






## 2000 Pts - Blood Angels

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Death Company (7 <sup>+</sup> , 550 pts)												
Chaplain in Power Armour	1		5	4	4	4	2	4	2/3	10	3+/4(i)	115
(C:BA, pg. 42); <b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Rosarius; Crozius Arcanum; Infernus Pistol; Fearless; Honour of the Chapter; Independent Character; Liturgies of Blood												
Death Company	1											435
(C:BA, pg. 44); <b>Unit Type:</b> Infantry; Death Company; Death Company; Death Company; Death Company; Death Company; Death Company; Black Rage; Fearless; Feel No Pain; Furious Charge; Rage; Relentless; Land Raider Redeemer												
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[45]
Frag Grenades; Krak Grenades; Power Armour; Hand Flamer; Power Weapon												
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Power Weapon												
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Power Weapon												
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Power Weapon												
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Power Weapon												
Land Raider Redeemer	1	Grp:	BS: 4 FA: 14 SA: 14 RA: 14									[250]
(C:BA, pg. 37); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 12 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 0; Frag Assault Launchers; Smoke Launchers; Multi-melta; 2x Flamestorm Cannons; Twin-Linked Assault Cannon; Assault Vehicle; Deep Strike; Power of the Machine Spirit												
Troops: Death Company (7 <sup>+</sup> , 630 pts)												
Chaplain in Power Armour	1		5	4	4	4	2	4	2	10	3+/4(i)	115
(C:BA, pg. 42); <b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Rosarius; Melta Bombs; Crozius Arcanum; Combi-Meltagun; Fearless; Honour of the Chapter; Independent Character; Liturgies of Blood												
Death Company	1											515
(C:BA, pg. 44); <b>Unit Type:</b> Infantry; Death Company; Death Company; Death Company; Death Company; Death Company; Death Company; Black Rage; Fearless; Feel No Pain; Furious Charge; Rage; Relentless; Land Raider												
Death Company	1		5	4	4/8	4	1	4/1	2	8	3+	[65]
Frag Grenades; Krak Grenades; Power Armour; Infernus Pistol; Thunder Hammer												
Death Company	1		5	4	4/8	4	1	4/1	2	8	3+	[50]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Thunder Hammer												
Death Company	1		5	4	4/8	4	1	4/1	2	8	3+	[50]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Thunder Hammer												
Death Company	1		5	4	4/8	4	1	4/1	2	8	3+	[50]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Thunder Hammer												
Death Company	1		5	4	4/8	4	1	4/1	2	8	3+	[50]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Thunder Hammer												
Land Raider	1	Grp:	BS: 4 FA: 14 SA: 14 RA: 14									[250]
(C:BA, pg. 37); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 10 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 0; Smoke Launchers; 2x Twin Linked Lascannons; Twin-Linked Heavy Bolter; Assault Vehicle; Deep Strike; Power of the Machine Spirit												
Troops: Death Company (6 <sup>+</sup> , 395 pts)												
Astorath the Grim	1		6	5	4/6	4	3	5	3	10	2+/4(i)	220
(C:BA, pg. 45); <b>Unit Type:</b> Jump Infantry; Frag Grenades; Krak Grenades; Artificer Armour; Jump Pack; Rosarius; Bolt Pistol; Executioner's Axe; Descent of Angels; Fearless; Honour of the Chapter; Independent Character; Liturgies of Blood; Shadow of the Primarch												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Death Company	1											175	
(C:BA, pg. 44); <b>Unit Type:</b> Jump Infantry; Jump Packs; Death Company; Death Company; Death Company; Death Company; Death Company; Black Rage; Descent of Angels; Fearless; Feel No Pain; Furious Charge; Rage; Relentless													
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]	
Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Bolt Pistol; Chainsword													
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]	
Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Bolt Pistol; Chainsword													
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]	
Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Bolt Pistol; Chainsword													
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]	
Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Bolt Pistol; Chainsword													
Death Company	1		5	4	4	4	1	4	2/3	8	3+	[35]	
Frag Grenades; Krak Grenades; Power Armour; Jump Pack; Bolt Pistol; Chainsword													
<b>Troops: Death Company Dreadnought (1<sup>+</sup>, 140 pts)</b>													
Death Company Dreadnought	1	Grp: 	WS: 5	BS: 4	St: 6	In: 4	At: 3/4	FA: 12	SA: 12	RA: 10		140	
(C:BA, pg. 29); <b>Unit Type:</b> Vehicle (Walker); Smoke Launchers; Blood Talon with Meltagun; Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat. For every unsaved wound caused, the Dreadnought immediately makes an additional attack. These additional attacks can generate further additional attacks.; Blood Talon with Storm Bolter; Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat. For every unsaved wound caused, the Dreadnought immediately makes an additional attack. These additional attacks can generate further additional attacks.; Magna-grapple; Blood Talons; Fleet; Furious Charge; None Can Stay My Wrath; Rage													
<b>Troops: Death Company Dreadnought (1<sup>+</sup>, 125 pts)</b>													
Death Company Dreadnought	1	Grp: 	WS: 5	BS: 4	St: 6/10	In: 4	At: 3/4	FA: 12	SA: 12	RA: 10		125	
(C:BA, pg. 29); <b>Unit Type:</b> Vehicle (Walker); Smoke Launchers; Blood Fist with Meltagun; Blood Fist with Storm Bolter; Fleet; Furious Charge; None Can Stay My Wrath; Rage													
<b>Fast Attack: Baal Predator (1<sup>+</sup>, 160 pts)</b>													
Baal Predator	1	Grp: 	BS: 4	FA: 13	SA: 11	RA: 10						160	
<b>Unit Type:</b> Vehicle (Tank, Fast); Smoke Launchers; Dozer Blade; Extra Armor; Flamestorm Cannon; Heavy Flamers; Scouts													
<b>Total Cost:</b>												<b>2000</b>	

Option Footnotes	
Special Rules	
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.
Black Rage	The Death Company is subject to the Rage USR. The Death Company never counts as a scoring unit.
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.
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)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
Honour of the Chapter	This model, and all members of a squad he has joined are Fearless.
Independent Character	(See WH40k, pg. 50.)
Liturgies of Blood	On a turn in which this model assaults, he and all models in a squad he is joined can re-roll failed rolls to hit. Models in a Death Company can also re-roll failed rolls To Wound.
None Can Stay My Wrath	A Death Company Dreadnought ignores 'crew shaken' and 'crew stunned' results.
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.
Rage	In the Movement phase move as fast as possible towards the enemy, may choose to Run in the shooting phase, in the Assault phase must consolidate towards the enemy, conditions apply (p76 WH40K 5E)
Relentless	Count as stationary when firing rapid/heavy weapons, conditions apply (p76 WH40K 5E)
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)

Shadow of the Primarch	If Astorath is included in the Army, all Blood Angels units that have the Red Thirst special rule will succumb to its effects on a roll of 3 or less, rather than a roll of 1.
Unit Type	
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
<b>Unit Type:</b> 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)
<b>Unit Type:</b> Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
<b>Unit Type:</b> Vehicle (Tank, Fast)	Unit Type: Vehicle (Tank, Fast) (WH40k, pp. 68-69)
<b>Unit Type:</b> Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Dozer Blade	Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test.
Extra Armor	Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.
Frag Assault Launchers	See C:SM, pg. 82.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Jump Pack	Jump Infantry; May be held in reserve and arrive via Deep Strike.
Jump Packs	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)
Multi-melta	24" Range; S8; AP1; Heavy 1; Melta.
Power Armour	Confers a 3+ Armour Save.
Rosarius	Confers a 4+ Invulnerable save. See C:WH, pg. 22 OR Wargear, pg. 56.
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).
Weapons	
2x Flamestorm Cannons	Range: Template; S6; AP3; Heavy 1.
2x Twin Linked Lascannons	48" Range; S9; AP2; Heavy 1 Linked
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 Talons	Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat. For every unsaved wound caused, the Dreadnought immediately makes an additional attack. These additional attacks can generate further additional attacks.
Bolt Pistol	12" Range; S4; AP5; Pistol
Chainsword	If used with another close combat weapon, +1 attack in close combat.
Combi-Meltagun	24" Range; S4; AP5; Rapid Fire (Bolter) 12" Range; S8; AP1; Assault 1; Melta (Meltagun - once per battle)
Crozius Arcanum	Ignores armour saves in close combat (p42 WH40K 5E)
Executioner's Axe	Two-Handed Power Weapon. Strikes at S6. Successful Invulnerable saves taken against wounds caused by the Executioner's Axe must be re-rolled.
Flamestorm Cannon	Range: Template; S6; AP3; Heavy 1.
Hand Flamer	Template; S3; AP6; Pistol
Heavy Flamers	Template; S5; AP4; Assault 1
Infernus Pistol	6" Range; S8; AP1; Pistol; Melta.
Magna-grapple	12" Range; S8; AP2; Heavy 1, Grapple.
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Storm Bolter	24" Range; S4; AP5; Assault 2
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

## 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: 11.5

% Fast: 8

% Heavy: 0






% HQ: 11

Model Count: 23

% Troops: 69.5

% Wargear: 0

Files version: 1.44

Group	Min	Max	Used
	1	2	1
	0	3	2
	2	6	5
	0	3	1
	0	3	0