WARHAMMER L E G E N D S BLOOD ANGELS

WARHAMMER 40,000

WARHAMMER LEGENDS

Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following pages you will find a mixture of datasheets and additional wargear options. Used alongside *Codex: Blood Angels*, these allow you to field certain legendary models in your games. Many of the units described by datasheets in this document can be drawn from a successor Chapter instead of the Blood Angels Chapter, following the guidelines found in *Codex: Blood Angels*.

The rules here can be used in any type of play – open, narrative or matched, and full points are provided to help you balance your forces.

Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game – and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process.

Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full classic range at their event.

BLOOD ANGELS WARGEAR LISTS

Some of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Combiweapons). When this is the case, the unit may take any item from the appropriate list below.

PISTOLS

- Bolt pistol
- Grav-pistol
- Hand flamer
- Inferno pistol
- Plasma pistol

MELEE WEAPONS

- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power lance
- Power maul
- Power sword
- Thunder hammer

COMBI-WEAPONS

- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

DATASHEETS

5 S]	Rні	NO	Pr	IMA	ARIS			DAMAGE Some of this model's c suffers damage, as sho			ge as i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Rhino Primaris	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Rhino Primaris is a sin	gle model ec	uipped	with: tw	in plası	na gun.	It has a	n orbital	comms	array.	- 3-5	6" 3"	4+ 5+	D3
WEAPON	RANGE	TYP		1	S	AP	D	ABILI		12		51	
Hunter-killer missile	48"	Hea	ivy 1		8	-2	D6			an only shoot with each h quipped with once per ba		er	
Twin plasma gun				-			select one	of the	profiles	below.			
- Standard	24"	Rap	oid Fire 2		7	-3	1	TC	1.4 11		.1.1.		
- Supercharge	24"	Rap	oid Fire 2		8	-3	2	weap		ls of 1 are made for attack bearer is destroyed after			
WARGEAR OPTIONS	• This n	nodel ca	n additi	onally t	oe equip	ped wit	h 1 hunte	er-killen	missile.				
ABILITIES	And Th Blood A		l Know I	No Fea	r (see Co	odex:		roll c	one D6 a	If this model has lost any t the start of your turn; o wound.			
	model f that has	rom you not bee	s Array: ur army en used t ge. If it d	with an his batt	orbital le can u	comms se it to	array call in			Hub: At the start of your the following:	Shooting J	phase,	
	battlefie of that p being ro	eld and i point, su plled for	roll one I Ibtractin is a CH A suffers I	D6 for e g 1 from	each uni n the res E R . On a	t within sult if th a 4+, the	n D6" ne unit	ANG the p	ELS unit hase, wł	<i>ta Skull</i> : Select one friend within 12" of this model nen resolving an attack m l 1 to the hit roll.	. Until the	end of	
	in your launche when re	Shootir rs. Unti solving	ers: Onc ng phase, l the star an attacl del, subt	this mo t of you k made	odel can 1r next S with a 1	use its Shooting ranged v	g phase, weapon	Кера Veн	ICLE mo	Select one friendly BLOO del within 12" of this uni wound.			
	Explod before a removin	es: Whe ny emb	en this m arked m	odel is odels d On a 6 i	destroye isembar t explod	ed, roll o k and b	one D6	wher Ang	n a Mora ELS unit	ntil the start of your next de test is taken for a frien within 12" of this model	dly BLOO	D	
TRANSPORT			a transp					.s Infa	NTRY II	nodels. It cannot transpor	t Jump Pa	.СК,	1
FACTION KEYWORDS							D ANGE	LS			1.28.7	- 1	-
KEYWORDS			ANSPOI								1.1.1.1	105.00	

16 Powest	L	ANI	DR.	AID	ER	Ex	CELS	610	R	DAMAGE Some of this model's c suffers damage, as sho		ics chang	ze as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Land Raider Excelsior	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
A Land Raider Excelsior is a twin lascannons.	single m	iodel equ	iipped w	rith: gra	w-canno	on and g	grav-amp;	2		5-8	5" 3"	4+ 5+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Excelsior combi-plasma										rofiles below. If you selec le can be selected.	t two, subt	ract 1	
- Boltgun	24"	Rap	id Fire 1		4	0	1	-					
- Plasma gun (standard)	24"	Rap	id Fire 1		7	-3	1	-					
- Plasma gun (supercharge)	24"	Rap	id Fire 1		8	-3	2	the b		oll of 1 made for attacks ffers 1 mortal wound afte			
Grav-cannon and grav-amp	24"	Hea	wy 4		5	-3	1	agair this v	ist a unit	ng an attack made with with a Save characterist has a Damage characteris	ic of 3+ or	better,	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6			n only shoot with each h quipped with once per ba		er	
Multi-melta	24"	Hea	vy 1		8	-4	D6	agair	ist a unit	ng an attack made with that is within half range nage with it and discard	e, roll two I	D6 when	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
WARGEAR OPTIONS	 This r This r	model ca model ca	ın additi ın additi	onally t onally t	be equip be equip	ped wit ped wit	h 1 hunter h 1 storm h 1 multi- h 1 Excels	bolter. melta.					
ABILITIES	And Th Blood A	n ey Shal Angels)	l Know	No Fea	r (see Co	odex:		mode	els in frie	e: Re-roll hit rolls of 1 fo endly BLOOD ANGELS us 6" of this model.			
	ranged friendly	weapon weapon BLOOI o the hit	by this : ANGEI	nodel,	if it is w	ithin 24	" of any	-	la Aegis i nerable s	Field: This model has a save.	5+		
	in your	Shootin	g phase	this m	odel car	n use its	shooting smoke	suffer	the pena	Machine Spirit: This mo alty for moving and firir	ng Heavy w	eapons.	
	when re	ers. Unti esolving this mo	an attac	k made	with a	ranged v		befor remo	e any em ving it fr	nen this model is destroy abarked models disemba rom play. On a 6 it explorers D6 mortal wounds.	rk and bef	ore	
TRANSPORT	This model has a transport capacity of 10 BLOOD ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models and each CENTURION model takes the space of three other models. It cannot transport PRIMARIS models.												
FACTION KEYWORDS	IMPER	RIUM, A	DEPTU	s Ast	ARTES,	BLOO	d Angei	LS			1		1
KEYWORDS		-					LAND RA		-		0.000		-1

3 Powet	I	MPE	ERIA	LS	PA	ce I	Mai	RIN	E		
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3+		
An Imperial Space Marine i one Imperial Space Mar							ombi-gur	ı; disinte	egratic	on pistol; frag grenades; krak grenades. Only	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		
Disintegration combi-gun			ose this w or attacks					e or both	n of th	e profiles below. If you select both, subtract	
- Boltgun	24"	Rap	id Fire 1		4	0	1	-			
- Disintegration gun	18"	Rap	id Fire 1		5	-3	D6	-			
Disintegration pistol	9"	Pist	ol 1		5	-3	D6	-			
Frag grenades	6"	Gre	nade D6		3	0	1	-			
Krak grenades	6"	Gre	nade 1		6	-1	D3	-			
ABILITIES	And Th	ey Shal	l Know l	No Fea	r (see Co	odex: Bl	ood Ange	els)			
FACTION KEYWORDS	Imper	ium, A	DEPTU	s Ast	ARTES,	BLOO	d Ange	LS			
VEVWODDE	WORDS INFANTRY, CHARACTER, IMPERIAL SPACE MARINE										

5 Stower					APL on Bir		V					
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Chaplain on Bike	14"	2+	3+	4	5	5	3	9	3+			
A Chaplain on Bike is a	single model	equipp	ed with:	bolt pis	stol; twir	boltgu	n; croziu	is arcanı	um; frag grenades; krak grenades.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Boltgun	24"	Rap	oid Fire 1		4	0	1	-				
Twin boltgun	24"	Rap	oid Fire 2		4	0	1	-				
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-				
Power fist	Melee	Mel	ee		x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.				
Frag grenades	6"	Gre	nade D6		3	0	1	-				
Krak grenades	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS					with one ; 1 weap				d of 1 bolt pistol: 1 boltgun; 1 power fist; 1 weapon			
ABILITIES	And Th Blood A		I Know	No Fea	r (see Ca	odex:		its M	bo-boost: When this model Advances, add 6" to love characteristic until the end of the Movement e instead of making an Advance roll.			
	made w	ith melo ANGEL	ee weapo	ons by r	oll hit ro nodels in heir unit	n friend	ly	use t	itual Leaders: Friendly BLOOD ANGELS units can his model's Leadership characteristic instead of own whilst they are within 6" of this model.			
	Rosariu	is: This	model h	as a 4+	invulne	rable sav	ve.					
FACTION KEYWORDS	Imper	ium, A	DEPTU	s Ast	ARTES,	BLOOD	D ANGE	LS				
KEYWORDS	BIKER	Сна	RACTER	Сна	DIAIN							

		(Chi N		Lib PHIS			N			
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Chief Librarian Mephiston	7"	2+	2+	5	5	5	4	9	2+		
Chief Librarian Mephiston i MEPHISTON model can be i				d with:	plasma	pistol; T	he Sang	uine Swo	ord; frag g	renades; krak grenades. Only one	
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES		
Plasma pistol	When	you cho	ose this v	veapon	to shoo	t with, s	elect on	e of the p	profiles be	low.	
- Standard	12"	Pist	ol 1		7	-3	1	-			
- Supercharge	12"	Pist	ol 1		8	-3	2	weap		of 1 are made for attacks with this earer is destroyed after shooting with	
The Sanguine Sword	Melee	Mel	lee		x2	-3	D3	-			
Frag grenades	6"	Gre	nade D6		3	0	1	-			
Krak grenades	6"	Gre	nade 1		6	-1	D3	-			
ABILITIES	Lord o	f Death: : Hood:		his mo Deny t	del woul he Witcl	d lose a h test is	wound,	roll one		5+ that wound is not lost. sist a psychic power manifested by an	
PSYKER	This me power	odel can in your o	attempt	to mai t's Psyc	nifest two	o psychi	1		/ 1	phase and attempt to deny two psychic ic powers from the Sanguinary discipline	
FACTION KEYWORDS	IMPER	RIUM, A	DEPTU	s Ast	ARTES,	BLOO	d Ange	ELS			
KEYWORDS	Imperium, Adeptus Astartes, Blood Angels Character, Infantry, Librarian, Psyker, Chief Librarian, Mephiston										

				0	n Bik	E				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Sanguinary Priest on Bike	14"	2+	3+	4	5	5	3	9	3+	
A Sanguinary Priest on Bike	e is a sing	le mode	l equipp	ed with:	bolt pis	tol; twi	n boltgu	n; chain	sword	; frag grenades; krak grenades
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	
Bolt pistol	12"	Piste	ol 1		4	0	1	-		
Boltgun	24"	Rap	id Fire 1		4	0	1	-		
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-		
Chainsword	Melee	Mel	ee		User	0	1		n the b veapor	bearer fights, it makes 1 additional attack with n.
Frag grenades	6"	Gre	nade D6		3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	Comb • This n	i-weapo	ns list; 1	weapon	from th	ne Melee	e Weapo	ns list; 1	weapo	bolt pistol: 1 boltgun; 1 weapon from the on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i>
	Comb • This n Weapo	<i>i-weapo</i> nodel ca <i>ons</i> list.	ns list; 1	weapon hipped w	from th vith one	ne <i>Melee</i> of the f	e Weapo ollowing	ns list; 1 g instead	weapo	on from the <i>Pistols</i> list.
	Comb • This n Weapo And Th Blood (<i>i-weapo</i> nodel ca ons list. ey Shall Chalice:	ns list; 1 n be equ l Know I Add 1 to	weapon hipped w No Fear	from the vith one (see Coverage Coverag	ne <i>Melee</i> of the f <i>dex: Blo</i> haracter	e Weapo ollowing ood Ange	ns list; 1 g insteac els) models	weapo l of 1 c	on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE
	Comb • This n Weapo And Th Blood (BIKER 1	<i>i-weapo</i> nodel ca <i>ons</i> list. ey Shal C halice: units wh	ns list; 1 n be equ l Know I Add 1 to illst thein	weapon hipped w No Fear the Str unit is	from th vith one (see Co rength c within (ne <i>Melee</i> of the f <i>dex: Blo</i> haracter 5" of any	e Weapo ollowing ood Ange ristic of ristic of	ns list; 1 g insteac els) models y model	weapo l of 1 c in BLC s with	on from the <i>Pistols</i> list. Chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE this ability.
	Comb • This n Weapo And Th Blood C BIKER 1 Turbo-1	<i>i-weapo</i> nodel ca ons list. ey Shall Chalice: units wh boost: V	ns list; 1 n be equ I Know I Add 1 to ilst thein	weapon hipped w No Fear the Str unit is s model	from th vith one (see Co ength c within (ne <i>Melee</i> of the f <i>dex: Blo</i> haracter 5" of any	e Weapo ollowing ood Ange ristic of ristic of	ns list; 1 g insteac els) models y model	weapo l of 1 c in BLC s with	on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE
	Comb • This m Weapo And Th Blood C BIKER T Turbo-l instead	<i>i-weapo</i> nodel ca <i>ons</i> list. ey Shall Chalice: units wh boost: V of maki	ns list; 1 n be equ I Know I Add 1 to ilst thein Vhen thi ng an Ac	weapon ipped w No Fear the Str unit is s model lvance re	from th vith one (see <i>Co</i> rength c within (Advancoll.	ne <i>Melee</i> of the f <i>dex: Blo</i> haracter 5" of any ces, add	e Weapo ollowinş ood Ange ristic of r y friendl 6" to its	ns list; 1 g insteac cls) models y model Move c	weapoo l of 1 c in BLO s with haract	on from the <i>Pistols</i> list. Chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE this ability. eristic until the end of the Movement phase
	Comb • This m Weapon And Th Blood C BIKER m Turbo-l instead Nartheo	<i>i-weapo</i> nodel ca <i>ons</i> list. eey Shall Chalice: units wh boost: V of maki cium: A	ns list; 1 n be equ I Know M Add 1 to ilst thein Vhen thi ng an Ac t the end	weapon hipped w No Fear the Str the Str unit is s model dvance re	from th vith one (see Co rength c within o Advand oll.	ne Melee of the f dex: Blo haracter 5" of any ces, add nent pha	e Weapo ollowing <i>bod Ange</i> ristic of <i>t</i> ristic of <i>t</i> f" to its ase, this	ns list; 1 g instead els) models y model Move c model d	weapool of 1 of in BLO s with haract	on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE this ability. eristic until the end of the Movement phase povide medical attention to one friendly
	Comb • This n Weapo And Th Blood C BIKER n Turbo-l instead Narther BLOOD	<i>i-weapo</i> nodel ca <i>ons</i> list. eey Shall Chalice: units wh boost: V of maki cium: A ANGEL	ns list; 1 n be equ I Know M Add 1 to ilst thein Vhen thi ng an Ac t the end s INFAN	weapon lipped w No Fear o the Str o the Str o the Str s model lvance re l of your TRY or H	from th rith one (see Co rength c within (Advanc oll. : Moven BLOOD	ne Melee of the f dex: Blo haracter 5" of any ces, add nent pha	e Weapo ollowing <i>bod Ange</i> cistic of <i>t</i> r friendl 6" to its ase, this s BIKER	ns list; 1 g instead els) models y model Move c model d unit wi	weapool of 1 c in BLO s with haract can pro thin 3'	on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE this ability. eristic until the end of the Movement phase ovide medical attention to one friendly ' of it. If that unit contains a model that has
	Comb • This n Weapy And Th Blood C BIKER n Turbo-l instead Narthee BLOOD lost any destroyd	<i>i-weapo</i> nodel ca <i>ons</i> list. ey Shall Chalice: units wh boost: V of maki cium: A ANGEL wounds ed, roll c	ns list; 1 n be equ l Know N Add 1 to ilst thein When thi ng an Ac t the end s INFAN s, that m one D6; o	weapon hipped w No Fear to the Str to unit is s model dvance ro l of your TRY or H odel reg on a 4+ y	from th vith one (see Co rength c within (Advanc oll. Movem BLOOD gains up you can	ne Melee of the f dex: Blo haracter 5" of any ces, add nent pha ANGEL to D3 lo return of	e Weapo ollowing ood Ange ristic of r ristic of r friendl 6" to its ase, this s BIKER ost would	ns list; 1 g insteac els) models y model Move c model c unit wi nds. Oth royed n	in BLO in BLO s with haract can pro thin 3' ierwise nodel f	on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE this ability. eristic until the end of the Movement phase ovide medical attention to one friendly ' of it. If that unit contains a model that has e, if any models from that unit have been from that unit to the battlefield with 1 woun
	Comb • This n Weapy And Th Blood C BIKER 1 Turbo-l instead Narther BLOOD lost any destroyy remaini	<i>i-weapo</i> nodel ca <i>ons</i> list. ey Shall Chalice: units wh boost: V of maki cium: A ANGEL wounds ed, roll c ing, plac	ns list; 1 n be equ I Know I Add 1 to ilst thein Vhen thi ng an Ac t the end s INFAN s, that m one D6; c ing it wi	weapon ipped w No Fear o the Str unit is s model lvance r l of your TRY or I odel reg on a 4+ y thin 3" o	from the vith one (see Co- rength c within of Advance oll. • Movem BLOOD (ains up you can of this m	ne Melec of the f dex: Blo haracter 5" of any ces, add nent pha ANGEL to D3 lo return o nodel an	e Weapo ollowing ood Angee ristic of 1 7 friendl 6" to its ase, this s BIKER ost would one dest d in uni	ns list; 1 g instead els) models y model Move c unit wi nds. Oth royed n t cohere	in BLC in BLC s with haract can pro- thin 3' erwise nodel f ency (ii	on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE this ability. eristic until the end of the Movement phase ovide medical attention to one friendly ' of it. If that unit contains a model that has e, if any models from that unit have been from that unit to the battlefield with 1 woun f the model cannot be placed in this way, it if
	Comb • This n Weapy And Th Blood C BIKER 0 Turbo-l instead Narther BLOOD lost any destroyy remainin not retu	<i>i-weapo</i> nodel ca <i>ons</i> list. ey Shall Chalice: units wh boost: V of maki cium: A ANGEL wounds ed, roll c ing, plac urned to	ns list; 1 n be equ Add 1 to il Know I Add 1 to ilst thein Vhen thi ng an Ac t the end s INFAN s, that m one D6; c ing it wi the battl	weapon ipped w No Fear o the Str unit is s model lvance re l of your TRY or I odel reg on a 4+ y thin 3" c efield).	from th vith one (see Co rength c within (Advance oll. Movem BLOOD ains up you can of this m On a 3 c	ne Melece of the f dex: Blo haracter 5" of any ces, add nent pha ANGELS to D3 lo return of nodel an or less, t	e Weapo ollowiną wod Ange ristic of r ristic of r ristic of s ristic of s ristic of s ristic of s s BIKER Ss BIKER Ss Wou one dest d in uni his mod	ns list; 1 g instead els) models y model Move c unit wi nds. Oth royed n t cohere lel canno	in BLO s with haract can pro- thin 3' ierwise nodel f ency (ii)	on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE this ability. eristic until the end of the Movement phase ovide medical attention to one friendly ' of it. If that unit contains a model that has e, if any models from that unit have been from that unit to the battlefield with 1 woun f the model cannot be placed in this way, it is ot, charge or fight this turn as it recovers the
WARGEAR OPTIONS Abilities Faction keywords	Comb • This n Weapy And Th Blood C BIKER n Turbo-l instead Narthee BLOOD lost any destroyour remaining not retur gene-se	<i>i-weapo</i> nodel ca <i>ons</i> list. ey Shall Chalice: units wh boost: V of maki cium: A ANGEL wounds ed, roll c ing, plac urned to ed of the	ns list; 1 n be equ Add 1 to il Know I Add 1 to ilst thein Vhen thi ng an Ac t the end s INFAN s, that m one D6; c ing it wi the battl	weapon ipped w No Fear o the Str unit is s model lvance re l of your TRY or H odel reg on a 4+ y thin 3" c efield). (varrior. 1	from the vith one (see Co rength c within of Advance oll. Moven BLOOD ains up you can of this m On a 3 of Each un	ne Melece of the f dex: Blo haracter 5" of any ces, add nent pha ANGELS to D3 lo return of nodel an or less, t it can o	e Weapo ollowing wod Angee ristic of 7 r friendl 6" to its ase, this 5 BIKER ost wour one dest d in uni his mod nly be p	ns list; 1 g instead sls) models y model Move c unit wi nds. Oth royed n t cohere el canne royided	in BLO s with haract can pro- thin 3' ierwise nodel f ency (ii)	on from the <i>Pistols</i> list. chainsword: 1 weapon from the <i>Melee</i> DOD ANGELS INFANTRY and BLOOD ANGE this ability. eristic until the end of the Movement phase ovide medical attention to one friendly ' of it. If that unit contains a model that has e, if any models from that unit have been from that unit to the battlefield with 1 woun f the model cannot be placed in this way, it if

Z 7]		RAF on Bik		N			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	1
Librarian on Bike	14"	3+	3+	4	5	5	3	9	3+	
A Librarian on Bike is a	single model	equipp	ed with:	bolt pi	istol; twir	boltgu	n; force	stave; fr	ag gre	enades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Boltgun	24"	Rap	id Fire I		4	0	1	-		
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-		
Force axe	Melee	Mel	ee		+1	-2	D3	-		
Force stave	Melee	Mel	ee		+2	-1	D3	-		
Force sword	Melee	Mel	ee		User	-3	D3	-		
Frag grenades	6"	Gre	nade Dé	i	3	0	1	-		
Krak grenades	6"		nade 1		6	-1	D3	-		
WARGEAR OPTIONS	Comb	i-weapo	ns list; 1	weapo	on from th	ne Pisto	<i>ls</i> list.			bolt pistol: 1 boltgun; 1 weapon from the force stave: 1 force axe; 1 force sword.
ABILITIES	And Th Blood A		l Know	No Fea	ar (see Co	odex:		Mov	e char	ost: When this model Advances, add 6" to its acteristic until the end of the Movement phase making an Advance roll.
	this mo	del to re	esist a ps	ychić p	the Witch bower ma 1 to the to	nifestee		r		
PSYKER		n your d	opponen	ťs Psyc		1 /	1			hic phase and attempt to deny one psychic chic powers from the Sanguinary discipline
FACTION KEYWORDS	Imper	ium, A	DEPTU	s Ast	ARTES,	BLOO	d Ange	ELS		
KEYWORDS	BIKER	Сная	ACTER	Psv	KER, LII	BRARL	AN			

6 Power					APT A on Bik								
NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Captain on Bike	14"	2+	2+	4	5	6	4	9	3+				
A Captain on Bike is a sin	gle model e	equippe	d with: n	aster	-crafted bo	oltgun;	twin bol	tgun; ch	hainsword; frag grenades; krak grenades.				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES				
Master-crafted boltgun	24"	Rap	oid Fire 1		4	-1	2	-					
Twin boltgun	24"	Rap	oid Fire 2		4	0	1	-					
Chainsword	Melee	Mel	ee		User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.					
Frag grenades	6"	Gre	nade D6		3	0	1	-					
Krak grenades	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	Comb • This n	i-weapo	<i>ns</i> list; 1 an be equ	weap	on from th	ne Mele	e Weapo	ns list; 1	d of 1 master-crafted boltgun: 1 weapon from t 1 weapon from the <i>Pistols</i> list. d of 1 chainsword: 1 storm shield; 1 weapon fro				
ABILITIES	And Th Blood A		l Know I	No Fe	ar (see Co	dex:		mode	es of Battle: Re-roll hit rolls of 1 for attacks mad dels in friendly BLOOD ANGELS units whilst the is within 6" of this model.				
	Iron Ha	alo: This	s model ł	nas a 4	l+ invulne	rable s	ave.						
	Storm S invulne			with a	a storm sh	ield ha	s a 3+	its M	bo-boost: When this model Advances, add 6" to Aove characteristic until the end of the Moveme se instead of making an Advance roll.				
	Imperium, Adeptus Astartes, Blood Angels												
FACTION KEYWORDS	IMPER	IUM, A	DEPTU	S AS	TARTES,	DLOO	D ANGE	ELS					

6 towst		F _	Γεςι			NE							
NAME	M	WS BS	S	on Bii I	KE W	A	Ld	Sv					
Techmarine on Bike	14"	3+ 2+	4	5	5	3	8	2+					
				-	-	-		; servo-arm; frag grenades; krak grenades.					
WEAPON	RANGE	ТҮРЕ		S	AP	0	ABILI						
Bolt pistol	12"	Pistol 1		4	0	1	-						
Boltgun	24"	Rapid Fir	e 1	4	0	1	-						
Conversion beamer	42"	Heavy D3	5	6	0	1	When resolving an attack made with this weapon again a unit that is not within half range, this weapon has a Strength characteristic of 8, an Armour Penetration characteristic of -1, and a Damage characteristic of 2 fo that attack.						
Flamer	8"	Assault D	6	4	0	1		en resolving an attack made with this weapon, do make a hit roll: it automatically scores a hit.					
Plasma cutter	When y	ou choose th	s weapon	n to shoo	t with, s	elect one	e of the j	profiles below.					
- Standard	12"	Assault 1		7	-3	1	-						
- Supercharge	12"	Assault 1		8	-3	2	weap	y hit rolls of 1 are made for attacks with this oon, the bearer is destroyed after shooting with weapon.					
Twin boltgun	24"	Rapid Fir	e 2	4	0	1	-	1					
Power axe	Melee	Melee		+1	-2	1	-						
Servo-arm	Melee	Melee		x2	-2	3	made	en the bearer fights, no more than one attack can be e with each servo-arm. When resolving an attack e with this weapon, subtract 1 from the hit roll.					
Frag grenades	6"	Grenade	D6	3	0	1	-						
Krak grenades	6"	Grenade	1	6	-1	D3	-						
WARGEAR OPTIONS	Comb. • This n Weapo • If this 1 serv • If this	<i>i-weapons</i> list nodel can be ons list. model is not o-arm. model is not	; 1 weapo equipped equipped equipped	on from t with one l with a s l with a c	he <i>Pisto</i> e of the f ervo-ha onversio	<i>ls</i> list. following rness, it on beam	g insteac can be e er, it car	d of 1 bolt pistol: 1 boltgun; 1 weapon from the d of 1 power axe: 1 weapon from the <i>Melee</i> equipped with 1 conversion beamer instead of n additionally be equipped with a servo-harness er; 1 plasma cutter; 1 servo-arm.					
ABILITIES	And Th Blood A Turbo-l its Move	(Power Rating +1). A servo-harness is comprised of: 1 flamer; 1 plasma cutter; 1 servo-arm. And They Shall Know No Fear (see Codex: Blood Angels) Blessing of the Omnissiah: At the end of your Movement phase, this model can repair one friendly BLOOD ANGELS VEHICLE model within 1" of it. Th model regains up to D3 lost wounds. Each model ca only be repaired once per turn.											
FACTION KEYWORDS	1	IUM, ADEP	0			ANGE	LS						
		,)									

WARGEAR OPTIONS

The datasheets from *Codex: Blood Angels* that are listed below are updated as follows:

CHAPLAIN

This datasheet gains the following wargear options:

• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 combi-flamer; 1 combi-grav; 1 combi-melta; 1 combi-plasma; 1 storm bolter.

COMPANY ANCIENT

This datasheet gains the following wargear options:

• This model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

COMPANY CHAMPION

This datasheet gains the following wargear options:

• This model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

COMPANY VETERANS

This datasheet gains the following wargear options:

• Every model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.

LIBRARIAN

This datasheet gains the following wargear options:

• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 combi-flamer; 1 combi-grav; 1 combi-melta; 1 combi-plasma; 1 storm bolter.

LIBRARIAN IN TERMINATOR ARMOUR

This datasheet gains the following wargear options:

• This model can have a storm shield instead of being equipped with 1 storm bolter.

SANGUINARY NOVITIATE

This datasheet gains the following wargear options:

• This model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

SANGUINARY PRIEST

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 combi-flamer; 1 combi-grav; 1 combi-melta; 1 combi-plasma; 1 grav-pistol; 1 hand flamer; 1 inferno pistol; 1 plasma pistol; 1 storm bolter.
- This model can be equipped with one of the following instead of 1 chainsword: 1 lightning claw; 1 power axe; 1 power fist; 1 power lance; 1 power maul; 1 power sword; 1 thunder hammer.
- This model can be equipped with one of the following instead of 1 bolt pistol: 1 chainsword; 1 lightning claw; 1 power axe; 1 power fist; 1 power lance; 1 power maul; 1 power sword; 1 thunder hammer.

TECHMARINE

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 power axe: 1 chainsword; 1 lightning claw; 1 power fist;; 1 power maul; 1 power sword; 1 thunder hammer.
- If this model is not equipped with a plasma cutter, it can be equipped with 1 conversion beamer instead of 1 servo-arm. A model equipped with a conversion beamer cannot be equipped with a plasma cutter.
- If this model is not equipped with a servo-harness, it can have a jump pack instead of being equipped with 1 servo-arm (**Power Rating +1**). A model with a jump pack cannot be equipped with a servo-harness. If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

ARMOURY OF THE BLOOD ANGELS

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Conversion beamer	42"	Heavy D3	6	0	1	When resolving an attack made with this weapon against a unit that is not within half range, this weapon has a Strength characteristic of 8, an Armour Penetration characteristic of -1, and a Damage characteristic of 2 for that attack.
Disintegration combi-gun		ou choose this weap t rolls for attacks mad				one or both of the profiles below. If you select both, subtract 1
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-
Disintegration pistol	9"	Pistol 1	5	-3	D6	-
Excelsior combi-plasma						one or two of the profiles below. If you select two, subtract 1 ne plasma gun profile can be selected.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Twin plasma gun	When y	ou choose this weap	on to sh	oot with	, select	one of the profiles below.
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.

MELEE WEAPONS							
WEAPON	RANGE	ТҮРЕ	S	AP	D	ABILITIES	
Power lance	Melee	Melee	+2	-1	1	-	
The Sanguine Sword	Melee	Melee	x2	-3	D3	-	

POINTS VALUES

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Captain on Bike	1	88
Chaplain on Bike	1	95
Land Raider Excelsior	1	200
Librarian on Bike	1	119
Rhino Primaris	1	52
Sanguinary Priest on Bike	1	94
Techmarine on Bike	1	70
1		

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Imperial Space Marine	1	60

NAMED CHARAGTERS		
UNIT	MODELS Per unit	POINTS PER MODEL (Including wargear)
Chief Librarian Mephiston	1	145

RANGED WEAPONSWEAPONPOINTS PER WEAPONConversion beamer20Disintegration combi-gun0Disintegration pistol0Excelsior combi-plasma11Twin autocannon20Twin heavy flamer28

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Power lance	4