



**IMPERIUS  
DOMINATUS**

Blood Angels

# BLOOD ANGELS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

**Crimson Paladins** – May only use Land Raider Phobos as transport option

**Dawnbreakers** – May add +1 to their close combat die allotment per element in close combat that occurs on the turn they deploy via deepstrike [T].

**The Angel's Tears** – may use rad grenades and they replace destroyers in a Blood Angels Legion (may not select standard destroyers).

**Contemptor-Incaendius Class Dreadnought** – They possess jump packs and may use Deepstrike.



This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).

# BLOOD ANGELS

## Characteristics

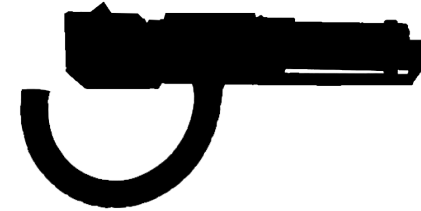
The Blood Angels Legion has the following characteristics:

- **By the Blood Sworn:** If an infantry unit is under 50%, re-rolls failed armor saves (second result stands) or +1 to existing invulnerable saves.
- **Encarmine Fury:** +1 to CAF to hit value.
- **Resolute Defense:** Fearless when holding an objective.
- **Aura of Wrath:** opponents losing close combat an extra -1 to moral tests.
- **Librarian.** Sanguinius supported the use of the Librarian. Blood Angels may use the Librarian.
- Blood angels Infantry must charge opposing infantry within 15cms.
- Blood Angels command formations must be equipped with jump packs
- Blood Angels infantry gain re-rolls on failed armor saves (second result stands), or +1 to existing invulnerable save on the turn Deepstrike occurs.
- Blood Angels infantry gain stubborn ability.
- Blood Angels player may not spend more points on vehicles than infantry formations.
- Blood Angels, must include at least one cavalry formation in their force.
- Super heavy formations count as special cards
- Blood Angel players gains +1 bonus to reserve rolls
- Blood Angel player fortification cards count as special cards.
- Blood Angel player may not purchase static guns.

## ILLASTUS PATTERN ASSAULT CANNON

May replace Bolters or Flamers on Predator formations with assault cannons.

2 attack dice, 25cm range and -2TSM per weapon

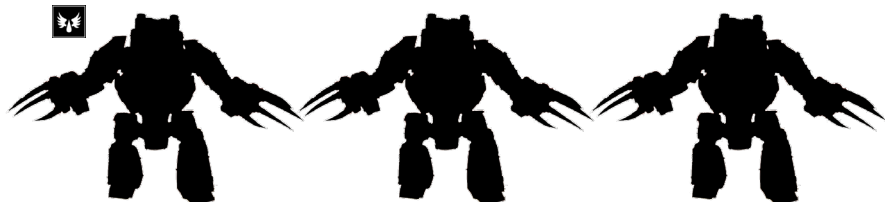


Point Value 50/100  
+1 VP



## CONTEMPTOR INCAENDIUS DREADNOUGHT TALON

A Incaendius Dreadnought Talon consists of 3 Incaendius Dreadnoughts.



Point Value 200



## CONTEMPTOR INCAENDIUS DREADNOUGHT TALON

**Break Point 2:** The Incaendius Dreadnought detachment are broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Incaendius Dreadnought have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

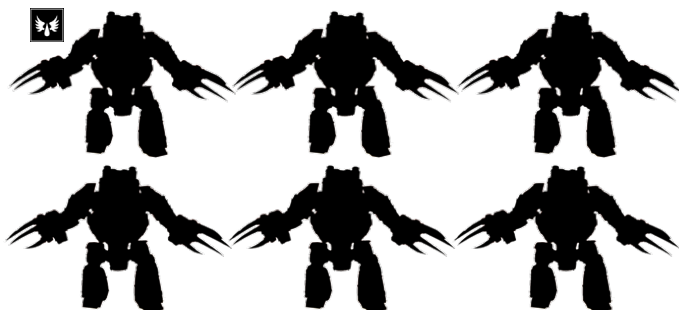
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor-Incaendius Class Dreadnought [2]	20[JIT]	2+	4/-3	2x Iliastus Assault cannon	25	4	-2	[RA]
				Flamers	10	2	-1	
				Power claws	-	-	-	

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

## CONTEMPTOR INCAENDIUS DREADNOUGHT GRAND TALON

A Incaendius Dreadnought Talon consists of 6 Incaendius Dreadnoughts.



Point Value 450



## CONTEMPTOR INCAENDIUS DREADNOUGHT GRAND TALON

**Break Point 4:** The Incaendius Dreadnought detachment are broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Incaendius Dreadnought have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor-Incaendius Class Dreadnought [2]	20[JIT]	2+	4/-3	2x Iliastus Assault cannon	25	4	-2	[RA]
				Flamers	10	2	-1	
				Power claws	-	-	-	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

# DAWNBREAKER COHORT

The Dawnbreaker Cohort consists of 1 Dawnbreaker Decurion and 5 Dawnbreaker stands



Point Value 200



# DAWNBREAKER COHORT

**Break Point 4:** The Dawnbreaker Cohort is broken if it has lost 4 stands either the Decurion or Dawnbreaker stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Dawnbreakers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[Jt]	4{6}+	3/-3	Assault weapons	-	-	-	[HQ1], [V],[MB] Special
Dawnbreaker Cohort	15[Jt]	4+	3/-3	Assault weapons	-	-	-	[MB], Special*

\* On the turn they deploy via Deep Strike [T] they gain a +1 close combat attack die for that turn only (Set the sky aflame).

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

# DAWNBREAKER GRAND COHORT

The Dawnbreaker Grand Cohort consists of 1 Dawnbreaker Decurion and 10 Dawnbreaker stands



Point Value 450



# DAWNBREAKER GRAND COHORT

**Break Point 8:** The Dawnbreaker Cohort is broken if it has lost 8 stands either the Decurion or Dawnbreaker stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Dawnbreakers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[Jt]	4{6}+	3/-3	Assault weapons	-	-	-	[HQ1], [V],[MB], Special
Dawnbreaker Cohort	15[Jt]	4+	3/-3	Assault weapons	-	-	-	[MB], Special*

\* On the turn they deploy via Deep Strike [T] they gain a +1 close combat attack die for that turn only (Set the sky aflame).

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

## CRIMSON PALADIN DETACHMENT

The Crimson Paladin Detachment consists of 1 Crimson Paladin Decurion and 4 Crimson Paladin stands



Point Value 300



## CRIMSON PALADIN DETACHMENT

**Break Point 4:** The Crimson Paladin Detachment is broken if it has lost 4 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Crimson Paladin have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	2x Iliastus Assault cannon	25	2	-2	[HQ1], [V], [SU], Special
				Power weapons	-	-	-	
Crimson Paladins	10[T]	3[5]+	3/-3	2x Iliastus Assault cannon	25	2	-2	[SU], Special
				Power weapons	-	-	-	

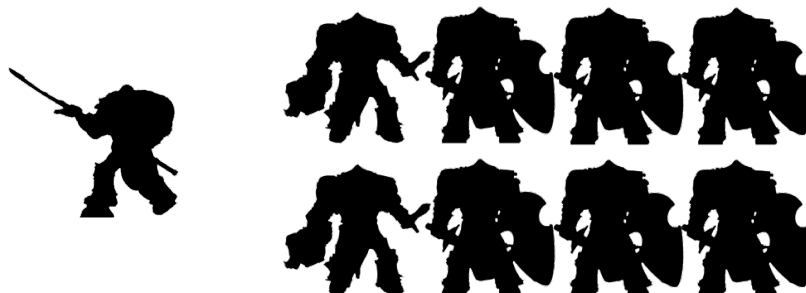
\*May only use Phobos Land raiders as transport. May serve as primarch's honor guard.

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## CRIMSON PALADIN GRAND DETACHMENT

The Crimson Paladin Grand Detachment consists of 1 Crimson Paladin Decurion and 8 Crimson Paladin stands



Point Value 550



## CRIMSON PALADIN GRAND DETACHMENT

**Break Point 6:** The Crimson Paladin Grand Detachment is broken if it has lost 6 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Crimson Paladin have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	2x Iliastus Assault cannon	25	2	-2	[HQ1], [V], [SU], Special
				Power weapons	-	-	-	
Crimson Paladins	10[T]	3[5]+	3/-3	2x Iliastus Assault cannon	25	2	-2	[SU], Special
				Power weapons	-	-	-	

\*May only use Phobos Land raiders as transport. May serve as primarch's honor guard.

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

## ANGEL'S TEARS DETACHMENT

The Angel's Tears Detachment consists of 1 Angel's Tears Decurion and 5 Angel's Tears stands.



Point Value 250



## ANGEL'S TEARS DETACHMENT

**Break Point 4:** The Angel's Tears Detachment is broken if it has lost 4 stands either the Decurion or Angel's Tear stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Angels Tears have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	4[6]+	3/-2	Angel's tears grenade launcher [A]	25	1	0	[HQ1], [MB], [V], [CA], Special
The Angel's Tears	15[J]	4+	3/-2	Angel's tears grenade launcher [A]	25	1	0	[CA], Special*

\* Possess rad grenades (ignore cover in close combat).

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## ANGEL'S TEARS GRAND DETACHMENT

The Angel's Tears Detachment consists of 1 Angels Tears Decurion and 10 Angel's Tears stands.



Point Value 450



## ANGEL'S TEARS GRAND DETACHMENT

**Break Point 6:** The Angel's Tears Grand Detachment is broken if it has lost 6 stands either the Decurion or Angel's Tear stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Angels Tears have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	4[6]+	3/-2	Angel's tears grenade launcher [A]	25	1	0	[HQ1], [MB], [V], [CA], Special
The Angel's Tears	15[J]	4+	3/-2	Angel's tears grenade launcher [A]	25	1	0	[CA], Special*

\* Possess rad grenades (ignore cover in close combat).

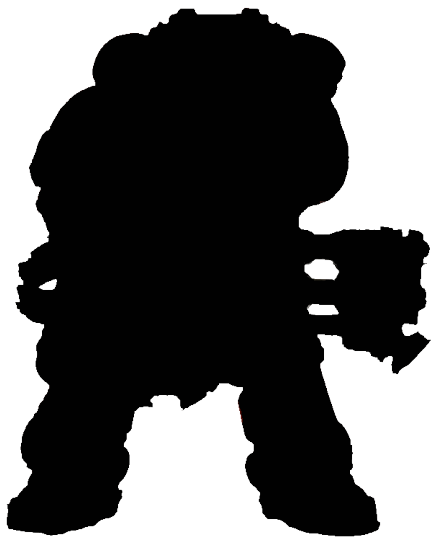
Victory Points 5

Your opponent gains 3VP when this Detachment is broken

## SPECIAL FORMATION

### JUDICAR ASTER CROHNE

Judicar Aster Crohne consists of 1 Dreadnought Stand



Point Value 100



### JUDICAR ASTER CROHNE

**Break Point +1:** Judicar Aster Crohne adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Judicar Aster Crohne has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Judiciar Aster Crohne [2]	10	4{6}+	4/-3	Flamers [FW]	10	2	-1	[HQ2], [R], [AW], [IWD], Special*

**Justiciar Aster Crohne** – May use rad grenades (ignores cover in close combat).

### Victory Points +1

Your opponent gains +1 VP when attached Company is broken.



## SPECIAL FORMATION

### CHAPTER MASTER RALDORON

Chapter Master Raldoron consists of one Chapter Master Raldoron stand.



Point Value 100



## CHAPTER MASTER RALDORON

**Break Point +1:** Chapter Master Raldoron adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Chapter Master Raldoron has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chapter Master Raldoron	10	4[6]+	6/-3	Encarmine Warblade	-	-	-	[HQ3], [V]

**Chapter Master Raldoron** – Formations within command radius of Chapter Master Raldoron gain the counter attack [CA] ability.

## Victory Points +1

Your opponent gains +1 VP when attached Company is broken.

## SPECIAL FORMATION

### SANGUINIUS PRIMARCH OF THE BLOOD ANGELS

Sanguinius Primarch of the Blood Angels consists of one Sanguinius.



Point Value 200



### SANGUINIUS PRIMARCH OF THE BLOOD ANGELS

**Break Point 1:** Sanguinius is only broken when Sanguinius Primarch of the Blood Angels is Destroyed.

**Morale Value 4+:** Sanguinius has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sanguinius [2]	30[JT]	2[4]+	7/-5	Spear of Telesto [A]	10	1	-4	[DR2], Primarch

#### Sire of the Blood Angels –

- +5cm move bonus to all formations equipped with jump packs within command radius.
- +1 to all initiative rolls.
- +1 bonus for close combat resolution to all formations within command radius.

#### Victory Points 2

Your opponent gains 2 VP when this model is destroyed.