










2000 Pts - Blood Angels

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Sanguinary Priest (3 ⁺ , 290 pts)												
Sanguinary Priest	1											290
	(C:Ba, pg. 48); Unit Type: Infantry; Brother Corbulo; Sanguinary Priest in Power Armour; Sanguinary Priest in Power Armour; And They Shall Know No Fear; Independent Character											
Brother Corbulo	1		5	5	4/5	4	2	5	3/4	9	3+	[105]
	(C:BA, pg. 49); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; The Red Grail; Bolt Pistol; Heaven's Teeth; And They Shall Know No Fear; Far Seeing Eye; Feel No Pain; Furious Charge; Independent Character											
Sanguinary Priest in Power Armour	1		5	4	4	4	1	4	2/3	9	3+	[90]
	(C:Ba, pg. 48); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Blood Chalice; Power Armour; Jump Pack; Bolt Pistol; Power Sword; And They Shall Know No Fear; Descent of Angels; Feel No Pain; Furious Charge; Independent Character											
Sanguinary Priest in Power Armour	1		5	4	4	4	1	4	2/3	9	3+	[95]
	(C:Ba, pg. 48); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Blood Chalice; Power Armour; Jump Pack; Melta Bombs; Chainsword; Infernus Pistol; And They Shall Know No Fear; Descent of Angels; Feel No Pain; Furious Charge; Independent Character											
Elite: Furioso Dreadnought (8 ⁺ , 700 pts)												
Terminator Assault Squad	1											200
	(C:BA, pg. 28); Unit Type: Infantry; Lightning Claws (pair); And They Shall Know No Fear; Combat Squads; The Red Thirst											
Terminator with Lightning Claws	4		4	4	4	4	1	4	2/3	9	2+5(i)	[160]
	Terminator Armour; Lightning Claws (pair)											
Sergeant	1		4	4	4	4	1	4	2/3	9	2+5(i)	[40]
	Terminator Armour; Lightning Claws (pair)											
Chapter Master Gabriel Seth	1		6	5	4	4	4	5	4	10	3+4(i)	160
	(C:BA, pg. 55); Unit Type: Infantry; Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Blood Reaver; Bolt Pistol; Fearless; Ferocious Instincts; Independent Character; Whirlwind of Gore											
Stormraven Gunship	1	Grp: 	BS: 4 FA: 12 SA: 12 RA: 12									200
	(C:BA, pg. 38); Unit Type: Vehicle (Skimmer, Fast); Transport Capacity: 12 models; Transport Capacity: 1 Dreadnought; Access Points: 4; Ceramite Plating; 4x Bloodstrike Missiles; Twin-Linked Heavy Bolter; Twin-Linked Lascannon; Assault Vehicle; Deep Strike; Power of the Machine Spirit; Skies of Blood											
Furioso Dreadnought	1	Grp: 	WS: 6	BS: 4	St: 6/10	In: 4	At: 2/3	FA: 13	SA: 12	RA: 10		140
	(C:BA, pg. 29); Unit Type: Vehicle (Walker); Smoke Launchers; Blood Fist with Meltagun; Blood Fist with Storm Bolter; Magna-grapple; The Red Thirst											
Troops: Assault Squad (10 ⁺ , 255 pts)												
Assault Squad	7		4	4	4	4	1	4	1/2	8	3+	255
	(C:BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x7); Chainsword (x7); Meltagun; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst											
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]
	(C:BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst											
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]
	(C:BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst											
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[73]
	(C:BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Infernus Pistol (x1); Thunder Hammer (x1); And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Assault Squad (10 ⁺ , 250 pts)												
Assault Squad	7		4	4	4	4	1	4	1/2	8	3+	250
	(C: BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x7); Chainsword (x7); Plasmagun; Plasmagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst											
Assault Marine with Plasma gun	1		4	4	4	4	1	4	1	8	3+	[33]
	(C: BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Plasma gun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst											
Assault Marine with Plasma gun	1		4	4	4	4	1	4	1	8	3+	[33]
	(C: BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Plasma gun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst											
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[58]
	(C: BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Plasma Pistol (x1); Power Weapon (x1); And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst											
Fast Attack: Baal Predator (1 ⁺ , 175 pts)												
Baal Predator	1	Grp: 	BS: 4 FA: 13 SA: 11 RA: 10									175
	Unit Type: Vehicle (Tank, Fast); Smoke Launchers; Dozer Blade; Extra Armor; Pintle-mounted Storm Bolter; Twin-Linked Assault Cannon; Heavy Bolter; Scouts											
Fast Attack: Vanguard Veteran Squad (5 ⁺ , 330 pts)												
Vanguard Veteran Squad	1											330
	(C: BA, pg. 27); Unit Type: Jump Infantry; Equip with Jump Packs; Vanguard Veteran; Vanguard Veteran; Vanguard Veteran; Vanguard Veteran; And They Shall Know No Fear; Combat Squads; Descent of Angels; Heroic Intervention; The Red Thirst											
Sergeant	1		4	4	4	4	1	4	2	9	3+/3(i)	[70]
	(C: BA, pg. 27); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Melta Bombs; Power Sword; Storm Shield; And They Shall Know No Fear; Combat Squads; Descent of Angels; Heroic Intervention; The Red Thirst											
Vanguard Veteran	1		4	4	4/8	4	1	4/1	2	9	3+/3(i)	[75]
	Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Power Fist (x1); Storm Shield (x1)											
Vanguard Veteran	1		4	4	4	4	1	4	2	9	3+/3(i)	[55]
	Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Melta Bombs; Chainsword; Storm Shield (x1)											
Vanguard Veteran	1		4	4	4	4	1	4	2	9	3+/3(i)	[55]
	Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Melta Bombs; Chainsword; Storm Shield (x1)											
Vanguard Veteran	1		4	4	4/8	4	1	4/1	2	9	3+/3(i)	[75]
	Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Power Fist (x1); Storm Shield (x1)											
Total Cost:											2000	

Option Footnotes

Special Rules	
And They Shall Know No Fear	Automatically pass tests to regroup, can test if under 50%, conditions apply (C:BA, pg 23).
Assault Vehicle	Models disembarking from any access point can launch an assault on any turn they do so. A unit that Deep Strikes within a Land Raider cannot assault in the turn it arrives.
Combat Squads	A ten-man unit has the option of breaking down into two five-man squads.
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Descent of Angels	A Blood Angels unit with this special rule can re-roll failed reserve rolls if arriving by Deep Strike. Also, it scatters D6" less.
Far Seeing Eye	Corbulo allows you a single re-roll once per game. This can be any roll you have made. If Corbulo is slain before this re-roll is used, then it is lost.
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
Ferocious Instincts	For every roll of '1' to hit Seth in close combat, enemy units immediately suffer an automatic S4 hit.
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)

Heroic Intervention	If equipped with Jump Packs and arriving by Deep Strike. may choose to use Heroic Intervention before the scatter dice are rolled.
Independent Character	(See WH40k, pg. 50.)
Power of the Machine Spirit	The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to an other weapons, subject to the normal rules for shooting. Therefore, a vehicle that has moved at combat speed may fire two weapons, and a vehicle that has either moved at cruising speed, or has suffered a 'Crew Stunned' or 'Crew Shaken' result can fire a single weapon.
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Skies of Blood	If the Stormraven has moved flat out, passengers can still disembark, but they must do so as follows. Nominate any point over which the Stormraven moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a Dangerous Terrain test. Models with jump packs do not make this terrain test and may use the Descent of Angels special rule. If any models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table. Models that disembark in this manner cannot assault on the turn they do so.
The Red Thirst	After forces have been deployed, but before any Scout moves are taken and the first turn begins, roll a D6 for each unit in your army that has this special rule (including units left in reserve). On a score of 1, one or more members of the squad have succumbed to the Red Thirst and the entire squad is treated as having the Furious Charge and Fearless special rules instead of the And They Shall Know No Fear special rule for the duration of the game.
Whirlwind of Gore	Instead of making his normal attacks, Seth inflicts a single automatic hit on all enemy models in base contact. Declare whether or not Seth will perform a Whirlwind of Gore before any blows are struck.
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jump Infantry	1) Move up to 12" over terrain, start or end of move in Diff Terr, reqs Dangerous Terrain test. 2) May enter play by Deep Strike. 3) Assault 6" affected by Diff Terr. 4) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. (p.52 WH40k)
Unit Type: Vehicle (Skimmer, Fast)	Vehicle (Skimmer, Fast) (WH40k, pp. 70-71)
Unit Type: Vehicle (Tank, Fast)	Unit Type: Vehicle (Tank, Fast) (WH40k, pp. 68-69)
Unit Type: Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
Blood Chalice	All friendly units within 6" are subject to the Furious Charge and Feel No Pain special rules.
Ceramite Plating	Melta weapons do not gain the extra D6 armour penetration.
Dozer Blade	Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test.
Equip with Jump Packs	Jump Infantry; May be held in reserve and arrive via Deep Strike.
Extra Armor	Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Iron Halo	Confers a 4+ Invulnerable save.
Jump Pack	Jump Infantry; May be held in reserve and arrive via Deep Strike.
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Pintle-mounted Storm Bolter	24" Range; S4; AP5; Assault 2. Treated as an additional defensive weapon.
Power Armour	Confers a 3+ Armour Save.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see C:BA, pg. 61).
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
The Red Grail	All friendly units with 6" are subject to the Furious Charge and Feel No Pain special rules. Any Feel No Pain roll taken for Corbulo himself is passed on a 2+.
Weapons	
4x Bloodstrike Missiles	72" Range; S8; AP1; Heavy 1, One shot.
Blood Fist with Meltagun	Strength 10; Ignores armour saves in close combat.
Blood Fist with Storm Bolter	Strength 10; Ignores armour saves in close combat.
Blood Reaver	Two-Handed Chainsword. Hits resolved at S8 and have the Rending special rule.
Bolt Pistol	12" Range; S4; AP5; Pistol
Chainsword	If used with another close combat weapon, +1 attack in close combat.

Heaven's Teeth	CCW attacks are made at Strength 5 and have Rending.
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Infernus Pistol	6" Range; S8; AP1; Pistol; Melta.
Lightning Claws (pair)	Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat.
Magna-grapple	12" Range; S8; AP2; Heavy 1, Grapple.
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Plasma gun	24" Range; S7; AP2; Rapid Fire; Gets Hot!
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Power Fist	Ignores armour saves, increases strength in close combat.
Power Sword	Ignores armour saves in close combat (p42 WH40K 5E)
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Storm Bolter	24" Range; S4; AP5; Assault 2
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
Thunder Hammer	Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens.
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked

Roster Design Information

Special Rules:

And They Shall Know No Fear... (p74 WH40K)

The Black Rage (p4 C:BA)

The Death Company (p4 C:BA)

Validation Report

c-1. File Version: 1.44 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 31.5

% Fast: 25.3

% Heavy: 10






% HQ: 8

Model Count: 37

% Troops: 25.3

% Wargear: 0

Files version: 1.44

Group	Min	Max	Used
	1	2	1
	0	3	3
	2	6	2
	0	3	2
	0	3	1