COMPANY ANCIENT

TERMINATOR ANCIENT



6



A Terminator Ancient is a unit that contains 1 model. It is equipped with: Terminator Power Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------|----|----|----|---|---|----|----|
| Terminator Ancient | 5" | 3+ | 3+ | 1 | 1 | 6 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-------------------------|-------|-------|------|-----|-----|-----------|
| Terminator Power Weapon | Melee | Melee | User | 8+ | 8+ | - |

ABILITIES

Deep Strike

Archangel Standard: Morale tests taken for friendly **BLOOD ANGELS** units are automatically passed whilst they are within 6" of this unit. In addition, you can re-roll hit rolls for attacks made with melee weapons by friendly **BLOOD ANGELS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, ANCIENT, TERMINATOR

COMPANY CHAMPION



5



A Company Champion is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|-------------------------|----|----|----|---|---|----|----|
| Company Champion | 6" | 2+ | 3+ | 1 | 1 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------------|-------|-------|------|-----|-----|-----------|
| Master-crafted Weapons | Melee | Melee | User | 8+ | 9+ | - |

WARGEAR OPTIONS

- This unit can have a Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.

ABILITIES

Honour or Death: You can re-roll wound rolls for attacks made with melee weapons by this unit that target **CHARACTER** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, COMPANY CHAMPION

COMPANY VETERANS



5



Company Veterans are a unit that contains 5 models. It is equipped with: Special Weapons; Veteran Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------------|----|----|----|---|---|----|----|
| Company Veterans (5 models) | 6" | 3+ | 3+ | 1 | 1 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|------------|-------|------|-----|-----|-----------|
| Special Weapons | Small Arms | 24" | User | 6+ | 8+ | - |
| Veteran Weapons | Melee | Melee | x3 | 7+ | 9+ | - |

WARGEAR OPTIONS

- This unit can have Jump Packs (**Power Rating +2**). If this unit has Jump Packs, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.

ABILITIES

Command Squad Bodyguard: At the start of the Damage phase, you can select one friendly **BLOOD ANGELS LIGHT CHARACTER** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **CHARACTER** unit and place them next to this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, COMPANY VETERANS

SERVITORS



2



Servitors are a unit that contains 4 models. It is equipped with: Servo-arms.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------------|----|----|----|---|---|----|----|
| Servitors (4 models) | 5" | 5+ | 5+ | 1 | 1 | 4 | 8+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------------|-------|-------|------|-----|-----|-------------|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Servo-arms | Melee | Melee | User | 8+ | 8+ | - |

WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Heavy Bolter; 1 Multi-melta; 1 Plasma Cannon.

ABILITIES

Mindlock: Change this unit's Weapon Skill and Ballistic Skill characteristics to 4+ whilst it is within 6" of at least one friendly **BLOOD ANGELS TECHMARINE**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, SERVITORS

PRIMARIS APOTHECARY



4



A Primaris Apothecary is a unit that contains 1 model. It is equipped with: Apothecary Pistols.

| | M | WS | BS | A | W | Ld | Sv |
|---------------------|----|----|----|---|---|----|----|
| Primaris Apothecary | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------|-------|-------|------|-----|-----|-----------|
| Apothecary Pistols | Melee | Melee | User | 8+ | 8+ | - |

ABILITIES

Narthecium: At the end of the Action phase, this unit can attempt to heal one friendly **BLOOD ANGELS LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIMARIS, APOTHECARY

REIVER SQUAD



6



A Reiver Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 11**). It is equipped with: Heavy Bolt Pistols; Reiver Blades.

| | M | WS | BS | A | W | Ld | Sv |
|---------------------------------|----|----|----|---|---|----|----|
| Reiver Squad (5 models) | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| Reiver Squad (10 models) | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|----|-----|-----|-----------|
| Bolt Carbines | Small Arms | 24" | x2 | 7+ | 9+ | - |
| Heavy Bolt Pistols | Small Arms | 12" | 1 | 6+ | 9+ | - |
| Reiver Blades | Melee | Melee | x3 | 7+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

WARGEAR OPTIONS

- Instead of Heavy Bolt Pistols and Reiver Blades, this unit can be equipped with Bolt Carbines and Close Combat Weapons.
- This unit can have Grav-chutes (**Power Rating +1**). If this unit has Grav-chutes, it has the following additional abilities: **Deep Strike**.
- This unit can have Grapnel Launchers (**Power Rating +1**). If this unit has Grapnel Launchers, it has the following additional abilities: **Infiltrators**.

ABILITIES

Terror Troops

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, PHOBOS, REIVER SQUAD

AGGRESSOR SQUAD



8



An Aggressor Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 16**). It is equipped with: Auto Boltstorm Gauntlets; Fragstorm Grenade Launchers; Aggressor Gauntlets.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------------------|----|----|----|---|---|----|----|
| Aggressor Squad (3 models) | 5" | 3+ | 3+ | 1 | 2 | 6 | 5+ |
| Aggressor Squad (6 models) | 5" | 3+ | 3+ | 2 | 4 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------------------|------------|-------|----|-----|-----|-----------|
| Auto Boltstorm Gauntlets | Small Arms | 18" | x3 | 7+ | 9+ | - |
| Flamestorm Gauntlets | Small Arms | 8" | x3 | 7+ | 9+ | Inferno |
| Fragstorm Grenade Launchers | Small Arms | 18" | x2 | 7+ | 9+ | - |
| Aggressor Gauntlets | Melee | Melee | x2 | 6+ | 7+ | - |

WARGEAR OPTIONS

- Instead of Auto Boltstorm Gauntlets and Fragstorm Grenade Launchers, this unit can be equipped with Flamestorm Gauntlets.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, MK X GRAVIS, AGGRESSOR SQUAD

TERMINATOR SQUAD



11



A Terminator Squad is a unit that contains 5 models. It can contain 10 models (Power Rating 21). It is equipped with: Storm Bolters; Terminator Power Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------------------|----|----|----|---|---|----|----|
| Terminator Squad (5 models) | 5" | 3+ | 3+ | 1 | 2 | 7 | 4+ |
| Terminator Squad (10 models) | 5" | 3+ | 3+ | 2 | 4 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------------|------------|-------|----|-----|-----|------------|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Cyclone Missile Launcher | Heavy | 36" | 2 | 7+ | 7+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Reaper Autocannon | Heavy | 36" | 2 | 8+ | 8+ | - |
| Storm Bolters | Small Arms | 24" | x2 | 7+ | 9+ | Rapid Fire |
| Terminator Power Weapons | Melee | Melee | x2 | 6+ | 7+ | - |

WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (Power Rating +1 per weapon): 1 Assault Cannon; 1 Cyclone Missile Launcher; 1 Heavy Flamer; 1 Reaper Autocannon.

ABILITIES

Deep Strike

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, TERMINATOR, TERMINATOR SQUAD

TERMINATOR ASSAULT SQUAD



9



A Terminator Assault Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 18**). It is equipped with: Lightning Claws.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------------------------|----|----|----|---|---|----|----|
| Terminator Assault Squad (5 models) | 5" | 3+ | 3+ | 1 | 2 | 7 | 4+ |
| Terminator Assault Squad (10 models) | 5" | 3+ | 3+ | 2 | 4 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|-------|-------|----|-----|-----|-----------|
| Lightning Claws | Melee | Melee | x3 | 6+ | 8+ | - |
| Thunder Hammers | Melee | Melee | x2 | 6+ | 6+ | - |

WARGEAR OPTIONS

- Instead of Lightning Claws, this unit can be equipped with Thunder Hammers and have Storm Shields (**Power Rating +1**). If this unit has Storm Shields, it has a Save characteristic of 3+.

ABILITIES

Deep Strike

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, TERMINATOR, TERMINATOR ASSAULT SQUAD

IMPERIAL SPACE MARINE



3



An Imperial Space Marine is a unit that contains 1 model. It is equipped with: Disintegration Combi-gun; Close Combat Weapons. You can only include one of this unit in your army.

| | M | WS | BS | A | W | Ld | Sv |
|------------------------------|----|----|----|---|---|----|----|
| Imperial Space Marine | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------------|------------|-------|------|-----|-----|------------|
| Disintegration Combi-gun | Small Arms | 24" | User | 8+ | 8+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 10+ | 10+ | - |

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, IMPERIAL SPACE MARINE

VANGUARD VETERAN SQUAD



5



A Vanguard Veteran Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Bolt Pistols; Vanguard Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------------------------|----|----|----|---|---|----|----|
| Vanguard Veteran Squad (5 models) | 6" | 3+ | 3+ | 1 | 1 | 7 | 6+ |
| Vanguard Veteran Squad (10 models) | 6" | 3+ | 3+ | 2 | 2 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------|------------|-------|------|-----|-----|-----------|
| Bolt Pistols | Small Arms | 12" | User | 7+ | 9+ | - |
| Vanguard Weapons | Melee | Melee | x3 | 6+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have Jump Packs (**Power Rating +2** for 5 models, or **Power Rating +4** for 10 models). If this unit has Jump Packs, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK**, **FLY**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, VANGUARD VETERAN SQUAD

STERNGUARD VETERAN SQUAD

**5**

A Sternguard Veteran Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Special Issue Boltguns; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---|-----------|-----------|-----------|----------|----------|-----------|-----------|
| Sternguard Veteran Squad (5 models) | 6" | 3+ | 3+ | 1 | 1 | 7 | 6+ |
| Sternguard Veteran Squad (10 models) | 6" | 3+ | 3+ | 2 | 2 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------------|-------------|--------------|----------|------------|------------|------------------|
| Grav-cannon | Heavy | 24" | 1 | 8+ | 6+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Lascannon | Heavy | 48" | 1 | 10+ | 5+ | - |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Special Issue Boltguns | Small Arms | 30" | User | 6+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Grav-cannon; 1 Heavy Bolter; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, STERNGUARD VETERAN SQUAD

DREADNOUGHT



A Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------|-----------|-----------|-----------|----------|----------|----------|-----------|
| Dreadnought | 6" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------------------------|------------|-------|------|-----|-----|-------------|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Heavy Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Autocannon | Heavy | 48" | 2 | 8+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Heavy Flamer | Heavy | 8" | 2 | 6+ | 9+ | Inferno |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Armoured Feet | Melee | Melee | User | 9+ | 10+ | - |
| Dreadnought Combat Weapon | Melee | Melee | User | 6+ | 6+ | - |

WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT

VENERABLE DREADNOUGHT



8



A Venerable Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------|----|----|----|---|---|----|----|
| Venerable Dreadnought | 6" | 2+ | 2+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------------------------|------------|-------|------|-----|-----|-------------|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Heavy Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Autocannon | Heavy | 48" | 2 | 8+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Heavy Flamer | Heavy | 8" | 2 | 6+ | 9+ | Inferno |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Armoured Feet | Melee | Melee | User | 9+ | 10+ | - |
| Dreadnought Combat Weapon | Melee | Melee | User | 6+ | 6+ | - |

WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT

CONTEMPTOR DREADNOUGHT



8



A Contemptor Dreadnought is a unit that contains 1 model. It is equipped with: Kheres-pattern Assault Cannon; Combi-bolter; Dreadnought Combat Weapon.

| | M | WS | BS | A | W | Ld | Sv |
|-------------------------------|----|----|----|---|---|----|----|
| Contemptor Dreadnought | 9" | 2+ | 2+ | 2 | 2 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-------------------------------|------------|-------|------|-----|-----|------------|
| Kheres-pattern Assault Cannon | Heavy | 24" | 2 | 5+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Combi-Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Dreadnought Combat Weapon | Melee | Melee | User | 6+ | 6+ | - |

WARGEAR OPTIONS

- Instead of 1 Kheres-pattern Assault Cannon, this unit can be equipped with 1 Multi-melta.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT

REDEMPTOR DREADNOUGHT



10



A Redeptor Dreadnought is a unit that contains 1 model. It is equipped with: Heavy Flamer; Heavy Onslaught Gatling Cannon; Defensive Weapons System; Redeptor Fist.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------------|----|----|----|---|---|----|----|
| Redeptor Dreadnought | 8" | 3+ | 3+ | 2 | 3 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------------------|------------|-------|------|-----|-----|-------------|
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Heavy Onslaught Gatling Cannon | Heavy | 30" | 4 | 7+ | 9+ | - |
| Icarus Rocket Pod | Heavy | 24" | 1 | 9+ | 8+ | Anti-air |
| Macro Plasma Incinerator | Heavy | 36" | 2 | 5+ | 6+ | Supercharge |
| Onslaught Gatling Cannon | Heavy | 24" | 2 | 7+ | 9+ | - |
| Defensive Weapons System | Small Arms | 24" | 2 | 7+ | 9+ | - |
| Redeptor Fist | Melee | Melee | User | 5+ | 5+ | - |

WARGEAR OPTIONS

- Instead of 1 Heavy Flamer, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- Instead of 1 Heavy Onslaught Gatling Cannon, this unit can be equipped with 1 Macro Plasma Incinerator.
- This unit can also be equipped with 1 Icarus Rocket Pod (**Power Rating +1**).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT, REDEPTOR DREADNOUGHT

FURIOSO DREADNOUGHT



A Furioso Dreadnought is a unit that contains 1 model. It is equipped with: Meltagun; Storm Bolter; 2 Furioso Fists.

| | M | WS | BS | A | W | Ld | Sv |
|----------------------------|----|----|----|---|---|----|----|
| Furioso Dreadnought | 8" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------|------------|-------|------|-----|-----|------------|
| Frag Cannon | Heavy | 8" | 2 | 5+ | 9+ | Inferno |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Meltagun | Heavy | 12" | 1 | 11+ | 7+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Blood Talons | Melee | Melee | User | 5+ | 7+ | - |
| Furioso Fist | Melee | Melee | 1 | 6+ | 6+ | - |

WARGEAR OPTIONS

- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Meltagun, this unit can be equipped with 1 Heavy Flamer.
- Instead of 2 Furioso Fists, this unit can be equipped with Blood Talons.
- Instead of 1 Furioso Fist, this unit can be equipped with 1 Frag Cannon (**Power Rating +1**).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT, FURIOSO DREADNOUGHT

BIKE SQUAD



8



A Bike Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 16**) or 9 models (**Power Rating 24**). It can also contain 1 Attack Bike model (**Power Rating +1**). It is equipped with: Twin Boltguns; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|---------------------------------|-----|----|----|---|---|----|----|
| Bike Squad (3/4 models) | 14" | 3+ | 3+ | 1 | 1 | 6 | 5+ |
| Bike Squad (6/7 models) | 14" | 3+ | 3+ | 2 | 2 | 6 | 5+ |
| Bike Squad (9/10 models) | 14" | 3+ | 3+ | 3 | 3 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|------|-----|-----|------------|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Boltguns | Small Arms | 24" | x2 | 7+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

WARGEAR OPTIONS

- If this unit has an Attack Bike, it:
 - Adds 1 to its Wounds characteristic.
 - Is also equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, BIKER, BIKE SQUAD

ASSAULT SQUAD



3



An Assault Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 6**). It is equipped with: Bolt Pistols; Chainswords.

| | M | WS | BS | A | W | Ld | Sv |
|----------------------------------|----|----|----|---|---|----|----|
| Assault Squad (5 models) | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| Assault Squad (10 models) | 6" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------|------------|-------|------|-----|-----|-----------|
| Bolt Pistols | Small Arms | 12" | User | 7+ | 9+ | - |
| Chainswords | Melee | Melee | x2 | 7+ | 9+ | - |
| Eviscerator | Melee | Melee | 1 | 8+ | 8+ | - |

WARGEAR OPTIONS

- This unit can have Jump Packs (**Power Rating +2**). If this unit has Jump Packs, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
- For every 5 models this unit contains, it can also be equipped with 1 Eviscerator.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, ASSAULT SQUAD

SUPPRESSOR SQUAD



A Suppressor Squad is a unit that contains 3 models. It is equipped with: Accelerator Autocannons; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------|-----|----|----|---|---|----|----|
| Suppressor Squad | 12" | 3+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-------------------------|-------|-------|------|-----|-----|-----------|
| Accelerator Autocannons | Heavy | 48" | 3 | 8+ | 8+ | - |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

ABILITIES

Deep Strike

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, FLY, JUMP PACK, PRIMARIS, SUPPRESSOR SQUAD

LAND SPEEDERS



4



Land Speeders are a unit that contains 1 model. It can contain 2 models (**Power Rating 8**) or 3 models (**Power Rating 12**). It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------------|-----|----|----|---|---|----|----|
| Land Speeders (1 model) | 16" | 3+ | 3+ | 1 | 1 | 5 | 6+ |
| Land Speeders (2 models) | 16" | 3+ | 3+ | 2 | 2 | 5 | 6+ |
| Land Speeders (3 models) | 20" | 3+ | 3+ | 3 | 3 | 5 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------------|-------|-------|------|-----|-----|-----------|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Typhoon Missile Launcher | Heavy | 48" | 2 | 7+ | 7+ | - |
| Close Combat Weapons | Melee | Melee | User | 9+ | 10+ | - |

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.
- For each model this unit contains, it can also be equipped with one of the following: 1 Assault Cannon; 1 Heavy Flamer; 1 Typhoon Missile Launcher.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, FLY, LAND SPEEDERS

ATTACK BIKE SQUAD



4



An Attack Bike Squad is a unit that contains 1 model. It can contain 2 models (**Power Rating 8**) or 3 models (**Power Rating 12**). It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|-------------------------------------|-----|----|----|---|---|----|----|
| Attack Bike Squad (1 model) | 14" | 3+ | 3+ | 1 | 1 | 6 | 5+ |
| Attack Bike Squad (2 models) | 14" | 3+ | 3+ | 2 | 2 | 6 | 5+ |
| Attack Bike Squad (3 models) | 14" | 3+ | 3+ | 3 | 3 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-----------|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Close Combat Weapons | Melee | Melee | User | 9+ | 10+ | - |

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, BIKER, ATTACK BIKE SQUAD

SCOUT BIKE SQUAD



A Scout Bike Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 14**) or 9 models (**Power Rating 21**). It is equipped with: Twin Boltguns; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------------------------|-----|----|----|---|---|----|----|
| Scout Bike Squad (3 models) | 16" | 3+ | 3+ | 1 | 1 | 6 | 7+ |
| Scout Bike Squad (6 models) | 16" | 3+ | 3+ | 2 | 2 | 6 | 7+ |
| Scout Bike Squad (9 models) | 16" | 3+ | 3+ | 3 | 3 | 6 | 7+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|------|-----|-----|------------|
| Twin Boltguns | Small Arms | 24" | x2 | 7+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, BIKER, SCOUT BIKE SQUAD

INCEPTOR SQUAD



11



An Inceptor Squad is a unit that contains 3 models. It can contain 6 models (Power Rating 22). It is equipped with: Assault Bolters; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|----------------------------------|-----|----|----|---|---|----|----|
| Inceptor Squad (3 models) | 10" | 3+ | 3+ | 1 | 2 | 6 | 5+ |
| Inceptor Squad (6 models) | 10" | 3+ | 3+ | 2 | 4 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|----|-----|-----|-------------|
| Assault Bolters | Small Arms | 18" | x3 | 7+ | 9+ | - |
| Plasma Exterminators | Small Arms | 18" | x2 | 5+ | 6+ | Supercharge |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

WARGEAR OPTIONS

- Instead of Assault Bolters, this unit can be equipped with Plasma Exterminators.

ABILITIES

Deep Strike

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, FLY, JUMP PACK, PRIMARIS, MK X GRAVIS, INCEPTOR SQUAD

ELIMINATOR SQUAD



8



An Eliminator Squad is a unit that contains 3 models. It is equipped with: Bolt Sniper Rifles; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|------------------|----|----|----|---|---|----|----|
| Eliminator Squad | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|------|-----|-----|-----------|
| Bolt Sniper Rifles | Small Arms | 36" | User | 6+ | 9+ | Sniper |
| Las-fusils | Small Arms | 36" | User | 9+ | 6+ | - |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

WARGEAR OPTIONS

- Instead of Bolt Sniper Rifles, this unit can be equipped with Las-fusils.

ABILITIES

Infiltrators, Stealth

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, PHOBOS, ELIMINATOR SQUAD

DEVASTATOR SQUAD



A Devastator Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 7**). It is equipped with: Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|-------------------------------------|----|----|----|---|---|----|----|
| Devastator Squad (5 models) | 6" | 3+ | 3+ | 1 | 1 | 6 | 6+ |
| Devastator Squad (10 models) | 6" | 3+ | 3+ | 2 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|------|-----|-----|-------------|
| Grav-cannon | Heavy | 24" | 1 | 8+ | 6+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Lascannon | Heavy | 48" | 1 | 10+ | 5+ | - |
| Missile Launcher | Heavy | 48" | 1 | 7+ | 7+ | - |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Plasma Cannon | Heavy | 36" | 1 | 7+ | 7+ | Supercharge |
| Boltguns | Small Arms | 24" | User | 7+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | User | 7+ | 9+ | - |

WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +1** per weapon): 1 Grav-cannon; 1 Heavy Bolter; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.
- If this unit contains 10 models or is not equipped with any Heavy weapons, it is also equipped with Boltguns.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, DEVASTATOR SQUAD

HELLBLASTER SQUAD



A Hellblaster Squad is a unit that contains 5 models. It can contain 10 models (Power Rating 14). It is equipped with: Plasma Incinerators; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------------------------|----|----|----|---|---|----|----|
| Hellblaster Squad (5 models) | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| Hellblaster Squad (10 models) | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|------|-----|-----|-------------------------|
| Plasma Incinerators | Heavy | 30" | User | 5+ | 6+ | Rapid Fire, Supercharge |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, HELLBLASTER SQUAD

BAAL PREDATOR



A Baal Predator is a unit that contains 1 model. It is equipped with: Twin Assault Cannon; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|----------------------|------------|-----------|-----------|----------|----------|----------|-----------|
| Baal Predator | 14" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------------------|-------|-------|------|-----|-----|-----------|
| Flamestorm Cannon | Heavy | 8" | 2 | 5+ | 8+ | Inferno |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Heavy Flamer | Heavy | 8" | 1 | 6+ | 9+ | Inferno |
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

WARGEAR OPTIONS

- This unit can additionally be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers.
- Instead of 1 Twin Assault Cannon, this unit can be equipped with 1 Flamestorm Cannon.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, PREDATOR, BAAL PREDATOR

HUNTER



A Hunter is a unit that contains 1 model. It is equipped with: Skyspear Missile Launcher; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|--------|-----|----|----|---|---|----|----|
| Hunter | 10" | 6+ | 3+ | 1 | 2 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------------------------|-------|-------|------|-----|-----|---------------------|
| Skyspear Missile Launcher | Heavy | 60" | 1 | 8+ | 4+ | Anti-air, Destroyer |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, HUNTER

STALKER



A Stalker is a unit that contains 1 model. It is equipped with: 2 Icarus Stormcannons; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|----------------|------------|-----------|-----------|----------|----------|----------|-----------|
| Stalker | 10" | 6+ | 3+ | 1 | 2 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------|-------|-------|------|-----|-----|-----------|
| Icarus Stormcannon | Heavy | 48" | 1 | 8+ | 8+ | Anti-air |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, STALKER

WHIRLWIND



A Whirlwind is a unit that contains 1 model. It is equipped with: Whirlwind Rocket Launcher; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|-----------|-----|----|----|---|---|----|----|
| Whirlwind | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------------------------|-------|-------|------|-----|-----|-----------|
| Whirlwind Rocket Launcher | Heavy | 72" | 2 | 6+ | 8+ | Barrage |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, WHIRLWIND

PREDATOR



A Predator is a unit that contains 1 model. It is equipped with: Predator Autocannon; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------|-----|----|----|---|---|----|----|
| Predator | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------------------|-------|-------|------|-----|-----|-----------|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Lascannon | Heavy | 48" | 1 | 10+ | 5+ | - |
| Predator Autocannon | Heavy | 48" | 2 | 7+ | 7+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

WARGEAR OPTIONS

- Instead of 1 Predator Autocannon, this unit can be equipped with 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, PREDATOR

VINDICATOR



A Vindicator is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|------------|-----|----|----|---|---|----|----|
| Vindicator | 10" | 6+ | 3+ | 1 | 2 | 6 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-------------------|-------|-------|------|-----|-----|-----------|
| Demolisher Cannon | Heavy | 24" | 2 | 6+ | 6+ | Destroyer |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

WARGEAR OPTIONS

- This unit can have a Siege Shield (**Power Rating +1**). If this unit has a Siege Shield, it has a Save characteristic of 4+.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, VINDICATOR

REPULSOR EXECUTIONER



24



A Repulsor Executioner is a unit that contains 1 model. It is equipped with: Heavy Onslaught Gatling Cannon; Icarus Weapons; Macro Plasma Incinerator; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------------|------------|-----------|-----------|----------|----------|----------|-----------|
| Repulsor Executioner | 10" | 5+ | 3+ | 3 | 3 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------------------------|------------|-------|------|-----|-----|-------------|
| Heavy Laser Destroyer | Heavy | 72" | 2 | 9+ | 4+ | - |
| Heavy Onslaught Gatling Cannon | Heavy | 30" | 4 | 7+ | 9+ | - |
| Icarus Weapons | Heavy | 30" | 1 | 8+ | 10+ | Anti-air |
| Ironhail Heavy Stubber | Heavy | 36" | 1 | 8+ | 10+ | - |
| Macro Plasma Incinerator | Heavy | 36" | 2 | 5+ | 6+ | Supercharge |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Repulsor Defensive Weapons System | Small Arms | 24" | 2 | 7+ | 9+ | - |
| Repulsor Field | Melee | Melee | User | 9+ | 10+ | - |

WARGEAR OPTIONS

- Instead of 1 Macro Plasma Incinerator, this unit can be equipped with 1 Heavy Laser Destroyer.
- This unit can also be equipped with 1 Ironhail Heavy Stubber (**Power Rating +1**).

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

Aquilon Optics: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Heavy Laser Destroyer and Macro Plasma Incinerator for that action.

TRANSPORT

This unit can transport up to 6 friendly **BLOOD ANGELS PRIMARIS INFANTRY** models. Each **Mk X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, FLY, TRANSPORT, REPULSOR EXECUTIONER

LAND RAIDER



13



A Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|-------------|-----|----|----|---|---|----|----|
| Land Raider | 10" | 5+ | 3+ | 2 | 3 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-------------------|-------|-------|------|-----|-----|-----------|
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

TRANSPORT

This unit can transport up to 10 friendly **BLOOD ANGELS INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, LAND RAIDER

LAND RAIDER CRUSADER



19



A Land Raider Crusader is a unit that contains 1 model. It is equipped with: 2 Hurricane Bolters; Twin Assault Cannon; Frag Assault Launchers.

| | M | WS | BS | A | W | Ld | Sv |
|----------------------|-----|----|----|---|---|----|----|
| Land Raider Crusader | 10" | 5+ | 3+ | 2 | 3 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------------|-------|-------|------|-----|-----|------------|
| Hurricane Bolter | Heavy | 24" | 2 | 7+ | 9+ | Rapid Fire |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Frag Assault Launchers | Melee | Melee | User | 7+ | 8+ | - |

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

TRANSPORT

This unit can transport up to 16 friendly **BLOOD ANGELS INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER

LAND RAIDER REDEEMER



19



A Land Raider Redeemer is a unit that contains 1 model. It is equipped with: 2 Flamestorm Cannons; Twin Assault Cannon; Frag Assault Launchers.

| | M | WS | BS | A | W | Ld | Sv |
|----------------------|-----|----|----|---|---|----|----|
| Land Raider Redeemer | 10" | 5+ | 3+ | 2 | 3 | 7 | 4+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------------|-------|-------|------|-----|-----|-----------|
| Flamestorm Cannon | Heavy | 8" | 2 | 5+ | 8+ | Inferno |
| Multi-melta | Heavy | 24" | 1 | 10+ | 4+ | - |
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Frag Assault Launchers | Melee | Melee | User | 7+ | 8+ | - |

WARGEAR OPTIONS

- This unit can also be equipped with 1 Multi-melta (Power Rating +1).

TRANSPORT

This unit can transport up to 12 friendly **BLOOD ANGELS INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER

RHINO



A Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|-------|-----|----|----|---|---|----|----|
| Rhino | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------|------------|-------|------|-----|-----|------------|
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

TRANSPORT

This unit can transport up to 10 friendly **BLOOD ANGELS INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR** or **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, RHINO

RAZORBACK



6



A Razorback is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; Armoured Tracks.

| | M | WS | BS | A | W | Ld | Sv |
|-----------|-----|----|----|---|---|----|----|
| Razorback | 12" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|---------------------|-------|-------|------|-----|-----|-----------|
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Armoured Tracks | Melee | Melee | User | 10+ | 10+ | - |

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Assault Cannon (**Power Rating +1**); 1 Twin Lascannon.

TRANSPORT

This unit can transport up to 6 friendly **BLOOD ANGELS INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR** or **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, RAZORBACK

DROP POD



5



A Drop Pod is a unit that contains 1 model. It is equipped with: Storm Bolter.

| | M | WS | BS | A | W | Ld | Sv |
|----------|---|----|----|---|---|----|----|
| Drop Pod | - | - | 3+ | - | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------|------------|-------|---|-----|-----|------------|
| Deathwind Launcher | Heavy | 12" | 2 | 7+ | 9+ | - |
| Storm Bolter | Small Arms | 24" | 1 | 9+ | 10+ | Rapid Fire |

WARGEAR OPTIONS

- Instead of 1 Storm Bolter, this unit can be equipped with 1 Deathwind Launcher.

ABILITIES

Deep Strike

Drop Pod Assault: After this unit is set up on the battlefield, units embarked aboard it must immediately disembark, and units cannot embark aboard it for the rest of the battle. Units disembarking from this unit cannot be set up within 9" of any enemy units. If a unit embarked aboard this unit cannot disembark, it is destroyed.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it.

TRANSPORT

This unit can transport up to 10 friendly **BLOOD ANGELS INFANTRY** models. It cannot transport **PRIMARIS**, **TERMINATOR** or **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, TRANSPORT, DROP POD

LAND SPEEDER STORM



6



A Land Speeder Storm is a unit that contains 1 model. It is equipped with: Cerberus Launcher; Heavy Bolter; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------|-----|----|----|---|---|----|----|
| Land Speeder Storm | 18" | 3+ | 3+ | 1 | 1 | 5 | 8+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|-------|-------|---|-----|-----|-----------|
| Cerberus Launcher | Heavy | 18" | 1 | 7+ | 9+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Close Combat Weapons | Melee | Melee | 1 | 10+ | 10+ | - |

ABILITIES

Open-topped

TRANSPORT

This unit can transport up to 5 friendly **BLOOD ANGELS INFANTRY SCOUT** models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, FLY, TRANSPORT, LAND SPEEDER, SCOUT, LAND SPEEDER STORM

REPULSOR



13



A Repulsor is a unit that contains 1 model. It is equipped with: Las-talon; Icarus Weapons; Ironhail Heavy Stubber; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------|------------|-----------|-----------|----------|----------|----------|-----------|
| Repulsor | 10" | 5+ | 3+ | 3 | 3 | 7 | 5+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------------------------|------------|-------|------|-----|-----|-----------|
| Heavy Onslaught Gatling Cannon | Heavy | 30" | 4 | 7+ | 9+ | - |
| Icarus Weapons | Heavy | 30" | 1 | 8+ | 10+ | Anti-air |
| Ironhail Heavy Stubber | Heavy | 36" | 1 | 8+ | 10+ | - |
| Las-talon | Heavy | 24" | 2 | 10+ | 5+ | - |
| Onslaught Gatling Cannon | Heavy | 24" | 2 | 7+ | 9+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Repulsor Defensive Weapons System | Small Arms | 24" | 2 | 7+ | 9+ | - |
| Repulsor Field | Melee | Melee | User | 9+ | 10+ | - |

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Lascannon.
- Instead of 1 Las-talon, this unit can be equipped with 1 Heavy Onslaught Gatling Cannon (**Power Rating +3**).
- Instead of 1 Ironhail Heavy Stubber, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- This unit can also be equipped with 1 Ironhail Heavy Stubber.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT

This unit can transport up to 10 friendly **BLOOD ANGELS PRIMARIS INFANTRY** models. Each **Mk X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, FLY, TRANSPORT, REPULSOR

STORMHAWK INTERCEPTOR



16



A Stormhawk Interceptor is a unit that contains 1 model. It is equipped with: 2 Assault Cannons; 2 Heavy Bolters; Icarus Stormcannon; Armoured Bulk.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------|--------|----|----|---|---|----|----|
| Stormhawk Interceptor | 20-60" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------------|-------|-------|------|-----|-----|-----------|
| Assault Cannon | Heavy | 24" | 2 | 6+ | 8+ | - |
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Icarus Stormcannon | Heavy | 48" | 1 | 8+ | 8+ | Anti-air |
| Las-talon | Heavy | 24" | 2 | 10+ | 5+ | - |
| Skyhammer Missile Launcher | Heavy | 60" | 1 | 8+ | 6+ | Anti-air |
| Typhoon Missile Launcher | Heavy | 48" | 2 | 7+ | 7+ | - |
| Armoured Bulk | Melee | Melee | User | 11+ | 11+ | - |

WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 1 Skyhammer Missile Launcher; 1 Typhoon Missile Launcher.
- Instead of 1 Icarus Stormcannon, this unit can be equipped with 1 Las-talon.

ABILITIES

Supersonic

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, FLY, AIRCRAFT, STORMHAWK INTERCEPTOR

STORMRAVEN GUNSHIP



20



A Stormraven Gunship is a unit that contains 1 model. It is equipped with: 2 Stormstrike Missile Launchers; Twin Assault Cannon; Twin Heavy Bolter; Armoured Bulk.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------|--------|----|----|---|---|----|----|
| Stormraven Gunship | 20-45" | 6+ | 3+ | 1 | 3 | 7 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|------------------------------|-------|-------|------|-----|-----|-------------|
| Hurricane Bolter | Heavy | 24" | 2 | 7+ | 9+ | Rapid Fire |
| Stormstrike Missile Launcher | Heavy | 72" | 1 | 10+ | 6+ | - |
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Twin Heavy Bolter | Heavy | 36" | 2 | 7+ | 9+ | - |
| Twin Heavy Plasma Cannon | Heavy | 36" | 2 | 7+ | 7+ | Supercharge |
| Twin Lascannon | Heavy | 48" | 2 | 10+ | 5+ | - |
| Twin Multi-Melta | Heavy | 24" | 2 | 10+ | 4+ | - |
| Typhoon Missile Launcher | Heavy | 48" | 2 | 7+ | 7+ | - |
| Armoured Bulk | Melee | Melee | User | 11+ | 11+ | - |

WARGEAR OPTIONS

- Instead of 1 Twin Assault Cannon, this unit can be equipped with one of the following: 1 Twin Heavy Plasma Cannon; 1 Twin Lascannon.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Multi-melta; 1 Typhoon Missile Launcher.
- This unit can also be equipped with 2 Hurricane Bolters (**Power Rating +4**).

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 12 friendly **BLOOD ANGELS INFANTRY** models and 1 friendly **BLOOD ANGELS DREADNOUGHT**. Each **JUMP PACK** or **TERMINATOR** model takes the space of 2 other **INFANTRY** models. It cannot transport **PRIMARIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, FLY, TRANSPORT, AIRCRAFT, STORMRAVEN GUNSHIP

STORMTALON GUNSHIP



9



A Stormtalon Gunship is a unit that contains 1 model. The unit is equipped with: Twin Assault Cannon; 2 Heavy Bolters; Armoured Bulk.

| | M | WS | BS | A | W | Ld | Sv |
|--------------------|--------|----|----|---|---|----|----|
| Stormtalon Gunship | 20-50" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------------|-------|-------|------|-----|-----|-----------|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Lascannon | Heavy | 48" | 1 | 10+ | 5+ | - |
| Skyhammer Missile Launcher | Heavy | 60" | 1 | 8+ | 6+ | Anti-air |
| Twin Assault Cannon | Heavy | 24" | 4 | 6+ | 8+ | - |
| Typhoon Missile Launcher | Heavy | 48" | 2 | 7+ | 7+ | - |
| Armoured Bulk | Melee | Melee | User | 11+ | 11+ | - |

WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 2 Lascannons; 1 Skyhammer Missile Launcher; 1 Typhoon Missile Launcher.

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, FLY, AIRCRAFT, STORMTALON GUNSHIP

INCURSOR SQUAD



8



An Incursor Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 15**). It is equipped with: Oculus Bolt Carbines; Close Combat Weapons.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------------------------|----|----|----|---|---|----|----|
| Incursor Squad (5 models) | 6" | 3+ | 3+ | 1 | 2 | 6 | 6+ |
| Incursor Squad (10 models) | 6" | 3+ | 3+ | 2 | 4 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|----------------------|------------|-------|------|-----|-----|------------|
| Oculus Bolt Carbines | Small Arms | 24" | User | 6+ | 9+ | Rapid Fire |
| Close Combat Weapons | Melee | Melee | x2 | 7+ | 9+ | - |

ABILITIES

Infiltrators

Multi-spectrum Gunsights: Do not apply negative modifiers to hit rolls for attacks made with ranged weapons by this unit.

Haywire Mine: Once per battle, at the end of the Fight phase, you can select one enemy unit within 3" of this unit. If the selected unit is a **VEHICLE** or **BUILDING**, place two blast markers next to it; otherwise, place one blast marker next to it.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: LIGHT, INFANTRY, PRIMARIS, PHOBOS, INCURSOR SQUAD

INVICTOR TACTICAL WARSUIT



15



An Invictor Tactical Warsuit is a unit that contains 1 model. It is equipped with: Incendium Cannon; 2 Ironhail Heavy Stubbers; Heavy Bolter; Invictor Fist.

| | M | WS | BS | A | W | Ld | Sv |
|---------------------------|-----|----|----|---|---|----|----|
| Invictor Tactical Warsuit | 10" | 3+ | 3+ | 2 | 3 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|--------------------------|-------|-------|------|-----|-----|-----------|
| Heavy Bolter | Heavy | 36" | 1 | 7+ | 9+ | - |
| Incendium Cannon | Heavy | 12" | 2 | 7+ | 9+ | Inferno |
| Ironhail Heavy Stubber | Heavy | 36" | 1 | 8+ | 10+ | - |
| Twin Ironhail Autocannon | Heavy | 48" | 2 | 8+ | 8+ | - |
| Invictor Fist | Melee | Melee | User | 6+ | 6+ | - |

WARGEAR OPTIONS

- Instead of 1 Incendium Cannon, this unit can be equipped with 1 Twin Ironhail Autocannon.

ABILITIES

Infiltrators

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, INVICTOR TACTICAL WARSUIT

IMPULSOR



6



An Impulsor is a unit that contains 1 model. It is equipped with: Ironhail Heavy Stubber; Impulsor Defensive Weapons System; Repulsor Field.

| | M | WS | BS | A | W | Ld | Sv |
|-----------------|------------|-----------|-----------|----------|----------|----------|-----------|
| Impulsor | 14" | 6+ | 3+ | 1 | 2 | 6 | 6+ |

| WEAPON | TYPE | RANGE | A | SAP | SAT | ABILITIES |
|-----------------------------------|------------|-------|------|-----|-----|----------------------------------|
| Impulsor Missile Array | Heavy | 48" | 1 | 7+ | 7+ | Anti-air |
| Ironhail Heavy Stubber | Heavy | 36" | 1 | 8+ | 10+ | - |
| Ironhail Skytalon Array | Heavy | 36" | 2 | 8+ | 10+ | Anti-air |
| Orbital Array | Heavy | 72" | 2 | 6+ | 6+ | One Use Only, Barrage, Destroyer |
| Impulsor Defensive Weapons System | Small Arms | 24" | User | 7+ | 9+ | - |
| Repulsor Field | Melee | Melee | User | 9+ | 10+ | - |

WARGEAR OPTIONS

- This unit can either have a Shield Dome (**Power Rating +1**) or also be equipped with one of the following (**Power Rating +1**): 1 Orbital Array; 1 Impulsor Missile Array; 1 Ironhail Skytalon Array. If this unit has a Shield Dome, it has a Save characteristic of 5+.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT

This unit can transport up to 6 friendly **BLOOD ANGELS PRIMARIS INFANTRY** models. It cannot transport **JUMP PACK** or **Mk X GRAVIS** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS: HEAVY, VEHICLE, FLY, TRANSPORT, IMPULSOR