



## WARRIORS OF BAAL

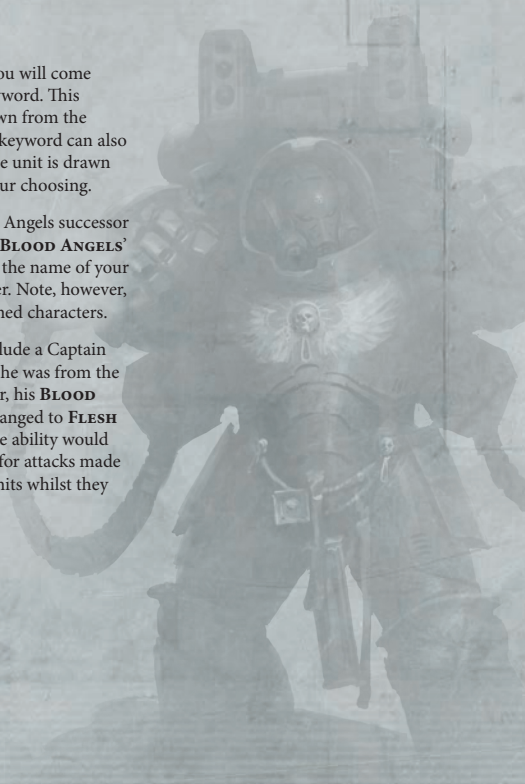
These datasheets allow you to fight Apocalypse battles with your Blood Angels miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### 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



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



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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



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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



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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



5



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
<b>Tycho the Lost</b>	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



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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



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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



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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
<b>Tactical Squad (5 models)</b>	6"	3+	3+	1	1	6	6+
<b>Tactical Squad (10 models)</b>	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
<b>Intercessor Squad (5 models)</b>	6"	3+	3+	1	2	6	6+
<b>Intercessor Squad (10 models)</b>	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
<b>Infiltrator Squad (5 models)</b>	6"	3+	3+	1	2	6	6+
<b>Infiltrator Squad (10 models)</b>	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
<b>Sanguinary Guard (4 models)</b>	12"	3+	3+	1	1	6	4+
<b>Sanguinary Guard (10 models)</b>	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
<b>Sanguinary Ancient</b>	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
<b>Death Company (5 models)</b>	6"	3+	3+	1	1	5	6+
<b>Death Company (10 models)</b>	6"	3+	3+	2	2	5	6+
<b>Death Company (15 models)</b>	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
<b>Company Ancient</b>	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



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

	M	WS	BS	A	W	Ld	Sv
<b>Company Champion</b>	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
<b>Servitors (4 models)</b>	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
<b>Reiver Squad (5 models)</b>	6"	3+	3+	1	2	6	6+
<b>Reiver Squad (10 models)</b>	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
<b>Aggressor Squad (3 models)</b>	5"	3+	3+	1	2	6	5+
<b>Aggressor Squad (6 models)</b>	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
<b>Imperial Space Marine</b>	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
<b>Sternguard Veteran Squad (5 models)</b>	6"	3+	3+	1	1	7	6+
<b>Sternguard Veteran Squad (10 models)</b>	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
<b>Dreadnought</b>	<b>6"</b>	<b>3+</b>	<b>3+</b>	<b>2</b>	<b>2</b>	<b>6</b>	<b>6+</b>

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
<b>Contemptor Dreadnought</b>	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
<b>Redeptor Dreadnought</b>	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



5



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
<b>Furioso Dreadnought</b>	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
<b>Bike Squad (3/4 models)</b>	14"	3+	3+	1	1	6	5+
<b>Bike Squad (6/7 models)</b>	14"	3+	3+	2	2	6	5+
<b>Bike Squad (9/10 models)</b>	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
<b>Assault Squad (5 models)</b>	6"	3+	3+	1	1	6	6+
<b>Assault Squad (10 models)</b>	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
<b>Attack Bike Squad (1 model)</b>	14"	3+	3+	1	1	6	5+
<b>Attack Bike Squad (2 models)</b>	14"	3+	3+	2	2	6	5+
<b>Attack Bike Squad (3 models)</b>	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.

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>A</b>	<b>W</b>	<b>Ld</b>	<b>Sv</b>
<b>Scout Bike Squad (3 models)</b>	16"	3+	3+	1	1	6	7+
<b>Scout Bike Squad (6 models)</b>	16"	3+	3+	2	2	6	7+
<b>Scout Bike Squad (9 models)</b>	16"	3+	3+	3	3	6	7+

<b>WEAPON</b>	<b>TYPE</b>	<b>RANGE</b>	<b>A</b>	<b>SAP</b>	<b>SAT</b>	<b>ABILITIES</b>
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
<b>Inceptor Squad (3 models)</b>	10"	3+	3+	1	2	6	5+
<b>Inceptor Squad (6 models)</b>	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



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



3



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
<b>Devastator Squad (5 models)</b>	6"	3+	3+	1	1	6	6+
<b>Devastator Squad (10 models)</b>	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
<b>Hellblaster Squad (5 models)</b>	6"	3+	3+	1	2	6	6+
<b>Hellblaster Squad (10 models)</b>	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
<b>Baal Predator</b>	<b>14"</b>	<b>6+</b>	<b>3+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

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



8



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
<b>Predator</b>	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
<b>Repulsor Executioner</b>	<b>10"</b>	<b>5+</b>	<b>3+</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>5+</b>

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
<b>Repulsor</b>	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