WARHAMMER
40,000

WARHAMMER
L E G E N D S

BLOOD ANGELS

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. Combi-weapons). 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 POWER			RHINO PRIMARIS						

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rhino Primaris	*	6+	*	6	7	10	*	8	3+

A Rhino Primaris is a single model equipped with: twin plasma gun. It has an orbital comms array.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Twin plasma gun	When you choose this weapon to shoot 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.

WARGEAR OPTIONS	• This model can additionally be equipped with 1 hunter-killer missile.

ABILITIES	**And They Shall Know No Fear** (see *Codex: Blood Angels*) **Orbital Comms Array:** In your Shooting phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a **Character**. On a 4+, the unit being rolled for suffers D3 mortal wounds. **Smoke Launchers:** Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll. **Explodes:** When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	**Self-repair:** If this model has lost any wounds, you can roll one D6 at the start of your turn; on a 6 this model regains 1 lost wound. **Servo-skull Hub:** At the start of your Shooting phase, select one of the following: *Targeting Data Skull:* Select one friendly **Blood Angels** unit within 12" of this model. Until the end of the phase, when resolving an attack made by a model in that unit, add 1 to the hit roll. *Repair Skull:* Select one friendly **Blood Angels Vehicle** model within 12" of this unit. That model regains 1 lost wound. *Vox Skull:* Until the start of your next Shooting phase, when a Morale test is taken for a friendly **Blood Angels** unit within 12" of this model, subtract 1 from the result.

TRANSPORT	This model has a transport capacity of 6 **Blood Angels Infantry** models. It cannot transport **Jump Pack**, **Primaris**, **Terminator** or **Centurion** models.
FACTION KEYWORDS	**Imperium, Adeptus Astartes, Blood Angels**
KEYWORDS	**Vehicle, Transport, Rhino Primaris**

LAND RAIDER EXCELSIOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Excelsior	*	6+	*	8	8	16	*	9	2+

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

A Land Raider Excelsior is a single model equipped with: grav-cannon and grav-amp; 2 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Excelsior combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one 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.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.
- This model can additionally be equipped with 1 multi-melta.
- This model can additionally be equipped with 1 Excelsior combi-plasma.

ABILITIES

And They Shall Know No Fear (see *Codex: Blood Angels*)

Data Augurs: When resolving an attack made with a ranged weapon by this model, if it is within 24" of any friendly **Blood Angels Rhino Primaris** models, add 1 to the hit roll.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **Blood Angels** units whilst their unit is within 6" of this model.

Aquila Aegis Field: This model has a 5+ invulnerable save.

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

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

Imperium, Adeptus Astartes, Blood Angels

KEYWORDS

Vehicle, Land Raider, Transport, Land Raider Excelsior

IMPERIAL SPACE MARINE

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3+

An Imperial Space Marine is a single model equipped with: disintegration combi-gun; disintegration pistol; frag grenades; krak grenades. Only one **IMPERIAL SPACE MARINE** model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disintegration combi-gun	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- 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	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES	**And They Shall Know No Fear** (see *Codex: Blood Angels*)
FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS**
KEYWORDS	**INFANTRY, CHARACTER, IMPERIAL SPACE MARINE**

CHAPLAIN
on Bike

NAME	M	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 equipped with: bolt pistol; twin boltgun; crozius arcanum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made 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	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 power fist; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list.

ABILITIES	**And They Shall Know No Fear** (see *Codex: Blood Angels*) **Litanies of Hate:** You can re-roll hit rolls for attacks made with melee weapons by models in friendly **Blood Angels** units whilst their unit is within 6" of this model. **Rosarius:** This model has a 4+ invulnerable save.	**Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll. **Spiritual Leaders:** Friendly **Blood Angels** units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.

FACTION KEYWORDS	**Imperium, Adeptus Astartes, Blood Angels**
KEYWORDS	**Biker, Character, Chaplain**

CHIEF LIBRARIAN MEPHISTON

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chief Librarian Mephiston	7"	2+	2+	5	5	5	4	9	2+

Chief Librarian Mephiston is a single model equipped with: plasma pistol; The Sanguine Sword; frag grenades; krak grenades. Only one **Mephiston** model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	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.
The Sanguine Sword	Melee	Melee	x2	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES	**And They Shall Know No Fear** (see *Codex: Blood Angels*)
	Lord of Death: When this model would lose a wound, roll one D6; on a 5+ that wound is not lost.
	Psychic Hood: When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic power in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Sanguinary discipline (see *Codex: Blood Angels*).
FACTION KEYWORDS	**Imperium, Adeptus Astartes, Blood Angels**
KEYWORDS	**Character, Infantry, Librarian, Psyker, Chief Librarian, Mephiston**

SANGUINARY PRIEST
ON BIKE

6 POWER

NAME	M	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 is a single model equipped with: bolt pistol; twin boltgun; chainsword; frag grenades; krak grenades

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	
	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
	• This model can be equipped with one of the following instead of 1 chainsword: 1 weapon from the *Melee Weapons* list.

ABILITIES	
	And They Shall Know No Fear (see *Codex: Blood Angels*)
	Blood Chalice: Add 1 to the Strength characteristic of models in **Blood Angels Infantry** and **Blood Angels Biker** units whilst their unit is within 6" of any friendly models with this ability.
	Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.
	Narthecium: At the end of your Movement phase, this model can provide medical attention to one friendly **Blood Angels Infantry** or **Blood Angels Biker** unit within 3" of it. If that unit contains a model that has lost any wounds, that model regains up to D3 lost wounds. Otherwise, if any models from that unit have been destroyed, roll one D6; on a 4+ you can return one destroyed model from that unit to the battlefield with 1 wound remaining, placing it within 3" of this model and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). On a 3 or less, this model cannot shoot, charge or fight this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn.

FACTION KEYWORDS	**Imperium, Adeptus Astartes, Blood Angels**
KEYWORDS	**Biker, Character, Sanguinary Priest**

LIBRARIAN
ON BIKE

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian on Bike	14"	3+	3+	4	5	5	3	9	3+

A Librarian on Bike is a single model equipped with: bolt pistol; twin boltgun; force stave; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list. • This model can be equipped with one of the following instead of 1 force stave: 1 force axe; 1 force sword.
ABILITIES	**And They Shall Know No Fear** (see *Codex: Blood Angels*) **Psychic Hood:** When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total. **Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Sanguinary discipline (see *Codex: Blood Angels*).
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
KEYWORDS	BIKER, CHARACTER, PSYKER, LIBRARIAN

Captain
on Bike

6 POWER

NAME	M	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 single model equipped with: master-crafted boltgun; twin boltgun; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	
	• This model can be equipped with one of the following instead of 1 master-crafted boltgun: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
	• This model can be equipped with one of the following instead of 1 chainsword: 1 storm shield; 1 weapon from the *Melee Weapons* list.

ABILITIES	
	And They Shall Know No Fear (see *Codex: Blood Angels*) **Iron Halo:** This model has a 4+ invulnerable save. **Storm Shield:** A model with a storm shield has a 3+ invulnerable save.	**Rites of Battle:** Re-roll hit rolls of 1 for attacks made by models in friendly **Blood Angels** units whilst their unit is within 6" of this model. **Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

FACTION KEYWORDS	Imperium, Adeptus Astartes, Blood Angels
KEYWORDS	Biker, Character, Captain

Techmarine
on Bike

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techmarine on Bike	14"	3+	2+	4	5	5	3	8	2+

A Techmarine on Bike is a single model equipped with: bolt pistol; twin boltgun; power axe; servo-arm; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
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.
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Plasma cutter	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	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.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Power axe	Melee	Melee	+1	-2	1	-
Servo-arm	Melee	Melee	x2	-2	3	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made 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	
	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list. • This model can be equipped with one of the following instead of 1 power axe: 1 weapon from the *Melee Weapons* list. • If this model is not equipped with a servo-harness, it can be equipped with 1 conversion beamer instead of 1 servo-arm. • If this model is not equipped with a conversion beamer, it can additionally be equipped with a servo-harness (**Power Rating +1**). A servo-harness is comprised of: 1 flamer; 1 plasma cutter; 1 servo-arm.

ABILITIES	
	And They Shall Know No Fear (see *Codex: Blood Angels*) **Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.	**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. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.

FACTION KEYWORDS	Imperium, Adeptus Astartes, Blood Angels
KEYWORDS	Biker, Character, Techmarine

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	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- 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	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one 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 you choose this weapon to shoot 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	TYPE	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

ELITES

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

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Chief Librarian Mephiston	1	145

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Conversion beamer	20
Disintegration combi-gun	0
Disintegration pistol	0
Excelsior combi-plasma	11
Twin autocannon	20
Twin heavy flamer	28

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Power lance	4