

# KILL TEAM 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.

## **DEEP STRIKING MODELS**

Models in Terminator Armour or equipped with a Jump Pack may Deep Strike as normal. Furthermore, Jump Infantry don't suffer the -1 penalty for Deep Strike mishaps.

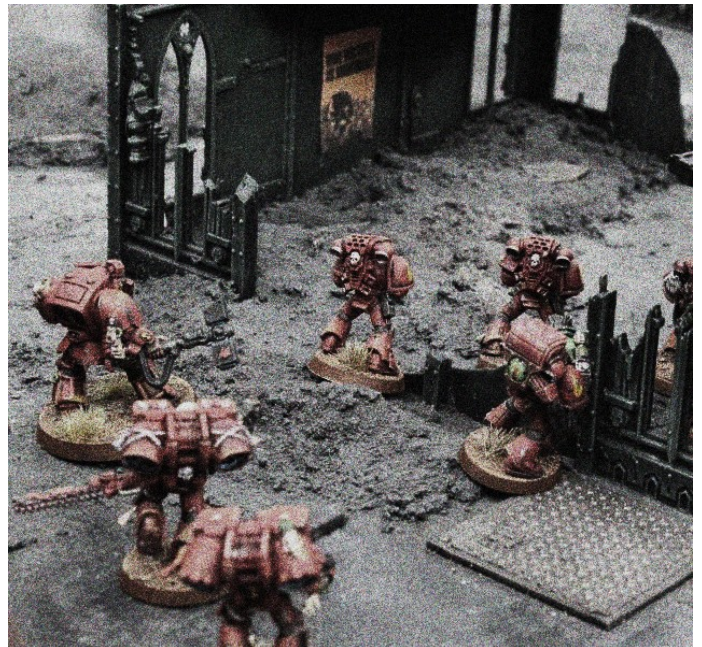
## **THE RED THIRST**

When a Blood Angel model charges into close combat, it gains +1 Initiative until the end of the Assault Phase. A model that has made a disordered charge that turn receives no benefit from The Red Thirst.

## **MODEL AVAILABILITY**

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

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



## **TEAM LEADERS**

Leaders count towards their respective model types for weapons/wargear availability. See the table below to see which Leader counts towards which restriction.

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- Sergeant without Jump Pack, Bike or Terminator Armour	Tactical Marines
- Sergeant with Jump Pack	Assault Marines
- Sergeant with Bike	Biker Marines
- Vanguard Veteran Sergeant	Assault Marines
- Sternguard Veteran Sergeant	Tactical Marines
- Scout Sergeant without Bike	Scouts
- Scout Sergeant with Bike	Scout Bikes

# TEAM LEADERS

## SERGEANT

14 points

	WS	BS	S	T	W	I	A	Ld	Sv
Sgt.	4	4	4	4	2	4	1	8	3+
Vet. Sgt	4	4	4	4	2	4	2	9	3+
Sternguard Sgt	4	4	4	4	2	4	2	9	3+
Vanguard Sgt.	4	4	4	4	2	4	2	9	3+
Terminator Sgt.	4	4	4	4	2	4	2	9	2+

### Unit Type:

Infantry (Character)

### Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

### Special Rules:

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

**Field Promotions:** during a Campaign a Veteran Sergeant can be upgraded to Vanguard, Terminator or Sternguard for the specified points cost. Instead of losing their equipment, they have to sell the equipment that is not compatible with their new role. For example a Veteran promoted to Sternguard would have to sell his bike, because the Sternguard Veteran Sergeant entry doesn't permit him to ride one.

### 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. The Plasma Pistol cost is reduced to 10 points.

### • 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<sup>4</sup> 5 pts
- Storm Shield 15 pts
- Relic Blade<sup>3</sup> 25 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.

<sup>3</sup>Can only be taken with a Jump Pack.

<sup>4</sup>Does not apply to Bike's twin-linked boltgun

## VANGUARD VETERAN SERGEANT

24 points

WS	BS	S	T	W	I	A	Ld	Sv		
4	4	4	4	2	4	2	9	3+		
<b>Unit Type:</b> Infantry (Character)					<b>Special Rules:</b>					<b>Options:</b>
<b>Wargear:</b>					<ul style="list-style-type: none"> <li>• And They Shall Know No Fear</li> <li>• Inspiring Presence</li> <li>• Furious Charge</li> <li>• Glorious Intervention</li> <li>• Squad leader</li> <li>• Team Leader</li> <li>• Descent of Angels</li> </ul>					<ul style="list-style-type: none"> <li>• May replace Bolt Pistol and/or Chainsword with:                             <ul style="list-style-type: none"> <li>- Power Weapon or Lightning Claw <i>10 pts</i></li> <li>- Plasma Pistol or Hand Flamer <i>10 pts</i></li> <li>- Grav Pistol or Inferno Pistol <i>15 pts</i></li> <li>- Power Fist or Relic Blade <i>20 pts</i></li> <li>- Thunder Hammer <i>25 pts</i></li> </ul> </li> <li>• May take any of the following:                             <ul style="list-style-type: none"> <li>- Jump Pack <i>10 pts</i></li> <li>- Melta bomb <i>5 pts</i></li> <li>- Storm Shield <i>15 pts</i></li> <li>- Combat Shield <i>5 pts</i></li> <li>- Back banner<sup>2</sup> <i>10 pts</i></li> <li>- Teleport homer <i>10 pts</i></li> <li>- Digital weapons <i>10 pts</i></li> </ul> </li> <li>• May take items from the Blood Angels Armoury, including Leader and Sergeant items.</li> </ul>
<p><b>Descent of Angels:</b> if a Vanguard Veteran Sergeant is equipped with a Jump Pack, friendly models equipped with a Jump Pack with Chapter Tactics(Blood Angels) scatter one D6 less when entering from Deep Strike.</p>										

## STERNGUARD VETERAN SERGEANT

24 points

WS	BS	S	T	W	I	A	Ld	Sv		
4	4	4	4	2	4	2	9	3+		
<b>Unit Type:</b> Infantry (Character)					<b>Special Rules:</b>					<b>Options:</b>
<b>Wargear:</b>					<ul style="list-style-type: none"> <li>• And They Shall Know No Fear</li> <li>• Inspiring Presence</li> <li>• Furious Charge</li> <li>• Team leader</li> </ul>					<ul style="list-style-type: none"> <li>• May replace Boltgun with:                             <ul style="list-style-type: none"> <li>- Combi weapon <i>10 pts</i></li> <li>- Storm Bolter <i>5 pts</i></li> </ul> </li> <li>• May replace Bolt Pistol with:                             <ul style="list-style-type: none"> <li>- Plasma Pistol or Hand Flamer <i>10 pts</i></li> <li>- Grav Pistol or Inferno Pistol <i>15 pts</i></li> </ul> </li> <li>• May take any of the following:                             <ul style="list-style-type: none"> <li>- Melta bomb <i>5 pts</i></li> <li>- Back banner<sup>2</sup> <i>10 pts</i></li> <li>- Teleport homer <i>10 pts</i></li> <li>- Digital weapons <i>10 pts</i></li> </ul> </li> <li>• May take items from the <b>Blood Angels Armoury</b>, including Leader and Sergeant items.</li> </ul>
<p><b>Special Issue Ammunitions</b></p> <ul style="list-style-type: none"> <li>• Frag Grenade</li> <li>• Krak Grenade</li> </ul>										

## TERMINATOR VETERAN SERGEANT

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	2+

### Unit Type:

Infantry (Character)

### Wargear:

- Terminator Armour
- Storm Bolter
- Power Sword

### Special Rules:

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

**Squad Leader:** Terminators and Cataphractii Terminators can be taken as Core choices.

### Options:

- May take items from the **Terminator Weapons** list.
- May take items from the **Blood Angels Armoury**, including Leader, Sergeant and Terminator items.
- May replace power weapon with:
  - Sword or Axe Encarmine 5 pts

## COMPANY CHAMPION

35 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	9	3+

### Unit Type:

Infantry (Character)

### Wargear:

- Power Armour
- Bolt Pistol
- Power Weapon
- Combat Shield
- Frag Grenade
- Krak Grenade

### Special Rules:

- And They Shall Know No Fear
- Inspiring Presence
- Furious Charge
- Honour or Death
- Duelist

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

### 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
  - Digital weapons 10 pts
  - Jump pack 10 pts
  - Storm Shield 15 pts
- May take items from the **Blood Angels Armoury**, including Leader and Champion items.

## LEXICANIUM

45 points

	WS	BS	S	T	W	I	A	Ld	Sv
Lexicanium	4	4	4	4	2	4	2	9	3+
Codicier	5	4	4	4	2	4	2	10	3+

### Unit Type:

Infantry (Character)

### Wargear:

- Power Armour.
- Bolt Pistol
- Force Weapon
- Frag Grenade
- Krak Grenade

### Special Rules:

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

**PSYKER:** At the start of the battle the model generates a single Psychic Power from the following list:

- Enfeeble (Biomancy)
- Prescience (Divination)
- Flame Breath (Pyromancy)
- Telekine Dome (Telekinesis)
- Quickening (Sanguinary)
- Unleash Rage (Sanguinary)

### Options:

- May be upgraded to a Codicier for 10 pts.
  - May take items from the **Ranged Weapons** lists. The Plasma Pistol cost is reduced to 10 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
    - Psychic Hood 10 pts
- <sup>1</sup>These pieces of wargear are mutually exclusive. Cannot be taken with Terminator Armour.
- May take items from the **Blood Angels Armoury**, including Leader and Lexicanium items.
  - A Codicier can replace all his wargear with Terminator armour, Bolt pistol and Force Weapon for 20 pts.

# WARDEN

35 points

	WS	BS	S	T	W	I	A	Ld	Sv
Warden	4	4	4	4	2	4	2	9	3+
Chaplain	5	4	4	4	2	4	2	10	3+

**Options:**

- May be upgraded to a Chaplain for 10 pts.
- May replace bolt pistol with:
  - Boltgun *free*
  - Power Fist *25 pts*
  - Plasma Pistol or Hand Flamer *10 pts*
  - Grav Pistol or Inferno Pistol *15 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 *20 pts*
- May take items from the **Blood Angels Armoury**, including Leader and Warden items.

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

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

- May take a Rosarius for 15 pts.
- May replace Storm Bolter with a Combi-flamer, -plasma, -melta for 5 pts.
- May take items from the **Space Marine Armoury**, including Leader, Warden and Terminator items.

**Unit Type:**  
Infantry (Character)

**Wargear:**

- Power Armour.
- Bolt Pistol
- Crozius Arcanum
- Frag Grenade
- Krak Grenade

**Special Rules:**

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

**Battle Liturgies:** Any friendly Space Marine 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.

# SANGUINARY NOVITIATE

35 points

	WS	BS	S	T	W	I	A	Ld	Sv
Novitiate	4	4	4	4	2	4	2	9	3+
Priest	5	4	4	4	2	4	2	10	3+

**Options:**

- May take items from the **Melee Weapons** and **Ranged Weapons** list. Plasma Pistol cost is reduced to 10 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*
- A Sanguinary Priest can swap his Bolt Pistol, Chainsword and Grenades with Terminator Armour., Storm Bolter and Power Weapon for 16 pts.
- May take items from the **Blood Angels Armoury**, including Leader and Sanguinary items.

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

**Unit Type:**  
Infantry (Character)

**Wargear:**

- Power Armour
- Bolt Pistol
- Chainsword
- Frag Grenade
- Krak Grenade
- Narthecium

**Special Rules:**

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

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

**SANGUINARY PRIEST:**  
A Sanguinary Novitiate may be upgraded to a Sanguinary Priest for 10 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.

# SCOUT SERGEANT

11 points

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sgt.	4	4	4	4	2	4	1	8	4+
Veteran Scout Sgt.	4	4	4	4	2	4	2	9	4+

**Unit Type:**

Infantry (Character)

**Wargear:**

- Scout Armour.
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

**Special Rules:**

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

**Options:**

- May be upgraded to a Veteran Scout Sergeant for 10 pts.
- May take items from the **Melee Weapons** and **Ranged Weapons** list.
- May replace his Boltgun with:
  - Space Marine Shotgun free
  - Close Combat Weapon Free
  - Sniper Rifle 1 pt
- May take any of the following:
  - Melta Bomb 5 pts
  - Camo Cloak <sup>1</sup> 2 pts
  - Digital weapons 10 pts
  - Teleport Homer 10 pts
  - Space Marine Bike<sup>1,2</sup> 7 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>If a Space Marine bike is taken the model loses the Move Through Cover special rule.

# CORE

## TACTICAL MARINE

14 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

**Unit Type:**  
Infantry

**Wargear:**

- Power Armour
- Bolt Pistol
- Boltgun
- 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.
- A Tactical Marine may take Suspensors for 10 pts.
- A Tactical Marine with a weapon taken from the **Heavy Weapons** list can take an Armorium Cherub for 5 pts.
- A Tactical Marine can take an additional Chainsword or Close Combat Weapon for 2 pts.

## SCOUT

11 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	4+

**Unit Type:**  
Infantry

**Wargear:**

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

**Special Rules:**

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

**Options:**

- Any Scout may replace his Boltgun with:
  - Space Marine Shotgun free
  - Close Combat Weapon Free
  - Sniper Rifle 1 pt
- For every five Scouts you take in your team, one may replace their boltgun with:
  - Heavy Bolter 8 pts
  - Heavy Bolter with Hellfire Shells 13 pts
  - Missile Launcher 15 pts
- Any Scout may take a Camo Cloak for 2 pts.

## ASSAULT MARINE

14 points

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

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

**Unit Type:**  
Infantry

**Wargear:**

- Power Armour
- Bolt Pistol
- Chainsword
- Frag Grenade
- Krak Grenade

**Special Rules:**

- And They Shall Know No Fear
- Furious Charge

**Options:**

- One Assault Marine in your team may replace its bolt pistol for one item from the **Special Weapons** list or the following weapons. For every five Assault Marine after the first, another model may do so as well:
  - Hand Flamer 10 pts
  - Plasma Pistol 10 pts
  - Inferno Pistol 15 pts
  - Grav Pistol 15 pts
- May take a Jump Pack for 3 pts
- For every 5 Assault Marines one may take an Eviscerator for 25 pts

## SCOUT BIKER

18 points

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

WS	BS	S	T	W	I	A	Ld	Sv		
4	4	4	5	1	4	1	8	4+		
<b>Unit Type:</b>					<b>Special Rules:</b>					<b>Options:</b>
Bike					<ul style="list-style-type: none"> <li>And They Shall Know No Fear</li> <li>Furious Charge</li> <li>Infiltrate</li> <li>Scouts</li> </ul>					<ul style="list-style-type: none"> <li>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.</li> </ul>
<b>Wargear:</b>										
<ul style="list-style-type: none"> <li>Scout Armour.</li> <li>Bolt Pistol</li> <li>Space Marine Shotgun</li> <li>Frag Grenade</li> <li>Krak Grenade</li> <li>Space Marine Bike</li> </ul>										

## SPACE MARINE BIKER

21 points

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

	WS	BS	S	T	W	I	A	Ld	Sv	
Bike	4	4	4	5	1	4	1	8	3+	
Attack Bike	4	4	4	5	2	4	2	8	3+	
<b>Unit Type:</b>					<b>Special Rules:</b>					<b>Options:</b>
Bike					<ul style="list-style-type: none"> <li>And They Shall Know No Fear</li> <li>Furious Charge</li> </ul>					<ul style="list-style-type: none"> <li>If you have three bikes in your team, one Space Marine Biker may take one item from the <b>Special Weapons</b> list. If there are five or more bikes in your force, another model may do so as well.</li> <li>One Space Marine Biker in your team may be upgraded to an Attack Bike for 19 pts, gaining a heavy bolter and one additional Frag and Krak grenades. The Attack Bike may replace its heavy bolter with a multi-melta for 10 pts.</li> </ul>
<b>Wargear:</b>										
<ul style="list-style-type: none"> <li>Power Armour.</li> <li>Bolt Pistol</li> <li>Frag Grenade</li> <li>Krak Grenade</li> <li>Space Marine Bike</li> </ul>										

# SPECIAL

## STERNGUARD VETERAN

22 points

WS	BS	S	T	W	I	A	Ld	Sv		
4	4	4	4	1	4	2	9	3+		
<b>Unit Type:</b>					<b>Special Rules:</b>					<b>Options:</b>
Infantry					<ul style="list-style-type: none"> <li>And They Shall Know No Fear</li> <li>Furious Charge</li> </ul>					<ul style="list-style-type: none"> <li>May replace Boltgun with:                             <ul style="list-style-type: none"> <li>Storm Bolter 5 pts</li> <li>Combi-flamer, -melta, -plasma, -grav 10 pts</li> </ul> </li> <li>One Sternguard Veteran in your team may take one item from the <b>Special Weapons</b> or <b>Heavy Weapons</b> list.</li> <li>May take items from the <b>Blood Angels Armoury</b>.</li> </ul>
<b>Wargear:</b>										
<ul style="list-style-type: none"> <li>Power Armour.</li> <li>Bolt Pistol</li> <li>Boltgun</li> <li>Frag Grenade</li> <li>Krak Grenade</li> <li>Special Issue Ammunitions</li> </ul>										



## VANGUARD VETERAN

19 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

**Options:**

- May replace Bolt Pistol and/or Chainsword with:
  - Power Weapon or Lightning Claw 5 pts
  - Plasma Pistol or Hand Flamer 10 pts
  - Grav/Inferno Pistol or Power Fist 15 pts
  - Thunder Hammer 20 pts
- May take any of the following:
  - Jump Pack 3 pts
  - Melta bomb 5 pts
  - Storm Shield 15 pts
- May take items from the **Blood Angels Armoury**.

**Unit Type:**  
Infantry

**Wargear:**

- Power Armour.
- Bolt Pistol
- Chainsword
- Frag Grenade
- Krak Grenade

**Special Rules:**

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

## TERMINATOR

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	2+

**Options:**

May replace power fist with a chainfist for 5 pts.

- May replace all weapons with:
  - Two Lightning Claws *Free*
- One terminator in your team may replace all weapons with:
  - Thunder Hammer and Storm Shield 10 pts
- Another 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.

**Unit Type:**  
Infantry

**Wargear:**

- Terminator Armour.
- Storm Bolter
- Power Fist

**Special Rules:**

- And They Shall Know No Fear
- Furious Charge

## DEATH COMPANY MARINE

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	8	3+

**Options**

- May replace Bolt Pistol with a Boltgun for *free*.
- May replace Bolt Pistol and/or Chainsword with:
  - Power Weapon 10 pts
  - Power Fist 20 pts
  - Thunder Hammer 25 pts
- May replace Bolt Pistol with:
  - Hand Flamer/Plasma Pistol 10 pts
  - Inferno Pistol 15 pts
- May take a Jump Pack for 3 pts.

**Unit Type:**  
Infantry

**Wargear:**

- Power Armour.
- Bolt Pistol
- Chainsword
- Frag Grenade
- Krak Grenade

**Special Rules:**

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

## SANGUINARY GUARD

33 points

WS	BS	S	T	W	I	A	Ld	Sv	
4	4	4	4	1	4	2	10	2+	
<b>Unit Type:</b>					<b>Special Rules:</b>				
Jump Infantry					<ul style="list-style-type: none"> <li>• Fearless</li> <li>• Furious Charge</li> <li>• Oath of Shielding</li> </ul>				
<b>Wargear:</b>									
<ul style="list-style-type: none"> <li>• Artificer Armour.</li> <li>• Encarmine Sword</li> <li>• Angelus Boltgun</li> <li>• Frag Grenade</li> <li>• Krak Grenade</li> <li>• Jump Pack</li> </ul>									
<p><b>Oath of Shielding:</b> Sanguinary Guard pass Look out Sir! rolls on 2+.</p>									

**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:
  - Hand Flamer/Plasma Pistol *5 pts*
  - Inferno Pistol *10 pts*
- May take items from the **Blood Angels Armoury**.

## TECHMARINE

65 points

You may take a maximum of one Techmarine in your team.

WS	BS	S	T	W	I	A	Ld	Sv	
4	5	4	4	2	4	2	9	2+	
<b>Unit Type:</b>					<b>Special Rules:</b>				
Infantry (Character)					<ul style="list-style-type: none"> <li>• And They Shall Know No Fear</li> <li>• Furious Charge</li> <li>• Blessing of the Omnissiah</li> <li>• Bolster Defences</li> </ul>				
<b>Wargear:</b>									
<ul style="list-style-type: none"> <li>• Artificer Armour.</li> <li>• Bolt Pistol</li> <li>• Power Axe</li> <li>• Frag Grenade</li> <li>• Krak Grenade</li> <li>• Servo-arm</li> </ul>									
<p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• May take items from the <b>Melee Weapons</b> and <b>Ranged Weapons</b> list. The Plasma Pistol cost is reduced to 10 points.</li> <li>• May upgrade servo-arm to a servo-harness for 25 pts.</li> <li>• May take any of the following:                     <ul style="list-style-type: none"> <li>- Melta bomb <i>5 pts</i></li> <li>- Auspex <i>5 pts</i></li> <li>- Teleport homer <i>10 pts</i></li> <li>- Digital Weapons <i>10 pts</i></li> <li>- Space Marine Bike <i>15 pts</i></li> </ul> </li> <li>• May take items from the <b>Blood Angels Armoury</b>, including Techmarine items.</li> </ul>									

# ARMOURY

## ARMORIUM CHERUB – 5 pts

One use only. One model equipped with an armorium cherub can re-roll all failed To Hit rolls in one Shooting phase. Ignore the Cherub model for all game purposes.

## AUSPEX – 5 pts

See Codex: Blood Angels

## 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.

## 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.

## BANNER OF THE ANGEL'S WING – 15 pts

Counts as a banner. Friendly Blood Angels models within 3" gain the Fleet special rule.

## BIONICS – 5 pts

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

## 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.

## 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.

## IMPERIAL LAUREL (Sergeant Only) – 10pts

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

## 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).

## MASTER-CRAFTED WEAPON – 10 pts

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

Weapons chosen from the Armoury cannot be Master-crafted.

## OATH OF THE TIRELESS CRUSADER

### (Leader Only) – 5 pts

*The model races towards the enemy with zeal.*

The model gains the Crusader 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. Weapons chosen from the Armoury cannot be Overcharged.

## 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.*

## PURIFICATION VIALS (Apothecary 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+)

## 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".

## 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.

## SANGUINATION RITUAL (Leader Only) – 15 pts

The bearer has the Feel No Pain special rule.

## SANGUINE ARMOUR (Leader Only) – 20 pts

**May only be taken by a model in Power armour.**

Confers the bearer a 3+ armour save that may be re-rolled.

## 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.

**KILL TEAM** – Blood Angels**SMOKE GRENADES** – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault1, Large Blast, One Shot, Smoke*

\*Smoke: Any model that is hit by this weapon gains the *Shrouded Special Rule* until the start of their next turn. You may target friendly models with this weapon.

**STALKER STORM BOLTER** – 10 pts

(Sternguard Veteran Sergeant Only)

In addition to the normal profile for its Storm Bolter, a model with special issue ammunition can choose, in each of its Shooting phases, to instead use one of the profiles below until the beginning of its next Shooting phase.

	Range	S	AP	Type
Kraken Bolt	30"	4	4	Assault 2
Hellfire Round	24"	1	5	Assault 2, Poisoned(2+)
Vengeance Round	18"	4	3	Assault 2, Gets Hot!
Dragonfire Round	24"	4	5	Assault 2, Ignores Cover

**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.

**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.

**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.

**TEAM STANDARD** – 15 pts

Only one Team Standard may be taken.

May only be taken by a Sternguard Veteran, Vanguard Veteran 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.

**THE VERMILLION BLADE** – 20 pts

the Vermillion Blade is a Power Sword with the following profile:

	Range	S	AP	Type
Vermillion Blade	-	User	3	Melee, Swift Response

**Swift Response:** For every roll of '1' to hit the owner in close combat, enemy models immediately suffer an automatic Strength 4 hit as the wielder takes advantage of the opening .

**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.

**WINGS OF SARONATH (Leader Only)** – 15pts

This ancient winged relic counts as a Jump Pack and confers the Fleet special rule to the model who wears it.

The bearer gains +1S to his Hammer of Wrath hits.

**Can only be taken by Leaders who can already take a Jump Pack, all the limitations still apply.**

**KILL TEAM** – Blood Angels

v8.2

CHANGELOG

16/08/2016

- Added the Red Thirst Special Rule

04/10/2016

- Removed Laurels of Endurance and Plasma Blaster

10/02/2017

lowered DC melee weapons cost by 5 points

lowered the Sanguinary guard pistols cost by 5 points

raised storm shields to 15 and Sanguine Armour to 20

added Special issue ammo footnote to exclude TL bolters

now you need 5 bikes to unlock the second special

weapon

28/02/2017

removed the catphractii terminators entry

28/04/17

lowered the price for the Blood Vial to 10 pts

removed the Vermillion Axe and the Staff of Blood

12/05/17

Added psychic powers list

Added the Vermillion Blade and the Banner of Angel's

wings