

WARHAMMER[®]
40,000

DATACARDS



**BLOOD
ANGELS**[™]

SANGUINARY DISCIPLINE

1. FEAR OF THE DARKNESS...*Warp Charge 1*

Summoning the malice within the Warp, the Librarian unleashes a wave of sheer terror, assailing his foe's soul with nameless torment and sorrow.



Fear of the Darkness is a **malediction** that targets a single enemy unit within 12". The target must immediately take a Morale check with a -2 Leadership modifier.



SANGUINARY DISCIPLINE

2. UNLEASH RAGE... *Warp Charge 1*

The Librarian reaches into the minds of his fellows and stokes the fires of anger lurking in the depths of their psyches, pushing them into a frenzied rage.



Unleash Rage is a **blessing** that targets a single friendly unit within 18". Whilst the power is in effect, the target has the Rage special rule. If the target already has the Rage special rule, they instead have +1 Attack whilst this power is in effect.



SANGUINARY DISCIPLINE

3. SHIELD OF SANGUINIUS...*Warp Charge 1*

The Librarian wills a shimmering golden barrier into existence, preserving his companions from harm.



Shield of Sanguinius is a **blessing** that targets the Psyker. Whilst the power is in effect, all models in the Psyker's unit have a 5+ invulnerable save.



SANGUINARY DISCIPLINE

4. BLOOD BOIL...*Warp Charge 2*

The Librarian drives his enemy's lifeblood into a seething frenzy, causing it to boil in the victim's own veins a split second before busting from every pore with explosive finality.



Blood Boil is a **focussed witchfire** power with a range of 18". The target must take two Toughness tests; for each test that is failed the target loses a single Wound with no saves of any kind allowed. If the target is slain, centre the large blast marker over the target before removing him as a casualty. All other models under the marker suffer a Strength 4 AP5 hit with the Ignores Cover special rule.



SANGUINARY DISCIPLINE

5. THE BLOOD LANCE...*Warp Charge 2*

The Librarian conjures a mighty lance, glistening with blood and gore and infused with a sliver of his innermost rage. On a single unspoken command, the lance flies from his hands, skewering everything in its path.



The Blood Lance is a **beam** with the following profile:

	Range	S	AP	Type
The Blood Lance	12"	8	1	Assault 1, Lance



SANGUINARY DISCIPLINE

6. WINGS OF SANGUINIUS...*Warp Charge 2*

Blood-red wings of psychic energy spring from the back of the Librarian or his allies, allowing them to soar across the battlefield like avenging angels.



Wings of Sanguinius is a **blessing** that targets a single friendly Infantry unit within 12". Unless locked in close combat, the target immediately makes a move of up to 12". This move cannot end on top of another unit or impassable terrain, but ignores intervening units, terrain, etc. Any model that starts or ends this move in difficult terrain must take a Dangerous Terrain test. The target unit cannot charge in the same turn that this power is used, and all models in the unit count as having moved in the Movement phase for the purposes of shooting weapons in the Shooting phase.



SANGUINARY DISCIPLINE

QUICKENING...*Warp Charge 1*

PRIMARIS POWER

The Librarian channels his psychic might and the powers of the Immaterium flow through the veins of a chosen hero, raising his speed to deadly heights.



Quicken is a **blessing** that targets either the Psyker or a single friendly character within 12" of the Psyker. Whilst this power is in effect, the target has the Fleet special rule and +D3 Initiative and Attacks (roll once for both characteristics).



VALOUR OF THE ANGELS

There are few warriors as noble as the sons of Sanguinius. Let the enemy's champions witness how true heroes make war.

11

Score 1 Victory Point at the end of your turn if you issued at least one challenge during your turn.

TYPE: BLOOD ANGELS

AERIAL ASSAULT

The scream of turbines and the roar of jump packs shall be the enemy's funeral dirge.

12

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a Blood Angels unit with the Flyer, Skimmer or Jump unit type. If at least one enemy unit was completely destroyed by a Blood Angels unit with the Flyer, Skimmer or Jump unit type during the same turn that the Blood Angels unit arrived from Reserves, score D3 Victory Points instead.

TYPE: BLOOD ANGELS

PURITY THROUGH BLOODSHED

The curse of the Blood Angels can become a potent weapon if harnessed with discipline and control. Prove your virtue by meeting your enemy face-to-face.

13

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your Assault phase. If 3-5 enemy units were completely destroyed during your Assault phase, score D3 Victory Points instead. If 6 or more enemy units were completely destroyed during your Assault phase, score D3+3 Victory Points instead.

TYPE: BLOOD ANGELS

DECAPITATING STRIKE

To slay the beast, one needs only to remove the head.

14

Score 1 Victory Point at the end of your turn if the enemy Warlord has been removed as a casualty during this, or any previous turn.

TYPE: BLOOD ANGELS

SWIFT ADVANCE

*Take the fight to your foe, and show them that
nowhere is safe from the retribution of the
Blood Angels.*

15

When this Tactical Objective is generated your opponent must select two Objective Markers. Score 1 Victory Point at the end of your turn if you control one of these Objective Markers. If you control both of them at the end of your turn, score D3 Victory Points instead.

TYPE: BLOOD ANGELS

NOBLE SELF-SACRIFICE

To be a hero of the Imperium is to walk a path towards a martyr's death; the only question is how dearly you will sell your life.

16

Score 1 Victory Point at the end of your turn if your Warlord was removed as a casualty during the Assault phase of your turn. If your Warlord refuses a challenge whilst this Tactical Objective is Active, immediately discard this Tactical Objective.

TYPE: BLOOD ANGELS

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

21

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

22

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

23

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

24

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

25

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

26

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

31

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

32

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

33

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

34

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

35

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

36

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: STORM & DEFEND

RECON

You must locate and assess the value of local battlefield objectives so your forces can be tactically deployed.

41

If the mission has the Mysterious Objectives mission special rule, score 1 Victory Point if every objective on the battlefield has been identified at the end of this, or any previous turn.

TYPE: SEIZE GROUND

BEHIND ENEMY LINES

Break through the foe's army and cut off his lines of escape.

42

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

TYPE: SEIZE GROUND

HOLD THE LINE

It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.

43

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

TYPE: SEIZE GROUND

ASCENDENCY

*The battleground is won one yard at a time.
Continue to establish a strong military
presence in the area.*

44

Score D3 Victory Points if you control any three Objective Markers at the end of your turn.

TYPE: SEIZE GROUND

SUPREMACY

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.

45

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

TYPE: SEIZE GROUND

DOMINATION

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

46

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

TYPE: SEIZE GROUND

OVERWHELMING FIREPOWER

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

51

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

BLOOD AND GUTS

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

52

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

NO PRISONERS

Exterminate your enemy, show them no mercy.

53

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

HUNGRY FOR GLORY

You fight not only for victory, but for honour as well. Let none dispute your skills on the field of battle.

54

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

TYPE: PURGE

PSYCHOLOGICAL WARFARE

Break the enemy's morale, make your foes tremble before you.

55

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

TYPE: PURGE

HARNESS THE WARP

Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.

56

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

TYPE: PURGE

KINGSLAYER

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

61

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

TYPE: ANNIHILATION

WITCH HUNTER

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

62

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: ANNIHILATION

SCOUR THE SKIES

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

63

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

TYPE: ANNIHILATION

ASSASSINATE

The enemy looks to their champions for courage. Identify and assassinate them.

64

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

DEMOLITIONS

If the enemy seeks shelter behind fortress walls, raze them to the ground.

65

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

BIG GAME HUNTER

The larger the foe, the greater the glory...

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

SANGUINARY DISCIPLINE

1. FEAR OF THE DARKNESS

Warp Charge 1

Summoning the malice within the Warp, the Librarian unleashes a wave of sheer terror, assailing his foe's soul with nameless torment and sorrow.



Fear of the Darkness is a **malediction** that targets a single enemy unit within 12". The target must immediately take a Morale check with a -2 Leadership modifier.



SANGUINARY DISCIPLINE

2. UNLEASH RAGE

Warp Charge 1

The Librarian reaches into the minds of his fellows and stokes the fires of anger lurking in the depths of their psyches, pushing them into a frenzied rage.



Unleash Rage is a **blessing** that targets a single friendly unit within 18". Whilst the power is in effect, the target has the Rage special rule. If the target already has the Rage special rule, they instead have +1 Attack whilst this power is in effect.



SANGUINARY DISCIPLINE

3. SHIELD OF SANGUINIUS

Warp Charge 1

The Librarian wills a shimmering golden barrier into existence, preserving his companions from harm.



Shield of Sanguinius is a **blessing** that targets the Psyker. Whilst the power is in effect, all models in the Psyker's unit have a 5+ invulnerable save.



SANGUINARY DISCIPLINE

4. BLOOD BOIL

Warp Charge 2

The Librarian drives his enemy's lifeblood into a seething frenzy, causing it to boil in the victim's own veins a split second before busting from every pore with explosive finality.



Blood Boil is a **focussed witchfire** power with a range of 18". The target must take two Toughness tests; for each test that is failed the target loses a single Wound with no saves of any kind allowed. If the target is slain, centre the large blast marker over the target before removing him as a casualty. All other models under the marker suffer a Strength 4 AP5 hit with the Ignores Cover special rule.



SANGUINARY DISCIPLINE

5. THE BLOOD LANCE

Warp Charge 2

The Librarian conjures a mighty lance, glistening with blood and gore and infused with a sliver of his innermost rage. On a single unspoken command, the lance flies from his hands, skewering everything in its path.



The Blood Lance is a **beam** with the following profile:

	Range	S	AP	Type
The Blood Lance	12"	8	1	Assault 1, Lance



SANGUINARY DISCIPLINE

6. WINGS OF SANGUINIUS

Warp Charge 2

Blood-red wings of psychic energy spring from the back of the Librarian or his allies, allowing them to soar across the battlefield like avenging angels.



Wings of Sanguinius is a **blessing** that targets a single friendly Infantry unit within 12". Unless locked in close combat, the target immediately makes a move of up to 12". This move cannot end on top of another unit or impassable terrain, but ignores intervening units, terrain, etc. Any model that starts or ends this move in difficult terrain must take a Dangerous Terrain test. The target unit cannot charge in the same turn that this power is used, and all models in the unit count as having moved in the Movement phase for the purposes of shooting weapons in the Shooting phase.



SANGUINARY DISCIPLINE

QUICKENING

Warp Charge 1

PRIMARIS POWER

The Librarian channels his psychic might and the powers of the Immaterium flow through the veins of a chosen hero, raising his speed to deadly heights.



Quickening is a **blessing** that targets either the Psyker or a single friendly character within 12" of the Psyker. Whilst this power is in effect, the target has the Fleet special rule and +D3 Initiative and Attacks (roll once for both characteristics).



VALOUR OF THE ANGELS

There are few warriors as noble as the sons of Sanguinius. Let the enemy's champions witness how true heroes make war.

11

Score 1 Victory Point at the end of your turn if you issued at least one challenge during your turn.

TYPE: BLOOD ANGELS

AERIAL ASSAULT

*The scream of turbines and the roar of jump packs
shall be the enemy's funeral dirge.*

12

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a Blood Angels unit with the Flyer, Skimmer or Jump unit type. If at least one enemy unit was completely destroyed by a Blood Angels unit with the Flyer, Skimmer or Jump unit type during the same turn that the Blood Angels unit arrived from Reserves, score D3 Victory Points instead.

TYPE: BLOOD ANGELS

PURITY THROUGH BLOODSHED

The curse of the Blood Angels can become a potent weapon if harnessed with discipline and control. Prove your virtue by meeting your enemy face-to-face.

13

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your Assault phase. If 3-5 enemy units were completely destroyed during your Assault phase, score D3 Victory Points instead. If 6 or more enemy units were completely destroyed during your Assault phase, score D3+3 Victory Points instead.

TYPE: BLOOD ANGELS

DECAPITATING STRIKE

*To slay the beast, one needs only to
remove the head.*

14

Score 1 Victory Point at the end of your turn if the enemy Warlord has been removed as a casualty during this, or any previous turn.

TYPE: BLOOD ANGELS

SWIFT ADVANCE

Take the fight to your foe, and show them that nowhere is safe from the retribution of the Blood Angels.

15

When this Tactical Objective is generated your opponent must select two Objective Markers. Score 1 Victory Point at the end of your turn if you control one of these Objective Markers. If you control both of them at the end of your turn, score D3 Victory Points instead.

TYPE: BLOOD ANGELS

NOBLE SELF-SACRIFICE

To be a hero of the Imperium is to walk a path towards a martyr's death; the only question is how dearly you will sell your life.

16

Score 1 Victory Point at the end of your turn if your Warlord was removed as a casualty during the Assault phase of your turn. If your Warlord refuses a challenge whilst this Tactical Objective is Active, immediately discard this Tactical Objective.

TYPE: BLOOD ANGELS

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

21

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

22

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

23

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

24

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

25

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

26

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

31

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

32

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

33

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

34

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

35

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

36

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: STORM & DEFEND

RECON

You must locate and assess the value of local battlefield objectives so your forces can be tactically deployed.

41

If the mission has the Mysterious Objectives mission special rule, score 1 Victory Point if every objective on the battlefield has been identified at the end of this, or any previous turn.

TYPE: SEIZE GROUND

BEHIND ENEMY LINES

*Break through the foe's army and
cut off his lines of escape.*

42

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

TYPE: SEIZE GROUND

HOLD THE LINE

*It is critical that no foe breaks through your defences.
Maintain a strong rearguard to protect your supply lines.*

43

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

TYPE: SEIZE GROUND

ASCENDENCY

*The battleground is won one yard at a time.
Continue to establish a strong military
presence in the area.*

44

Score D3 Victory Points if you control any three
Objective Markers at the end of your turn.

TYPE: SEIZE GROUND

SUPREMACY

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.

45

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

TYPE: SEIZE GROUND

DOMINATION

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

46

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

TYPE: SEIZE GROUND

OVERWHELMING FIREPOWER

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

51

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

BLOOD AND GUTS

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

52

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

NO PRISONERS

Exterminate your enemy, show them no mercy.

53

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

HUNGRY FOR GLORY

*You fight not only for victory, but for honour as well.
Let none dispute your skills on the field of battle.*

54

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

TYPE: PURGE

PSYCHOLOGICAL WARFARE

*Break the enemy's morale,
make your foes tremble before you.*

55

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

TYPE: PURGE

HARNESS THE WARP

Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.

56

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

TYPE: PURGE

KINGSLAYER

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

61

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

TYPE: ANNIHILATION

WITCH HUNTER

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

62

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: ANNIHILATION

SCOUR THE SKIES

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

63

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

TYPE: ANNIHILATION

ASSASSINATE

The enemy looks to their champions for courage.

Identify and assassinate them.

64

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

DEMOLITIONS

*If the enemy seeks shelter behind fortress walls,
raze them to the ground.*

65

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

BIG GAME HUNTER

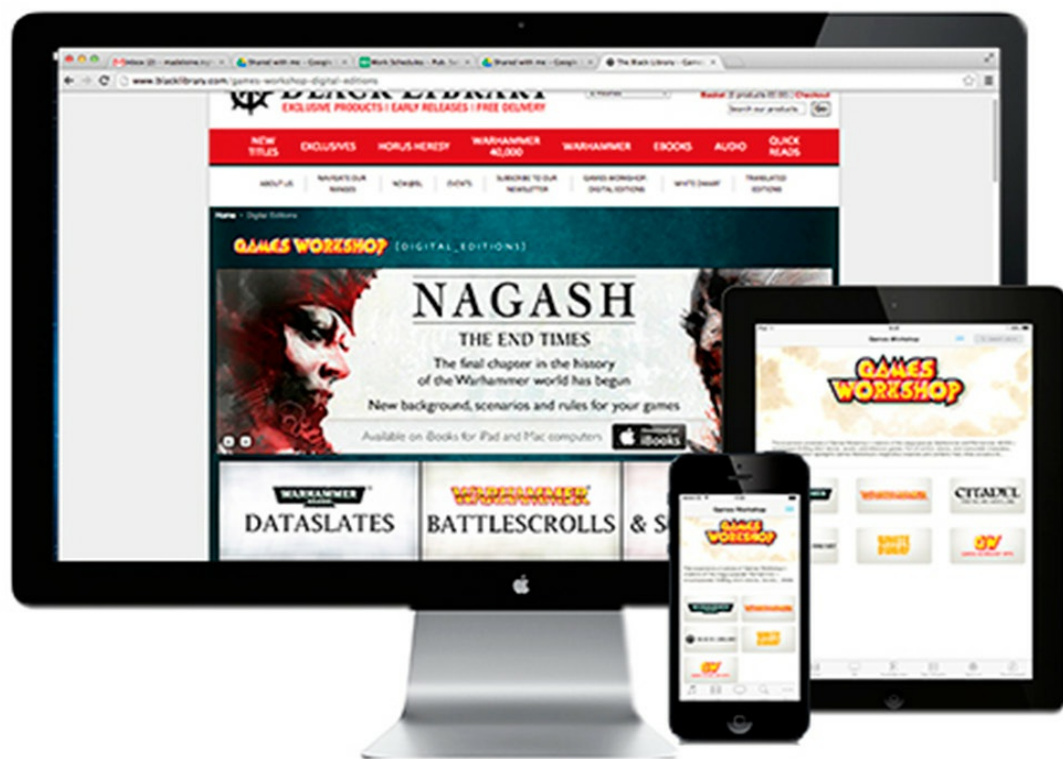
The larger the foe, the greater the glory...

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

GAMES WORKSHOP [DIGITAL EDITIONS] NEWSLETTER



All the latest news and releases from
Games Workshop Digital Editions

Sign me up

Datacards: Blood Angels © Copyright Games Workshop Limited 2014. Datacards: Blood Angels, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-811-0

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision.

Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

<http://www.blacklibrary.com/games-workshop-digital-editions>

Games Workshop Ltd - 13.12.2014