Space MarineS – Blood Angels

*The Blood Angels are well-known across the galaxy for their bloodthirsty nature in battle, and feared for the curse of flawed gene-seed they carry.*

## Special Rules

The Red Thirst

*A genetic flaw that haunts every Blood Angel, a strength but also a weakness. It can make you a fearsome warrior, or turn you into a bloodthirsty monster.*

Inflicting a wound on an enemy or taking one adds one stack of Red Thirst, up to a maximum of six. After every round, you lose two stacks. Additionally, you can *calm down* for 1 AP, to lose one stack.

At two stacks, you gain +1 attack for melee assaults.  
At four stacks, you gain another attack for melee assaults but lose 5 MM.   
At six stacks, you are taken over by bloodfrenzy. You automatically attack the nearest enemy in melee or move towards/charge them if none are in melee range. Until your frenzy wears off, you can do nothing else. You gain +1 attack in melee, but cannot block or fire ranged attacks. Every wound dealt now removes one stack instead adding one. Other rules still apply. The bloodfrenzy wears off when you reach 0 stacks.

## Sanguinary Guard

*The Sanguinary Guard is the elite of the Blood Angels, made in the image of Sanguinius himself.*

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| --- | --- | --- | --- | --- | --- | --- | --- |
| HP | MM | CS | Crit | PL | PM | Gear | Cost |
| 4 | 12 | 12 | 2 | - | - | 3 | 100P |

### Equipment

A Sanguinary Guard carries an Angelus Bolter and a Glaive Encarmine and uses a Winged *Jump Pack* (+10 cm *run,* +5 cm *charge*).

### Wargear

The Sanguinary Guard cannot change their weapons, but can use Upgrades as usual. The Angelus Bolter is a Rifle, yet it can be used like a pistol when charging.

Angelus Bolter: 30cm, 10D, 3A   
Glaive Encarmine: Melee, 12D, 3A