

# KILL TEAM LIST

# BLOOD ANGELS

## CODEX: BLOOD ANGELS

This Team List uses the special rules and wargear lists found in Codex: Blood Angels. If a rule differs from the Codex, it will be clearly stated.

## TELEPORTING TERMINATORS

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule).

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



## TEAM LEADERS

SERGEANT	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	14 Points
Sergeant	4	4	4	4	2	4	1	8	3+	Infantry (Character)	
Veteran Sergeant (upgrade)	4	4	4	4	2	4	2	9	3+	Infantry (Character)	
Terminator Sergeant (upgrade)	4	4	4	4	2	4	2	9	2+	Infantry (Character)	

### WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

### SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Furious Charge
- Squad Leader\*

**Squad Leader:** In a team lead by a Sergeant or Veteran Sergeant with a Space Marine Bike, you may take more than three Space Marine Bikers. If the Sergeant or Veteran Sergeant has a Jump Pack, you may take more than five Assault Marines. In a team led by a Terminator Sergeant, Terminators may be taken as Core.

### TERMINATOR SERGEANT:

A Veteran Sergeant may further be upgraded to a Terminator Sergeant for *16 pts*. A Terminator Sergeant replaces all his wargear with Terminator armour, storm bolter and power sword and has only these options:

- May take items from the **Terminator Weapons** list.
- May take items from the **Blood Angels Armoury**, including Leader, Sergeant and Terminator items.

### OPTIONS:

- May upgrade to a Veteran Sergeant for *10 pts*.
- May replace boltgun and/or bolt pistol with a chainsword for *free*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
  - Melta bomb *5 pts*
  - Combat shield *5 pts*
  - Back banner<sup>2</sup> *10 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Jump pack<sup>1</sup> *10 pts*
  - Space Marine bike<sup>1</sup> *15 pts*
- A Veteran Sergeant may take any of the following:
  - Special issue ammunition *5 pts*
  - Storm shield *10 pts*
- May take items from the **Blood Angels Armoury**, including Leader and Sergeant items.

<sup>1</sup>These pieces of wargear are mutually exclusive.

<sup>2</sup>Counts as a 'banner' when determining combat results.

SCOUT SERGEANT										11 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Scout Sergeant	4	4	4	4	2	4	1	8	4+	Infantry (Character)
Veteran Scout Sergeant (upgrade)	4	4	4	4	2	4	2	9	4+	Infantry (Character)

**WARGEAR:**

- Scout armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

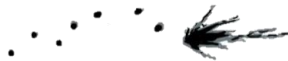
**SPECIAL RULES:**

- Inspiring Presence
- And They Shall Know No Fear
- Furious Charge
- Infiltrate
- Move Through Cover
- Scout
- Scout Biker Leader\*

**OPTIONS:**

- May upgrade to a Veteran Scout Sergeant for *10 pts.*
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May replace boltgun with:
  - Space Marine shotgun *free*
  - Close combat weapon *free*
  - Sniper rifle *1 pt*
- May take any of the following:
  - Camo cloak<sup>1</sup> *2 pts*
  - Melta bomb *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Space Marine Bike<sup>1, 2</sup> *10 pts*
- May take items from the **Blood Angels Armoury**, including Leader and Sergeant items.

**Scout Biker Leader:** In a team lead by a Scout Sergeant or Veteran Scout Sergeant that is equipped with a Space Marine Bike, you may take more than three Scout Bikers.



<sup>1</sup>These pieces of wargear are mutually exclusive.

<sup>2</sup>If a Space Marine Bike is taken the model loses the Move Through Cover special rule.

WARDEN										45 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Warden	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Chaplain (upgrade)	5	4	4	4	3	4	2	10	3+	Infantry (Character)

**WARGEAR:**

- Power armour
- Crozius arcanum
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- Furious Charge
- Zealot
- Battle Liturgies\*
- Shepherd of the Damned\*

**OPTIONS:**

- May upgrade to a Chaplain for *20 pts.*
- May take items from the **Ranged Weapons** list.
- May replace bolt pistol with:
  - Boltgun *free*
  - Power fist *25 pts*
- May take any of the following:
  - Melta bomb *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Jump pack<sup>1</sup> *10 pts*
  - Space Marine Bike<sup>1</sup> *15 pts*
  - Rosarius *25 pts*
- May take items from the **Blood Angels Armoury**, including Leader and Warden items.

**Battle Liturgies:** Any friendly Blood Angels models within 6" of the model gain the Zealot special rule.

**Shepherd of the Damned:** In a team lead by a Warden or Chaplain you may take Death Company Marines as Core choices.

**TERMINATOR ARMOUR:**

The model may replace all wargear with Terminator armour, crozius arcanum and storm bolter for *20 pts.* A model with Terminator armour has only these options:

- May upgrade to a Chaplain for *20 pts.*
- May take a Rosarius for *15 pts.*
- May replace storm bolter with a combi-flamer, combi-melta or combi-plasma for *5 pts.*
- May take items from the **Blood Angels Armoury**, including Leader, Warden and Terminator items.



<sup>1</sup>These pieces of wargear are mutually exclusive.

COMPANY CHAMPION										35 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Company Champion	5	4	4	4	2	4	2	9	3+	Infantry (Character)

**WARGEAR:**

- Power armour
- Power weapon
- Bolt pistol
- Combat shield
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- And They Shall Know No Fear
- Furious Charge
- Honour or Death
- Duellist\*

**OPTIONS:**

- May replace power weapon with:
  - Sword or axe encarmine *5 pts*
  - Relic blade *10 pts*
  - Thunder hammer *15 pts*
- May take any of the following:
  - Death mask *5 pts*
  - Melta bomb *5 pts*
  - Artificer armour *10 pts*
  - Storm shield *10 pts*
  - Jump pack *10 pts*
- May take items from the **Blood Angels Armoury**, including Leader and Champion items.

**Duellist:** When fighting in a challenge the Company Champion may re-roll all To Hit and To Wound rolls.

SANGUINARY NOVITIATE										35 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Sanguinary Novitiate	4	4	4	4	2	4	2	9	3+	Infantry
Sanguinary Priest (upgrade)	5	4	4	4	3	4	2	10	3+	Infantry

**WARGEAR:**

- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade
- Narthecium\*

**SPECIAL RULES:**

- Inspiring Presence
- And They Shall Know No Fear
- Furious Charge

**Narthecium (Rule Amendment):** The model with the Narthecium and all friendly models within 6" of it gain the Feel No Pain special rule.

**OPTIONS:**

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
  - Melta bomb *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Jump pack<sup>1</sup> *10 pts*
  - Space Marine bike<sup>1</sup> *15 pts*
- May take items from the **Blood Angels Armoury**, including Leader and Sanguinary items.

**SANGUINARY PRIEST:**

A Sanguinary Novitiate may be upgraded to a Sanguinary Priest for 25 pts and gain a Blood Chalice, which has the following rule amendment: All friendly Blood Angels models within 6" of one or more models with a Blood Chalice gain +1 to their Weapon Skill.

<sup>1</sup>These pieces of wargear are mutually exclusive.



<b>LEXICANIUM</b>										35 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Lexicanium	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Codicier (upgrade)	5	4	4	4	3	4	2	10	3+	Infantry (Character)

**WARGEAR:**

- Power armour
- Force weapon
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- And They Shall Know No Fear
- Furious Charge
- Psyker (Mastery Level 1)

**OPTIONS:**

- May upgrade to a Codicier for *20 pts*.
- May replace bolt pistol with a boltgun for *free*.
- May take items from the **Ranged Weapons** list.
- May take any of the following:
  - Melta bomb *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Psychic hood *10 pts*
  - Jump pack<sup>1</sup> *10 pts*
  - Space Marine Bike<sup>1</sup> *15 pts*
- May take items from the **Blood Angels Armoury**, including Leader and Lexicanum items.

**PSYKER:**

At the start of the battle the model generates a single Primaris Power from the either the **Biomancy**, **Divination**, **Pyromancy** or **Sanguinary** discipline.

<sup>1</sup>These pieces of wargear are mutually exclusive.

# CORE

<b>TACTICAL MARINE</b>										14 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Tactical Marine	4	4	4	4	1	4	1	8	3+	Infantry

**WARGEAR:**

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Furious Charge

**OPTIONS:**

- For every five Tactical Marines you take in your team, one model may take one item from the **Special Weapons** or **Heavy Weapons** lists.

<b>SCOUT</b>										11 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Scout	3	3	4	4	1	4	1	8	4+	Infantry

**WARGEAR:**

- Scout armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Furious Charge
- Infiltrate
- Move Through Cover
- Scout

**OPTIONS:**

- Any Scout may replace its boltgun with:
  - Close combat weapon *free*
  - Blood Angels shotgun *free*
  - Sniper rifle *1 pt*
- For every five Scouts you take in your team, one may replace their boltgun with:
  - Heavy bolter *8 pts*
    - ◆ May also take hellfire shells *5 pts*
  - Missile launcher *15 pts*
- Any Scout may take a camo cloak for *2 pts*.

**RESTRICTION:** You may take a maximum of five Assault Marines in your team.

## ASSAULT MARINE

17 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Assault Marine	4	4	4	4	1	4	1	8	3+	Jump Infantry

### WARGEAR:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade
- Jump pack

### SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge

### OPTIONS:

- One Assault Marine in your team may replace its bolt pistol with one of the following weapons. For every five Assault Marine after the first, another model may do so as well:
  - Flamer *5 pts*
  - Meltagun *10 pts*
  - Hand flamer *10 pts*
  - Plasma gun *15 pts*
  - Plasma pistol *15 pts*
  - Inferno pistol *15 pts*

**RESTRICTION:** You may take a maximum of three Scout Bikers in your team.

## SCOUT BIKER

18 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Scout Biker	3	3	4	5	1	4	1	8	4+	Bike

### WARGEAR:

- Scout armour
- Space Marine shotgun
- Bolt pistol
- Frag grenade
- Krak grenade
- Space Marine Bike

### SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge
- Infiltrate
- Scout

### OPTIONS:

- One Scout Biker may replace their bike's twin-linked boltgun with an Astartes grenade launcher for *5 pts*. If you have three or more Scout Bikers in your team, a second model may do so as well.

**RESTRICTION:** You may take a maximum of three Space Marine Bikers in your team.

## SPACE MARINE BIKER

21 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Space Marine Biker	4	4	4	5	1	4	1	8	3+	Bike
Attack Bike (upgrade)	4	4	4	5	2	4	2	8	3+	Bike

### WARGEAR:

- Power armour
- Bolt pistol
- Frag grenade
- Krak grenade
- Space Marine Bike

### SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge

### OPTIONS:

- One Space Marine Biker may take one item from the **Special Weapons** list. For every three or more Space Marine Bikers after the first, another model may do so as well.
- One Space Marine Biker in your team may be upgraded to an Attack Bike for *24 pts*, gaining a heavy bolter. The Attack Bike may replace its heavy bolter with a multi-melta for *10 pts*.

# SPECIAL

DEATH COMPANY MARINE											20 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Death Company Marine	4	4	4	4	1	4	2	8	3+	Infantry	

**WARGEAR:**

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Fearless
- Feel No Pain
- Furious Charge
- Rage
- Relentless
- Non-learning

**OPTIONS:**

- May replace bolt pistol with a boltgun for *free*.
- May replace bolt pistol and/or chainsword with:
  - Power weapon *15 pts*
  - Power fist *25 pts*
  - Thunder hammer *30 pts*
- May replace bolt pistol with:
  - Hand flamer *10 pts*
  - Inferno pistol *15 pts*
  - Plasma pistol *15 pts*
- May take a jump pack for *3 pts*.

SANGUINARY GUARD											33 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Sanguinary Guard	4	4	4	4	1	4	2	10	2+	Jump Infantry	

**WARGEAR:**

- Artificer armour
- Encarmine sword
- Angelus boltgun
- Frag grenade
- Krak grenade
- Jump pack

**SPECIAL RULES:**

- Fearless
- Furious Charge

**OPTIONS:**

- May take a death mask for *1 pt*.
- May replace encarmine sword with:
  - Encarmine axe *free*
  - Power fist *10 pts*
- May replace angelus boltgun with:
  - Inferno pistol *10 pts*
  - Plasma pistol *10 pts*
- May take items from the **Blood Angels Armoury**.

STERNGUARD VETERAN											22 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Sternguard Veteran	4	4	4	4	1	4	2	9	3+	Infantry	

**WARGEAR:**

- Power armour
- Boltgun
- Bolt pistol
- Special issue ammunition
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Furious Charge

**OPTIONS:**

- May replace boltgun with:
  - Storm Bolter *5 pts*
  - Combi-flamer, -melta, -plasma, -grav *10 pts*
- One Sternguard Veteran in your team may take one item from the **Special Weapons** or **Heavy Weapons** list.
- May take items from the **Blood Angels Armoury**.



VANGUARD VETERAN											19 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Vanguard Veteran	4	4	4	4	1	4	2	9	3+	Infantry	

**WARGEAR:**

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Furious Charge
- Heroic Intervention

**OPTIONS:**

- May take items from the **Melee Weapons** list.
- May replace bolt pistol and/or chainsword with:
  - Hand flamer *10 pts*
  - Inferno pistol *15 pts*
  - Grav-pistol *15 pts*
  - Plasma pistol *15 pts*
- May take any of the following:
  - Jump pack *3 pts*
  - Melta bomb *5 pts*
  - Storm shield *10 pts*
- May take items from the **Blood Angels Armoury**.

TERMINATOR											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	

**WARGEAR:**

- Terminator armour
- Storm bolter
- Power fist

**SPECIAL RULES:**

- And They Shall Know No Fear
- Furious Charge

**OPTIONS:**

- May replace power fist with a chainfist for *5 pts*.
- May replace all weapons with:
  - Two lightning claws *free*
  - Thunder hammer & storm shield *5 pts*
- One Terminator in your team may take one of the following options:
  - Replace storm bolter with heavy flamer *10 pts*
  - Replace storm bolter with assault cannon *20 pts*
  - Take a cyclone missile launcher *25 pts*
- May take items from the **Blood Angels Armoury** including Terminator items.



**RESTRICTION:** You may only take one Techmarine in your team.

TECHMARINE											50 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Techmarine	4	4	4	4	1	4	1	8	2+	Infantry	

**WARGEAR:**

- Artificer armour
- Bolt pistol
- Boltgun
- Frag grenade
- Krak grenade
- Servo-arm

**SPECIAL RULES:**

- And They Shall Know No Fear
- Furious Charge
- Blessing of the Ommissiah
- Bolster Defences

- May replace bolt pistol and/or boltgun with a power axe for *15 pts*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
  - Melta bomb *5 pts*
  - Auspex *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Space Marine Bike<sup>1</sup> *15 pts*
- May take items from the **Blood Angels Armoury**, including Techmarine items.

**OPTIONS:**

- May replace servo-arm with a jump pack for *free*.
- May upgrade servo-arm to a servo-harness for *25 pts*.

<sup>1</sup>May not be taken with a jump pack.

# BLOOD ANGELS ARMOURY

## SANGUINE ARMOUR (Leader Only) – 15 pts

May only be taken by a model in Power armour. The bearer gains the Feel No Pain special rule.

## REFRACTOR FIELD (Leader Only) – 15 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

## BLOOD VIAL (Leader Only) – 15 pts

The Blood Vial is filled with the blood of a departed battle-brother that the bearer felt a close bond too before his untimely demise – his life force seemingly spurring him on to greater victories. The model gains the Rampage special rule.

## PURITY SEAL (Leader Only) – 10 pts

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

## MARKSMAN'S HONOUR (Leader Only) – 10 pts

The Codex Astartes states that those warriors who prove their combat accuracy should be honoured. A model with the Marksman's Honour may re-roll To Hit rolls of 1 when shooting (this does not include psychic powers).

## VERMILLION AXE (Sergeant Only) – 15 pts

Replaces one weapon of your choice.

It is rumoured that the Vermillion Axe was crafted by Sanguinius himself and given to one of his generals before the defence of Terra. The general would then become Chapter Master of the Angels Vermillion. Any who have since welded this weapon have been given visions of Sanguinius upon the battlefield. The weapon has the following profile:

	Range	S	AP	Type
Vermillion Axe	-	+2	2	Melee, Two-handed, Unwieldy, Blood Rage*

\*Blood Rage: Models who wield this weapon gain the Rage special rule.

## WINGS OF SARONATH (Sergeant Only) – 15 pts

May not be taken on a model with Terminator Armour or a Space Marine Bike. This ancient winged relic counts as a Jump Pack and confers the Fleet special rule to the model who wears it.

## IMPERIAL LAUREL (Sergeant Only) – 10pts

Deeds of valour leading to a great victory for the Imperium are rewarded with the Imperial Laurel. All friendly Blood Angels models within 6" of the Sergeant may re-roll all Morale checks.

## SIGNUM (Sergeant Only) – 5 pts

*Rule Amendment:* The leader may use his Signum in the Shooting phase instead of shooting. Choose one model within 6" to become BS5 for the rest of the phase.

## VALOUR CREST (Champion Only) – 10 pts

The right to bear a Valour Crest must be earned through acts of near suicidal bravery. The model gains the Stubborn special rule and confers it to any friendly model within his Inspiring Presence radius.

## STAFF OF BLOOD (Lexicanium Only) – 15 pts

The Lexicanium uses the power of his staff to boil the blood of his enemies. The Staff of Blood counts as a shooting weapon with the following profile:

	Range	S	AP	Type
Staff of Blood	12"	*	2	Assault 1, Blood Boil*

\*Blood Boil: A model hit by the Staff of Blood must take a Toughness test, if failed the model takes an AP2 wound.

## LAUREL OF ENDURANCE

### (Sanguinary Only) – 15 pts

The Sanguinary Novitiate/Priest has shown great fortitude in order to protect his brothers. The Sanguinary Novitiate/Priest has the Feel No Pain (3+) special rule. Note that this does not increase the Feel No Pain rule conferred from his Narthecium.

## PURIFICATION VIALS (Sanguinary Only) – 5 pts

These are grenade vials filled with toxic gases that envelop an enemy and choke them to death. Purification Vials use the following profile:

	Range	S	AP	Type
Purification Vials	8"	1	-	Assault 1, Blast, One Shot, Poisoned (2+)

## AUTO-LAUNCHERS (Terminator Only) – 10 pts

The model counts as having assault grenades that do not have the One Use rule (i.e. they never run out). These grenades may not be used in the Shooting phase.

## CATAPHRACTII ARMOUR

### (Terminator Only) – 10 pts

The Cataphractii pattern was amongst the first Terminator armour issued, and suits of this type were even more heavily protected than their contemporaries. Models with Cataphractii Pattern Armour gain a 4+ invulnerable save and the Slow and Purposeful special rule, but lose the Relentless special rule. Models with this armour may not also take Tartaros Pattern Armour.



**TARTAROS PATTERN ARMOUR**

**(Terminator Only) – 5 pts**

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance. Models with this armour may not also take Cataphractii Pattern Armour.

**TELEPORTER (Terminator Only) – 5 pts**

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

**PHOTON BEAM (Techmarine Only) – 10 pts**

The Photon Beam is a high-powered searchlight which is able to flash in short bursts blinding the enemy. The Photon Beam is a ranged weapon that may be fired in addition to another weapon, and has the following profile:

	Range	S	AP	Type
Photon Beam	36"	*	-	Assault 1, Blind

\*The Photon Beam causes no damage when it hits, but still causes a Blind test.

**TEAM STANDARD – 15 pts**

*Only one Team Standard may be taken. May only be taken by a Sternguard Veteran, Vanguard Veteran, Sanguinary Guard or non-core Terminator.* Friendly models within 12" of a model with the Team Standard may re-roll failed Morale checks and Pinning tests. In addition, the Team Standard counts as a 'banner' when working out combat results.

**MASTER-CRAFTED WEAPON – 10 pts**

Choose a single weapon the model has to gain the Master-crafted special rule.

**OVERCHARGED WEAPON – 10 pts**

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

**SUSPENSORS – 10 pts**

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

**SMOKE GRENADES – 10 pts**

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

**AUXILIARY GRENADE LAUNCHER – 5 pts**

A tubular device that fires pre-loaded grenades, fixed to the models primary weapon. This attachment allows any grenades to be fired in addition to another weapon in the shooting phase rather than instead of.

**AUSPEX – 5 pts**

See Codex: Blood Angels

**BIONICS – 5 pts**

The model gains the Feel No Pain (6+) special rule.

**TARGETER – 5 pts**

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.