

Moe Event [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	Warlord
Apothecary	Character	50	
Blood Angels Captain	Character	90	Rage-Fuelled Warrior, Master-crafted Chainsword, Heavy Bolt Pistol
Librarian in Terminator Armour	Character	100	Speed of the Primarch
(5) Assault Intercessor Squad	Battleline	75	1x Assault Intercessor Sergeant: Plasma Pistol, Power Fist 4x Assault Intercessors
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(4) Company Heroes	Infantry	95	
(10) Death Company Marines with Jump Packs	Infantry	240	3x Death Company Marine 1x Death Company Marine w/ alternate weapons: Power Fist, Heavy Bolt Pistol 2x Death Company Marine w/ alternate weapons: Astartes Chainsword, Plasma Pistol 2x Death Company Marine w/ alternate weapons: Power Fist, Plasma Pistol 2x Death Company Marine w/ Eviscerator: Heavy Bolt Pistol
(5) Infiltrator Squad	Infantry	100	4x Infiltrator
(6) Sanguinary Guard	Infantry	270	6x Sanguinary Guard: Sanguinary Banner, Encarmine Blade, Angelus Boltgun
(5) Terminator Squad	Infantry	170	1x Terminator Sergeant: Power Fist 1x Terminator w/ Chain Fist 1x Terminator w/ Heavy Weapon: Power Fist, Cyclone Missile Launcher & Storm Bolter 2x Terminator w/ Power Fist
(3) Outrider Squad	Mounted	80	2x Outrider
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Ballistus Dreadnought	Vehicle	130	

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Impulsor	Dedicated Transport	80	Ironhail Heavy Stubber, Shield Dome, 2 Fragstorm Grenade Launchers

240 PTS

DEATH COMPANY MARINES WITH JUMP PACKS

Models

Options

3x Death Company Marine	Astartes Chainsword, Heavy Bolt Pistol
1x Death Company Marine w/ alternate weapons	Power Fist, Heavy Bolt Pistol
2x Death Company Marine w/ alternate weapons	Astartes Chainsword, Plasma Pistol
2x Death Company Marine w/ alternate weapons	Power Fist, Plasma Pistol
2x Death Company Marine w/ Eviscerator	Eviscerator, 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 (x6)	18"	1	3+	4	-1	1	Pistol
► Plasma Pistol - Supercharge (x4)	12"	1	3+	8	-3	2	Hazardous, Pistol
► Plasma Pistol - Standard (x4)	12"	1	3+	7	-2	1	Pistol
Melee Weapons	Range	A	WS	S	AP	D	Keywords
Astartes Chainsword (x5)	Melee	4	3+	4	-1	1	-
Power Fist (x3)	Melee	3	3+	8	-2	2	-
Eviscerator (x2)	Melee	3	4+	7	-2	2	Sustained Hits

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, Hazardous, Sustained Hits

Categories | Death Company Marines with Jump Packs, Faction: Adeptus Astartes, Faction: Blood Angels, Grenades, Imperium, Infantry, Tacticus

80 PTS		IMPULSOR								
Models	Options									
1x Impulsor	Armoured Hull, Ironhail Heavy Stubber, Shield Dome, 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		
Ironhail Heavy Stubber	36"		3	3+	4	0	1	Rapid Fire 3		
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.									
Shield Dome	The bearer has a 5+ invulnerable save.									
Rules	Deadly Demise D3, Firing Deck 6, Oath of Moment, Rapid Fire, 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.

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.

Hazardous:

Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time):

- If possible, select one model in that unit that has lost one or more wounds and is equipped with one or more Hazardous weapons.
- Otherwise, if possible, select one model in that unit (excluding CHARACTER models) equipped with one or more Hazardous weapons.
- Otherwise, select one CHARACTER model in that unit equipped with one or more Hazardous weapons.

If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model.

If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.

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.

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.

Psychic:

Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack.

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.