

2000- Blood Angels-James-L (Warhammer 40,000 8th Edition) [129 PL, 10CP, 2,000pts]

Battalion Detachment +5CP (Imperium - Blood Angels) [47 PL, 7CP, 790pts]

Rules: *Bolter Discipline, Defenders of Humanity*

Configuration [8CP]

****CHAPTER****

Selections: Blood Angels

Categories: CONFIGURATION

Rules: *The Red Thirst*

Battle-forged CP [3CP]

Categories: CONFIGURATION

Detachment CP [5CP]

Categories: CONFIGURATION

Stratagems [-1CP]

Armoury of Baal [-1CP]

Selections: 1 Additional Relic [-1CP]

Categories: STRATAGEMS

HQ [11 PL, 205pts]

Astorath [6 PL, 105pts]

Selections: 3. Exhortation of Rage, 6. Cantic of Hate, Bolt pistol, Frag & Krak grenades, Invocation of Destruction, Jump Pack, The Executioner's Axe

Categories: CHARACTER, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, HQ, INFANTRY, FLY, JUMP PACK, CHAPLAIN, ASTORATH

Rules: *Angels of Death, Savage Echoes*

Abilities: 3. *Exhortation of Rage*, 6. *Cantic of Hate*, *Invocation of Destruction*, *Jump Pack Assault*, *Litany of Hate*, *Mass of Doom*, *Priest*, *Redeemer of the Lost*, *Rosarius*, **Unit:** *Astorath*,

Weapon: *Bolt pistol, Frag grenade, Krak grenade, The Executioner's Axe*

Abilities	Description	Ref
3. Exhortation of Rage	If this litany is inspiring, select one friendly <CHAPTER> unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit, on an unmodified hit roll of 6 you can make one additional attack against the same unit using the same weapon. This additional attack cannot generate another attack.	
6. Canticle of Hate	If this litany is inspiring, add 2 to charge rolls made for friendly <CHAPTER> units whilst they are within 6" of this model. In addition, when a friendly <CHAPTER> unit makes a pile-in or consolidate move within 6" of this model, models in that unit can move up to an additional 3". This is not cumulative with any other ability that adds to a unit's charge roll or increases the distance it can pile in or consolidate.	
Invocation of Destruction	If this litany is inspiring, select one friendly blood angels unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit, on an unmodified wound roll of six, that weapon has an armor penetration characteristic of -4 for that attack	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Litany of Hate	If this litany is inspiring, 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.	
Mass of Doom	Once per battle, at the start of your Movement phase, Astorath may chant the Mass of Doom. Roll a D6 for each friendly BLOOD ANGELS INFANTRY unit within 6" of Astorath and apply the result below: 1 - Frenzied Death Throes: The unit suffers a mortal wound. 2-5 - Dark Wrath: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn. 6 - Vessel of Sanguinius: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn. In addition, the unit has a 4+ invulnerable save until the end of your turn.	
Priest	This model knows the Litany of Hate (see below) and two other litanies from the Litanies of Battle (pg 58). At the start of the battle round, this model can recite two litanies it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.	
Redeemer of the Lost	All friendly BLOOD ANGELS units within 6" of Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath.	
Rosarius	This model has a 4+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Astorath	12"	2+	2+	4	4	5	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
The Executioner's Axe	Melee	Melee	+2	-3	D3	Each time you roll a wound roll of 6+ for this weapon it causes 3 damage instead of D3.	

Lemartes [5 PL, 100pts]

Selections: 4. Mantra of Strength, Bolt pistol, Frag & Krak grenades, Invocation of Destruction, Jump Pack, The Blood Crozius

Categories: CHARACTER, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, HQ, INFANTRY, FLY, JUMP PACK, CHAPLAIN, FACTION: DEATH COMPANY, LEMARTES

Rules: *Angels of Death, Savage Echoes*

Abilities: 4. *Mantra of Strength, Black Rage, Fury Unbound, Guardian of the Lost, Invocation of Destruction, Jump Pack Assault, Litany of Hate, Priest, Rosarius*, **Unit:** Lemartes, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, The Blood Crozius*

Abilities	Description	Ref
4. Mantra of Strength	If this litany is inspiring, add 1 to this model's Attacks and Strength characteristics and add 1 to the Damage characteristic of melee weapons this model is equipped with.	
Black Rage	You can add 1 to this unit's Attacks characteristic in the Fight phase if it charged in the preceding Charge phase. In addition, roll a D6 each time this unit loses a wound. On a 6 the wound is ignored and has no effect.	
Fury Unbound	When a charge roll is made for a friendly DEATH COMPANY unit within 6" of this model, you can re-roll the dice. When resolving an attack made with a melee weapon by a model in a friendly DEATH COMPANY unit within 6" of this model, you can re-roll the hit roll	
Guardian of the Lost	All friendly DEATH COMPANY units within 6" of Lemartes can use his Leadership instead of their own.	
Invocation of Destruction	If this litany is inspiring, select one friendly blood angels unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit, on an unmodified wound roll of six, that weapon has an armor penetration characteristic of -4 for that attack	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Litany of Hate	If this litany is inspiring, 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.	
Priest	This model knows the Litany of Hate (see below) and one other litany from the Litanies of Battle (pg 58). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.	
Rosarius	This model has a 4+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Lemartes	12"	2+	3+	4	4	4	5	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
The Blood Crozius	Melee	Melee	+2	-2	D3	-	

Troops [14 PL, 218pts]

Incursor Squad [5 PL, 95pts]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, INFANTRY, PHOBOS, PRIMARIS, INCURSOR SQUAD, TROOPS

Rules: *Angels of Death, Combat Squads, Savage Echoes*

Abilities: *Concealed Positions, Multi-spectrum array*

4x Incursor [76pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades, 4x Oculus bolt carbine, 4x Paired Combat Blades, 4x Smoke Grenades

Abilities: *Smoke Grenades, Unit: Incursor, Weapon: Bolt pistol, Frag grenade, Krak grenade, Oculus bolt carbine, Paired Combat Blades*

Incursor Sergeant [19pts]

Selections: Bolt pistol, Frag & Krak grenades, Oculus bolt carbine, Paired Combat Blades, Smoke Grenades

Abilities: *Smoke Grenades, Unit: Incursor Sergeant, Weapon: Bolt pistol, Frag grenade, Krak grenade, Oculus bolt carbine, Paired Combat Blades*

Abilities	Description	Ref
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.	
Multi-spectrum array	When resolving an attack made with a ranged weapon by a model in this unit, ignore hit roll modifiers and Ballistic Skill modifiers.	
Smoke Grenades	Once per battle, instead of shooting any weapons in the Shooting phase, this unit can use its smoke grenades; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Incursor	6"	3+	3+	4	4	2	2	7	3+	
Incursor Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Oculus bolt carbine	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.	
Paired Combat Blades	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.	

Scout Squad [4 PL, 63pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, SCOUT, SCOUT SQUAD, TROOPS

Rules: *Angels of Death, Combat Squads, Defenders of Humanity, Savage Echoes*

Abilities: *Concealed Positions*

Scout [13pts]

Selections: Bolt pistol, Frag & Krak grenades, Sniper rifle [2pts]

Unit: *Scout*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Sniper rifle*

Scout [13pts]

Selections: Bolt pistol, Frag & Krak grenades, Sniper rifle [2pts]

Unit: *Scout*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Sniper rifle*

Scout [13pts]

Selections: Bolt pistol, Frag & Krak grenades, Sniper rifle [2pts]

Unit: *Scout*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Sniper rifle*

Scout [13pts]

Selections: Bolt pistol, Frag & Krak grenades, Sniper rifle [2pts]

Unit: *Scout*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Sniper rifle*

Scout Sergeant [11pts]

Selections: Chainsword, Frag & Krak grenades

Unit: *Scout Sergeant*, **Weapon:** *Chainsword, Frag grenade, Krak grenade*

Abilities	Description	Ref
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout	6"	3+	3+	4	4	1	1	7	4+	
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Sniper rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	

Tactical Squad [5 PL, 60pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, TACTICAL SQUAD, TROOPS

Rules: *Angels of Death, Combat Squads, Defenders of Humanity, Savage Echoes*

4x Space Marine [48pts]

Selections: 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

Unit: *Space Marine, Weapon: Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Space Marine Sergeant [12pts]

Selections: Frag & Krak grenades

Unit: *Space Marine Sergeant, Weapon: Frag grenade, Krak grenade*

Bolt pistol and boltgun

Selections: Bolt pistol, Boltgun

Weapon: *Bolt pistol, Boltgun*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Space Marine	6"	3+	3+	4	4	1	1	7	3+	
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Elites [6 PL, 65pts]

Sanguinary Ancient [6 PL, 65pts]

Selections: 3. Soulwarden, Angelus boltgun, Death mask [2pts], Encarmine sword [8pts], Frag & Krak grenades, Jump Pack, Standard of Sacrifice, Warlord

Categories: ANCIENT, CHARACTER, ELITES, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, FLY, INFANTRY, JUMP PACK, SANGUINARY GUARD, WARLORD

Rules: 3. *Soulwarden, Angels of Death, Savage Echoes*

Abilities: *Blood Angels Chapter Banner, Death Mask, Heirs of Azkaellon, Jump Pack Assault, Standard of Sacrifice, Unit: Sanguinary Ancient, Weapon: Angelus boltgun, Encarmine sword, Frag grenade, Krak grenade*

Abilities	Description	Ref
Blood Angels Chapter Banner	BLOOD ANGELS units within 6" of any friendly BLOOD ANGELS ANCIENTS add 1 to their Leadership. In addition, you can re-roll wound rolls of 1 in the Fight phase for friendly BLOOD ANGELS units within 6" of this model.	
Death Mask	Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.	
Heirs of Azkaellon	You can re-roll failed hit rolls for models from this unit if they are within 6" of a friendly BLOOD ANGELS Warlord.	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Standard of Sacrifice	The bearer of the Standard of Sacrifice gains the following ability in addition to those described on their datasheet: Roll a D6 each time a friendly BLOOD ANGELS INFANTRY or BLOOD ANGELS BIKER model within 6" of the bearer loses a wound; on a 5+, the wound is ignored and has no effect. Models with the Black Rage ability are not affected.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Sanguinary Ancient	12"	3+	3+	4	4	4	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Angelus boltgun	12"	Assault 2	4	-1	1	-	
Encarmine sword	Melee	Melee	User	-3	D3	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Heavy Support [16 PL, 302pts]

Baal Predator [8 PL, 151pts]

Selections: Flamestorm cannon [25pts], Hunter-killer missile [6pts], Storm bolter [2pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, HEAVY SUPPORT, PREDATOR, VEHICLE, BAAL PREDATOR

Rules: *Angels of Death*

Abilities: *Overcharged Engines, Shock Assault, Smoke Launchers*, **Explosion:** *Explodes*,

Unit: *Baal Predator*, **Weapon:** *Flamestorm cannon, Hunter-killer missile, Storm bolter*, **Wound**

Track: *Baal Predator, Baal Predator 1, Baal Predator 2, Baal Predator 3*

Two heavy flamers [28pts]

Selections: 2x Heavy flamer [28pts]

Weapon: *Heavy flamer*

Abilities	Description	Ref
Overcharged Engines	When this model Advances roll 2 dice and pick the highest result.	
Shock Assault	If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Rulebook

Explosion	Dice roll	Distance	Mortal wounds	Ref
Explodes	6	6"	D3	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Baal Predator	*	6+	*	6	7	11	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Flamestorm cannon	12"	Heavy D6	6	-2	2	This weapon automatically hits its target.	
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target	
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter killer missiles once per battle.	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Baal Predator		M	BS	A	
Baal Predator 1	6-11+	12"	3+	3	
Baal Predator 2	3-5	6"	4+	D3	
Baal Predator 3	1-2	3"	5+	1	

Baal Predator [8 PL, 151pts]**Selections:** Flamestorm cannon [25pts], Hunter-killer missile [6pts], Storm bolter [2pts]**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, HEAVY SUPPORT, PREDATOR, VEHICLE, BAAL PREDATOR**Rules:** *Angels of Death***Abilities:** *Overcharged Engines, Shock Assault, Smoke Launchers*, **Explosion:** *Explodes*, **Unit:** *Baal Predator*, **Weapon:** *Flamestorm cannon, Hunter-killer missile, Storm bolter*, **Wound Track:** *Baal Predator, Baal Predator 1, Baal Predator 2, Baal Predator 3***Two heavy flamers [28pts]****Selections:** 2x Heavy flamer [28pts]**Weapon:** *Heavy flamer*

Abilities	Description	Ref
Overcharged Engines	When this model Advances roll 2 dice and pick the highest result.	
Shock Assault	If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Rulebook

Explosion	Dice roll	Distance	Mortal wounds	Ref
Explodes	6	6"	D3	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Baal Predator	*	6+	*	6	7	11	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Flamestorm cannon	12"	Heavy D6	6	-2	2	This weapon automatically hits its target.	
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target	
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter killer missiles once per battle.	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Baal Predator		M	BS	A	
Baal Predator 1	6-11+	12"	3+	3	
Baal Predator 2	3-5	6"	4+	D3	
Baal Predator 3	1-2	3"	5+	1	

Battalion Detachment +5CP (Imperium - Blood Angels) [82 PL, 3CP, 1,210pts]**Rules:** *Bolter Discipline, Defenders of Humanity***Configuration [5CP]**

****CHAPTER****

Selections: Blood Angels

Categories: CONFIGURATION

Rules: *The Red Thirst*

Detachment CP [5CP]

Categories: CONFIGURATION

HQ [23 PL, -2CP, 430pts]

Captain [6 PL, -2CP, 143pts]

Selections: 2. Artisan of War, Bolt pistol, Death Visions of Sanguinius [-1CP], Frag & Krak grenades, Hero of The Chapter [-1CP], Jump Pack [1 PL, 19pts], Storm shield [10pts], The Angel's Wing (replaces jump pack), Thunder hammer [40pts]

Categories: CAPTAIN, CHARACTER, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, HQ, INFANTRY, FLY, JUMP PACK, FACTION: DEATH COMPANY

Rules: 2. *Artisan of War, Angels of Death, Savage Echoes*

Abilities: *Black Rage, Iron Halo, Jump Pack Assault, Rites of Battle, Storm shield, The Angel's Wing*, **Unit:** *Captain (Jump Pack)*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Thunder hammer*

Abilities	Description	Ref
Black Rage	You can add 1 to this unit's Attacks characteristic in the Fight phase if it charged in the preceding Charge phase. In addition, roll a D6 each time this unit loses a wound. On a 6 the wound is ignored and has no effect.	
Iron Halo	This model has a 4+ invulnerable save.	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Rites of Battle	You can re-roll hit rolls of 1 made for friendly BLOOD ANGELS units within 6" of this model.	
Storm shield	A model with a storm shield has a 3+ invulnerable save.	
The Angel's Wing	You can re-roll failed charge rolls for a model equipped with the Angel's Wing, and your opponent cannot fire Overwatch against them.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Captain (Jump Pack)	12"	2+	2+	4	4	5	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Chief Librarian Mephiston (Primaris) [8 PL, 145pts]

Selections: 2. Unleash Rage, 3. Shield of Sanguinius, 6. Wings of Sanguinus, Frag & Krak grenades, Plasma pistol, Smite, Vitarus

Categories: CHARACTER, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, HQ, LIBRARIAN, PSYKER, CHIEF LIBRARIAN MEPHISTON, INFANTRY, PRIMARIS

Rules: *Angels of Death, Savage Echoes*

Abilities: *Lord of Death, Psychic Hood*, **Psychic Power:** *Shield of Sanguinius, Smite, Unleash Rage, Wings of Sanguinus*, **Psyker:** *Psyker*, **Unit:** *Chief Librarian Mephiston*, **Weapon:** *Frag grenade, Krak grenade, Plasma pistol, Standard, Plasma pistol, Supercharge, Vitarus*

Abilities	Description	Ref
Lord of Death	Roll a D6 each time Chief Librarian Mephiston loses a wound. On a 5+ the wound is ignored and has no effect.	
Psychic Hood	You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".	

Psychic Power	Warp Charge	Range	Details	Ref
Shield of Sanguinius	6	12"	Select a friendly BLOOD ANGELS unit within 12" of the psyker. Until the start of your next Psychic phase, that unit has a 5+ invulnerable save.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Unleash Rage	6	12"	Select a friendly BLOOD ANGELS unit within 12" of the psyker. Until the start of your next Psychic phase, add 1 to the Attacks characteristics of that unit.	
Wings of Sanguinius	5	Self	If manifested, the psyker can immediately move as if it were your Movement phase, but his Move characteristic is also increased to 12" and he gains the FLY keyword until the start of your next Psychic phase (this means he can shoot if he Fell Back in his Movement phase). In addition, whilst this power is in effect, you can re-roll failed charge rolls for the psyker.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	2	2	Smite and three psychic powers from the Sanguinary discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chief Librarian Mephiston	7"	2+	2+	5	5	6	5	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.	
Vitarus	Melee	Melee	x2	-3	D3	-	

Librarian Dreadnought [9 PL, 142pts]

Selections: 1. Quickening, 6. Wings of Sanguinus, Furioso fist [30pts], Furioso force halberd, Smite, Storm bolter [2pts]

Categories: CHARACTER, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, HQ, LIBRARIAN, PSYKER, DREADNOUGHT, LIBRARIAN DREADNOUGHT, VEHICLE

Rules: *Angels of Death, Savage Echoes*

Abilities: *Psychic Hood, Smoke Launchers*, **Explosion:** *Explodes*, **Psychic Power:**

Quickening, Smite, Wings of Sanguinius, Psyker: Psyker, Unit: Librarian Dreadnought, Weapon: Furioso fist, Furioso force halberd, Storm bolter

Abilities	Description	Ref
Psychic Hood	You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Rulebook

Explosion	Dice roll	Distance	Mortal wounds	Ref
Explodes	6	3"	D3	

Psychic Power	Warp Charge	Range	Details	Ref
Quickening	7	Self	You can add 3 to Advance and charge rolls you make for the psyker, and make D3 additional attacks with them in the Fight phase, until the start of your next Psychic phase.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Wings of Sanguinius	5	Self	If manifested, the psyker can immediately move as if it were your Movement phase, but his Move characteristic is also increased to 12" and he gains the FLY keyword until the start of your next Psychic phase (this means he can shoot if he Fell Back in his Movement phase). In addition, whilst this power is in effect, you can re-roll failed charge rolls for the psyker.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	2	1	Smite and two psychic powers from the Sanguinary discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Librarian Dreadnought	6"	2+	3+	6	7	8	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Furioso fist	Melee	Melee	x2	-3	3	If a model is equipped with two Furioso fists, you can re-roll failed hit rolls when attacking with them.	
Furioso force halberd	Melee	Melee	+4	-4	3	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Troops [12 PL, 165pts]

Scout Squad [4 PL, 55pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, SCOUT, SCOUT SQUAD, TROOPS

Rules: *Angels of Death, Combat Squads, Defenders of Humanity, Savage Echoes*

Abilities: *Concealed Positions*

Scout [11pts]

Selections: Bolt pistol, Combat knife, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade*

Scout [11pts]

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Unit: *Scout*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade*

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Unit: *Scout*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade*

Scout [11pts]

Selections: Bolt pistol, Combat knife, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade*

Scout Sergeant [11pts]

Selections: Boltgun, Chainsword, Frag & Krak grenades

Unit: *Scout Sergeant*, **Weapon:** *Boltgun, Chainsword, Frag grenade, Krak grenade*

Abilities	Description	Ref
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout	6"	3+	3+	4	4	1	1	7	4+	
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Scout Squad [4 PL, 55pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, SCOUT, SCOUT SQUAD, TROOPS

Rules: *Angels of Death, Combat Squads, Defenders of Humanity, Savage Echoes*

Abilities: *Concealed Positions*

Scout [11pts]

Selections: Bolt pistol, Combat knife, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade*

Scout [11pts]

Selections: Bolt pistol, Combat knife, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade*

Scout [11pts]

Selections: Bolt pistol, Combat knife, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade*

Scout [11pts]

Selections: Bolt pistol, Combat knife, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade*

Scout Sergeant [11pts]

Selections: Boltgun, Chainsword, Frag & Krak grenades

Unit: *Scout Sergeant*, **Weapon:** *Boltgun, Chainsword, Frag grenade, Krak grenade*

Abilities	Description	Ref
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout	6"	3+	3+	4	4	1	1	7	4+	
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Scout Squad [4 PL, 55pts]

Categories: FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, SCOUT, SCOUT SQUAD, TROOPS

Rules: *Angels of Death, Combat Squads, Defenders of Humanity, Savage Echoes*

Abilities: *Concealed Positions*

Scout [11pts]

Selections: Bolt pistol, Boltgun, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Scout [11pts]

Selections: Bolt pistol, Boltgun, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Scout [11pts]

Selections: Bolt pistol, Boltgun, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Scout [11pts]

Selections: Bolt pistol, Boltgun, Frag & Krak grenades

Unit: *Scout*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Scout Sergeant [11pts]

Selections: Bolt pistol, Boltgun, Frag & Krak grenades

Unit: *Scout Sergeant*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Abilities	Description	Ref
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout	6"	3+	3+	4	4	1	1	7	4+	
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Elites [47 PL, 615pts]

Death Company [27 PL, 309pts]

Selections: Jump Pack [3 PL, 42pts]

Categories: ELITES, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: DEATH COMPANY, FACTION: IMPERIUM, INFANTRY, FLY, JUMP PACK

Rules: *Angels of Death, Savage Echoes*

Abilities: *Black Rage, Jump Pack Assault*

Death Company Marine [31pts]

Selections: Frag & Krak grenades, Thunder hammer [16pts]

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade, Thunder*

hammer

Death Company Marine [31pts]

Selections: Frag & Krak grenades, Thunder hammer [16pts]

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade, Thunder hammer*

Death Company Marine [31pts]

Selections: Frag & Krak grenades, Thunder hammer [16pts]

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade, Thunder hammer*

Death Company Marine [24pts]

Selections: Frag & Krak grenades, Power fist [9pts]

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade, Power fist*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Death Company Marine [15pts]

Selections: Frag & Krak grenades

Unit: *Death Company Marine (Jump Pack)*, **Weapon:** *Frag grenade, Krak grenade*

Bolt pistol and chainsword

Selections: Bolt pistol, Chainsword

Weapon: *Bolt pistol, Chainsword*

Abilities	Description	Ref
Black Rage	You can add 1 to this unit's Attacks characteristic in the Fight phase if it charged in the preceding Charge phase. In addition, roll a D6 each time this unit loses a wound. On a 6 the wound is ignored and has no effect.	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Death Company Marine (Jump Pack)	12"	3+	3+	4	4	1	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Sanguinary Guard [20 PL, 306pts]

Selections: Death mask [20pts]

Categories: ELITES, FACTION: ADEPTUS ASTARTES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, FLY, JUMP PACK, SANGUINARY GUARD

Rules: *Angels of Death, Savage Echoes*

Abilities: *Death Mask, Heirs of Azkaellon*

Sanguinary Guard [29pts]

Selections: Angelus boltgun, Frag & Krak grenades, Jump Pack, Power fist [9pts]

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault, Unit: Sanguinary Guard, Weapon: Angelus boltgun, Frag grenade, Krak grenade, Power fist*

Sanguinary Guard [29pts]

Selections: Angelus boltgun, Frag & Krak grenades, Jump Pack, Power fist [9pts]

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault, Unit: Sanguinary Guard, Weapon: Angelus boltgun, Frag grenade, Krak grenade, Power fist*

Sanguinary Guard [29pts]

Selections: Angelus boltgun, Encarmine axe [9pts], Frag & Krak grenades, Jump Pack

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault, Unit: Sanguinary Guard, Weapon: Angelus boltgun, Encarmine axe, Frag grenade, Krak grenade*

Sanguinary Guard [29pts]

Selections: Angelus boltgun, Encarmine axe [9pts], Frag & Krak grenades, Jump Pack

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault, Unit: Sanguinary Guard, Weapon: Angelus boltgun, Encarmine axe, Frag grenade, Krak grenade*

Sanguinary Guard [29pts]

Selections: Angelus boltgun, Encarmine axe [9pts], Frag & Krak grenades, Jump Pack

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault, Unit: Sanguinary Guard, Weapon: Angelus boltgun, Encarmine axe, Frag grenade, Krak grenade*

Sanguinary Guard [29pts]

Selections: Angelus boltgun, Encarmine axe [9pts], Frag & Krak grenades, Jump Pack

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault*, **Unit:** *Sanguinary Guard*, **Weapon:** *Angelus boltgun, Encarmine axe, Frag grenade, Krak grenade*

Sanguinary Guard [28pts]

Selections: Angelus boltgun, Encarmine sword [8pts], Frag & Krak grenades, Jump Pack

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault*, **Unit:** *Sanguinary Guard*, **Weapon:** *Angelus boltgun, Encarmine sword, Frag grenade, Krak grenade*

Sanguinary Guard [28pts]

Selections: Angelus boltgun, Encarmine sword [8pts], Frag & Krak grenades, Jump Pack

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault*, **Unit:** *Sanguinary Guard*, **Weapon:** *Angelus boltgun, Encarmine sword, Frag grenade, Krak grenade*

Sanguinary Guard [28pts]

Selections: Angelus boltgun, Encarmine sword [8pts], Frag & Krak grenades, Jump Pack

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault*, **Unit:** *Sanguinary Guard*, **Weapon:** *Angelus boltgun, Encarmine sword, Frag grenade, Krak grenade*

Sanguinary Guard [28pts]

Selections: Angelus boltgun, Encarmine sword [8pts], Frag & Krak grenades, Jump Pack

Categories: FLY, JUMP PACK

Rules: *And They Shall Know No Fear*

Abilities: *Jump Pack Assault*, **Unit:** *Sanguinary Guard*, **Weapon:** *Angelus boltgun, Encarmine sword, Frag grenade, Krak grenade*

Abilities	Description	Ref
Death Mask	Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.	
Heirs of Azkaellon	You can re-roll failed hit rolls for models from this unit if they are within 6" of a friendly BLOOD ANGELS Warlord.	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Sanguinary Guard	12"	3+	3+	4	4	2	2	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Angelus boltgun	12"	Assault 2	4	-1	1	-	
Encarmine axe	Melee	Melee	+1	-2	D3	-	
Encarmine sword	Melee	Melee	User	-3	D3	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Force Rules

Bolter Discipline: All ADEPTUS ASTARTES and HERETIC ASTARTES models gain this ability. Instead of following the normal rules for Rapid Fire weapons, Rapid Fire bolt weapons used by models with this ability make double the number of attacks if any of the following conditions apply: 1) The firing model's target is within half the weapon's maximum range. 2) The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase. 3) The firing model is a TERMINATOR, BIKER, CENTURION, or DREADNOUGHT. For the purposes of this ability a Rapid Fire Bolt weapon is any weapon with the Rapid Fire type whose name includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.) This also applies when firing the boltgun profile of a combi-weapon (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a rapid-fire weapon (e.g. Primarch's Wrath, Fury of Deimos, etc) The gauntlets of ultramar and the Talon of Horus are also considered Rapid Fire Bolt weapons, as is the guardian spear used by Deathwatch Watch Masters. (White Dwarf Feb 2019)

Defenders of Humanity: A unit with this ability that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal. (Codex: Blood Angels)

Selection Rules

2. Artisan of War: Add 1 to the Damage characteristic of one weapon carried by your Warlord. Note that this cannot be a Relic of Baal. ()

3. Soulwarden: You can attempt to resist one psychic power with your Warlord (or attempt to resist one additional psychic power if he is already able to do so) in each of your opponent's Psychic phases. ()

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit. ()

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

And They Shall Know No Fear:

When a Morale test is taken for this unit, you can re-roll the dice.

Designer's Note: With the addition of the Angels of Death ability, some units in Codex: Blood Angels will gain the And They Shall Know No Fear ability twice. Such units gain no additional benefit from this.

Bolter Discipline:

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER, CENTURION or DREADNOUGHT.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type.

Shock Assault:

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

Combat Doctrines:

Models in this unit gain a bonus depending on which combat doctrine is active for your army (see below). If your army is Battle-forged and if every unit from your army has this ability (excluding Servitor and Unaligned units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.
- During the second battle round, the Tactical Doctrine is active for your army.
- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).

Devastator Doctrine

The Armour Penetration characteristic of Heavy and Grenade weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

Tactical Doctrine

The Armour Penetration characteristic of Rapid Fire and Assault weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1.

Assault Doctrine

The Armour Penetration characteristic of Pistol and melee weapons this model is equipped with is improved by 1 whilst this combat doctrine is active. For example, AP 0 becomes AP -1. ()

Combat Squads: Before any models are deployed at the start of the game, an Assault Squad containing 10 models may be split into two units, each containing 5 models. ()

Defenders of Humanity: A unit with this ability that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal. (Codex: Blood Angels)

Savage Echoes: Whilst the assault doctrine is active, if a unit with this ability makes a charge move, is charged or performs a Heroic Intervention, add one to the attacks characteristic of the models in that unit until the end of the turn (note that this is cumulative with the bonuses these models receive from the shock assault ability) ()

The Red Thirst: When resolving an attack made with a melee weapon by a model with this ability in a turn in which that model's unit made a charge move, was charged or performed a Heroic Intervention, add 1 to the wound roll. When a unit with this ability Advances or makes a charge move, add 1 to the Advance roll or charge roll. ()

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