

Blood Angels Datasheets (v.1.0.4)

The “unit superior” rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible. You can also customize the appearance of extra unit superior figures so that they become regular warriors

Faction abilities

- *Know No Fear*: After failing a morale test for any Blood Angels unit, roll one D6. On a 4+ it's passed instead. This ability does not apply to morale tests during Fall Back
- *Red Thirst (optional)*: Before battle begins, any Blood Angels unit can be upgraded with the *Red Thirst* ability for additional points. When this unit is Charging, roll one D6: on a 1-3 it gets additional -1 to AP in melee, on a 4-6 Critical hits in melee deal one additional non-critical hit
- *Space Marines*: You can combine models from different Loyalist Space Marine Chapters, but with the same unit name, in one unit. Such a unit cannot use the optional faction ability for additional points

Leaders

Chief Librarian Mephiston (1 model)

Move 12" Save 2+ Wounds 6 Morale 3+ Control 2

Unit abilities

- *Character*: Maximum one copy per army
- *The Quickening (Psychic)*: This model is eligible to declare a Charge after making an Advance move
- *Feel No Pain 5+*: When this model is taking a wound, roll one die. On a 5+ it is ignored
- *Strikes First*: Once per round this model strikes first in melee when Charged

Upgrade unit with ability

Cost

- *Red Thirst*

+30pts

JOYTOY x WARHAMMER



JoyToy Blood Angels Mephiston, 660pts

Ranged weapons	Range	Att	Sk	AP	Features
Fury of the Ancients (Psychic, Pistol)	36"	2	2+	-1	This weapon can be used with Att 3 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit
Plasma Pistol	24"	1	2+	-3	This weapon can be used with Att 2 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit
Melee weapons	Range	Att	Sk	AP	Features
Vitarus (Psychic)	Melee	4	2+	-3	Critical hits get AP(-4)

Commander Dante (1 model)

Move 20" Save 2+ Wounds 6 Morale 3+ Control 2

Unit abilities

- *Character*: Maximum one copy per army
- *Flying*: May go through obstacles and other units, ignores terrain effects when moving
- *Death Mask of Sanguinius*: Once per this model's activation, before attacking, pick one enemy unit within 24", which must take a Morale test. If failed, you may move it by up to 12" in any direction
- *Warden of the Imperium Nihilus*: This model's unit gets +1 to hit rolls in melee when Charging

Upgrade unit with ability

Cost

- *Deep Strike*: Commander Dante can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+30pts**
- *Red Thirst* **+35pts**

JOYTOY x WARHAMMER



JoyToy Blood Angels Commander Dante, 575pts

Ranged weapons	Range	Att	Sk	AP	Features
Perdition Pistol	12"	1	2+	-4	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit. Critical hits deal one additional non-critical hit



Melee weapons	Range	Att	Sk	AP	Features
The Axe Mortalis	Melee	5	2+	-2	Critical hits get AP(-4)

Lemartes (1 model)

Move 20" Save 2+ Wounds 3 Morale 3+ Control 1

Unit abilities

- *Character*: Maximum one copy per army
- *Feel No Pain 5+*: When this model is taking a wound, roll one die. On a 5+ it is ignored
- *Flying*: May go through obstacles and other units, ignores terrain effects when moving

Upgrade unit with ability

Cost

- *Deep Strike*: Lemartes can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+15pts**
- *Red Thirst* **+20pts**
- *Fury Unbound and Guardian of the Lost*: While this model is within 24" of a friendly Death Company Marines unit, melee weapons of models in that unit get AP(-4) on Critical hits. Attacks targeting that unit add +1 to its AP stat., to a max. of AP(0). Lemartes counts as Chaplain model for that unit's *Black Rage* ability **+100pts**

JOYTOY x WARHAMMER



JoyToy Blood Angels Lemartes with Jump Pack, Blood Crozius and Absolver Bolt Pistol, 250pts

Ranged weapons	Range	Att	Sk	AP	Features
Absolver Bolt Pistol	36"	1	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Blood Crozius	Melee	3	2+	-1	Critical hits get AP(-4)



The Sanguinor (1 model)

Move 20" Save 2+ Wounds 6 Morale 2+ Control 2

Unit abilities

- *Character*: Maximum one copy per army
- *Flying*: May go through obstacles and other units, ignores terrain effects when moving
- *Strikes First*: Once per round this model strikes first in melee when Charged
- *Miraculous Saviour*: Once per battle, at any of your opponent's turns, if this model is still in reserves, you can select one enemy unit that just made a Charge move. Set this model up on the battlefield within 2" horizontally of that enemy unit. That enemy unit must attack this model in melee instead of its original target, and this model *Strikes First*
- The Sanguinor cannot be attached to any Bodyguard unit

Upgrade unit with ability

Cost

- *Deep Strike*: The Sanguinor can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+30pts**
- *Red Thirst* **+40pts**

JoyToy x WARHAMMER



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JoyToy Blood Angels The Sanguinor with Encarmine Broadsword, 725pts

Melee weapons	Range	Att	Sk	AP	Features
Encarmine Broadsword	Melee	5	2+	-3	Critical hits get AP(-4)

Model abilities

- *Aura of Fervour*: While a friendly Space Marines unit is within 12" of this model, this unit get +1 to Morale test rolls
- While this model is within 12" of one or more friendly Space Marines Infantry units, this model can only be selected as the target of a ranged attack if the attacking model is within 24"

Captain (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Upgrade unit with ability

Cost

- *Red Thirst* **+20pts**

JoyToy x WARHAMMER



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JoyToy Blood Angels Captain with Heavy Bolt Pistol and Power Sword, 190pts

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	2+	-2	Critical hits get AP(-4)

Add abilities to the model

Cost

- *Will of the Leader*: Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with Stratagems), even if that Stratagem has already targeted another unit from your army this turn **+100pts**



JoyToy Blood Angels Captain with Inferno Pistol and Power Fist, **245pts**

Ranged weapons	Range	Att	Sk	AP	Features
Inferno Pistol	12"	1	2+	-4	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	2+	-4	-

Add abilities to the model	Cost
<ul style="list-style-type: none"> <i>Will of the Leader:</i> Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with Stratagems), even if that Stratagem has already targeted another unit from your army this turn 	+100pts

Captain with Jump Pack (1 model)

Move 20" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- Flying:* May go through obstacles and other units, ignores terrain effects when moving

Upgrade unit with ability	Cost
<ul style="list-style-type: none"> <i>Deep Strike:</i> Captain with Jump Pack can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models 	+15pts
<ul style="list-style-type: none"> <i>Red Thirst</i> 	+20pts



JoyToy Blood Angels Captain with Jump Pack, **255pts**

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	2+	-4	-

Replace Heavy Bolt Pistol with	Cost
Power Sword (Melee, Att 3, Sk 2+, AP -1, Critical hits get AP(-4))	+55pts

Add abilities to the model	Cost
<ul style="list-style-type: none"> <i>Will of the Leader:</i> Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with Stratagems), even if that Stratagem has already targeted another unit from your army this turn 	+100pts

Lieutenant (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Upgrade unit with ability

- *Red Thirst*

Cost

+20pts

JOYTOY x WARHAMMER



JoyToy Blood Angels Primaris Lieutenant Tolmeron, 175pts

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	3	2+	-2	-

Add abilities to the model

Cost



- *Tactical Precision*: Weapons equipped by models in this model's unit automatically wounds the target on Critical hits (Save rolls for such hits are automatically failed)

+100pts

Sanguinary Priest (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1

Unit abilities

- *Sanguinary Priest*: This model's unit has the *Feel No Pain 5+* ability. When models in this model's unit take a wound, roll one die. On a 5+ it is ignored
- *Blood Chalice*: Improve the Armour Penetration characteristic of melee weapons equipped by models in this model's unit by -1
- You can attach this Leader model to a unit even if it already has one Leader attached to it that is not a Sanguinary Priest. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their own Wounds value

Upgrade unit with ability

- *Nartheicum*: While this model is leading a unit, at the beginning of this unit's activation, roll as many dice as the max. number of wounds/models it could restore. For each 5+ you may restore one wound/model
- *Red Thirst*

Cost

+60pts

+15pts

JOYTOY x WARHAMMER



JoyToy Blood Angels Sanguinary Priest with heavy bolt pistol, chainsword and nartheicum, 270pts

Ranged weapons	Range	Att	Sk	AP	Features
Absolver Bolt Pistol	36"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Chainsword	Melee	3	3+	-1	-



Infantry

Agressors (2-3 models)

Move 10" Save 3+ Wounds 2 Morale 3+ Control 2

Unit abilities

- *Gravis Armour*: When Agressors are taking a wound, roll one die. On a 5+ it is ignored

Upgrade **all** models with ability

Cost

- *Red Thirst*

+15pts per model

JOYTOY x WARHAMMER



JoyToy Blood Angels Aggressor Brother Marine 04, 180pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Auto Boltstorm Gauntlets	36"	2	3+	0	-
Fragstorm Grenade Launcher	36"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Twin Power Fists	Melee	2	3+	-4	-

Assault Intercessors (2-5 models)

Move 12" Save 3+ Wounds 2 Morale 3+ Control 1

Unit abilities

- *Shock Assault*: When Assault Intercessors are Charging, their melee Critical hits deal one additional non-critical hit

Upgrade **all** models with ability

Cost

- *Red Thirst*

+10pts per model

JOYTOY x WARHAMMER



JoyToy Blood Angels Intercessors Brother Sergeant Ranian, 100pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

JOYTOY x WARHAMMER



JoyToy Blood Angels Intercessors Brother Marine 02, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

JOYTOY x WARHAMMER



JoyToy Blood Angels Intercessors Brother Marine 03, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



JOYTOY x WARHAMMER



JoyToy Blood Angels Intercessors, 110pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



Assault Intercessors with Jump Packs (2-5 models) Move 20" Save 3+ Wounds 2 Morale 3+ Control 1

Unit abilities

- *Flying*: May go through obstacles and other units, ignores terrain effects when moving
- *Shock Assault*: When Assault Intercessors with Jump Packs are Charging, their melee Critical hits deal one additional non-critical hit

Upgrade **all** models with ability

- *Deep Strike*: Assault Intercessors with Jump Packs can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+10pts per model**
- *Red Thirst* **+10pts per model**

JOYTOY x WARHAMMER



JoyToy Blood Angels Jump Pack Intercessors Sergeant with Plasma Pistol (unit superior), 200pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol (max. one per unit)	24"	1	3+	-3	This weapon can be used with Att 2 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	3+	-2	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Blood Angels Jump Pack Intercessors Intercessor 01, **150pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

Bladeguard Veterans (2-4 models) Move 12" Save 2+ Wounds 2 Morale 3+ Control 1

Upgrade all models with ability	Cost
• <i>Red Thirst</i>	+15pts per model

JOYTOY x WARHAMMER



JoyToy Blood Angels Bladeguard Veteran, **145pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-2	Critical hits get AP(-4)

Death Company Marines (2-5 models) Move 12" Save 3+ Wounds 2 Morale 3+ Control 1

Unit abilities

- *Feel No Pain 5+*: When Death Company Marines are taking a wound, roll one die. On a 5+ it is ignored
- *Black Rage*: If at the beginning of its activation this unit is within 10" horizontally and 10" vertically of any enemy unit, while not within 24" of one or more friendly Chaplain models and if not Stunned, it must take an Attacking Stance and Charge that enemy unit

Upgrade all models with ability	Cost
• <i>Red Thirst</i>	+10pts per model

JOYTOY x WARHAMMER



JoyToy Blood Angels Death Company Intercessors Brother Sergeant Samath, **110pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

Replace Bolt Pistol and Astartes Chainsword with	Cost
Bolt Rifle (48", Att 2, Sk 3+, AP -1) and Close Combat Weapon (Melee, Att 1, Sk 3+, AP 0)	+25pts

JOYTOY x WARHAMMER



JoyToy Blood Angels Death Company Intercessors Brother Zohane, **110pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-
Replace Bolt Pistol and Astartes Chainsword with Bolt Rifle (48", Att 2, Sk 3+, AP -1) and Close Combat Weapon (Melee, Att 1, Sk 3+, AP 0)					Cost +25pts

JOYTOY x WARHAMMER



JoyToy Blood Angels Death Company Intercessors Brother Aracial, **110pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-
Replace Bolt Pistol and Astartes Chainsword with Bolt Rifle (48", Att 2, Sk 3+, AP -1), Astartes Grenade Launcher (48", Att X, Sk 3+, AP 0, X - is the number of models in the target unit, but maximum 3, ignores cover, max. one per unit) and Close Combat Weapon (Melee, Att 1, Sk 3+, AP 0)					Cost +85pts

JOYTOY x WARHAMMER



JoyToy Blood Angels Death Company Intercessors Brother Garius, **110pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-
Replace Bolt Pistol and Astartes Chainsword with Bolt Rifle (48", Att 2, Sk 3+, AP -1) and Close Combat Weapon (Melee, Att 1, Sk 3+, AP 0)					Cost +25pts

Unit abilities

- *Assault Weapons*: Intercessors may shoot even after Advance move

Upgrade **all** models with ability

- *Red Thirst*

Cost

+5pts per model



JoyToy Blood Angels Intercessors Brother Sergeant Ranian, **190pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Astartes Grenade Launcher (max. one per unit)	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Blood Angels Intercessors Brother Marine 02, **125pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Blood Angels Intercessors Brother Marine 03, **125pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Blood Angels Intercessors, **190pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Astartes Grenade Launcher (max. one per unit)	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Sanguinary Guard (2-5 models)

Move 20" Save 3+ Wounds 3 Morale 3+ Control 2

Unit abilities

- *Flying*: May go through obstacles and other units, ignores terrain effects when moving
- *Angelic Visage*: Enemies get -1 to hit rolls in melee when attacking Sanguinary Guard

Upgrade all models with ability

- *Deep Strike*: Sanguinary Guard can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+15pts** per model
- *Red Thirst* **+20pts** per model

JOYTOY x WARRHAMMER



JoyToy Blood Angels Sanguinary Guard Sanguinary Ancient, **220pts** per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Angelus Boltgun (Pistol)	24"	2	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Encarmine Blade	Melee	3	3+	-3	-



Upgrade model with Cost

- *Sanguinary Banner (max. one per unit)*: This model's unit gets +1 **+15pts** to Morale test rolls

JOYTOY x WARRHAMMER



JoyToy Blood Angels Sanguinary Guard 1 with Inferno Pistol and Encarmine Blade, **240pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Inferno Pistol	12"	1	3+	-4	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit

Melee weapons	Range	Att	Sk	AP	Features
Encarmine Blade	Melee	3	3+	-3	-



JOYTOY x WARRHAMMER



JoyToy Blood Angels Sanguinary Guard 2 with Angelus Boltgun and Encarmine Spear, **240pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Angelus Boltgun (Pistol)	24"	2	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Encarmine Spear	Melee	3	3+	-2	When Charging, gets +1 to hit rolls and -1 to AP



JOYTOY x WARHAMMER



JoyToy Blood Angels Sanguinary Guard 3 with Angelus Boltgun and Encarmine Spear, **240pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Angelus Boltgun (Pistol)	24"	2	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Encarmine Spear	Melee	3	3+	-2	When Charging, gets +1 to hit rolls and -1 to AP

JOYTOY x WARHAMMER



JoyToy Blood Angels Sanguinary Guard Sanguinary Guard with Encarmine Sword 01, **220pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Angelus Boltgun (Pistol)	24"	2	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Encarmine Blade	Melee	3	3+	-3	-

JOYTOY x WARHAMMER



JoyToy Blood Angels Sanguinary Guard Sanguinary Guard with Encarmine Sword 02, **220pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Angelus Boltgun (Pistol)	24"	2	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Encarmine Blade	Melee	3	3+	-3	-

JOYTOY x WARHAMMER



JoyToy Blood Angels Sanguinary Guard Sanguinary Guard with Encarmine Axe, **220pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Angelus Boltgun (Pistol)	24"	2	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Encarmine Blade	Melee	3	3+	-3	-



JoyToy Blood Angels Sanguinary Guard Sanguinary Guard with Encarmine Axe and Inferno Pistol, **240pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Inferno Pistol	12"	1	3+	-4	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit
Melee weapons	Range	Att	Sk	AP	Features
Encarmine Blade	Melee	3	3+	-3	-

Terminators (2-4 models)

Move 10" Save 3+ Wounds 3 Morale 3+ Control 2

Upgrade **all** models with ability

Cost

- **Deep Strike:** Terminators can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+15pts** per model
- **Red Thirst** **+20pts** per model



JoyToy Blood Angels Terminator Squad Terminator with Storm Bolter, **200pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Rapid Fire Storm Bolter	48"	3	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-



Upgrade model with

Cost

- **Teleport Homer (max. one per unit, can only be used by units upgraded with the Deepstrike ability):** At the start of the battle, you can set up one Teleport Homer token for this model's unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle at the end of any of your opponent's turns starting with the first, you can deploy this unit from reserves within 6" of that token and not within 18" of any enemy models. Then this unit can take Normal Move or Advance Move (no shooting or Charging). It gets Control 0 and can't take control over Objectives until the end of that turn **+60pts**



JoyToy Blood Angels Terminator Squad Terminator with Assault Cannon, **285pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Assault Cannon (max. one per unit)	48"	4	3+	-1	Critical hits get AP(-4)
Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-



JOYTOY x WARHAMMER



JoyToy Blood Angels Assault Terminators Ancient Brother Leonid, **115pts** per model

Melee weapons	Range	Att	Sk	AP	Features
Thunder Hammer	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit. Critical hits get AP(-4)

Upgrade model with Cost

- *Astartes Banner (max. one per unit)*: This model's unit gets +1 to **+15pts** Morale test rolls

JOYTOY x WARHAMMER



JoyToy Blood Angels Assault Terminators Sergeant Santoro, **150pts** per model (unit superior)

Melee weapons	Range	Att	Sk	AP	Features
Twin Lightning Claws	Melee	4	3+	-2	Critical hits get AP(-4)

JOYTOY x WARHAMMER



JoyToy Blood Angels Assault Terminators Brother Nassio, **150pts** per model

Melee weapons	Range	Att	Sk	AP	Features
Twin Lightning Claws	Melee	4	3+	-2	Critical hits get AP(-4)

JOYTOY x WARHAMMER



JoyToy Blood Angels Assault Terminators Brother Tyborel, **150pts** per model

Melee weapons	Range	Att	Sk	AP	Features
Twin Lightning Claws	Melee	4	3+	-2	Critical hits get AP(-4)

JOYTOY x WARHAMMER



JoyToy Blood Angels Assault Terminators Brother Davinos, 130pts per model

Melee weapons	Range	Att	Sk	AP	Features
Thunder Hammer	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit. Critical hits get AP(-4)



Model abilities

- *Storm Shield:* This model has Save 2+ and takes hits first

JOYTOY x WARHAMMER



JoyToy Blood Angels Assault Terminators Brother Taelon, 130pts per model

Melee weapons	Range	Att	Sk	AP	Features
Thunder Hammer	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit. Critical hits get AP(-4)



Model abilities

- *Storm Shield:* This model has Save 2+ and takes hits first

Veterans (2-5 models) Move 12" Save 3+ Wounds 2 Morale 3+ Control 1

Upgrade **all** models with ability

Cost

- *Red Thirst*

+15pts per model

JOYTOY x WARHAMMER



JoyToy Blood Angels Paragons of Baal Veteran Alberigo, 130pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-2	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Blood Angels Paragons of Baal Veteran Salus, 165pts per model (max. one per unit)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-2	Critical hits get AP(-4)



Model abilities

- *Blood Chalice:* Improve the Armour Penetration characteristic of melee weapons equipped by models in this model's unit by -1

JOYTOY x WARHAMMER



JoyToy Blood Angels Paragons of Baal Veteran Vigna, **130pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-2	Critical hits get AP(-4)



JOYTOY x WARHAMMER



JoyToy Blood Angels Paragons of Baal Veteran Laenatus, **130pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	
Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-2	Critical hits get AP(-4)



Vehicles / Monsters

Furioso Dreadnought (1 model) Move 16" Save 2+ Wounds 9 Morale 3+ Control 4

Unit abilities

- *Smokescreen*: Use once per battle: When this unit is selected as the target of a ranged attack, all ranged attacks against this unit gets -1 to hit rolls until end of turn
- *Wrathful Rampage*: When Charging, gets +1 to hit rolls in melee and -1 to AP in melee
- *Deadly Demise 1*: When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers 1 wound (no Save rolls)

Upgrade unit with ability

- *Red Thirst* **Cost +55pts**



JoyToy Blood Angels Furioso Dreadnought Brother Samel, 810pts



Ranged weapons	Range	Att	Sk	AP	Features
Storm Bolter	48"	3	3+	0	-
Heavy Flamer	24"	2X	2+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Blood Talons	Melee	4	3+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit

Predator Annihilator (1 model) Move 20" Save 3+ Wounds 12 Morale 3+ Control 5

Unit abilities

- *Side Lascannons or Transport*: Before the battle begins, the player controlling the model chooses one of two profiles - the first, representing a Predator without Side Lascannons but capable of transporting Space Marine Infantry, and the second, representing a Predator with Side Lascannons. Each profile has a point cost
- *Combat Disembarkation*: Units embarked within this model before the start of the game may be deployed at the start of any turn of the player controlling it, and they must be set up fully within 6" of this model. When this model is destroyed, all units embarked within it must be immediately disembarked and are considered Stunned, skipping their next activation. After the game starts, no units can embark within this model
- *Heavy Vehicle*: This unit can move through sections of terrain features that are 8" or less in height, destroying it as it passes through. Remove destroyed terrain from the battlefield. When this unit is destroyed, leave it on the battlefield as terrain
- This model can turn in place at any time during activation before making attacks. Before any movement, this model must turn its front or back side in the direction of movement. After turning the model, subtract 6" for every 90° or less of rotation from the subsequent movement
- When firing the Predator Annihilator's Side Lascannons, the line of sight for each one is determined from the barrel of the lascannon itself, not from the entire hull of the model. Furthermore, each Side Lascannon cannot see through the hull of the model itself
- *Deadly Demise D3*: When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 wounds (no Save rolls, roll D3 separately for each unit within 12")

Upgrade unit with ability

- *Red Thirst* **Cost +15pts**



→ **Transport profile, 855pts:**

Ranged weapons	Range	Att	Sk	AP	Features
Predator Twin Lascannon	72"	2	3+	-3	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit

Melee weapons	Range	Att	Sk	AP	Features
Armoured Tracks	Melee	3	3+	0	-

Model abilities

- *Transport:* May transport Space Marine / Chaos Space Marine Infantry models with up to 3 Wounds and Leader models with up to 6 Wounds. Can carry models with a total of up to 10 Wounds (for example 3 Infantry models with 2 Wounds and one Leader model with 3 Wounds, etc). It cannot transport Gravis, Jump Pack or Terminator models

→ **Side lascannons profile, 1035pts:**

Ranged weapons	Range	Att	Sk	AP	Features
Predator Twin Lascannon	72"	2	3+	-3	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit

2x Side Lascannon	72"	1	3+	-3	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit
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Melee weapons	Range	Att	Sk	AP	Features
Armoured Tracks	Melee	3	3+	0	-

Redemptor Dreadnought (1 model)

Move 16" Save 2+ Wounds 9 Morale 3+ Control 4

Unit abilities

- *Deadly Demise D3*: When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 wounds (no Save rolls, roll D3 separately for each unit within 12")

Upgrade unit with ability

Cost

- *Red Thirst*

+35pts



JoyToy Blood Angels Redemptor Dreadnought, 915pts

Ranged weapons	Range	Att	Sk	AP	Features
Twin Storm Bolter	48"	2	3+	0	-
Heavy Onslaught Gatling Cannon	48"	6	3+	-1	Critical hits get AP(-4)
Onslaught Gatling Cannon	48"	4	3+	0	Critical hits get AP(-4)
Icarus Rocket Pod	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Improve AP by -3 against Flying units

Melee weapons	Range	Att	Sk	AP	Features
Redemptor Fist	Melee	3	3+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit

Advanced Equipment

If you are playing by the Advanced Rules with the Advanced Equipment module, each model in the following units may be equipped with no more than one Explosive Grenade of your choice (Frag / Krak) and no more than one Utility Grenade of your choice (Smoke / Stun):

- *Leaders*: Chief Librarian Mephiston, Commander Dante, Lemartes, Captain, Captain with Jump Pack, Lieutenant, Sanguinary Priest
- *Infantry*: Assault Intercessors, Assault Intercessors with Jump Packs, Bladeguard Veterans, Death Company Marines, Intercessors, Sanguinary Guard, Veterans