

BA John [2000pts]

Army Roster [2000pts] (Imperium - Adeptus Astartes - Blood Angels)

- Battle Size: Strike Force (2000 Point limit)
- Detachment: Liberator Assault Group
- Show/Hide Options: Agents of the Imperium are visible, Imperial Knights are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

NAME	ROLE	PTS	OPTIONS
Astorath	Epic Hero	105	
Commander Dante	Epic Hero	130	
The Sanguinor	Epic Hero	140	
Blood Angels Captain	Character	80	Master-crafted Chainsword, Heavy Bolt Pistol
(5) Assault Intercessors with Jump Packs	Infantry	90	1x Assault Intercessor Sergeant with Jump Pack: Heavy Bolt Pistol, Astartes Chainsword 4x Assault Intercessors with Jump Pack
(5) Assault Intercessors with Jump Packs	Infantry	90	1x Assault Intercessor Sergeant with Jump Pack: Heavy Bolt Pistol, Astartes Chainsword 4x Assault Intercessors with Jump Pack
(4) Company Heroes	Infantry	95	
(10) Death Company Marines with Jump Packs	Infantry	240	10x Death Company Marine
(5) Infiltrator Squad	Infantry	100	4x Infiltrator
(6) Sanguinary Guard	Infantry	270	6x Sanguinary Guard: Encarmine Blade, Angelus Boltgun
(3) Outrider Squad	Mounted	80	2x Outrider
(3) Outrider Squad	Mounted	80	2x Outrider
Ballistus Dreadnought	Vehicle	130	
Ballistus Dreadnought	Vehicle	130	
Brutalis Dreadnought	Vehicle	160	Brutalis Fists & Brutalis Bolt Rifles, Twin Heavy Bolter
Impulsor	Dedicated Transport	80	2 Fragstorm Grenade Launchers

105 PTS		ASTORATH									
Models					Options						
1x Astorath					The Executioner's Axe						
Unit		M	T		SV		W		LD		OC
Astorath		12"	4		2+		5		5+		1
Melee Weapons		Range	A	WS	S	AP	D	Keywords			
The Executioner's Axe		Melee	6	2+	7	-3	2	Devastating Wounds, Precision			
Abilities		Description									
Redeemer of the Lost		While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.									
Mass of Doom		Each time this model's unit makes a Charge move, until the end of the turn, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.									
Leader		This model can be attached to the following unit: ■ Death Company Marines with Jump Packs									
Invulnerable Save		4+									
Rules	Leader, Oath of Moment, Deep Strike, Devastating Wounds, Precision										
Categories	Astorath, Chaplain, Character, Epic Hero, Faction: Adeptus Astartes, Faction: Blood Angels, Fly, Grenades, Imperium, Infantry, Jump Pack										

130 PTS				COMMANDER DANTE													
Models						Options											
1x Commander Dante						Perdition, The Axe Mortalis											
Unit				M		T		SV		W		LD		OC			
Commander Dante				12"		4		2+		6		6+		1			
Ranged Weapons		Range		A	BS	S	AP	D	Keywords								
Perdition		6"		1	2+	9	-4	D6	Melta 2, Pistol, Sustained Hits D3								
Melee Weapons				Range		A		WS		S		AP		D		Keywords	
The Axe Mortalis				Melee		8		2+		8		-3		2		Lethal Hits	
Abilities		Description															
Death Mask of Sanguinius		At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test when they do															
Lord Regent of the Imperium Nihilus		While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and each time a model in that unit makes an attack, add 1 to the Hit roll.															
Leader		This model can be attached to the following units: ■ Assault Squad with Jump Packs ■ Sanguinary Guard ■ Vanguard Veteran Squad with Jump Packs ■ Assault Intercessors with Jump Packs															
Invulnerable Save		4+															
Rules	Leader, Deep Strike, Oath of Moment, Melta, Pistol, Sustained Hits, Lethal Hits																
Categories	Chapter Master, Character, Commander Dante, Epic Hero, Faction: Adeptus Astartes, Faction: Blood Angels, Fly, Grenades, Imperium, Infantry, Jump Pack, Tacticus																

140 PTS		THE SANGUINOR							
Models				Options					
1x The Sanguinor				Encarmine Broadsword					
Unit		M	T	SV	W	LD	OC		
The Sanguinor		12"	4	2+	7	6+	1		
Melee Weapons		Range	A	WS	S	AP	D	Keywords	
Encarmine Broadsword		Melee	8	2+	6	-3	2	Devastating Wounds	
Abilities		Description							
Aura of Fervour (Aura)		While a friendly Adeptus Astartes unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit							
Miraculous Savior		Once per battle, at the end of your opponent's Charge phase, if this model is still in Reserves, you can select one enemy unit that made a Charge move this phase. Set this model up on the battlefield within Engagement Range of that enemy unit.							
Invulnerable Save		4+							
Rules	Lone Operative, Deep Strike, Fights First, Oath of Moment, Devastating Wounds								
Categories	Character, Epic Hero, Faction: Adeptus Astartes, Faction: Blood Angels, Fly, Imperium, Infantry, Jump Pack, The Sanguinor								

80 PTS		BLOOD ANGELS CAPTAIN						
Models		Options						
1x Blood Angels Captain		Master-crafted Chainsword, Heavy Bolt Pistol						
Unit	M	T	SV	W	LD	OC		
Blood Angels Captain	6"	4	3+	5	6+	1		
Ranged Weapons	Range	A	BS	S	AP	D	Keywords	
Heavy Bolt Pistol	18"	1	2+	4	-1	1	-	
Melee Weapons	Range	A	WS	S	AP	D	Keywords	
Master-crafted Chainsword	Melee	7	2+	4	-1	2	-	
Abilities	Description							
Leader	This model can be attached to the following units: ■ Assault Intercessor Squad ■ Infernus Squad ■ Intercessor Squad ■ Sternguard Veteran Squad ■ Company Heroes ■ Tactical Squad							
Invulnerable Save	4+							
Rites of Battle	Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.							
Finest Hour	Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.							
Categories	Captain, Character, Faction: Adeptus Astartes, Faction: Blood Angels, Grenades, Imperium, Infantry, Tacticus							

90 PTS		ASSAULT INTERCESSORS WITH JUMP PACKS							x2	
Models					Options					
1x Assault Intercessor Sergeant with Jump Pack					Heavy Bolt Pistol, Astartes Chainsword					
4x Assault Intercessors with Jump Pack					Astartes Chainsword, Heavy Bolt Pistol					
Unit					M	T	SV	W	LD	OC
Assault Intercessors with Jump Packs					12"	4	3+	2	6+	1
Ranged Weapons			Range	A	BS	S	AP	D	Keywords	
Heavy Bolt Pistol (x5)			18"	1	3+	4	-1	1	Pistol	
Melee Weapons			Range	A	WS	S	AP	D	Keywords	
Astartes Chainsword (x5)			Melee	4	3+	4	-1	1	-	
Abilities		Description								
Hammer of Wrath		Each time this unit ends a Charge move, select one enemy unit within Engagement range of it, then roll one D6 for each model in this unit that is within Engagement range of that enemy unit. On a 4+ that enemy unit suffers one mortal wound								
Rules	Oath of Moment, Deep Strike, Pistol									
Categories	Assault Intercessors with Jump Packs, Faction: Adeptus Astartes, Fly, Grenades, Imperium, Infantry, Jump Pack, Tacticus									

95 PTS		COMPANY HEROES												
Models			Options											
1x Ancient			Bolt Pistol, Bolt Rifle, Close Combat Weapon											
1x Company Champion			Bolt Pistol, Master-crafted Power Weapon											
1x Company Veteran w/ Bolt Rifle			Bolt Pistol, Close Combat Weapon, Master-crafted Bolt Rifle											
1x Company Veteran w/ Heavy Bolter			Bolt Pistol, Close Combat Weapon, Master-crafted Heavy Bolter (Close Combat Weapon)											
Unit			M		T		SV		W		LD		OC	
Company Heroes			6"		4		3+		4		6+		1	
Ranged Weapons			Range		A	BS	S	AP	D	Keywords				
Bolt Pistol (x4)			12"		1	3+	4	0	1	Pistol				
Bolt Rifle			24"		2	3+	4	-1	1	-				
Master-crafted Bolt Rifle			24"		2	2+	4	-1	2	Devastating Wounds, Rapid Fire 1				
Master-crafted Heavy Bolter			36"		3	3+	5	-1	3	Heavy, Sustained Hits 2				
Melee Weapons					Range			A	WS	S	AP	D	Keywords	
Close Combat Weapon (x4)					Melee			5	3+	4	0	1	-	
Master-crafted Power Weapon					Melee			6	2+	5	-2	2	Precision	
Abilities		Description												
Ancient Banner		While this unit contains an Ancient, add 1 to the Objective Control characteristic of models in this unit												
Command Squad		While a Character model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.												
Company Heroes		You must attach one Captain or Chapter Master model to this unit. If this is not possible, this unit does not take part in the battle and counts as having been destroyed.												
Rules	Oath of Moment, Pistol, Precision, Devastating Wounds, Rapid Fire, Heavy, Sustained Hits													
Categories	Company Heroes, Faction: Adeptus Astartes, Grenades, Imperium, Infantry, Tacticus													

240 PTS		DEATH COMPANY MARINES WITH JUMP PACKS						
Models			Options					
10x Death Company Marine			Astartes Chainsword, Heavy Bolt Pistol					
Unit			M	T	SV	W	LD	OC
Death Company Marine with Jump Pack			12"	4	3+	2	6+	1
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Heavy Bolt Pistol (x10)		18"	1	3+	4	-1	1	Pistol
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Astartes Chainsword (x10)		Melee	4	3+	4	-1	1	-
Abilities	Description							
Savage Fury	You can re-roll Charge rolls made for this unit.							
Attached Unit	If a Chaplain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, it can be attached to this unit instead							
Black Rage	Each time this model makes an attack, you can re-roll the Hit roll. While this model is not within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0.							
Rules	Feel No Pain 6+, Deep Strike, Oath of Moment, Pistol							
Categories	Death Company Marines with Jump Packs, Faction: Adeptus Astartes, Faction: Blood Angels, Grenades, Imperium, Infantry, Tacticus							

100 PTS		INFILTRATOR SQUAD						
Models		Options						
4x Infiltrator		Bolt Pistol, Close Combat Weapon, Marksman Bolt Carbine						
1x Infiltrator Sergeant		Bolt Pistol, Close Combat Weapon, Marksman Bolt Carbine						
Unit		M	T	SV	W	LD	OC	
Infiltrator Squad		6"	4	3+	2	6+	1	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Bolt Pistol (x5)		12"	1	3+	4	0	1	Pistol
Marksman Bolt Carbine (x5)		24"	2	3+	4	0	1	Heavy
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Close Combat Weapon (x5)		Melee	3	3+	4	0	1	-
Abilities		Description						
Omni-scramblers		Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.						
Rules	Infiltrators, Oath of Moment, Pistol							
Categories	Faction: Adeptus Astartes, Grenades, Imperium, Infantry, Infiltrator Squad, Phobos, Smoke							

270 PTS		SANGUINARY GUARD						
Models			Options					
6x Sanguinary Guard			Encarmine Blade, Angelus Boltgun					
Unit		M	T	SV	W	LD	OC	
Sanguinary Guard		12"	4	2+	3	6+	1	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Angelus Boltgun (x6)		12"	2	3+	4	0	1	Pistol
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Encarmine Blade (x6)		Melee	4	3+	6	-3	2	-
Abilities		Description						
Angelic Visage		Each time a melee attack targets this unit, subtract 1 from the Hit roll						
Heirs of Azkaellon		While a Character model is leading this unit, each time a melee attack targets this unit, subtract 1 from the Wound roll.						
Attached Unit		If a Captain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, it can be attached to this unit instead.						
Invulnerable Save		4+						
Rules		Deep Strike, Oath of Moment, Pistol						
Categories		Faction: Adeptus Astartes, Faction: Blood Angels, Fly, Grenades, Imperium, Infantry, Jump Pack, Sanguinary Guard						

80 PTS		OUTRIDER SQUAD							x2
Models		Options							
2x Outrider		Astartes Chainsword, Heavy Bolt Pistol, Twin Bolt Rifle							
1x Outrider Sergeant		Astartes Chainsword, Heavy Bolt Pistol, Twin Bolt Rifle							
Unit		M	T	SV	W	LD	OC		
Outrider Squad		12"	5	3+	4	6+	2		
Ranged Weapons		Range	A	BS	S	AP	D	Keywords	
Heavy Bolt Pistol (x3)		18"	1	3+	4	-1	1	Pistol	
Twin Bolt Rifle (x3)		24"	2	3+	4	-1	1	Twin-linked	
Melee Weapons		Range	A	WS	S	AP	D	Keywords	
Astartes Chainsword (x3)		Melee	4	3+	4	-1	1	-	
Abilities	Description								
Turbo Boost	Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit								
Rules	Oath of Moment, Pistol, Twin-linked								
Categories	Faction: Adeptus Astartes, Grenades, Imperium, Mounted, Outrider Squad								

130 PTS		BALLISTUS DREADNOUGHT										x2		
Models			Options											
1x Ballistus Dreadnought			Armoured Feet, Ballistus Lascannon, Ballistus Missile Launcher, Twin Storm Bolter											
Unit			M		T		SV		W		LD		OC	
Ballistus Dreadnought			8"		10		2+		12		6+		4	
Ranged Weapons			Range		A	BS	S	AP	D	Keywords				
Ballistus Lascannon			48"		2	3+	12	-3	D6+1	-				
► Ballistus Missile Launcher - Frag			48"		2D6	3+	5	0	1	Blast				
► Ballistus Missile Launcher - Krak			48"		2	3	10	-2	D6	-				
Twin Storm Bolter			24"		2	3+	4	0	1	Rapid Fire 2, Twin-linked				
Melee Weapons			Range		A	WS		S	AP	D	Keywords			
Armoured Feet			Melee		5	3+		7	0	1	-			
Abilities			Description											
Ballistus Strike			Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.											
Damaged: 1-4 Wounds Remaining			While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.											
Rules		Deadly Demise D3, Oath of Moment, Blast, Rapid Fire, Twin-linked												
Categories		Ballistus Dreadnought, Faction: Adeptus Astartes, Imperium, Vehicle, Walker												

BRUTALIS DREADNOUGHT

80 PTS		IMPULSOR							
Models		Options							
1x Impulsor		Armoured Hull, 2 Fragstorm Grenade Launchers (2x Fragstorm Grenade Launcher)							
Unit	M	T	SV	W	LD	OC			
Impulsor	12"	9	3+	11	6+	2			
Ranged Weapons			Range	A	BS	S	AP	D	Keywords
Fragstorm Grenade Launcher (x2)			18"	D6	3+	4	0	1	Blast
Melee Weapons		Range	A	WS	S	AP	D	Keywords	
Armoured Tracks		Melee	3	4+	6	0	1	-	
Abilities		Description							
Transport	This model has a transport capacity of 7 TACTICUS or PHOBOS INFANTRY models. It cannot transport JUMP PACK models.								
Assault Vehicle	Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.								
Rules	Deadly Demise D3, Firing Deck 6, Oath of Moment, Blast								
Categories	Dedicated Transport, Faction: Adeptus Astartes, Imperium, Impulsor, Transport, Vehicle								

Force Rules

Army Roster (Imperium - Adeptus Astartes - Blood Angels)

Oath of Moment

If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll.

Selection Rules

Anti-:

Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound.

Blast:

Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

Deadly Demise D3:

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").

Deep Strike:

During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.

Devastating Wounds:

Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.

Feel No Pain 6+:

Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.

Fights First:

Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.

Firing Deck 6:

Some TRANSPORT models have 'Firing Deck x' listed in their abilities. Each time such a model is selected to shoot in the Shooting phase, you can select up to 'x' models embarked within it whose units have not already shot this phase. Then, for each of those embarked models, you can select one ranged weapon that embarked model is equipped with (excluding weapons with the [ONE SHOT] ability). Until that TRANSPORT model has resolved all of its attacks, it counts as being equipped with all of the weapons you selected in this way, in addition to its other weapons. Until the end of the phase, those selected models' units are not eligible to shoot.

Heavy:

Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.

Infiltrators:

During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.

Leader:

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit. Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.

Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.

Lethal Hits:

Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

Lone Operative:

Unless part of an Attached unit, this unit can only be selected as the target of a ranged attack if the attacking model is within 12".

Melta:

Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'X'.

Oath of Moment:

If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll.

Pistol:

Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

Precision:

Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.

Rapid Fire:

Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.

Sustained Hits:

Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'

Twin-linked:

Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.