BLOOD ANGELS (WARHAMMER 40,000 9TH EDITION) [41 PL, 6CP, 752PTS]

PATROL DETACHMENT 0CP (IMPERIUM - ADEPTUS ASTARTES - BLOOD ANGELS) [41 PL, 6CP, 752PTS]

Rules: *And They Shall Know No Fear, Angels of Death, Bolter Discipline, Combat Doctrines, Shock Assault*

CONFIGURATION [6CP]

CHAPTER SELECTOR

Selections: Blood Angels Successor, Blood Ravens, Bolter Fusillades

Categories: PC: BA, Configuration

Rules: *Relentless Seekers*

Abilities	Description	Ref
Bolter Fusillades	Each time a model with this tactic makes a ranged attack with a bolt weapon (pg 195), re-roll a hit roll of 1.	

BATTLE SIZE [6CP]

Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: Configuration

DETACHMENT COMMAND COST

Categories: Configuration

HQ [5 PL, 80PTS]

CHAPLAIN [5 PL, 80PTS]

Selections: 1. Litany of Faith (Aura), Boltgun, Crozius arcanum, Frag & Krak grenades, Litany of Hate, Storm of Fire, The Armour Indomitus, Warlord

Categories: Faction: Adeptus Astartes, Character, Faction: Imperium, Infantry, Chaplain, Priest, HQ, Warlord

Rules: *Angels of Death, Savage Echoes*

Abilities	Description	Ref
1. Litany of Faith (Aura)	If this litany is inspiring, then while a friendly CORE or CHARACTER unit is within 6" of this PRIEST, each time a model that unit would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.	
Litany of Hate	If this litany is inspiring, the while a friendly BLOOD ANGELS CORE or BLOOD ANGELS CHARACTER unit is within 6" of this PRIEST, each time an model in that unit makes a melee attack, you can re-roll the hit roll.	
Rosarius	This model has a 4+ invulnerable save.	
Spiritual Leaders	While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own	
Storm of Fire	While a friendly <CHAPTER> CORE is within 6" of this WARLORD, each time a model in that unit makes a ranged attack, on an unmodified wound roll of 6, improve the armour penetration characteristic of that attack by 1	
The Armour Indomitus	- Add 1 to the Wounds characteristic of the bearer. - The bearer has a save of 2+ - Once per battle, before making a saving throw for the bearer, it can activate its armour's force field. If it does, the until the end of the phase, the bearer has a 3+ invulnerable save.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaplain	6"	2+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Crozius arcanum	Melee	Melee	+2	-1	2	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

TROOPS [12 PL, 202PTS]

INFILTRATOR SQUAD [12 PL, 202PTS]

Selections: Helix gauntlet [10pts]

Categories: Smokescreen, Faction: Adeptus Astartes, Primaris, Infantry, Infiltrator Squad, Phobos, Faction: Imperium, Core, Troops

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

7x Infiltrator [168pts]

Selections: 7x Bolt pistol, 7x Frag & Krak grenades, 7x Marksman bolt carbine

Infiltrator Sergeant [24pts]

Selections: Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

Abilities	Description	Ref
Helix gauntlet	Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage charactertistic of that attack is changed to 0.	
Omni-scramblers	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).	

ELITES [17 PL, 335PTS]

DEATH COMPANY MARINES [8 PL, 125PTS]

Selections: Jump Pack [1 PL, 15pts]

Categories: Elites, Faction: Blood Angels, Faction: Death Company, Faction: Imperium, Infantry, Core, Faction: Adeptus Astartes, Fly, Jump Pack

Rules: *Angels of Death, Death from Above, Savage Echoes*

Death Company Marine [22pts]

Selections: Frag & Krak grenades

Bolt pistol and chainsword

Selections: Astartes Chainsword, Bolt pistol

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Death Company Marine [22pts]

Selections: Frag & Krak grenades

Bolt pistol and chainsword

Selections: Astartes Chainsword, Bolt pistol

Abilities	Description	Ref
Black Rage	• In your Movement phase, each time this unit is selected to move, it cannot Fall Back. • Each time this unit fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. • Each time a model in this unit would lose a wound, roll one D6: on a 6 that wound is not lost. • This unit cannot perform any Actions, as described in the Warhammer 40,000 Core book.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

TERMINATOR ASSAULT SQUAD [9 PL, 210PTS]

Selections: Teleport Homer [5pts]

Categories: Faction: Adeptus Astartes, Faction: Imperium, Infantry, Terminator Assault Squad, Terminator, Core, Elites

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

Assault Terminator Sergeant [33pts]

Selections: Lightning Claw (Pair)

4x Assault Terminator w/THSS [172pts]

Selections: 4x Storm shield, 4x Thunder hammer [40pts]

Abilities	Description	Ref
Crux Terminatus	This model has a 5+ invulnerable save.	
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	
Teleport Homer	Once per battle at the start of your Movement phase, you can remove this unit from the battlefield and the, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" away from any enemy models, or anywhere within 3" of a friendly <CHAPTER> model and more than 9" from any enemy models. If the battle ends and this unit is not on the battlefield it is destroyed. If this unit has split into two units because of its Combat Squads ability, only one of those units can use the Teleport Homer ability	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Assault Terminator	5"	3+	3+	4	4	3	2	8	2+	
Assault Terminator Sergeant	5"	3+	3+	4	4	3	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.	
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

HEAVY SUPPORT [7 PL, 135PTS]

ERADICATOR SQUAD [7 PL, 135PTS]

Selections: Melta rifle

Categories: Primaris, Mk X Gravis, Infantry, Faction: Imperium, Faction: Adeptus Astartes, Eradicator Squad, Core, Heavy Support

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

2x Eradicator [90pts]

Selections: 2x Bolt pistol

Eradicator Sgt [45pts]

Selections: Bolt pistol

Abilities	Description	Ref
Total Obliteration	In your shooting phase, each time this unit is selected to shoot, if it has not Advanced this turn, it can unleash total obliteration, If it does, select one enemy unit; models in this unit can shoot twice this phase, but they can only make attacks that target that enemy unit(and only if that enemy unit is an eliglbe target for those attacks)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Eradicator	5"	3+	3+	4	5	3	2	7	3+	
Eradicator Sgt	5"	3+	3+	4	5	3	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Melta rifle	24"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2	

FORCE RULES

And They Shall Know No Fear: Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers ()

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

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

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

Combat Doctrines: (See page 125 of Codex Space Marines) ()

Shock Assault: Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

SELECTION RULES

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

Combat Squads: Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models. ()

Concealed Positions: During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models ()

Death from Above: During deployment, if every model in this unit has this ability, then you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, then 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" away from enemy models. ()

Defenders of Humanity: If your army is battle-forged, all Troops units in Space Marine Detachments gain this ability. Such a unit that is within range of an objective marker controls the objective market even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal. ()

Relentless Seekers: When resolving an attack made against a unit with this tactic, an unmodified wound roll of 1 or 2 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

In addition, when a Psychic test or Deny the Witch test is taken for a PSYKER model with this tactic, re-roll any or all dice rolls of 1. (White Dwarf Jul 2019)

Savage Echoes: If every unit from your army (excluding UNALIGNED untis) has the BLOOD ANGELS keyword, then every unit that has the Combat Doctrines ability and is in a BLOOD ANGELS Detachment gains the Savage Echoes ability, below.

Whilst the Assault Doctrine is active, if a unit with this ability makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in that unit until the end of the turn (note that this is cumulative with the bonus these models receive from the Shock Assault ability). ()

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from any enemy models. ()