

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 hower			RHI	NO	PR	IMA	RIS			DAMAGE Some of this model's clauffers damage, as shown		
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	BS
Rhino Primaris	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+
A Rhino Primaris is a sin	gle model ed	quipped	with: tw	in plasi	ma gun.	It has an	n orbital c	comms	array.	3-5 1-2	6" 3"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1.2		
Hunter-killer missile	48"	Hea	ivy 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 choo	ose this v	weapon	to shoo	t with, s	elect one	of the p	profiles b	pelow.		
- Standard	24"	Rap	oid Fire 2	!	7	-3	1					
Supercharge	24"	Rap	oid Fire 2		8	-3	2	weap		s of 1 are made for attack bearer is destroyed after s		
WARGEAR OPTIONS	• This r	nodel ca	ın additi	onally l	oe equip	ped witl	h 1 hunte	r-killer	missile.			
ABILITIES	Orbital model that has an orbi	Angels) I Comm from you s not bee tal barra	as Arraysur army en used to ge. If it or or oll one l	: In you with an his batt	r Shoot orbital tle can u lect one	ing phas comms use it to c	array call in n the	roll o regain Servo select	ne D6 at ns 1 lost o-skull H one of t	Hub: At the start of your the following:	n a 6 this i	ohase,
	of that being r	point, su olled for	ibtracting is a CH.	g 1 from	m the re er . On a	sult if th a 4+, the	e unit	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.				
	in your launche when re	Shootiners. Unti	ers: Once ng phase, l the star an attac del, subt	this more thank the thick that the thick the t	odel car ur next : with a	n use its : Shooting ranged v	g phase, veapon	VEHI		Select one friendly BLOO del within 12" of this uni wound.		
	Explod before a removi	les: Whe any emb	en this m arked m	odel is odels d On a 6 i	destroy isembar t explod	ed, roll o	one D6	when	a Moral E LS unit	til the start of your next s le test is taken for a frien- within 12" of this model	dly BLOO	D
TRANSPORT			a transp					s Infa	NTRY m	odels. It cannot transpor	t Jump Pa	.CK,
FACTION KEYWORDS							D ANGEI	LS				- 15
KEYWORDS				RT, RH								

LAND RAIDER EXCELSIOR

W

2+

DAMAGESome 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

Land Raider Excelsior	*	6+	*	8	8	16	*	9
A Land Raider Excelsior is a	single n	nodel eq	uipped v	with: gra	v-canno	on and g	rav-amp	; 2

WS

twin lascannons.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Excelsior combi-plasma						or two of the profiles below. If you select two, subtract 1 asma 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	-
L	48"	Heavy 2	9	-3	D6	-
Twin lascannon WARGEAR OPTIONS	• This m • This m • This m	odel can additionally odel can additionally odel can additionally	be equip	ped with ped with	n 1 storm n 1 multi-	bolter. melta.
	• This m • This m • This m • This m	odel can additionally odel can additionally odel can additionally odel can additionally ey Shall Know No Fe	be equip be equip be equip	ped with ped with ped with	n 1 storm n 1 multi-	bolter. melta. ior combi-plasma.
WARGEAR OPTIONS	• This m • The Blood An Data Au ranged w friendly	odel can additionally odel can additionally odel can additionally odel can additionally ey Shall Know No Fe	be equipy be equipy be equipy be equipy ar (see Ca	ped with ped with ped with odex: k made v thin 24"	n 1 storm n 1 multi- n 1 Excels with a of any	bolter. melta. ior combi-plasma. Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly BLOOD ANGELS units whilst their
WARGEAR OPTIONS	• This m And The Blood An Data Au ranged w friendly add 1 to Smoke L in your S launcher when res	odel can additionally odel can additionally odel can additionally odel can additionally by Shall Know No Fengels) Suppose When resolving the property of the model BLOOD ANGELS RHI	y be equip y be equip y be equip y ar (see Co g an attac , if it is wi INO PRIM battle, ins model can our next S de with a r	ped with ped with ped with odex: k made vithin 24" ARIS med stead of suse its schooting ranged w	n 1 storm n 1 multi- n 1 Excels with a of any odels, shooting smoke g phase,	bolter. melta. ior combi-plasma. 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
WARGEAR OPTIONS ABILITIES	• This m And The Blood An Data Au ranged w friendly add 1 to Smoke L in your S launcher when res against th	odel can additionally odel of the season by this model BLOOD ANGELS RHI the hit roll. Launchers: Once per Shooting phase, this rest. Until the start of years of the season of the subtract 1 del has a transport calkes the space of two	y be equipy be equipy be equipy be equipy ar (see Co	ped with ped with ped with odex: k made within 24" caris most care of suse its so shooting tranged with roll.	n 1 storm n 1 multi- n 1 Excels with a of any odels, shooting smoke phase, reapon	bolter. melta. ior combi-plasma. 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.
WARGEAR OPTIONS	• This m And The Blood An Data Au ranged w friendly add 1 to Smoke I in your S launcher when res against th This model ta cannot to	odel can additionally odel odel odel odel odel odel odel odel	y be equipy be equipy be equipy be equipy ar (see Compar (see Comp	ped with ped with ped with odex: k made vithin 24" ARIS mostead of suse its so shooting ranged with roll.	with a of any odels, shooting smoke phase, reapon	bolter. melta. ior combi-plasma. 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. ES INFANTRY models. Each JUMP PACK or TERMINATOR STURION model takes the space of three other models. It

NAME	M	WS	BS	S	Ī	W	A	Ld	S	
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3	
An Imperial Space Marine i one Imperial Space Mar							mbi-gur	; disinte	egrat	on pistol; frag grenades; krak grenades. Or
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
_	When	zou cho	oca thic v	veanon	to choos	t with c	alact one	or both	of t	C1 1 1 TC 1 (1 1)
Disintegration combi-gun			or attacks					: 01 0011	1 01 (ne profiles below. If you select both, subtract
0		it rolls fo		s made				-	1 01 (ne profiles below. If you select both, subtra
- Boltgun	from h	it rolls fo Rap	or attacks	s made	with this	s weapo			1 01 (ne profiles below. If you select both, subtra
- Boltgun - Disintegration gun	from h	it rolls fo Rap Rap	or attacks oid Fire 1	s made	with this	s weapo 0	n. 1	-	1 01 (ne profiles below. If you select both, subtra
- Boltgun - Disintegration gun Disintegration pistol	from hi 24" 18"	it rolls fo Rap Rap Pist	or attacks oid Fire 1 oid Fire 1	s made	with this 4 5	s weapo 0 -3	n. 1 D6	-	1011	ne profiles below. If you select both, subtra-
- Boltgun - Disintegration gun Disintegration pistol Frag grenades	from hi 24" 18" 9"	it rolls fo Rap Rap Pist Gre	or attacks oid Fire 1 oid Fire 1 ool 1	s made	with this 4 5	s weapo 0 -3 -3	n. 1 D6	-	1011	ne profiles below. If you select both, subtra-
- Boltgun - Disintegration gun - Disintegration gun Disintegration pistol Frag grenades Krak grenades ABILITIES	from hi 24" 18" 9" 6"	it rolls fo Rap Rap Pist Gre Gre	or attacks old Fire 1 old Fire 1 ol 1 enade D6	s made	with this 4 5 5 3 6	s weapo 0 -3 -3 0 -1	n. 1 D6 D6 1 D3	- - - -	1 01 (ne profiles below. If you select both, subtra
- Boltgun - Disintegration gun Disintegration pistol Frag grenades Krak grenades	from hi 24" 18" 9" 6" 6" And Th	it rolls fo Rap Rap Pist Gre Gre	or attacks old Fire 1 old Fire 1 col 1 enade D6 enade 1	No Fea	with this 4 5 5 3 6 r (see Co	s weapo 0 -3 -3 0 -1 odex: Blo	n. 1 D6 D6 1 D3 pood Ange	- - - - -	1011	ne profiles below. If you select both, subtra-



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NAME	M	WS	BS	S	Ī	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 pi	stol; twir	boltgu	n; croziu	s arcanı	um; frag grenades; krak grenades.	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Boltgun	24"	Rap	id Fire	l	4	0	1	-		
Twin boltgun	24"	Rap	id Fire 2	2	4	0	1	-		
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-		
Power fist	Melee	Mel	ee		x2	-3	D3		en resolving an attack made with this weapon, ract 1 from the hit roll.	
Frag grenades	6"	Gre	nade De	5	3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3			
WARGEAR OPTIONS					with one				d of 1 bolt pistol: 1 boltgun; 1 power fist; 1 weapon	
ABILITIES	And Th Blood A	•	l Know	No Fea	ır (see Co	dex:		its M	bo-boost: When this model Advances, add 6" to Move characteristic until the end of the Movement se instead of making an Advance roll.	
	made w	ith mele	ee weapo	ons by	oll hit ro models in heir unit	friend	ly	use t	ritual Leaders: Friendly BLOOD ANGELS units can this model's Leadership characteristic instead of r own whilst they are within 6" of this model.	
	Rosariu	s: This	model h	as a 4+	invulne	able sav	ze.			
FACTION KEYWORDS	IMPER	шм, А	DEPTU	s Ast	ARTES,	Вьооі	ANGE	LS		
KEYWORDS	BIKER, CHARACTER, CHAPLAIN									

2 7			С н і N	EF IEF	Lib Phis	RAI STO	RIAI N	N _		
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 MEPHISTON model can be				d with:	plasma	pistol; T	he Sang	uine Swo	ord; fr	ag grenades; krak grenades. Only one
WEAPON	RANGE	TYP	E		S	AP	0	ABILI'	TIES	
Plasma pistol	When y	ou choo	se this v	veapon	to shoo	with, s	elect on	e of the p	profile	es below.
- Standard	12"	Pist	ol 1		7	-3	1	-		
- Supercharge	12"	Pist	ol 1		8	-3	2	weap		olls of 1 are made for attacks with this the bearer is destroyed after shooting with n.
The Sanguine Sword	Melee	Mel	ee		x2	-3	D3	-		
Frag grenades	6"	Gre	nade D6		3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
ABILITIES	Lord of	Death:	When t When a	his moo		d lose a	wound,	roll one		on a 5+ that wound is not lost. o resist a psychic power manifested by an
PSYKER	power i	n your o		t's Psyc		1 /	1	,		hic phase and attempt to deny two psychic ychic powers from the Sanguinary discipline
FACTION KEYWORDS	IMPER	iuм, А	DEPTU	s Ast.	ARTES,	BLOO	D ANGI	ELS		
KEYWORDS	CHAR	ACTER	INFAN	TRY, I	IBRAR	IAN, P	SYKER,	Сніеб	LIBE	RARIAN, MEPHISTON

		SA	NG	UINAR on Bik		KIE	51	
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	e is a singl	e model	equippe	d with: bolt pis	stol; twi	in boltgu	ın; chain	sword; frag grenades; krak grenades
WEAPON	RANGE	ТУРЕ		S	AP	D	ABILIT	IES
Bolt pistol	12"	Pisto	ol 1	4	0	1	-	
Boltgun	24"	Rapi	d Fire 1	4	0	1	-	
Twin boltgun	24"	Rapi	d Fire 2	4	0	1	-	
Chainsword	Melee	Mele	ee	User	0	1		n the bearer fights, it makes 1 additional attack with reapon.
Frag grenades	6"	Grei	nade D6	3	0	1	-	
Krak grenades	6"	Grei	ade 1	6	-1	D3	-	
				pped with one	or the	ionowni	g mstead	of 1 chainsword: 1 weapon from the Melee
ABILITIES	And The Blood C	ons list. ey Shall Chalice:	Know N	o Fear (see Co	odex: Blo	ood Ange	els) models i	n Blood Angels Infantry and Blood Angel
ABILITIES	Meaped And The Blood C BIKER U Turbo-b instead of Narthec BLOOD lost any destroye remaining	ey Shall Chalice: units wh coost: W of makin cium: At ANGELS wounds d, roll o ng, placir rned to	Know N Add 1 to ilst their Then this ing an Ad the end is INFANT, that mone D6; ong it with the battlet	the Strength c unit is within a model Advan- vance roll. of your Mover ray or BLOOD idel regains up in a 4+ you can hin 3" of this in efield). On a 3 of	haracte 6" of an ces, add ment ph ANGEL to D3 l return nodel ar or less,	ood Angeristic of y friendl d 6" to its use, this is BIKER oost would one destind in unithis mod	models i y models Move cl model c t unit wit nds. Oth troyed m it cohere del canno	n BLOOD ANGELS INFANTRY and BLOOD ANGELS with this ability. naracteristic until the end of the Movement phase an provide medical attention to one friendly hin 3" of it. If that unit contains a model that has erwise, if any models from that unit have been odel from that unit to the battlefield with 1 wound ncy (if the model cannot be placed in this way, it is so t shoot, charge or fight this turn as it recovers the
ABILITIES FACTION KEYWORDS	Meaped And The Blood C BIKER U Turbo-le instead of Narther BLOOD lost any destroyer remaining the return of return gene-see	ey Shall chalice: units wh coost: Woof makin change wounds ed, roll o ng, placi rned to ed of the	Know N Add 1 to ilst their Then this ing an Ad the end is INFANT, that mone D6; ong it with the battle fallen w	the Strength c unit is within a model Advan- vance roll. of your Mover ray or BLOOD idel regains up in a 4+ you can hin 3" of this in efield). On a 3 of	haracte 6" of an ces, add ment ph ANGEL to D3 l return nodel ar or less, nit can o	ood Angeristic of y friendl de to its asse, this asse, this one dest and in unithis modonly be p	models i y models i Move cl model c t unit wit nds. Oth troyed m it cohere del canno provided	n BLOOD ANGELS INFANTRY and BLOOD ANGEL s with this ability. naracteristic until the end of the Movement phase an provide medical attention to one friendly hin 3" of it. If that unit contains a model that has erwise, if any models from that unit have been odel from that unit to the battlefield with 1 wound ncy (if the model cannot be placed in this way, it is

2 (7)]		RAF on Bik		N		
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	equipp	ed with:	bolt pi	istol; twin	boltgu	ın; force	stave; fr	rag grenades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	id Fire 1		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 D6		3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	Combi	i-weapo	ns list; 1	weapo	on from th	ne Pisto	ls list.		d of 1 bolt pistol: 1 boltgun; 1 weapon from the d of 1 force stave: 1 force axe; 1 force sword.
ABILITIES	And The Blood A		l Know 1	No Fea	ar (see <i>Co</i>	dex:		Mov	co-boost: When this model Advances, add 6" to its to characteristic until the end of the Movement phase and of making an Advance roll.
	this mod	del to re	esist a ps	ychic p	the Witch bower ma 1 to the to	nifeste		or	
PSYKER	power in	n your o		t's Psyc					r Psychic phase and attempt to deny one psychic wo psychic powers from the Sanguinary discipline
FACTION KEYWORDS	IMPER	шм, A	DEPTU	s Ast	ARTES,	Вьоо	d Angi	ELS	
KEYWORDS	BIKER.	Сна	RACTER	, Psy	KER, LII	BRARI	AN		

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NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	
Captain on Bike	14"	2+	2+	4	5	6	4	9	3+	
A Captain on Bike is a sing	gle model e	quipped	d with: n	naster-	crafted bo	oltgun;	twin bol	tgun; ch	nainswo	ord; frag grenades; krak grenades.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	
Master-crafted boltgun	24"	Rap	id Fire 1		4	-1	2	-		
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-		
Chainsword	Melee	Mel	ee		User	0	1		n the be weapon.	earer fights, it makes 1 additional attack with
Frag grenades	6"	Gre	nade D6		3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This n	i-weapo	<i>ns</i> list; 1 n be equ	weapo	on from th	ne Mele	e Weapo	ns list; 1	weapoi	naster-crafted boltgun: 1 weapon from the n from the <i>Pistols</i> list. nainsword: 1 storm shield; 1 weapon from th
ABILITIES	And Th Blood A	•	Know I	No Fea	ar (see Co	dex:		mod	els in fri	tle: Re-roll hit rolls of 1 for attacks made by iendly BLOOD ANGELS units whilst their n 6" of this model.
	Iron Ha	lo: This	model l	nas a 4	+ invulne	rable sa	ave.			
	Storm S			with a	storm sh	ield has	s a 3+	its M	love cha	tt: When this model Advances, add 6" to aracteristic until the end of the Movement d of making an Advance roll.
FACTION KEYWORDS	IMPER	iuм, А	DEPTU	s Ast	TARTES,	BLOOI	D ANGE	LS		
KEYWORDS	BIKER	, Char	ACTER	, Cai	PTAIN					No. 27 2 10 10 10 10 10 10 10 10 10 10 10 10 10

(6)		T	ECHM on l	IARI Bike	NE		A STATE OF			
NAME	M	WS BS	S 1	r W	A	Ld	Sv			
Techmarine on Bike	14"	3+ 2+	4 5	5 5	3	8	2+			
A Techmarine on Bike is	a single mod	lel equipped wit	h: bolt pisto	ol; twin bo	oltgun; po	wer axe;	servo-arm; frag grenades; krak grenades.			
WEAPON	RANGE	TYPE		i AP	D	ABILIT	TES			
Bolt pistol	12"	Pistol 1	4	1 0	1	-				
Boltgun	24"	Rapid Fire 1	4	1 0	1	-				
Conversion beamer	42"	Heavy D3	•	5 0	1	When resolving an attack made with this weapon a unit that is not within half range, this weapon he Strength characteristic of 8, an Armour Penetratic characteristic of -1, and a Damage characteristic of that attack.				
Flamer	8"	Assault D6	4	1 0	1		n resolving an attack made with this weapon, do nake a hit roll: it automatically scores a hit.			
Plasma cutter	When yo	ou choose this v	veapon to sl	noot with,	select one	e of the p	profiles below.			
- Standard	12"	Assault 1	7	7 -3	1	-				
- Supercharge	12"	Assault 1	8	3 -3	2	weap	thit rolls of 1 are made for attacks with this on, the bearer is destroyed after shooting with reapon.			
Twin boltgun	24"	Rapid Fire 2	4	1 0	1	-	•			
Power axe	Melee	Melee	+	1 -2	1	-				
Servo-arm	Melee	Melee	х	2 -2	3	made	n the bearer fights, no more than one attack can be with each servo-arm. When resolving an attack with this weapon, subtract 1 from the hit roll.			
Frag grenades	6"	Grenade D6	3	3 0	1	-	-			
Krak grenades	6"	Grenade 1	(5 -1	D3	-				
WARGEAR OPTIONS	• This m Weapo • If this i	-weapons list; I nodel can be equ ns list. model is not eq no-arm. model is not eq	weapon fro hipped with uipped with uipped with	m the Pist one of the a servo-h	tols list. c following narness, it	g instead can be e	of 1 bolt pistol: 1 boltgun; 1 weapon from the of 1 power axe: 1 weapon from the <i>Melee</i> quipped with 1 conversion beamer instead of additionally be equipped with a servo-harness r; 1 plasma cutter; 1 servo-arm.			
ABILITIES	(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. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.									
FACTION KEYWORDS	-	um, Adeptu			DD ANGE	ELS				
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		you choose this weap it 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	you choose this weap	on to sh	oot with	n, 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

