

# **Codex Blood Angels 2010**

## **FORCES OF THE BLOOD ANGELS**

### **BLOOD ANGELS SPECIAL RULES**

The models in the Blood Angels army use a number of special rules that are common to more than one unit, as specified in the individual entries that follow. Given here are either the details of those rules or a reference to where you can find them.

### **AND THEY SHALL KNOW NO FEAR**

Space Marines automatically pass tests to regroup, and can take such tests even if the squad has been reduced to less than half strength by casualties, though all other criteria apply. Usually troops that regroup cannot move normally and always count as moving whether they do or not, but these restrictions do not apply to models subject to this special rule. If Space Marines are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens then the unit is subject to the No Retreat! rule in this round of close combat and might therefore suffer additional casualties. Units which include Servitors are still subject to this rule, providing that the unit contains at least one Space Marine.

### **COMBAT SQUADS**

A number of ten-man units in the Blood Angels army have the option of breaking down into two five-man units, called combat squads. This option is clearly specified in the unit's entry. For example, a ten-man Veteran Assault squad can either fight as a ten-man unit or break down into two five-man combat squads. The units that can be split into combat squads are:

- Tactical squads
- Assault squads
- Veteran Assault squads
- Scout squads
- Terminator squads
- Assault Terminator squads
- Bike squads
- Scout Bike squads
- Devastator squads

The decision to split the unit into combat squads, as well as which models go into each combat squad, must be made when the unit is deployed. Both combat squads can be deployed in separate locations. The one exception to this is a unit that arrives by Drop Pod. The player can choose to split such a unit into combat squads when it disembarks from the Drop Pod. If you decide to split a unit into combat squads, then each combat squad is treated as a separate unit for all game purposes from that point.

### **RED THIRST**

From the day of their Sanguination to their death on the battlefield the Blood Angels fight not only with countless foes but with a burning urge inside them. It is the Red Thirst, the legacy of their Primarch Sanguinius, that plagues many Blood Angels with visions of

death. In battle Blood Angels can harness these visions to evoke a ferocity that gave the Blood Angels Chapter its reputation for unparalleled brutal assaults. Sometimes however the Red Thirst is so overwhelming that the Blood Angels forget their noble heritage and completely lose control over themselves. It is not unheard of that Blood Angels squads abandon advantageous positions to engage the enemy in hand to hand combat. More often than not these assaults turn out to be so devastating that unprepared enemy forces are simply swept away.

At the start of the Blood Angels player's movement phase an unit with this special rule has to make a Red Thirst test, even if it is in a transport. The unit makes a Leadership test. If the test fails the opposing player checks if there is one of his own units in 12" of the testing unit. If this is the case the Blood Angels unit is subject to the Rage universal special rule for the remainder of the turn. Note that units that have the Rage special rule are not obliged to disembark. Dreadnoughts have a Leadership of 10 for the Red Thirst test.

Additionally if the result of the Red Thirst test is 7 or more the unit has the Furious Charge universal special rule for this turn.

Units with Red Thirst and Rage or Furious Charge

Units with the Rage universal special rule and the Red Thirst special rule may roll for Red Thirst to get Furious Charge but no distances are measured. Units with the Furious Charge universal special rule and the Red Thirst special rule roll for Red Thirst but solely to check if they are affected by Rage. Units with Red Thirst, Rage and Furious Charge, no Red Thirst do not roll for Red Thirst.

### **PARAGON OF RESTRAINT**

The struggle with the Red Thirst is a constant battle of will for Sanguinius's Sons and they are more and more on the losing side. It is the ancient task of the Chaplains and Sanguinary Priests to constrain the urge and guide their battle brothers to tame the thirst. Their example is a flicker of hope for the Blood Angels to achieve salvation. If a unit is in 6" of a model with the Paragon of Restraint special rule at the start of the movement phase it ignores all effects of the Rage special rule for the remainder of the turn.

### **ETERNAL WARRIOR, FEARLESS, FEEL NO PAIN, FLEET, FURIOUS CHARGE, HIT & RUN, INFILTRATE, MOVE THROUGH COVER, PREFERRED ENEMY, RAGE, SCOUTS:**

All these rules are detailed in Universal Special Rules, in the Warhammer 40.000 rulebook.

### **COMMANDER**

Commander 6-5-4-4-3-5-3-10-3+

#### **SPECIAL RULES**

**And They Shall Know No Fear, Red Thirst, Independent Character**

#### **WARGEAR**

**Iron Halo:** The Iron Halo incorporates a powerful energy field that can turn aside even the most deadly attacks. It confers a 4+ invulnerable save.

**Blood-Forged Blade:** The Flesh Tearers took possession of the Blood-forged Blade during a boarding action of a Relictors' battle barge. The origin of this ornate power sword is only known to the renegade Chapter but the Flesh Tearers quickly recognized its inert power. When it is unsheathed its heavy blade is covered by a thin film of blood that is constantly vaporized by the glowing energy field surrounding the weapon. The balance of the blade is so sophisticated that the wearer can penetrate even the defence of the quickest of warriors in a rapid barrage of strikes. Unique. The Blood-forges blade counts as a power weapon that adds +1 to wearer's Attack.

### **CHAPLAIN**

Chaplain 5-4-4-4-2-4-2-10-3+

#### **SPECIAL RULES**

**Red Thirst, Independent Character, Paragon of Restraint**

**Honour of the Chapter:** A Chaplain utterly embodies the honour of the Chapter. He and all members of a squad he has joined, are Fearless, as described in the Warhammer 40,000 rulebook.

**Liturgies of Battle:** On a player turn in which he assaults, a Chaplain and all members of any squad he has joined can re-roll failed rolls to hit.

## **WARGEAR**

**Rosarius:** A Rosarius is a gorget or amulet worn by Chaplains. It protects the Chaplain from physical and spiritual harm. A Rosarius confers a 4+ invulnerable save.

**Crozius Arcanum:** The Crozius Arcanum is a Space Marine Chaplain's rod of office. It is a power weapon.

## **SANGUINARY HIGH PRIEST**

WS-BS-S-T-W-I-A-Ld-Sv

High Priest 5-4-4-4-2-4-2-10-3+

### **SPECIAL RULES**

**And They Shall Know No Fear, Red Thirst, Independent Character**

### **WARGEAR**

**Exsanguinator:** The Sanguinary Priest can use the Exsanguinator for medical treatment of wounded Space Marines. But more important the Exsanguinator is a tool for retrieving the gene-seed from the body of a fallen Marine and is vital for the survival of the Chapter. In the veins of every Sanguinary Priest flow a portion of Sanguinius's own blood. That adds to the spiritual significance of the Exsanguinator for the Blood Angels. Usually a Sanguinary Priest uses his influence to calm the Red Thirst of his battle brothers. These priests are the epitome of the noble character of Sanguinius's heirs. But there are some priests that aspire to use the gift of their Primarch. These Faustians amplify the Red Thirst so that the enraged Blood Angels become the ultimate bringers of death.

At the start of the turn the Blood Angels player can choose one of the following effects:  
**Sanguinian:** The wearer has the Paragon of Restraint special rule with a range of 12".  
**Faustian:** Every Blood Angels unit in 12" of the Red Grail has the Furious Charge universal special rule.

**The Red Grail:** The Red Grail is used to hold the blood of the Sanguinary Priests during the induction rituals that are performed when a Blood Angel joins the Chapter. Its presence on the battlefield has a powerful effect on the Blood Angels, as it enhances the physical and psychological aspects that are most closely linked to their Primarch. While all Successor Chapters have similar relics, these don't necessarily have the shape of a grail. The Angels Vermilion use the Onyx Skull for the induction while the Blood Drinkers even use a cauldron that is too large to bring it to battle. Unique. Every Blood Angels unit in 12" of the Red Grail has the Preferred Enemy universal special rule. The wearer has a 4+ invulnerable save.

## **LIBRARIAN**

WS-BS-S-T-W-I-A-Ld-Sv

Librarian 5-4-4-4-2-4-2-10-3+

### **SPECIAL RULES**

**And They Shall Know No Fear, Red Thirst, Independent Character,**

**Psyker:** Librarians are Psykers, as described in the Warhammer 40,000 rulebook. A Blood Angels Librarian has two psychic powers, chosen when the army is picked (see page 71). He can only use one power each player turn unless he has been upgraded to an Epistolary, in which case he can use up to two psychic powers each turn.

### **WARGEAR**

**Force weapon:** See the Warhammer 40,000 rulebook.

**Psychic hood:** Psychic hoods are embedded with arcane constructions of psychically-attuned crystals that allow a Librarian to nullify an opposing psyker's power. Declare that you'll use the psychic hood after an enemy model within 24" of the Librarian passes a Psychic test. If there are several Librarians in range, only one can attempt to nullify the psychic power - you must choose which. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Space Marine Librarian beats the opposing model's score then the psychic power is nullified and does not take effect that turn. If the opposing model's score is equal or higher, it can use its psychic power as normal.

The psychic hood can be used once each time an enemy model uses a psychic power within range.

## **TACTICAL SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Space Marine Sergeant 4-4-4-4-1-4-2-9-3+

Space Marine 4-4-4-4-1-4-1-8-3+

### **SPECIAL RULES**

**And They Shall Know No Fear, Combat Squads, Red Thirst**

### **WARGEAR**

**Locator Beacon:** Blood Angels Tactical squads often carry a locator beacon, a signalling package containing a teleport homer, broad-spectrum communicators and geo-positional tracking. When activated, the locator beacon uploads detailed positional information to the Astartes Tactical Grid, allowing precision reinforcement by reserve forces. If a unit wishes to arrive on the battlefield via deep strike and chooses to do so within 6" of a model carrying a locator beacon, then it won't scatter. Note that the locator beacon must already be on the table at the start of the turn for it to be used.

## **ASSAULT SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Space Marine Sergeant 4-4-4-4-1-4-2-9-3+

Space Marine 4-4-4-4-1-4-1-8-3+

### **SPECIAL RULES**

**And They Shall Know No Fear, Combat Squads, Red Thirst**

## **DEVASTATOR SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Space Marine Sergeant 4-4-4-4-1-4-2-9-3+

Space Marine 4-4-4-4-1-4-1-8-3+

### **SPECIAL RULES**

**And They Shall Know No Fear, Combat Squads, Red Thirst**

### **WARGEAR**

**Astartes Grenade Launcher:** Usually the Astartes grenade launcher is used solely for Scout Bike squads. The built-in adaptive targeting systems is perfectly suited to compensate for the high speeds at which the bikers commonly travel. However the Flesh Tearers also equip their Devastator squads with Astartes grenade launchers. In total defiance of the Codex Astartes these Devastator squads are able to fulfill a close range fire support role on the battlefield that fits the combat doctrine of the Flesh Tearers excellent.

Each time a grenade launcher fires, the controlling player chooses which type of ammo is used.

Frag Grenade

Range 24" Strength 3 AP 6 Type Rapid Fire. Blast

Krak Grenade

Range 24" Strength 6 AP 4 Type Rapid Fire

## **SCOUT SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Scout Sergeant 4-4-4-4-1-4-2-9-4+

Scout 3-3-4-4-1-4-1-8-4+

### **SPECIAL RULES**

**And They Shall Know No Fear, Combat Squads, Red Thirst, Infiltrate, Move Through Cover, Scouts Behind Enemy Lines**

The Scouts' duties are to infiltrate enemy positions ahead of the rest of their Chapter, relying on stealth - rather than brute force - to accomplish their mission objectives. Operating behind enemy lines, Scouts set ambushes for the unwary, destroy ammunition dumps and vehicle pools, spy out the enemy's movements and gather what information they can about their opponent's plans. Thus the battle is often won before the main host arrives.

Scout squads are scoring units.

#### **WARGEAR**

##### **Shotgun:**

Shotguns are sturdy and versatile weapons often carried by Space Marine Scouts.

12" Strength 4 AP - Type Assault 2

##### **Sniper Rifle:**

Sniper rifles boast powerful telescopic sights that enable the firer to target weak points and distant foes with unerring accuracy.

Range 36" Strength x AP 6 Type Heavy 1, Sniper

### **TERMINATOR SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Terminator Sergeant 4-4-4-4-1-4-2-9-2+

Terminator 4-4-4-4-1-4-2-9-2+

#### **SPECIAL RULES**

**And They Shall Know No Fear, Combat Squads, Red Thirst**

#### **WARGEAR**

**Chainfist:** A chainfist is a power fist fitted with a chainblade attachment designed to carve its way through armoured bulkheads or armour plating. Originally designed for boarding actions, the whirring adamantite blades of a chainfist have long since proven their worth when engaging armoured targets of all kinds. A chainfist is treated exactly as a power fist, but rolls 2D6 for its armour penetration value.

**Cyclone Missile Launcher:** The cyclone is a specially designed missile launcher system, used by Space Marines in Terminator armour to provide heavy fire support. Essentially a rack of missiles fitted onto the shoulders of a Terminator, the cyclone missile launcher enables the Terminator to engage both heavily armoured vehicles and lightly armoured infantry. The Cyclone Missile Launcher is a multiple missile launcher (see page XXX). A Terminator can fire his multiple missile launcher in addition to his storm bolter.

### **VETERAN ASSAULT SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Veteran 4-4-4-4-1-4-2-9-3+

Specialist 4-4-4-4-1-4-2-9-2+

#### **SPECIAL RULES**

**And They Shall Know No Fear, Combat Squads, Red Thirst**

#### **WARGEAR**

**Company Standard:** Any Space Marine unit within 12" of the Standard Bearer always re-rolls failed Morale and Pinning tests. In addition, while the Standard Bearer is still alive, the Veteran Assault Squad counts as scoring one extra wound in close combat for the purposes of calculating the assault result.

**Chapter Banner:** Any Space Marine unit within 12" of the Standard Bearer always re-rolls failed Morale and Pinning tests, in addition, all models in the same unit as the Chapter Banner have +1 Attack whilst the banner bearer is alive. While the Standard Bearer is still alive, the Veteran Assault Squad counts as scoring one extra wound in close combat for the purposes of calculating the assault result.

**Exsanguinator:** See page 29.

#### **The Shroud of Sanguinius:**

When Sanguinius died above Terra, his vanquished body was covered with the Emperor's standard. This Shroud of Sanguinius is a revered relic of the Blood Angels and it still lies in stasis in the Blood Angels' Chapter monastery. Only the Guardian of the Shroud, a hand-picked senior veteran, has the honour to lift it when it is needed on the battlefield.

Although the Angels Sanguine contest the authenticity of the artifact and claim that they possess the real Shroud the Sanguinius it has an undeniable effect on the Blood Angels that take it into combat. The genetic memory of the death of their Primarch burns in them like wildfire and they descend from the sky with such ferocity as if they were Sanguinius reborn.

Unique. If there is no independent character model in the unit and it is equipped with jump packs the unit may assault after deep striking.

## **BIKE SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Bike Sergeant 4-4-4-4(5)-1-4-2-9-3+

Space Marine Biker 4-4-4-4(5)-1-4-1-8-3+

Attack bike 4-4-4-4(5)-2-4-2-8-3+

### **SPECIAL RULES**

#### **And They Shall Know No Fear, Red Thirst**

**Combat Squads:** A Bike squad chosen at full strength (for a total of eight bikes and one Attack Bike) can split into two combat squads as described on page 27. Note that if this is done the Attack Bike counts as two models, giving one combat squad of five bikes, and one of three bikes and an Attack Bike.

## **SCOUT BIKE SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Scout Biker Sergeant 4-4-4-4(5)-1-4-2-9-4+

Scout Biker 3-3-4-4(5)-1-4-1-8-4+

### **SPECIAL RULES**

#### **And They Shall Know No Fear, Combat Squads, Red Thirst, Infiltrate, Scouts Preliminary Bridgehead:**

Blood Angels Scout Bike squads are primarily used to prepare the battlefield for the arrival of the main force. Unbeknown to the enemy they scout the terrain and for positions of opposing formations. If they find the slightest weak point in the enemy's defences they place a stealth locator beacons to establish a bridgehead for Drop Pods, Thunder Hawks and Storm Harbingers. Even if the enemy manages to force the Scout Biker to withdraw it is too late to escape the wrath of the angels.

After assigning the deployment zones but before deployment, the Blood Angels player can place a Stealth Locator Beacon anywhere on the table. If a unit wishes to arrive on the battlefield via deep strike from turn two on and chooses to do so within 6" of the marker and simultaneous there is no enemy unit in 6" of the marker, then it won't scatter.

### **WARGEAR**

**Shotgun:** See page 35.

**Astartes Grenade Launcher:** See page 34.

**Auspex:** The auspex is a scanning device that is connected with the built-in commlink of every power armour. Thus critical tactical data is shared with the whole battle force. The auspex grants the Acute Senses universal special rule to any Blood Angels unit that is firing at a target in 12" of an auspex.

## **Death Company**

WS-BS-S-T-W-I-A-Ld-Sv

Reclusiam Aspirant 4-4-4-4-1-4-2-10-3+

Death Company 4-4-4-4-1-4-2-10-3+

### **SPECIAL RULES**

**Fearless, Rage, Furious Charge, Feel no Pain** (Death Company only), **Paragon of Restraint** (Reclusiam Aspirant only)

**Black Rage** (Death Company only):

When a Space Marine is overcome by the Black Rage he is reborn in a world of anger, hatred, fury and nothing else. As well as Sanguinius's memories, the Blood Angel is touched

with a small portion of his unearthly power, boosting his strength and vitality to superhuman levels.

If the Death Company has won the round of combat on the turn they have assaulted, the squad gets the benefits of the Furious Charge universal special rule in the next opposing player's turn as well.

#### **WARGEAR**

**Crozius arcanum:** See page 30.

### **EXALTED SQUAD**

WS-BS-S-T-W-I-A-Ld-Sv

Guardian of the Tower 5-4-4-4-1-4-3-10-3+

Exalted 4-4-4-4-1-4-2-10-3+

#### **SPECIAL RULES**

**And They Shall Know No Fear, Hit & Run, Paragon of Restraint**

### **TECHMARINE**

WS-BS-S-T-W-I-A-Ld-Sv

Techmarine 4-5-4-4-1-4-2-9-2+

#### **SPECIAL RULES**

**And They Shall Know No Fear, Red Thirst, Independent Character,**

**Blessing of the Omnissiah:** If a Techmarine is in base contact with a damaged vehicle during the Shooting phase, he can attempt to repair it instead of firing. Roll a D6 and add the the following modifiers:

Each Servitor with a servo-arm in the unit +1

The Techmarine has a servo-harness +1

If the result is 5 or more, then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Techmarine cannot repair if gone to ground or falling back.

#### **WARGEAR**

**Servo-arm:** Techmarines and Servitors are equipped with powerful servo-arms that can be used for battlefield repairs or even put to use as a weapon. Each Servo-arm grants the model a single extra close combat attack, made seperately at Initiative 1 and Strength 8, ignoring Armour Saves.

**Servo-harness:** A servo-harness gives the Techmarine an extra servo-arm (giving him two servo-arm attacks), a plasma cutter (fired in the Shooting phase as a twin-linked plasma pistol, but cannot be used in close combat) and a flamer.

In the shooting phase the Techmarine can fire both harness-mounted weapons, or one harness mount and another gun.

**Signum:** The signum is a special foim of communication device that can access a myriad of useful targeting data, allowing a more accurate concentration of fire. A model can use a signum in lieu of making a shooting attack of his own. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls to hit are made.

### **SERVITOR**

WS-BS-S-T-W-I-A-Ld-Sv

Servitor 3-3-3-3-1-3-1-8-4+

Assault Servitor 3-1-5-5-3-3-3-8-4+

#### **SPECIAL RULES**

**Feel no Pain** (Assault Servitor only)

**Mindlock:** The altered and fragmented brain of a Servitor functions poorly unless constantly supervised. A unit of Servitors must test for mindlock at the start of each friendly turn. Roll a D6 for each unit of Servitors. If the result is a 4, 5 or 6 the test is passed and the unit can function normally for the remainder of the turn. If the result is a

1, 2 or 3, the Servitors have succumbed to mindlock - the unit (and any characters) may not move, shoot or assault that turn (though they will fight normally in close combat if already engaged). If a Techmarine is part of the Servitor unit at the start of the turn, the mindlock test is passed automatically.

#### **WARGEAR**

**Servo-arm:** See page 42.

**Artificer Cannon:** The artificer cannon is a three-barreled cannon that fires solid slugs of the size of a Karmathian apple. The knowledge of their construction is long lost but some Chapters still have a small number of artificer cannons in their arsenal. When a Blood Consul Techmarine return from his journey to the Ogryn homeworlds with a new subject he carefully incorporates one of the artificer cannons in the new-made Assault Servitor.

The artificer cannon has the following profile:

Range 36" Strength 6 AP 6 Type Assault 6

### **LAND SPEEDER**

Type BS-F-S-R

Land Speeder Fast, Skimmer 4-10-10-10

#### **SPECIAL RULES**

**Deep Strike**

#### **WARGEAR**

**Typhoon Missile Launcher:** The typhoon missile launcher counts as multiple missile launcher. See page 66.

### **LAND SPEEDER STORM**

Type BS-F-S-R

Land Speeder Storm Fast, Skimmer, Open-topped 3-10-10-10

#### **Transport**

The Land Speeder Storm has a transport capacity of five models. It can only carry Scouts.

**Fire Points and Access Points:** The Land Speeder Storm is open-topped.

#### **SPECIAL RULES**

**Deep Strike, Scouts**

#### **WARGEAR**

**Cerberus Launcher:** The cerberus launcher is used to stun enemy units prior to an assault by Scouts. If a Scout unit charges into combat on the same turn as it disembarks from the Land Speeder, any enemy units that the Scouts assault have their Leadership reduced by 2 for the duration of that assault phase.

**Jamming Beacon:** Land Speeder Storms carry transmitters that broadcast powerful electro-magnetic and etheric interference. The resultant disruption denies enemy reserves crucial locational and navigational information, causing them to enter the fray a considerable distance from their intended entry point.

### **RHINO**

Type BS-F-S-R

Rhino Tank 4-11-11-10

#### **Transport**

The Rhino has a transport capacity of ten models. It cannot carry models in Terminator armour and Assault Servitors.

**Fire Points:** Two models can fire from the Rhino's top hatch.

**Access Points:** Rhinos have one access point on each side of the hull and one at the rear.

#### **WARGEAR**

**Over-charged Engines:**

The Rhinos used by the Blood Angels are fitted with specially modified over-charged engines that trade the reliability of the standard Rhino for a faster combat speed. Even if the Blood Angels are forced to start a ground assault they lose nothing of their speed.

A vehicle with Over-charged Engines counts as fast. If it moves more than 12" it counts as open-topped for damage purposes until the next Blood Angels turn and every immobilized result on the Vehicle Damage chart counts as a destroyed result instead.

## **RAZORBACK**

Type BS-F-S-R

Razorback, Tank 4-11-11-10

### **Transport**

The Razorback has a transport capacity of six models. It cannot carry models in Terminator armour and Assault Servitors.

**Fire Points:** None.

**Access Points:** Razorbacks have one access point on each side of the hull and one at the rear.

## **DROP POD**

Type BS-F-S-R

Drop Pod Open-topped 4-12-12-12

### **Transport**

The Drop Pod has a transport capacity of ten models. Models in Terminator armour and Assault Servitors count as two. It can transport a single Dreadnought. Once the Drop Pod has landed, the hatches are blown and all passengers must immediately disembark, as normal. Once passengers have disembarked, no models can embark on the Drop Pod for the remainder of the game.

**Fire Points and Access Points:** Once deployed the Drop Pod is no longer a sealed environment and is therefor counted as being open-topped.

### **SPECIAL RULES**

**Inertial Guidance System:** Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle. The Drop Pod cannot be placed on top of any model to begin with.

**Immobilized:** A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilised damage result (which cannot be repaired in any way).

**Drop Pod Assault:** Drop Pods always enter play using the deep strike rules from the Mission Special Rules section of the Warhammer 40,000 rulebook. At the beginning of your first turn, you must choose half of your Drop Pods (rounding up) to make a 'Drop Pod Assault'. Units making a Drop Pod Assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives.

### **WARGEAR**

**Deathwind Launcher:** Some Drop Pods are upgraded to carry a deathwind launcher in place of a storm bolter:

Range 12" Strength 5 AP - Type Heavy 1, Large Blast

## **STORM HARBINGER**

Type BS-F-S-R

Storm Harbinger Fast, Skimmer 4-13-11-10

### **Transport**

The Storm Harbinger has a transport capacity of sixteen models. Models in Terminator armour, models wearing jump packs and Assault Servitors count as two. It can transport a single Dreadnought. It can carry five Bikes. Attack bikes count as two Bikes.

**Fire Points:** None.

**Access Points:** A Storm Harbinger has one access point at the front.

### **SPECIAL RULES**

#### **Deep Strike**

**Jump Pack Insertion:** Assault Squads don't wait for the Storm Harbinger to land in order to disembark. Instead they use their jumps packs to disembark during low-altitude

flight and ride on a stream of fire and smoke to crush the enemy in one fierce sweep from above.

Jump infantry disembarking from a Storm Harbinger can launch an assault on the turn they do so, even if the Storm Harbinger has performed a deep strike.

#### **WARGEAR**

##### **Tantalus Assault Cannon System:**

The Tantalus System consists of no less than four assault cannons. Instead of standard rounds it uses fragmentation rounds that force enemies in cover. Thus they are vulnerable to the assault of the Storm Harbinger's passengers.

It counts as a single weapon with the following profile: Range 18" Strength 6 AP 4 Type Heavy 8, Rending, Pinning, Twin-linked

### **BAAL PREDATOR**

Tank 4-13-11-10

#### **WARGEAR**

**Over-charged Engines:** See page 46.

### **VINDICATOR**

Type BS-F-S-R

Tank 4-13-11-10

#### **WARGEAR**

**Demolisher Cannon:** The demolisher cannon is the weapon of choice amongst the Imperium's armies when faced with dug-in enemy infantry in a dense environment such as a cityfight or siege. The terrific blast unleashed by the detonation of the huge demolisher shells is often sufficient to bring down buildings in which the enemy take cover, crushing them beneath tons of fallen masonry. The demolisher cannon has the following profile:

Range 24" Strength 10 AP 2 Type Ordnance 1

**Siege Shield:** Many Vindicators are equipped with an enormous bulldozer blade, allowing them to shoulder aside rubble and other battlefield detritus without risk. A Vindicator with a siege shield automatically passes dangerous terrain tests.

### **WHIRLWIND**

Type BS-F-S-R

Tank 4-11-11-10

#### **WARGEAR**

**Whirlwind Multiple Missile Launcher:** Each Whirlwind in your army is equipped with the standard vengeance missiles and the incendiary Castellian missiles. Declare which type of

missile you wish to use before the Whirlwind fires.

Vengeance Missiles

Range 12-48" Strength 5 AP 4 Type Ordnance 1, Barrage

Incendiary Castellian Missiles

Range 12-48" Strength 4 AP 5 Type Ordnance 1, Barrage, Ignores Cover\*

\*Ignores Cover: Cover saves cannot be taken against wounds caused by incendiary missiles.

### **LAND RAIDER**

Type BS-F-S-R

Land Raider Tank 4-14-14-14

Land Raider Crusader Tank 4-14-14-14

Land Raider Redeemer Tank 4-14-14-14

#### **Transport**

The Land Raider has a transport capacity of ten models, the Land Raider Redeemer a capacity of twelve models and a Crusader a capacity of sixteen models. Models in Terminator armour and Assault Servitors count as two.

**Fire Points:** None.

**Access Points:** Land Raiders have one access point on each side of the hull and one at the front.

### **SPECIAL RULES**

**Power of the Machine Spirit:** The interface between a Land Raider's machine spirit and its fire control mechanisms allow the crew to target with incredible accuracy. A Land Raider can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for Shooting. Therefore, a Land Raider that has moved at combat speed can fire two weapons, and a Land Raider that has either moved at cruising speed, or has suffered a 'Crew Stunned' or 'Crew Shaken' result can fire a single weapon.

**Assault Vehicle:** Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so.

### **WARGEAR**

#### **Hurricane Bolters:**

Each hurricane bolter consists of three twin-linked bolters, fired as a single weapon.

Flamestorm Cannon: The flamestorm cannon has the following profile.

Range Template Strength 6 AP 3 Type Heavy 1

**Frag Assault Launchers:** The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit charging into close combat on the same turn as it disembarks from a Crusader or Redeemer counts as having assault grenades.

## **DREADNOUGHT**

Type WS-BS-S-F-S-R-I-A

Venerable Dreadnought Walker 5-5-6-12-12-10-4-2

Dreadnought Walker 4-4-6-12-12-10-4-2

Furioso Dreadnought Walker 4-4-6-13-12-10-4-3(4)

Death Company Dreadnought Walker 4-4-6-13-12-10-4-4(5)

### **SPECIAL RULES**

#### **Red Thirst**

**Venerable** (Venerable Dreadnought only): If a Venerable Dreadnought suffers a glancing or penetrating hit, you can ask your opponent to re-roll the result rolled on the Vehicle Damage chart. You must accept the result of the second roll, even if it is worse than the first.

## **LIBRARIAN FURIOSO DREADNOUGHT**

Type WS-BS-S-F-S-R-I-A

Librarian Furioso Walker 4-4-6-13-12-10-4-3

### **SPECIAL RULES**

#### **Red Thirst**

**Entombed Psyker:** Sometimes a recently entombed Librarian retains a remnant of his link to the Warp. A Librarian Furioso has two psychic powers, chosen when the army is picked (see page 71). The Furioso Librarian can cast one psychic power per player's turn with a Leadership of 10. All normal rules for psychic powers apply. If the Librarian Furioso would normally suffer a peril of the warp attack it takes a glancing hit instead. For all other game purposes the Librarian Furioso doesn't count as a psyker.

### **WARGEAR**

**Force weapon:** See the Warhammer 40,000 rulebook.

Note: the Librarian Furioso can only use the force weapon or the dreadnought close combat weapon in the assault phase. The Librarian Furioso doesn't get a bonus attack either.

## **DEATH COMPANY DREADNOUGHT**

Type WS-BS-S-F-S-R-I-A

Moriar the Chosen Walker 5-5-6-13-12-10-4-4(5)

Death Company Dreadnought Walker 4-4-6-13-12-10-4-4(5)

### **SPECIAL RULES**

**Furious Charge, Rage**

**Venerable** (Moriar only): See page 52.

## **COMMANDER CERVAN DANTE, Chaptermaster of the Blood Angels**

WS-BS-S-T-W-I-A-Ld-Sv

Cervan Dante 6-5-4-4-3-5-4-10-2+

### **SPECIAL RULES**

**Red Thirst, Independent Character, Eternal Warrior**

**Inspiring:** As long as Dante has joined a Veteran Assault Squad, every model in the unit adds +1 to WS. This doesn't apply to Dante himself.

**Seen it all:** Every time the Blood Angels player's opponent puts a unit in reserve for deep striking or outflanking or holds a unit back to deploy it as Infiltrator, the opponent chooses one of his HQ models. Both players roll a D6 and add the Leadership of Dante and the opposing HQ model. If Dante wins, the unit cannot use the rule and is deployed according to the normal mission rules. Units which have to deep strike or are allowed to deep strike despite the mission rules are not affected by this rule.

### **WARGEAR**

**Death Mask of Sanguinius:** Every wound Dante causes in close combat counts twice for the purposes of calculating the assault result.

**The Axe Mortalis:** It counts as a power weapon, and adds +1 to wearer's Strength.

**Perdition Pistol:** The Perdition Pistol is a weapon with the following profile: Range 12" Strength 8 AP1 Type Pistol, Melta

## **MEPHISTON, Chief Librarian of the Blood Angels, Lord of Death**

WS-BS-S-T-W-I-A-Ld-Sv

Mephiston 7-7-5-5-3-7-4-10-2+

### **SPECIAL RULES**

**Independent Character**

**Psyker:** Mephiston is a Psyker, as described in the Warhammer 40,000 rulebook.

Mephiston has the following psychic powers: Transfixing Gaze, Quickening, Vortex of Blood and Primarchs Grace (see page 71). He can use up to three power each player turn.

**Lord of Death:** Mephiston has the Fearless, Feel no Pain and Eternal Warrior universal special rules.

### **WARGEAR**

**The Scarlet Fang:** Unlike other force weapons the Scarlet Fang incorporates a flexible resonance nexus that can be altered by a skilled psyker. During deployment the Blood Angels player can choose one of the following weapon variants for Mephiston:

Blood Fang counts as a Force weapon. Mephiston can use the instant death power in addition to his three normal powers per turn.

Black Fang counts as a power weapon. Mephiston gets the psychic power Quickening Field. He can use it in addition to his three normal powers per turn.

## **ERASMUS TYCHO, Captain of the 3. Company of the Blood Angels**

WS-BS-S-T-W-I-A-Ld-Sv

Erasmus Tycho 6-5-4-4-3-5-3-10-2+

### **SPECIAL RULES**

**And They Shall Know No Fear, Red Thirst, Independent Character**

**Fallen from Grace:** Tycho has one of the following special rules (chosen when the army is picked).

Captain of the Third: Tycho and any unit he has joined replace Red Thirst with Fearless.

Hero of Armageddon: Tycho and any unit he has joined get Preferred Enemy: Orks.

Martyr of Tempestora: Tycho replaces Red Thirst with Rage, Furious Charge and Feel no Pain.

### **WARGEAR**

**Master-crafted Digital weapons:** The digital weapons bestow the Rending special rule to Tycho's close combat attacks.

**Master-crafted Combi-melta:** Declare which type of weapon you wish to use before Tycho fires. Tycho may reroll a failed roll to hit when using the Master-crafted Combi-melta with either profile.

Aurora Melta

Range 18" Strength 8 AP 1 Type Assault 1, Melta

Nox Bolter

Range 36" Strength 4 AP 5 Type Assault 1, Blast

## **FAUSTIO REO LEMARTES, High Chaplain of the Blood Angels, Guardian of the Lost**

WS-BS-S-T-W-I-A-Ld-Sv

Faustio Reo Lemartes 5-4-4-4-3-4-3-10-3+

### **SPECIAL RULES**

**Red Thirst, Independent Character, Honour of the Chapter, Liturgy of Hate, Paragon of Restraint**

**Guardian of the Lost:** At deployment Lemartes must join one unit of Death Company if there is one and can't leave it. This units' chainswords count as close combat weapons with the Rending special rule.

### **WARGEAR**

**Death Mask:** Every enemy unit in 6" of Lemartes reduces its Leadership by 1.

## **Hieri Lorenzo, Sergeant of the First Company of the Blood Angels**

Hieri Lorenzo 4-4-4-4-1-4-2-9-2+

### **SPECIAL RULES**

**And They Shall Know No Fear, Combat Squads, Red Thirst**

**Overwatch:** Sergeant Lorenzo's unit may appoint a piece of terrain instead of shooting. In the enemy's movement phase Lorenzo's unit may shoot on one enemy unit that entered or left or moved inside the piece of terrain. Check range and line of sight to the terrain instead of the targeted unit. The targeted unit get no cover saves from terrain.

## **SYHN AVICEN, Sergeant of the Tenth Company of the Blood Angels**

WS-BS-S-T-W-I-A-Ld-Sv

Syhn Avicen 5-5-4-4-2-4-3-10-4+

### **SPECIAL RULES**

**And They Shall Know No Fear, Red Thirst, Furious Charge, Infiltrate, Scouts, Fleet**

**Be bloody, bold and resolute:** If a unit loses a close combat in which Avicen took part, the Blood Angels player can force the unit to reroll their morale test, regardless if passed or failed. Vice versa, if Avicen's unit loses a combat, the opposing player can force the Blood Angels player to reroll the morale test for Avicen's unit.

**Baal Initiates:** Those initiates that are overwhelmed by the Sanguination awaits only death. Avicen grants them this death on the battlefield forfeiting all subtlety for brute force. Avicen's unit exchanges the Move Through Cover and Behind Enemy Lines special rules for Fleet and Furious Charge universal special rules.

## **ASTORATH THE GRIM, Warmaster of the Legion**

WS-BS-S-T-W-I-A-Ld-Sv

Astorath 6-5-4-4-3-5-3-10-2+

### **SPECIAL RULES**

**And They Shall Know No Fear, Independent Character, Stubborn**

**Cold Hatred:** If you include Astorath the Grim then all units in your army exchange the Red Thirst special rule for the Stubborn universal special rule.

### **WARGEAR**

**Ossethian Axe:** The Ossethian Axe counts as a power weapon and confers a +2 bonus

to Strength during the charge.

**The Blood Shield:** The Blood Shield is a vibrant aura of blood that surrounds Astorath. If he is hit by a projectile or blow he vanishes in an explosion of blood and reappears nearby unscathed. The Blood Shield bestows a 3+ invulnerable save on Astorath .

## **SANGUINOR, Exemplar of the Host**

WS-BS-S-T-W-I-A-Ld-Sv

Sanguinor 6-5-4-4-3-5-3-10-3+

### **SPECIAL RULES**

**And They Shall Know No Fear, Independent Character, Hit & Run**

**Coup de Grace:** If at least three of Sanguinor's attacks hit, all his attacks inflict Instant Death regardless of Toughness.

**Exemplar of the Host:** Sanguinor and any Exalted unit he has joined may reroll their Hit & Run rolls.

### **WARGEAR**

**Exalted Blade:** The Exalted Blade counts as a power weapon that adds +1 to Sanguinor's Strength.

## **GABRIEL SETH, Chaptermaster of the Flesh Tearers**

WS-BS-S-T-W-I-A-Ld-Sv

Gabriel Seth 6-5-4-4-4-5-3-10-3+

### **SPECIAL RULES**

**Independent Character, Rage, Furious Charge, Fleet, Fearless**

**Flesh Tearers:** If you include Gabriel Seth then all units in your army exchange the Red Thirst special rule for the Fleet, Furious Charge and Rage universal special rules.

### **WARGEAR**

**The Eviscerator:** It counts as a chain fist. Seth doesn't get a bonus attack for two close combat weapons. He may reroll any failed roll to hit when attacking enemies with a higher Toughness than himself.

## **WARGEAR**

This section of Codex: Blood Angels lists the weapons and equipment used by the Blood Angelss, along with the rules for using them in your games of Warhammer 40,000.

Weapons and equipment that can be used by more than one type of model or unit are detailed here, while equipment that is unique to a single model or unit (including wargear carried by named special characters) is detailed in the appropriate entry in the Forces section.

For example, bolters are ubiquitous and carried by many models, and so are detailed in this section. The auspex, however, is unique to Scout Bike squads. While you will find a page reference here, the rules are detailed in the Scout Bike squad entry.

## **WEAPONS**

### **Artificer Cannon**

See the Servitor entry on page 43.

### **Assault Cannon**

The rapidly rotating, multiple barrels of an assault cannon unleash a storm of shells, each one capable of shredding a man. The sheer volume of fire means that an assault cannon can be turned against infantry or even vehicles, where the overwhelming salvo of shells is capable of shredding even the heaviest armour.

Range 24" Strength 6 AP 4 Type Heavy 4, Rending

**Astartes Grenade Launcher:**

See the Devastator squad entry on page 34.

**Blood-Crafted Blade**

See the Commander entry on page 28.

**Boltgun**

The boltgun, or bolter, fires small missiles, or 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside. Range 24" Strength 4 AP 5 Type Rapid Fire

**Bolt Pistol**

Bolt pistols are smaller versions of bolters. They are perfect side arms for Space Marines and are wielded alongside the chainsword by Assault Marines.

Range 12" Strength 4 AP 5 Type Pistol

**Chainfist**

See the Terminators entry on page 36.

**Chainsword or Combat Blade**

Space Marines utilise an array of close combat weapons, from the combat blades wielded by Scouts to the chainswords carried by Assault Marines. All are equally deadly in the hands of a Space Marine. Both chainswords and combat blades are close combat weapons, as described in the Assault Phase chapter of the Warhammer 40,000 rulebook.

**Combi-Weapons**

Combi-weapons are bolters that have been specially modified by the Chapter's most skilled artisans. Each has been expertly converted to house another weapon, either a meltagun, plasma gun or flamer. This extra weapon carries only a limited charge, allowing the bearer a single shot, perfect for emergencies and shots of opportunity. A Space Marine armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) can choose to fire either the bolter, or the secondary weapon, each with the profile listed elsewhere in this section. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, Rapid Fire). You cannot fire both weapons in the same turn.

**Crozius Arcanum**

See the Chaplain entry on page 30.

**Cyclone Missile Launcher**

The Cyclone Missile Launcher is a multiple missile launcher (see page 66). A Terminator can fire his multiple missile launcher in addition to his storm bolter.

**Flamer**

Flamers spew a highly volatile cloud of liquid chemicals that ignites on contact with the air. Flamers are primarily used to scour the enemy from defended positions, their belches of superheated vapour slaughtering the defenders in a fiery conflagration.

Range Template Strength 4 AP 5 Type Assault 1

**Force Weapon**

See the Warhammer 40,000 rulebook.

**Frag Grenade**

Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding frag grenades drives opponents further into cover for a few precious moments while the attackers close in. Frag grenades are assault grenades, as described in the Warhammer 40,000 rulebook.

### **Heavy Bolter**

An enormous version of the boltgun. The heavy bolter fires fist-sized bolts at the enemy with a staggering rate of fire.

Range 36" Strength 5 AP 4 Type Heavy 3

### **Heavy Flamer**

The heavy flamer is the ultimate weapon for sweeping fortifications clear and purging the ranks of the enemy at close quarters.

Range Template Strength 5 AP 4 Type Assault 1

### **Infernus pistol**

The Infernus pistol is a smaller version of the meltagun. It is popular in the Blood Angels Chapter for its combination of close combat aptitude and destructive power. The Artificers of the Blood Consuls can supply all Blood Angels successors with a small amount of these prized and rare weapons.

6" Strength 8 AP1 pistol, melta

### **Krak Grenade**

Krak grenades are armour piercing bombs, designed to crack open the armoured hulls of enemy vehicles. Though they lack the explosive force of melta bombs or other specialised demolition charges, they are small and easy to carry, making them ideal weapons of opportunity. See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using krak grenades.

### **Lascannon**

There are few liner weapons for tank hunting than the lascannon. Within the gun is a laser chamber that charges an energy blast capable of shattering any enemy vehicle. The lascannons used by Space Marine forces vary, from the man-portable variants carried by Devastator squads, to the godhammer pattern lascannons borne by the Land Raider.

Range 48" Strength 9 AP 2 Type Heavy 1

### **Lightning Claws**

Lightning claws are heavily armoured gauntlets with long, slashing talons sheathed in a rippling power field. Used most effectively in pairs, lightning claws slice through armour, flesh and bone with terrifying effectiveness. See the Assault Phase chapter of the Warhammer 40,000 rulebook for the rules for using lightning claws.

### **Master-crafted Power Sword**

Master-crafted power swords are the product of years of careful labour by the most accomplished artisans in the Chapter. A blade that has been manufactured with such dedication will be superior to any other weapon of its type.

A master-crafted power sword counts as power weapon and allows the bearer to re-roll one failed roll to hit per player turn when using the weapon. See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power weapons.

### **Meltabomb**

Meltabombs are subatomic charge-powered demolition munitions, capable of melting through even the most heavily armoured targets. They are much bulkier than krak grenades, with a more sophisticated detonation mechanism. Space Marine Assault

squads carry melta bombs to destroy enemy tanks and bunkers. See the Vehicles chapter of the Warhammer 40,000 rulebook for details of using meltabombs.

### **Meltagun**

Meltaguns are lethal anti-armour weapons, used by Space Marines when undertaking assaults against heavily fortified defence lines and bunkers. Most effective at very short range, the meltagun is capable of reducing rock, metal and living material to molten slag or ash.

Range 12" Strength 8 AP 1 Type Assault 1, Melta

### **Missile Launcher**

The standard heavy weapon for Space Marine Tactical squads, missile launchers can fire either krak or frag missiles. Frag missiles are designed to wreak havoc amongst lightly armoured infantry, while krak missiles can challenge the most heavily armoured targets. Each time a missile launcher fires, the controlling player can choose which type of missile is being used.

Krak

Range 48" Strength 8 AP 3 Type Heavy 1

Frag

Range 48" Strength 4 AP 6 Type Heavy 1, Blast

### **Multi-melta**

A larger, more destructive version of the meltagun. A multi-melta is perfect for destroying bunkers and tanks.

Range 24" Strength 8 AP 1 Type Heavy 1, Melta

### **Multiple Missile Launcher**

The Multiple missile launcher consists of one or two racks of missiles that can be fired in an earth-shattering volley. It is too heavy to be carried by a Space Marine wearing Power Armour but it can be employed on more stable platforms. The Blood Angels use several variants that are adjusted for their field of application such as the Cyclone missile launcher for Terminators or the Typhoon missile launcher for swift Land Speeder Raids. The Angels Sanguine are famous for their widespread use of these weapons. They even field Land Raiders and Baal Predators that are able to unleash a barrage of missiles upon the enemy. Each time a multiple missile launcher fires, the controlling player can choose which type of missile is being used.

Krak

Range 48" Strength 8 AP 3 Type Heavy 2

Frag

Range 48" Strength 4 AP 6 Type Heavy 2, Blast

### **Plasma Cannon**

Plasma cannons fire a plasma 'bolt' that explodes on impact, generating the destructive heat of a small sun. Plasma cannons are prone to overheating, and can prove as deadly to the wielder as the target.

Range 36" Strength 7 AP 2 Type Heavy 1, Blast, Gets Hot!

### **Plasma Gun**

Smaller than the plasma cannon, this fires several compact 'pulses' of plasma energy.

Range 24" Strength 7 AP 2 Type Rapid Fire, Gets Hot!

### **Plasma Pistol**

Plasma pistols are the smallest variant in the plasma weapon family. The destructive fury is undiminished, although the range and rate of fire are less.

Range 12" Strength 7 AP 2 Type Pistol, Gets Hot!

**Power Fist**

A power fist is an armoured gauntlet surrounded by a disruptive energy field. It is used to deliver crushing blows, capable of smashing the thickest armour asunder. See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power fists.

**Power Weapon**

A power weapon (typically a sword or axe, but sometimes a glaive, rapier or mace) is sheathed in the lethal haze of a disruptive energy field, capable of tearing through all manner of materials with ease. See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using power weapons.

**Shotgun**

See the Scouts entry on page 35.

**Sniper Rifle**

See the Scouts entry on page 35.

**Storm Bolter**

A storm bolter resembles two boltguns attached side by side. The storm bolter is capable of withering fire without hindering manoeuvrability, enabling the bearer to charge headlong into combat, firing on his enemy all the while.  
Range 24" Strength 4 AP 5 Type Assault 2

**Thunder Hammer**

Thunder hammers release a terrific blast of energy when they strike an opponent. Thunder hammers are often paired with storm shields, combining superb protection and lethal offensive capabilities. See the Assault Phase chapter of the Warhammer 40,000 rulebook for details of using thunder hammers.

**OTHER EQUIPMENT****Auspex**

See the Scout Bike squad entry on page 39.

**Chapter Banner**

See the Veteran Assault squad entry on page 37.

**Company Standard**

See the Veteran Assault squad entry on page 37.

**Exsanguinator**

See the Sanguinary High Priest entry on page 29.

**Iron Halo**

See the Commander entry on page 28.

**Jump Pack**

A jump pack enables the wearer to make great bounding leaps across the battlefield or even to fly short distances. Models equipped with jump packs are jump infantry, as described in the Warhammer 40,000 rulebook In addition. Space Marines wearing jump packs can be dropped from low-flying Thunderhawk Gunships, using their jump packs to swoop down on to the battlefield To represent this they can be kept in reserve and arrive

using the deep strike rules (see the Mission Special Rules section of the Warhammer 40,000 rulebook).

### **Laurels of Thorns**

Blood Angels that are awarded with laurels of thorns have proven in over a hundred battles that they have truly mastered the Red Thirst. These revered Blood Angels can control the flaw and even use it to their advantage if need be.

A unit with Laurels of Thorns uses 3D6 for its Red Thirst test and discards one of them. If the unit has no Red Thirst special rule, Laurels of Thorns have no effect.

### **Locator Beacon**

See the Tactical squad entry on page 32.

### **Psychic Hood**

See the Librarian entry on page 31.

### **Rosarius**

See the Chaplain entry on page 30.

### **Servo-arm**

See the Techmarine entry on page 42.

### **Servo-harness**

See the Techmarine entry on page 42.

### **Signum**

See the Techmarine entry on page 42.

### **Space Marine Bike**

Space Marine bikes are fitted with powerful engines and bulletproof tyres. Each bike is a versatile fighting platform capable of firing its armament on the move and launching devastating charges into combat. Models equipped with a Space Marine bikes follow all of the rules for Bikes as described in the Warhammer 40.000 rulebook. Space Marine bikes are fitted with a twin-linked bolter.

### **Storm Shield**

A storm shield is a solid shield that has an energy field generator built into it. The energy field is capable of deflecting almost any attack, even blows from lascannons and power weapons. A model with storm shield has a 3+ invulnerable save. A model equipped with a storm shield can never claim the + 1 Attack bonus for being armed with two close combat weapons in an assault.

### **Teleport Homer**

Teleport homers emit a powerful signal enabling Space Marine Strike Cruisers to lock on to them with their teleportation equipment. By utilising this signal, the risk of missing the intended mark is greatly reduced, as are the dangers of more serious accidents. If models wearing Terminator armour wish to teleport onto the battlefield via deep strike and choose to do so within 6" of a model carrying the homer, then they won't scatter. Note that the teleport homer only works for units that are teleporting, not for units entering play using jump packs, drop pods, drop ships or other means of transport. Also note that the homer must already be on the table at the start of the turn for it to be used.

### **The Red Grail**

See the Sanguinary High Priest entry on page 29.

### **The Shroud of Sanguinius**

See the Veteran Assault squad entry on page 37.

## **ARMOUR**

### **Artificer Armour**

Models equipped with artificer armour receive an armour save of 2+.

### **Power Armour**

Models equipped with power armour receive an armour save of 3+.

### **Scout Armour**

Models with Scout armour receive a 4+ armour save.

### **Terminator Armour**

Terminators cannot perform a Sweeping Advance. A model wearing Terminator armour has a 2+ armour save and a 5+ invulnerable save. Any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in reserve and arrive using the deep strike rules, even if it is not part of the mission being played.

## **VEHICLE ARMOURY**

### **Autocannon**

Autocannons fire large calibre, high velocity shells. They are employed in the turret mounts of Baal Predators, and are also carried, as a linked pair, on Dreadnoughts. Range 48" Strength 7 AP 4 Type Heavy 2

### **Cerberus Launcher**

See the Land Speeder Storm entry on page 45.

### **Deathwind Launcher**

See the Drop Pod entry on page 47.

### **Demolisher Cannon**

See the Vindicator entry on page 50.

### **Dozer Blade**

Dozer blades are heavy ploughs, blades, rams, or scoops, used to clear obstacles from the vehicle's path. Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test.

### **Dreadnought Close Combat Weapon**

See the Warhammer 40,000 rulebook for details.

### **Extra Armour**

Some Space Marine vehicle crews add additional armour plating to their vehicles to provide extra protection. Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

### **Flamestorm Cannon**

See the Land Raider entry on page 51.

### **Frag Assault Launchers**

See the Land Raider entry on page 51.

### **Furioso Assault Launchers**

An Furioso assault launcher is loaded with a variety of anti-personnel grenades that disorient the enemy and drive them from cover. A Dreadnought with Furioso assault launchers counts as being armed with assault grenades.

### **Hunter-killer Missile**

Hunter-killer missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage enemy armoured vehicles that would otherwise far outmatch them. A hunter-killer missile is a krak missile with unlimited range that can only be used once per battle. They are fired at Ballistic Skill 4. They are treated as an additional weapon.

### **Hurricane Bolters**

See the Land Raider entry on page 51.

### **Jamming Beacon**

See the Land Speeder Storm entry on page 45.

### **Over-charged Engines**

See the Rhino entry on page 46.

### **Storm Bolter**

Pintle-mounted storm bolters are weapons fitted to Space Marine vehicles to provide additional fire support. Pintle-mounted storm bolters are treated as an additional defensive weapon, with the profile of a normal storm bolter. See the storm bolter entry for details.

### **Searchlight**

Searchlights are often fitted to Space Marine vehicles, so that the foe may not use darkness as an ally. Searchlights are used where the night fighting rule is in effect. If a vehicle has a searchlight it must still use the night fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the night fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the night fighting rules were not in effect, as the enemy can see the searchlight.

### **Smoke Launchers**

Smoke launchers are used to temporarily obscure the vehicle behind concealing clouds of smoke, allowing it to cross open areas in greater safety. See the vehicles section of the Warhammer 40.000 rulebook for details.

### **Tantalus Assault Cannon System**

See the Storm Harbinger entry on page 48.

### **Teleport homer**

If models wearing Terminator armour wish to teleport onto the battlefield via deep strike and choose to do so within 6" of a model carrying the homer, then they won't scatter. Note that the teleport homer only works for units that are teleporting, not for units entering play using jump packs, drop pods, drop ships or other means of transport. Also note that the homer must already be on the table at the start of the turn for it to be used.

### **Typhoon Missile Launcher**

The typhoon missile launcher is a multiple missile launcher. See page 66.

### **Whirlwind Multiple Missile Launcher**

See the Whirlwind entry on page 50.

## **BLOOD ANGELS PSYCHIC POWERS**

All Blood Angels psychic powers are used following the rules given in the main Warhammer 40,000 rulebook. Note that while some powers affect the blood of the target we can assume that the psyker has a repertoire of similar powers at his disposal that affects the circuits of Necrons or the corporal embodiment of Daemons.

**Angel of Wrath:** The Librarian conjures an angelic shaped sphere of pulsing Warp energy. Broad arcs of light lash out and scorch all enemies unfortunate enough to stand nearby.

This power is a shooting power. The power uses the following profile: Range 24"  
Strength 6 AP 3 Type Assault 1, Blast

**Blood Stasis:** The Librarian slows the blood flow of the victim, that is struck down by a hail of pain for every move it makes until it is finally released when its heart explodes by the constant strain.

This power is a shooting power. The power uses the following profile: Range 12"  
Strength 1 AP- Type Assault 1, Large Blast. Every affected non-vehicle unit moves as if being in difficult and dangerous terrain until the beginning of the next Blood Angels turn. For every one on a dangerous terrain roll the unit gets an automatic S 10 AP 2 hit instead of the usual auto-wound. If the unit shoots it suffers an automatic S 5 AP - hit for every one on a roll to hit. Cover saves are not allowed against this this power. Units with the special rules Daemons and Necrons are not effected by this psychic power.

**Quickening:** The Librarian floods his body with Warp energy to alter the laws of time and move with superhuman speed. This power is used at the start of the Blood Angels players' turn and lasts for the rest of the turn. If the Librarian is inside a transport at the start of the turn he cannot use this power. It allows the Librarian to move as Cavalry. If the Librarian rides a bike or wears a jump pack he has the Fleet universal special rule instead.

**Might of Heroes:** The deadly powers of the Immaterium flow into the Space Marine, heightening his speed and strength to unimaginable levels to smite the foes of the Emperor.

The power is used at the start of either player's Assault phase, and if successful, the Librarian or any one other model in 6" of the Librarian gains +D3 attacks in that Assault phase.

**Living Darkness:** The Librarian brings a pandemonium of meandering tendrils of pure darkness into being that covers the approach of the Blood Angels assault.

This power is used in the Blood Angels player's shooting phase. It is no shooting power. The Librarian places the large blast marker with the hole anywhere in 12" in line of sight. The marker stays in place until the start of the next Blood Angels player's turn. The marker blocks all lines of sight through it regardless of height. Vehicles and units with Acute Senses are not affected when drawing a line of sight through it. If the marker touches a model, friend or foe, or a model is moved into base to base contact with the marker it is immediately removed from play. You can represent the marker with a ball of blackened cotton of the appropriate size.

**Shockwave:** (Furioso Librarian Dreadnought only) The Furioso Librarian channels an electric eruption through his metallic body and unleashes a devastating shock wave that is fully capable of flipping lighter vehicles over. This power is a shooting power. There is no target unit. Instead every vehicle in 12" suffers a number of automatic hits with Strength 6 AP 1 against its side armour without cover saves allowed. Vehicles in 3" get three hits, in 6" two hits and in 12" one hit. After using this power the Librarian Furisos can charge another unit.

**Primarchs Grace:** (Librarian and Mephiston only) The Librarian taps into the Immaterium where past and present are one to seize the grace and elegance of Sanguinius and engulf those nearby with it.

This power is used at the start of the Blood Angels players' turn and lasts for the rest of the turn. It allows the Librarian and any Blood Angels squad he has joined to ignore difficult terrain.

**Transfixing Gaze:** (Mephiston only) Mephiston's eyes become blazing pits of despair, able to pierce the souls of those who meet his gaze.

This power is used in either player's Assault phase after assault moves are concluded. Mephiston can target one enemy model in base to base contact. Both players roll a D6 and add the respective Leadership of their models. If the Mephiston scores higher, then the opposing model may not direct his attacks towards Mephiston in this turn. If there is no other valid target the model may not attack at all.

**Vortex of Blood:** (Mephiston only) Mephiston taps into the blood of foes nearby and forces it violently out of their body to form a protective vortex.

This power is used in either player's Assault phase right before Mephiston's normal attacks. Every model in base to base contact with Mephiston has to make a Toughness test. If the test fails the model suffers a wound with armour saves allowed. If at least one model was removed as casualty the Blood Angels player can force his opponent to reroll all to hit dice for attacks directed at Mephiston during the remainder of this round of combat. Attacks that took place prior to or at the same time as Mephiston's attacks are not affected.

**Quickening Field:** (Mephiston with Black Fang only) Using the Scarlet Fang as focus Mephiston can generate a bubble of Warp energy that works similar to an inverse Warp Field of an Imperial space ship. Thus he can extent the effects of Quickening to his battle brothers.

This power is used at the start of the Blood Angels players' turn and lasts for the rest of the turn. If Mephiston is inside a transport at the start of the turn he cannot use this power. It allows Mephiston and any Blood Angels squad he has joined to move as Cavalry. If the unit has the type Bike or Jump Infantry all models in the unit have the Fleet universal special rule instead.

## **FOUNDING A CHAPTER BLOOD ANGELS SHOWCASE**

### **BLOOD ANGELS ARMY LIST**

The following pages contain an army list that enables you to field a Blood Angels army and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with the basic information you'll need in order to field a Blood Angels army in scenarios you've

devised yourself, or that form part of a campaign. The army list allows you to pick an army based on the troops that could be fielded by a Blood Angels Battle Group. The army list is split into six sections. All the squads, vehicles and characters in the army are placed into one of these depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon a scenario and the total number of points each of you will spend. Then you can proceed to pick your army.

USING A FORCE ORGANISATION CHART

The army lists are used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection. We've included the chart used for Standard Missions opposite.

#### AUXILIARY FORCES

The sixth section doesn't have a corresponding category in the Force Organisation chart and therefore units in this section don't take up a slot. In general you can choose as many of these units as you like. However in the majority of cases there are other constraints that prevent you from doing so. For all other game purposes than army selection the units in this section count as Elite choices.

#### MISSIONS & POINTS

These army lists are primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook. They may also be used with any other missions that use the Force Organisation charts, but please note that play balance may be effected if they are used for anything other than a Standard Mission.

#### USING THE ARMY LIST

Before putting your army together for a game, agree with your opponent on the size of each force. Many players like to play games of 1,500 points per side, which provides around two hours of play, or the best part of an afternoon or evening. Look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Any upgrades that are taken must be shown on the model. Once this is done, subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!

#### UNIQUE

If the unit composition box or wargear description includes the word 'Unique' you may only include one of this unit or one unit with this wargear in your army.

## HQ

### **COMMANDER CERVAN DANTE** 240 Points Page 55

WS-BS-S-T-W-I-A-Ld-Sv

Cervan Dante 6-5-4-4-3-5-4-10-2+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry

Wargear: Artificer armour, Death Mask of Sanguinius, The Axe Mortalis, Perdition Pistol, Iron Halo, Jump pack, Frag grenades, Krak grenades, Laurel of Thorns

Special Rules: Red Thirst, Independent Character, Eternal Warrior, Inspiring, Seen it all

Archangel: If your army includes Dante, Veteran Assault Squads are taken as Troops Choices and always count against your Troops allowance even if picked as Honour Guard.

Honour Guard: If you include Dante in your army, you may include one Veteran Assault Squad as Honour Guard.

**CHIEF LIBRARIAN MEPHISTON** 265 Points Page 56

**WS-BS-S-T-W-I-A-Ld-Sv**

Mephiston 7-7-5-5-3-7-4-10-2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer armour, Scarlet Fang, Plasma pistol, Psychic hood, Frag grenades, Krak grenades

Special Rules: Independent Character, Lord of Death (Fearless, Feel no Pain and Eternal Warrior), Psyker

Psychic Powers: Mephiston has the following psychic powers: Transfixing Gaze, Quickening, Vortex of Blood, Primarchs Grace

**CAPTAIN ERASMUS TYCHO** 135 Points Page 57

**WS-BS-S-T-W-I-A-Ld-Sv**

Erasmus Tycho 6-5-4-4-3-5-3-10-2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Artificer armour, Master-crafted Digital weapons, Bolt pistol, Master-crafted Combi-melta, Frag grenades, Krak grenades, Iron Halo

Special Rules: And They Shall Know No Fear, Red Thirst, Independent Character, Fallen from Grace

Options:

- Fallen from Grace: choose one of the following special rules: Captain of the Third, Hero of Armageddon, Martyr of Tempestora

Honour Guard: If you include Tycho in your army, you may include one Veteran Assault Squadas Honour Guard. That unit does not count against your Elites allowance.

**HIGH CHAPLAIN FAUSTIO REO LEMARTES** 175 Points Page 58

**WS-BS-S-T-W-I-A-Ld-Sv**

Fautio Reo Lemartes 5-4-4-4-3-4-3-10-3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry

Wargear: Power armour, Bolt pistol, Frag grenades, Krak grenades, Rosarius, Crozius Arcanum, Jump pack, Death Mask, Laurel of Thorns

Special Rules: Red Thirst, Independent Character, Honour of the Chapter, Liturgy of Hate, Paragon of Restraint, Guardian of the Lost

An army that includes Faustio Reo Lemartes can field more than one Death Company unit, but every unit after the first counts against your Elites allowance. They are no longer Unique.

**CAPTERMMASTER GABRIEL SETH** 185 Points Page 63

WS-BS-S-T-W-I-A-Ld-Sv

Gabriel Seth 6-5-4-4-4-5-3-10-3+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power armour, Bolt pistol, The Eviscerator, Frag grenades, Krak grenades, Iron Halo

Special Rules: Red Thirst, Independent Character, Furious Charge, Fleet, Fearless, Flesh Tearers

Options:

- Take a Jump pack + 25pts

Honour Guard: If you include Seth in your army, you may include one Veteran Assault Squad as Honour Guard. That unit does not count against your Elites allowance.

**SANGUINOR** 170 Points Page 62

WS-BS-S-T-W-I-A-Ld-Sv

Sanguinor 6-5-4-4-3-5-3-10-3+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry

Wargear: Power armour, Exalted Blade, Storm bolter, Bolt pistol, Jump pack, Frag grenades, Krak grenades

Special Rules: And They Shall Know No Fear, Independent Character, Hit & Run, Coup de Grace, Exemplar of the Host

**ASTORATH THE GRIM** 180 Points Page 61

WS-BS-S-T-W-I-A-Ld-Sv

Astorath 6-5-4-4-3-5-3-10-2+

Unit Composition: 1 (Unique)

Unit Type: Jump Infantry

Wargear: Artificer armour, The Blood Shield, Ossethian Axe, Bolt pistol, Jump pack, Frag grenades, Krak grenades

Special Rules: And They Shall Know No Fear, Independent Character, Stubborn, Cold Hatred

**COMMANDER** 100 Points Page 28

WS-BS-S-T-W-I-A-Ld-Sv

Commander 6-5-4-4-3-5-3-10-3+

Unit Composition: 1 Commander

Unit Type: Infantry

Wargear: Power armour, Bolt pistol, Chainsword, Frag grenades, Krak grenades, Iron Halo

Special Rules: And They Shall Know No Fear, Red Thirst, Independent Character

Options:

- Replace bolt pistol and/or chainsword with boltgun +0 pts, storm bolter +3 pts, combi-flamer, -melta or -plasma +10 pts, storm shield +15 pts, power weapon +15 pts, single lightning claw +15 pts, plasma pistol +15 pts, infernus pistol +15 pts, master-crafted power sword +25 pts, power fist +25 pts, thunderhammer +30 pts, or Blood-Crafted Blade +30 pts

- Replace power armour with artificer armour +15 pts

- Take melta bombs +5 pts and/or Laurel of Thorns +10 pts

- Either replace all other wargear with terminator armour, power weapon and storm bolter 40

in this case replace storm bolter with combi-flamer, -melta or -plasma +5 pts, single lightning claw +10 pts or thunderhammer +20 pts and/or replace power weapon with single lightning claw +5 pts, power fist +10 pts, storm shield +10 pts, thunderhammer

+15 pts, blood-forged sword +15 pts or chain fist +15 pts

•Or take Space Marine bike +35 pts

•Or take jump pack +25 pts

Honour Guard: For every Commander in the army you may include one Veteran Assault Squad as Honour Guard. That unit does not count against your Elites allowance.

### **CHAPLAIN** 100 Points Page 30

WS-BS-S-T-W-I-A-Ld-Sv

Chaplain 5-4-4-4-2-4-2-10-3+

Unit Composition: 1 Chaplain

Unit Type: Infantry

Wargear: Power armour, Bolt pistol, Frag grenades, Krak grenades, Rosarius, Crozius Arcanum, Laurel of Thorns

Special Rules: Red Thirst, Independent Character, Honour of the Chapter, Liturgy of Hate, Paragon of Restraint

Options:

•Replace bolt pistol with boltgun +0 pts, storm bolter +3 pts, combi-flamer, -melta or -plasma +10 pts, power fist +25 pts, plasma pistol +15 pts or infernus pistol +15 pts

•Take melta bombs +5 pts

•Either replace all other wargear with terminator armour, crozius arcanum, storm bolter, rosarius +30 pts

•Or replace all other wargear with terminator armour, crozius arcanum, combi-flamer, -melta or -plasma, rosarius +35 pts

•Or take a Space Marine bike +35 pts

•Or take a jump pack +15 pts

### **SANGUINARY HIGH PRIEST** 70 Points Page 29

WS-BS-S-T-W-I-A-Ld-Sv

Sanguinary High Priest 5-4-4-4-2-4-2-10-3+

Unit Composition: 1 Sanguinary High Priest

Unit Type: Infantry

Wargear: Power armour, Bolt pistol, Frag grenades, Krak grenades, Exsanguinator

Special Rules: And They Shall Know No Fear, Red Thirst, Independent Character

Options:

•Replace bolt pistol with boltgun +0 pts, storm bolter +3 pts, combi-flamer, -melta or -plasma +10 pts, power fist +25 pts, plasma pistol +15 pts or infernus pistol +15 pts

•Replace power armour with artificer armour +15 pts

•Take Laurel of Thorns 10

•Either replace all other wargear with terminator armour, power weapon, storm bolter, chapter relic +30 pts

•Or replace all other wargear with: terminator armour, power weapon, combi-flamer, -melta or -plasma, chapter relic +35 pts

•Or take Space Marine bike +35 pts

•Or take jump pack +15 pts

•Or take the Red Grail +60 pts

### **LIBRARIAN** 100 Points Page 31

WS-BS-S-T-W-I-A-Ld-Sv

Librarian 5-4-4-4-2-4-2-10-3+

Unit Composition: 1 Librarian

Unit Type: Infantry

Wargear: Power armour, Bolt pistol, Frag grenades, Krak grenades, Force weapon, Psychic hood

Special Rules: And They Shall Know No Fear, Red Thirst, Independent Character, Psyker

Psychic Powers: A Librarian has any two of the following psychic powers: Angel of Wrath, Quickening, Blood Stasis, Might of Heroes, Living Darkness, Primarchs Grace

Options:

- Upgrade to Epistolary +50 pts
- Replace bolt pistol with boltgun +0 pts, storm bolter +3 pts, combi-flamer, -melta or -plasma +10 pts, plasma pistol +15 pts or Infernus pistol +15 pts
- Either replace all other wargear with terminator armour, force weapon, storm bolter, psychic hood +30 pts
- Or replace all other wargear with terminator armour, force weapon, combi-flamer, -melta or -plasma, psychic hood +35 pts
- Or replace all other wargear with terminator armour, force weapon, storm shield, psychic hood +40 pts
- Or take a Space Marine bike +35 pts
- Or take a jump pack +25 pts

### **LIBRARIAN FURIOSO DREADNOUGHT** 175 Points Page 53

Type WS-BS-S-F-S-R-I-A

Librarian Furioso Walker 4-4-6-13-12-10-4-3

Unit Composition: 1 Librarian Furioso Dreadnought

Unit Type: Vehicle (Walker)

Wargear: Dreadnought close combat weapon with built-in storm bolter, Force weapon with built-in meltagun, Smoke launchers, Search-light

Special Rules: Red Thirst, Entombed Psyker

Psychic powers: A Librarian Furioso has any two of the following psychic powers: Angel of Wrath, Quickening, Blood Stasis, Might of Heroes, Living Darkness, Shockwave

Dedicated Transport: May select a Drop Pod or Storm Harbinger (see pages 95/96 for point costs)

Options:

- Replace storm bolter with heavy flamer +10 pts
- Take extra armour +15 pts and/or Furioso assault launchers +10 pts

## **TROOPS**

### **TACTICAL SQUAD** 85 Points Page 32

WS-BS-S-T-W-I-A-Ld-Sv

Space Marine Sergeant 4-4-4-4-1-4-2-9-3+

Space Marine 4-4-4-4-1-4-1-8-3+

Unit Composition: 4 Space Marines, 1 Space Marine Sergeant

Unit Type: Infantry

Wargear: Power armour, Boltgun, Bolt pistol, Frag grenades, Krak grenades

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst

Dedicated Transport: May select a Rhino, Razorback, Drop Pod or Storm Harbinger (see pages 95/96 for point costs)

Options:

- The squad may include up to five additional Space Marines for +15 points per model
- If the squad numbers 10 models, one model may replace boltgun with flamer +0 pts, melta +5 pts or plasma gun +10 pts
- If the squad numbers 10 models, one model may replace boltgun with heavy bolter +0 pts, multi-melta +0 pts, missile launcher +0 pts, plasma cannon +5 pts or lascannon +10 pts
- If the squad numbers 10 models, one model may take a Locator beacon +30 pts
- The sergeant may replace boltgun with chainsword +0 pts, combi-flamer, -melta or -plasma +10 pts, storm bolter +10 pts, plasma pistol +15 pts, infernus pistol +15 pts, power weapon +15 pts or power fist +25 pts
- The sergeant may take melta bombs +5 pts and/or Laurel of Thorns +10 pts

### **ASSAULT SQUAD** 105 Points Page 33

WS-BS-S-T-W-I-A-Ld-Sv

Space Marine Sergeant 4-4-4-4-1-4-2-9-3+

Space Marine 4-4-4-4-1-4-1-8-3+

Unit Composition: 4 Space Marines, 1 Space Marine Sergeant

Unit Type: Jump Infantry

Wargear: Power armour, Chainsword, Bolt pistol, Frag grenades, Krak grenades, Jump pack

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst

Dedicated Transport: May select a Storm Harbinger (see pages 95/96 for point costs)

Options:

- The squad may include up to five additional Space Marines for +19 points per model
- Every fifth model may replace bolt pistol with flamer +10 pts, meltagun +15 pts or plasma pistol +15 pts
- The sergeant may replace bolt pistol and/or chainsword with storm shield +15 pts, plasma pistol +15 pts, infernus pistol +15 pts, power weapon +15 pts, single lightning claw +15 pts, power fist +25 pts or thunderhammer +30 pts
- The sergeant may take melta-bombs +5 pts and/or Laurel of Thorns +10 pts
- May give up their jump packs and take a Rhino or Drop Pod for free or buy a Storm Harbinger Drop Ship

## **DEDICATED TRANSPORTS**

Certain Blood Angel units have the option of selecting a dedicated transport vehicle.

These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

### **RHINO** 35 Points Page 46

Type BS-F-S-R

Rhino Tank 4-11-11-10

Unit Composition: 1 Rhino

Unit Type: Vehicle (Tank)

Wargear: Storm bolter, Smoke-launchers, Searchlight, Over-charged Engines

Transport Capacity: Ten models

Options:

- Take pintle-mounted storm bolter +10 pts, hunter-killer missile +10 pts, dozer blades +5 pts and/or extra armour +15 pts

### **RAZORBACK** 40 Points Page 46

Type BS-F-S-R

Razorback Tank 4-11-11-10

Unit Composition: 1 Razorback

Unit Type: Vehicle (Tank)

Wargear: Twin-linked heavy bolter, Smoke-launchers, Searchlight

Transport Capacity: Six models

Options:

- Replace twin-linked heavy bolter with twin-linked heavy flamer +25 pts, twin-linked assault cannon +35 pts, twin-linked lascannon +35 pts or twin-linked plasma gun and lascannon +35 pts
- Take pintle-mounted storm bolter +10 pts, hunter-killer missile +10 pts, dozer blades +5 pts, extra armour +15 pts

### **LAND SPEEDER STORM** 50 Points Page 45

Type BS-F-S-R

Land Speeder Storm Fast, Skimmer, Open-topped 3-10-10-10

Unit Composition: 1 Land Speeder Storm

Unit Type: Vehicle (Fast, Skimmer, Open-topped)

Wargear: Heavy bolter, Jamming beacon, Cerberus launcher

Special Rules: Scouts, Deep Strike

Transport Capacity: Five models

Options:

- replace heavy bolter with heavy flamer +10 pts, multi-melta +15 pts or assault cannon +35 pts

### **DROP POD** 35 Points Page 47

Type BS-F-S-R

Drop Pod Open topped 4-12-12-12

Unit Composition: 1 Drop Pod

Unit Type: Vehicle (Open-topped)

Wargear: Storm bolter

Special Rules: Inertial Guidance System, Immobile, Drop Pod Assault

Transport Capacity: Ten models or one Dreadnought

Options:

- Replace storm bolter with Deathwind Launcher +20 pts
- Take teleport homer +5 pts

### **STORM HARBINGER** 140 Points Page 48

Type BS-F-S-R

Storm Harbinger Fast, Skimmer 4-13-11-10

Unit Composition: 1 Storm Harbinger

Unit Type: Vehicle (Fast, Skimmer)

Wargear: Tantalus Assault Cannon System

Special Rules: Deep Strike, Jump Pack Insertion

Transport Capacity: Sixteen models or five Bikes or one Dreadnought

Options:

- Take twin-linked flamer +10 pts or twin-linked melta +10 pts or twin-linked plasma gun +10 pts
- Take up to two hunter-killer missiles +10 pts

## **ELITES**

### **VETERAN ASSAULT SQUAD** 125 Points Page 37

WS-BS-S-T-W-I-A-Ld-Sv

Veteran 4-4-4-4-1-4-2-9-3+

Specialist 4-4-4-4-1-4-2-9-2+

Unit Composition: 5 Veterans

Unit Type: Jump Infantry

Wargear: Chainsword, Bolt pistol, Frag grenades, Krak grenades, Jump pack

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst

Dedicated Transport: May select a Storm Harbinger (see pages 95/96 for point costs)

Options:

- The squad may include up to five additional Veterans for +25 pts per model
- Any Veteran may replace bolt pistol and/or chainsword with boltgun +0 pts, flamer +5 pts, meltagun +10 pts, plasma gun +15 pts, combi-flamer, -melta or -plasma +10 pts, storm shield +15 pts, power weapon +15 pts, plasma pistol +15 pts, Infernus pistol +15 pts, power fist +25 pts, lightning claw pair +30 pts, thunderhammer +30 pts
- Any Veteran may take melta bombs +5 pts
- One Veteran may be upgraded to Guardian: replace power armour with artificer armour and Laurel of Thorns +25 pts
- The Guardian may take the Shroud of Sanguinius +25 pts
- The Squad may remove its jump packs to count as Infantry and may then have a Drop Pod or a Blood Angels Rhino as a dedicated transport vehicle at no additional points cost

The following options are only available to Veteran Assault Squads that are fielded as Honour Guard for a Commander:

- Upgrade one Veteran to Standard Bearer: replace power armour with artificer armour and company standard +20 pts
- Upgrade company standard to chapter banner +40 pts

- Upgrade one Veteran to Sanguinary Priest: replace power armour with artificer armour +10 pts
- Sanguinary Priest may take Exsanguinator +20 pts
- Upgrade one Veteran to Champion: replace power armour, chainsword, bolt pistol with artificer armour, master-crafted power sword and storm shield +40 pts
- Upgrade one Veteran to Tech-Adept: replace power armour with artificer armour +15 pts

Honour Guard: For every Commander (this includes Dante, Tycho and Seth) you may include one Veteran Assault Squad as Honour Guard. That unit does not count against your Elites allowance and has access to supplemental wargear.

Lord of the Arsenal: For every Techmarine or Tech-Adept in the army, one Tactical Squad may take a standard Land Raider as a dedicated transport.

### **TERMINATOR SQUAD** 200 Points Page 36

WS-BS-S-T-W-I-A-Ld-Sv

Terminator Sergeant 4-4-4-4-1-4-2-9-2+

Terminator 4-4-4-4-1-4-2-9-2+

Unit Composition: 4 Terminators, 1 Terminator Sergeant

Unit Type: Infantry

Wargear: Terminator armour, Stormbolter, Power weapon (Terminator Sergeant), Power fist (Terminators)

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst

Dedicated Transport: May select a Land Raider or Storm Harbinger (see pages 95/96/102 for point costs)

Options:

- The squad may include up to five additional Terminators for +40 pts per model
- Every fifth model may replace storm bolter with heavy flamer +5 pts, cyclone missile launcher and storm bolter +30 pts or assault cannon +30 pts
- Any terminator may replace power fist with chain fist +5 pts
- The Sergeant may replace stormbolter and power sword with lightning claw pair +0 pts, thunderhammer and storm shield +10 pts
- The Sergeant may take Laurel of Thorns +10 pts
- Replace the sergeant with Sergeant Lorenzo +60 pts

### **SERGEANT HIERI LORENZO** Page 59

WS-BS-S-T-W-I-A-Ld-Sv

Hieri Lorenzo 4-4-4-4-1-4-2-9-2+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Terminator armour, Storm bolter, Master-crafted power sword

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst, Overwatch

### **TERMINATOR ASSAULT SQUAD** 200 Points Page 36

WS-BS-S-T-W-I-A-Ld-Sv

Terminator 4-4-4-4-1-4-2-9-2+

Unit Composition: 5 Terminators

Unit Type: Infantry

Wargear: Terminator armour, Lightning claw pair

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst

Dedicated Transport: May select a Land Raider or Storm Harbinger (see pages 95/96/102 for point costs)

Options:

- The squad may include up to five additional Terminators for +40 pts per model
- Any terminator may replace lightning claws with thunderhammer and storm shield +10 pts
- One Terminator may take Laurel of Thorns +10 pts

### **SCOUT SQUAD** 75 Points Page 35

WS-BS-S-T-W-I-A-Ld-Sv

Scout Sergeant 4-4-4-4-1-4-2-9-4+

Scout 3-3-4-4-1-4-1-8-4+

Unit Composition: 4 Scouts, 1 Scout Sergeant

Unit Type: Infantry

Wargear: Scout armour, Combat blade, Bolt pistol, Frag grenades, Krak grenades

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst, Infiltrate, Move Through Cover, Scouts, Behind Enemy Lines

Dedicated Transport: May select a Land Speeder Storm (see pages 95/96 for point costs)

Options:

- The squad may include up to five additional Scouts for +13 pts per model
- Either replace the sergeant with Scout Sergeant Avicen +50 pts or take the following options:
- Any model may replace combat blade with shotgun +0 pts, boltgun +0 pts or sniper rifle +0 pts
- One Scout may replace combat blade with heavy bolter +5 pts or missile launcher +10 pts
- The sergeant may replace combat knife with storm bolter +10 pts, combi-flamer, -melta or -plasma +10 pts, plasma pistol +15 pts, power weapon +15 pts or power fist +25 pts
- The sergeant may take melta bombs +5 pts and/or teleport-homer +15 pts

### **SCOUT SERGEANT SYHN AVICEN** Page 60

WS-BS-S-T-W-I-A-Ld-Sv

Syhn Avicen 5-5-4-4-2-4-3-10-4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Weapon, Infernus pistol, Frag grenades, Krak grenades, Melta bombs

Special Rules: And They Shall Know No Fear, **Red Thirst**, Furious Charge, Infiltrate, Scouts, Fleet, Baal Initiates; Be bloody, bold and resolute

### **TECHMARINE** 55Points Page 42

WS-BS-S-T-W-I-A-Ld-Sv

Techmarine 4-5-4-4-1-4-2-9-2+

Unit Composition: 1 Techmarine

Unit Type: Infantry

Wargear: Artificer armour, Servo-arm, Chainsword, Bolt pistol, Frag grenades, Krak grenades, Signum

Special Rules: And They Shall Know No Fear, Red Thirst, Independent Character, Blessing of the Omnissiah

Dedicated Transport: May select a Rhino, Razorback, Drop Pod or Storm Harbinger Drop Ship (see pages 95/96 for point costs)

Options:

- Replace bolt pistol and/or chainsword with boltgun +0 pts, storm bolter +3 pts, combi-flamer, -melta or -plasma +10 pts, power weapon +15 pts, thunderhammer +30 pts, plasma pistol +15 pts, infernus pistol +15 pts or master-crafted power sword +25 pts
- Take melta bombs +5 pts
- Either take a Space Marine bike +35 pts
- Or replace servo-arm with servo-harness +25 pts
- Or replace servo-arm with jump-pack +5 pts

Lord of the Arsenal: For every Techmarine or Tech-Adept in the army, one Tactical Squad may take a standard Land Raider as a dedicated transport.

Servitors: You may include one unit of Servitors for every Techmarine in your army.

## FAST ATTACK

### **EXALTED SQUAD** 160 Points Page 41

WS-BS-S-T-W-I-A-Ld-Sv

Guardian of the Tower 5-4-4-4-1-4-3-10-3+

Exalted 4-4-4-4-1-4-2-10-3+

Unit Composition: 4 Exalted, 1 Guardian of the Tower

Unit Type: Jump Infantry

Wargear: Power armour, Stormbolter, Power weapon, Frag grenades, Krak grenades, Jump packs

Special Rules: And They Shall Know No Fear, Hit & Run, Paragon of Restraint

Options:

- The squad may include up to five additional Exalted for +30 pts per model

### **LAND SPEEDER SQUADRON** 50 Points Page 44

Type BS- F-S-R

Land Speeder Fast, Skimmer 4-10-10-10

Unit Composition: 1 Land Speeder

Unit Type: Vehicle (Fast, Skimmer)

Wargear: Heavy bolter

Special Rules: Deepstrike

Options:

- The squadron may include up to two additional Land Speeders for +50 pts per model
- Replace any heavy bolter with heavy flamer +0 pts or multi-melta +10 pts
- May upgrade any Land Speeder to either Typhoon with Typhoon missile launcher +40 pts
- Or to Tornado with heavy flamer +10 pts
- Replace Tornado heavy flamer with heavy bolter +0 pts, multi-melta +10 pts, assault cannon +30 pts

### **SCOUT BIKE SQUAD** 70 Points Page 39

WS-BS-S-T-W-I-A-Ld-Sv

Scout Biker Sergeant 4-4-4-4(5)-1-4-2-9-4+

Scout Biker 3-3-4-4(5)-1-4-1-8-4+

Unit Composition: 2 Scout Bikers, 1 Scout Sergeant

Unit Type: Bike

Wargear: Scout armour, Combat knife, Bolt pistol, Frag grenades, Krak grenades

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst, Infiltrate, Scouts, Preliminary Bridgehead

Options:

- The squad may include up to seven additional Scout Bikers for +20 pts per model
- Replace any combat knife with shotgun +0 pts
- Any model may replace twin-linked boltgun with Astartes grenade launcher +10 pts
- The sergeant may replace bolt pistol and/or combat knife with combi-flamer, -melta or -plasma +10 pts, plasma pistol +15 pts, Infernus pistol +15 pts, power weapon +15 pts or power fist +25 pts
- The sergeant may take melta bombs +5 pts and/or auspex +10 pts

### **BIKE SQUAD** 90 Points Page 38

WS-BS-S-T-W-I-A-Ld-Sv

Biker Sergeant 4-4-4-4(5)-1-4-2-9-3+

Space Marine Biker 4-4-4-4(5)-1-4-1-8-3+

Attack bike 4-4-4-4(5)-2-4-2-8-3+

Unit Composition: 2 Space Marine Bikers, 1 Biker Sergeant

Unit Type: Bike

Wargear: Power armour, Bolt pistol, Frag grenades, Krak grenades, Space Marine bike

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst

Dedicated Transport: May select a Storm Harbinger (see pages 95/96 for point costs)

Options:

- The squad may include up to five additional Space Marine Bikers for +25 pts per model
- Up to two models may replace bolt pistol with flamer +5 pts, meltagun +10 pts or plasma gun +15 pts
- The sergeant may replace bolt pistol with combi-flamer, -melta or -plasma +10 pts, plasma pistol +15 pts or infernus pistol +15 pts
- The sergeant may take chainsword +0 pts, power weapon +15 pts, power fist +25 pts, melta bombs +5 pts and/or Laurel of Thorns +10 pts
- The squad may include up to one Attack Bike with heavy bolter for +40 points
- Replace heavy bolter with multi-melta +25 pts

### **ATTACK BIKE SQUAD** 40 Points Page 38

WS-BS-S-T-W-I-A-Ld-Sv

Attack bike 4-4-4-4(5)-2-4-2-8-3+

Unit Composition: 1 Attack Bike

Unit Type: Bike

Wargear: Power armour, Bolt pistol, Frag grenades, Krak grenades, Space Marine bike, Heavy bolter

Special Rules: And They Shall Know No Fear, Red Thirst

Dedicated Transport: May select a Storm Harbinger (see pages 95/96 for point costs)

Options:

- The squad may include up to two additional Attack Bikes with heavy bolter for +40 pts per model
- Replace any heavy bolter with multi-melta +20 pts

## **HEAVY SUPPORT**

### **VENERABLE DREADNOUGHT** 165 Points Page 52

Type WS-BS-S-F-S-R-I-A

Venerable Dreadnought Walker 5-5-6-12-12-10-4-2

Unit Composition: 1 Venerable Dreadnought

Unit Type: Vehicle (Walker)

Wargear: Multi-melta, Dreadnought close combat weapon with storm bolter, Smoke launchers, Search-light

Special Rules: Red Thirst, Venerable

Dedicated Transport: May select a Drop Pod or Storm Harbinger (see pages 95/96 for point costs)

Options:

- Replace storm bolter with heavy flamer +10 pts
- Replace multi-melta with twin-linked heavy flamer +0 pts, dreadnought close combat weapon with meltagun +0 pts, twin-linked heavy bolter +5 pts, twin-linked autocannon +10 pts, plasma cannon +10 pts, assault cannon +10 pts, or twin-linked lascannon +30 pts
- Replace one dreadnought close combat weapon (with storm bolter) with missile launcher +10 pts
- Take extra armour +15 pts

### **DREADNOUGHT** 105 Points Page 52

Type WS-BS-S-F-S-R-I-A

Dreadnought Walker 4-4-6-12-12-10-4-2

Unit Composition: 1 Dreadnought

Unit Type: Vehicle (Walker)

Wargear: Multi-melta, Dreadnought close combat weapon with storm bolter, Smoke launchers, Search-light

Special Rules: Red Thirst

Dedicated Transport: May select a Drop Pod or Storm Harbinger (see pages 95/96 for

point costs)

Options:

- Replace storm bolter with heavy flamer +10 pts
- Replace multi-melta with twin-linked heavy flamer +0 pts, dreadnought close combat weapon with meltagun +0 pts, twin-linked heavy bolter +5 pts, twin-linked autocannon +10 pts, plasma cannon +10 pts, assault cannon +10 pts, or twin-linked lascannon +30 pts
- Replace one dreadnought close combat weapon (with storm bolter) with missile launcher +10 pts
- Take extra armour +15 pts

### **FURIOSO DREADNOUGHT** 135 Points Pages 52/54

Type WS-BS-S-F-S-R-I-A

Furioso Dreadnought Walker 4-4-6-13-12-10-4-3(4)

Death Company Dreadnought Walker 4-4-6-13-12-10-4-4(5)

Unit Composition: 1 Furioso Dreadnought

Unit Type: Vehicle (Walker)

Wargear: Dreadnought close combat weapon with storm bolter, Dreadnought close combat weapon with meltagun, Smoke launchers, Search-light

Special Rules: Red Thirst (Furioso only), Furious Charge (Death Company Dreadnought only), Rage (Death Company Dreadnought only)

Dedicated Transport: May select a Drop Pod or Storm Harbinger (see pages 95/96 section for point costs)

Options:

- Replace storm bolter with heavy flamer +10 pts
- Take extra armour +15 pts and/or Furioso assault launchers +10 pts
- Either upgrade Furioso to Death Company Dreadnought +15 pts
- Or upgrade Furioso to Moriar the Chosen +65 pts

Furioso Onslaught: Furioso Dreadnoughts and upgraded variants with Drop Pod or Storm Harbinger Drop Ship may be taken as Fast Attack choices as well as Heavy Support choices

### **MORIAR THE CHOSEN** Page 54

Type WS-BS-S-F-S-R-I-A

Moriar Walker 5-5-6-13-12-10-4-4(5)

Unit Composition: 1 (Unique)

Unit Type: Vehicle (Walker)

Special Rules: Furious Charge, Furioso Onslaught, Rage, Venerable

### **DEVASTATOR SQUAD** 85 Points Page 34

WS-BS-S-T-W-I-A-Ld-Sv

Space Marine Sergeant 4-4-4-4-1-4-2-9-3+

Space Marine 4-4-4-4-1-4-1-8-3+

Unit Composition: 4 Space Marines, 1 Space Marine Sergeant

Unit Type: Infantry

Wargear: Power armour, Boltgun, Bolt pistol, Frag grenades, Krak grenades

Special Rules: And They Shall Know No Fear, Combat Squads, Red Thirst

Dedicated Transport: May select a Rhino, Razorback, Drop Pod or Storm Harbinger (see pages 95/96 for point costs)

Options:

- The squad may include up to five additional Space Marines for +15 pts per model
- Up to four models may replace boltgun with: Astartes grenade launcher +5 pts, heavy bolter +15 pts, multi-melta +15 pts, missile launcher +15 pts, plasma cannon +25 pts or lascannon +25 pts
- Up to four models with boltgun may take melta bombs +5 pts
- The sergeant may replace boltgun with chainsword +0 pts, combi-flamer, -melta or -plasma +10 pts, storm bolter +10 pts, plasma pistol +15 pts, infernus pistol +15 pts,

power weapon +15 pts or power fist +25 pts

•The sergeant may take melta bombs +5 pts and/or Laurel of Thorns + 10 pts

**LAND RAIDER** 250 Points Page 51

Type BS-F-S-R

Land Raider Tank 4-14-14-14

Unit Composition: 1 Land Raider

Unit Type: Vehicle (Tank)

Wargear: Twin-linked heavy bolter, Two twin-linked lascannons, Smoke-launchers, Searchlight

Special Rules: Power of the Machine Spirit, Assault Vehicle

Transport Capacity: Ten models

Options:

•Take pintle-mounted storm bolter +10 pts, hunter-killer missile +10 pts, dozer blades +5 pts and/or extra armour +15 pts

**LAND RAIDER CRUSADER** 250 Points Page 51

Type BS-F-S-R

Land Raider Crusader Tank 4-14-14-14

Unit Composition: 1 Land Raider Crusader

Unit Type: Vehicle (Tank)

Wargear: Twin-linked assault cannon, Two hurricane bolter, Multi-melta, Frag assault launcher, Extra armour, Smoke-launchers, Searchlight

Special Rules: Power of the Machine Spirit, Assault Vehicle

Transport Capacity: Sixteen models

Options:

•Take pintle-mounted storm bolter +10 pts, hunter-killer missile +10 pts and/or dozer blades +5 pts

**LAND RAIDER REDEEMER** 240 Points Page 51

Type BS-F-S-R

Land Raider Redeemer Tank 4-14-14-14

Unit Composition: 1 Land Raider Redeemer

Unit Type: Vehicle (Tank)

Wargear: Twin-linked assault cannon, Two flamestorm cannons, Frag assault launcher, Smoke-launchers, Searchlight

Special Rules: Power of the Machine Spirit, Assault Vehicle

Transport Capacity: Twelve models

Options:

•Take pintle-mounted storm bolter +10 pts, hunter-killer missile +10 pts, dozer blades +5 pts and/or extra armour +15 pts

**WHIRLWIND** 85 Points Page 50

Type BS-F-S-R

Whirlwind Tank 4-11-11-10

Unit Composition: 1 Whirlwind

Unit Type: Vehicle (Tank)

Wargear: Whirlwind Multiple Missile Launcher, Smoke-launchers, Searchlight

Options:

•Take pintle-mounted storm bolter +10 pts, hunter-killer missile +10 pts, dozer blades +5 pts and/or extra armour +15 pts

**VINDICATOR** 115 Points Page 50

Type BS-F-S-R

Vindicator Tank 4-13-11-10

Unit Composition: 1 Vindicator

Unit Type: Vehicle (Tank)

Wargear: Demolisher cannon, Storm bolter, Smoke-launchers, Searchlight

Options:

- Take pintle-mounted storm bolter + 10 pts, hunter-killer missile +10 pts, dozer blades +5 pts and/or extra armour +15 pts

### **BAAL PREDATOR** 60 Points Page 49

Type BS- F-S-R

Predator Tank 4-13-11-10

Unit Composition: 1 Predator

Unit Type: Vehicle (Tank)

Wargear: Autocannon, Smoke-launchers, Searchlight

Options:

- Replace autocannon with twin-linked assault cannon +25 pts, plasma cannon +30 pts or twin-linked lascannon +45 pts
- Take two heavy bolters +25 pts, two heavy flamers +25 pts, one multiple missile launcher +40 pts, two multi-melta +40 pts or two lascannons +60 pts
- Take pintle-mounted storm bolter +10 pts, hunter-killer missile +10 pts, dozer blades +5 pts, extra armour +15 pts, over-charged engines +25 pts

## **AUXILIARY FORCES**

### **DEATH COMPANY** 110 Points Page 40

WS-BS-S-T-W-I-A-Ld-Sv

Reclusiam Aspirant 4-4-4-4-1-4-2-10-3+

Death Company 4-4-4-4-1-4-2-10-3+

Unit Composition: 5 Death Company (Unique)

Unit Type: Infantry

Wargear: Power armour, Chainsword or Combat blades (Death Company), Crozium arcanum (Reclusiam Aspirant), Bolt pistol

Special Rules: Fearless, Furious Charge, Black Rage (Death Company only), Feel no Pain (Death Company only), Paragon of Restraint (Reclusiam Aspirant only)

Dedicated Transport: May select a Rhino, Drop Pod or Storm Harbinger Drop Ship (see Dedicated Transports section for point costs)

Options:

- The squad may include up to five additional Death Company models for +22 pts per model
- The squad may include one Reclusiam Aspirant for +40 pts
- Any model may replace combat blade with boltgun +0 pts
- If there are at least two Tactical Squads the squad may include up to five additional Death Company models for +22 pts per model pushing the maximal squad size to 15
- If there is at least one Assault Squad the entire squad may have jump packs for +10 pts per model
- If there is at least one Devastator Squad the entire squad gets Frag grenades and Krak grenades for free. Any model may take melta bombs +5 pts
- If there is at least one Veteran Assault Squad or Terminator Squad or Terminator Assault Squad up to half of the Death Company models (rounding up) may replace the chainswords and/or bolt pistol with power weapon +15 pts, single lightning claw +15 pts or power fist +25 pts

### **SERVITORS** 15 Points Page 43

WS-BS-S-T-W-I-A-Ld-Sv

Servitor 3-3-3-3-1-3-1-8-4+

Assault Servitor 3-1-5-5-3-3-3-8-4+

Unit Composition: 1 Servitor

Unit Type: Infantry

Wargear: Servo-arm (servitor), Thunderhammer and Artificer cannon (Assault Servitor)

Special Rules: Mindlock, Feel no Pain (Assault Servitor only)

Options:

- The squad may include up to four additional Servitor models for +10 pts per model
- The squad may include one Assault Servitor model for +50 pts
- Up to two Servitors may replace servo-arm with heavy bolter +25 pts or multi-melta +25 pts
- Up to one Servitor may replace servo-arm with plasma cannon +35 pts

You may include one unit of Servitors for every Techmarine in your army.