

BLOOD ANGELS (WARHAMMER 40,000 9TH EDITION) [122 PL, -6CP, 2,000PTS]

PATROL DETACHMENT OCP (IMPERIUM - ADEPTUS ASTARTES - BLOOD ANGELS) [58 PL, -2CP, 1,000PTS]

RULES: *ANGELS OF DEATH, BOLTER DISCIPLINE, SHOCK ASSAULT*

HQ [6 PL, 100PTS]

CAPTAIN ON BIKE [6 PL, 100PTS]											
Selections: Astartes Chainsword, Bolt pistol, Frag & Krak grenades, Rites of War, Teeth of Terra, Twin boltgun, Warlord											
Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, FACTION: IMPERIUM, CAPTAIN, BIKER, HQ, WARLORD											
Rules: <i>Angels of Death, Savage Echoes, The Red Thirst</i>											
Abilities	Description										Ref
Iron Halo	This model has a 4+ invulnerable save.										
Rites of Battle	While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1										
Rites of War	While a friendly <CHAPTER> CORE or <CHAPTER> CHARACTER unit is within 6" of this WARLORD, that unit has the Objective Secured ability.										
Teeth of Terra	Models with an Astartes chainsword only. The Teeth of Terra replaces the bearer's Astartes chainsword.										
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.										
Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref	
Captain on Bike	14"	2+	2+	4	5	6	4	9	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	-					
Teeth of Terra	Melee	Melee	+1	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.					
Twin boltgun	24"	Rapid Fire 2	4	0	1	-					

TROOPS [6 PL, 130PTS]

INFILTRATOR SQUAD [6 PL, 130PTS]

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, The Red Thirst*

4X INFILTRATOR [96PTS]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades, 4x 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 characteristic 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 [40 PL, -1CP, 650PTS]

BLADEGUARD VETERAN SQUAD [10 PL, 210PTS]

Categories: FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, INFANTRY, BLADEGUARD, PRIMARIS, BLADEGUARD VETERAN SQUAD, CORE, ELITES

Rules: Angels of Death, Combat Squads, Savage Echoes, The Red Thirst

5X BLADEGUARD VETERAN [175PTS]

Selections: 5x Frag & Krak grenades, 5x Heavy Bolt Pistol, 5x Master-crafted power sword, 5x Storm Shield

BLADEGUARD VETERAN SERGEANT [35PTS]

Selections: Frag & Krak grenades, Heavy Bolt Pistol, Master-crafted power sword, Storm Shield

Abilities	Description									Ref
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.									
Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Bladeguard Veteran	6"	3+	3+	4	4	3	3	8	3+	
Bladeguard Veteran Sergeant	6"	3+	3+	4	4	3	4	9	3+	
Weapon	Range	Type			S	AP	D	Abilities		Ref
Frag grenades	6"	Grenade D6			3	0	1	Blast.		
Heavy Bolt Pistol	18"	Pistol 1			4	-1	1	-		
Krak grenades	6"	Grenade 1			6	-1	D3	-		
Master-crafted power sword	Melee	Melee			+1	-3	2	-		

LEVIATHAN DREADNOUGHT [13 PL, -1CP, 230PTS]

Selections: 2x Twin Volkite calivers, Storm cannon array [10pts]
Categories: FACTION: ADEPTUS ASTARTES, DREADNOUGHT, FACTION: IMPERIUM, RELIC, VEHICLE, LEVIATHAN DREADNOUGHT, FACTION: <CHAPTER>, ELITES, SMOKESCREEN
Rules: *Angels of Death, Explodes (6"/D3), Martial Legacy, Savage Echoes, The Red Thirst*

LEVIATHAN SIEGE CLAW

Selections: Meltagun

Abilities	Description										Ref
Atomantic Shielding	This model has a 5+ invulnerable save.										
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)										
Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref	
Leviathan Dreadnought [1] (8+ wounds remaining)	8"	3+	3+	7	7	14	4	8	2+		
Leviathan Dreadnought [2] (4-7 wounds remaining)	6"	4+	4+	7	7	N/A	4	8	2+		
Leviathan Dreadnought [3] (1-3 wounds remaining)	4"	5+	5+	7	7	N/A	4	8	2+		
Weapon	Range	Type	S	AP	D	Abilities					Ref
Leviathan siege claw	Melee	Melee	x2	-3	3	Each time the bearer fights, it makes 1 additional attack with this weapon					
Meltagun	12"	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.					
Storm cannon array	36"	Heavy 8	7	-1	2	-					
Twin Volkite calivers	30"	Heavy 4	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage					

SANGUINARY GUARD [17 PL, 210PTS]

Categories: ELITES, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, FLY, JUMP PACK, SANGUINARY GUARD, CORE, FACTION: ADEPTUS ASTARTES

Rules: Angels of Death, Death from Above, Savage Echoes, The Red Thirst

SANGUINARY GUARD [30PTS]

Selections: Angelus boltgun, Encarmine sword, Frag & Krak grenades

Rules: And They Shall Know No Fear

SANGUINARY GUARD [30PTS]

Selections: Angelus boltgun, Encarmine sword, Frag & Krak grenades

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SANGUINARY GUARD [30PTS]

Selections: Angelus boltgun, Encarmine axe, Frag & Krak grenades

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SANGUINARY GUARD [30PTS]

Selections: Angelus boltgun, Encarmine sword, Frag & Krak grenades

Rules: And They Shall Know No Fear

SANGUINARY GUARD [30PTS]

Selections: Angelus boltgun, Encarmine sword, Frag & Krak grenades

Rules: And They Shall Know No Fear

Abilities	Description										Ref
Angelic Visage	Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.										
Heirs of Azkaellon	Each time a model in this unit makes an attack, if that model's unit is within 6" of any friendly BLOOD ANGELS WARLORD models, add 1 to that attack's hit roll.										
Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref	
Sanguinary Guard	12"	3+	3+	4	4	2	3	8	2+		
Weapon	Range	Type			S	AP	D	Abilities		Ref	
Angelus boltgun	18"	Assault 2			4	-1	1	-			
Encarmine axe	Melee	Melee			+2	-2	2	-			
Encarmine sword	Melee	Melee			+1	-3	2	-			
Frag grenades	6"	Grenade D6			3	0	1	Blast.			
Krak grenades	6"	Grenade 1			6	-1	D3	-			

HEAVY SUPPORT [6 PL, 120PTS]

THUNDERFIRE CANNON [6 PL, 120PTS]

Selections: Thunderfire Cannon
Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, HEAVY SUPPORT, ARTILLERY, VEHICLE, THUNDERFIRE CANNON
Rules: *Angels of Death, Savage Echoes, The Red Thirst*

TECHMARINE GUNNER

Selections: Bolt pistol
Categories: CHARACTER, INFANTRY, GUNNER

Servo-harness

Selections: Flamer, Plasma cutter, 2x Servo-arm

Abilities	Description										Ref
Blessing of the Omnissiah	At the end of your Movement phase this model can repair a one <CHAPTER> VEHICLE within 3". That VEHICLE regains D3 lost wounds. Each model can only be repaired once per turn.										
Crewed Artillery	After this unit is set up on the battlefield for the first time, it is split into two units, one containing the ARTILLERY model and the other containing the GUNNER mode. If at the end of any phase, the GUNNER unit is not within 3" of its ARTILLERY unit, that ARTILLERY unit is destroyed.										
Operated Artillery	While a GUNNER unit is within 3" of its ARTILLERY unit, enemy models cannot target that GUNNER unit with ranged weapons										
Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref	
Techmarine Gunner	6"	3+	2+	4	4	4	3	8	2+		
Thunderfire Cannon	3"	6+	2+	3	6	4	1	8	2+		
Weapon	Range	Type	S	AP	D	Abilities	Ref				
Bolt pistol	12"	Pistol 1	4	0	1	-					
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.	Warhammer 40,000 Core Book				
Plasma cutter, Standard	12"	Assault 1	7	-3	1	-					
Plasma cutter, Supercharge	12"	Assault 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.					
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.					
Thunderfire Cannon	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the firing model. Blast.					

PATROL DETACHMENT -2CP (IMPERIUM - ADEPTUS ASTARTES - BLOOD ANGELS) [64 PL, -4CP, 1,000PTS]

Rules: *Angels of Death, Bolter Discipline, Shock Assault*
CONFIGURATION [-2CP]

****CHAPTER SELECTION****
Selections: Blood Angels
Categories: CONFIGURATION
Rules: *Red Thirst*

DETACHMENT COMMAND COST [-2CP]
Categories: CONFIGURATION

STRATAGEMS [-1CP]

RELICS OF THE CHAPTER [-1CP]
Selections: Number of Extra Relics [-1CP]
Categories: STRATAGEMS

HQ [7 PL, -1CP, 135PTS]

SANGUINARY PRIEST [7 PL, -1CP, 135PTS]													
<p>Selections: Astartes Chainsword, Bolt pistol, Chapter Command: Chief Apothecary [1 PL, 15pts], Frag & Krak grenades, Icon of The Angel, Jump Pack [1 PL, 30pts], Selfless Healer, Stratagem: Hero of the Chapter [-1CP]</p> <p>Categories: CHARACTER, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, SANGUINARY PRIEST, HQ, APOTHECARY, FACTION: ADEPTUS ASTARTES, CHIEF APOTHECARY, FLY, JUMP PACK</p> <p>Rules: <i>Angels of Death, Death from Above, Savage Echoes, The Red Thirst</i></p>													
Abilities		Description									Ref		
Blood Chalice		In your Command phase, select one friendly Blood Angels Core or Blood Angels Character unit (excluding Vehicle units) within 6" of this model. Until the start of your next Command phase, if the Tactical Doctrine or Devastator Doctrine is active for your army, then each time a model in that unit makes an attack, the Assault Doctrine is considered to be active for that attack instead.											
Chief Apothecary		At the end of your Movement phase this model can use its Combat Restoratives ability twice instead of once.											
Combat Restoratives		At the end of your Movement phase, this model can heal one friendly Blood Angels Infantry or Blood Angels Biker model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.											
Icon of The Angel		The bearer gains the following ability: 'Icon of the Angel (Aura): While a friendly BLOOD ANGELS unit is within 6" of this model, you can re-roll charge rolls made for that unit.'											
Narthecium [Aura]		While a friendly Blood Angels Infantry or Blood Angels Biker unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.											
Selfless Healer		Each time this WARLORD uses its Combat Restoratives ability, the model being healed regains up to 3 lost wounds instead of D3 Each time this WARLORD is selected to return a destroyed model to a unit by using the Combat Revival Stratagem, that Stratagem costs 0 command points											
Unit				M	WS	BS	S	T	W	A	Ld	Save	Ref
Sanguinary Priest (Jump Pack)				12"	2+	3+	4	4	4	3	9	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	-						

TROOPS [6 PL, 130PTS]

INFILTRATOR SQUAD [6 PL, 130PTS]

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, The Red Thirst

4X INFILTRATOR [96PTS]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades, 4x 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 characteristic 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 [30 PL, 400PTS]

DEATH COMPANY MARINES [15 PL, 200PTS]

Selections: Jump Pack [1 PL, 24pts]

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, The Red Thirst*

DEATH COMPANY MARINE [22PTS] x 8

Selections: Frag & Krak grenades

Selections: Astartes Chainsword, Bolt pistol

Abilities	Description										Ref
Black Rage	<ul style="list-style-type: none">• 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	-					

DEATH COMPANY MARINES [15 PL, 200PTS]

Selections: Jump Pack [1 PL, 24pts]

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, The Red Thirst*

DEATH COMPANY MARINE [22PTS] x 8

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	-								

HEAVY SUPPORT [21 PL, 335PTS]

ERADICATOR SQUAD [14 PL, 200PTS]

Selections: Heavy melta rifle [20pts]

Categories: PRIMARIS, MK X GRAVIS, INFANTRY, **FACTION:** IMPERIUM, **FACTION:** ADEPTUS ASTARTES, ERADICATOR SQUAD, CORE, HEAVY SUPPORT

Rules: *Angels of Death, Combat Squads, Savage Echoes, The Red Thirst*

3X ERADICATOR [135PTS]

Selections: 3x 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	-						
Heavy melta rifle	24"	Heavy 1	8	-4	D6+2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4						

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, The Red Thirst*

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

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. ()

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

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. ()

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 marker 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. ()

Explodes (6"/D3): When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 6" suffers D3 mortal wounds. ()

Martial Legacy: If your army is Battle-forged, then when this unit is included in a Detachment, increase that Detachment's Command Cost by 1 CP ()

Red Thirst: - Add 1 to Advance rolls and charge rolls made for units with this tactic.
- Each time a model with this tactic makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's wound roll. ()

Savage Echoes: If every unit from your army (excluding UNALIGNED units) 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). ()

The Red Thirst: When resolving an attack made with a melee weapon by a model with this ability in a turn in which that model's unit made a charge move, was charged or performed a Heroic Intervention, add 1 to the wound roll. When a unit with this ability Advances or makes a charge move, add 1 to the Advance roll or charge roll. ()