

BLOOD ANGELS

HOR

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.

The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear you can find in the “Blood Angels points values” section of the Codex.

FACTION KEYWORDS

All models in this list have the **Imperium, Adeptus Astartes, Blood Angels** keywords. All models in your kill team must use the same <Chapter> keyword.

EXPERIENCED LEADER

Special choices that share ALL of their keywords with your team leader may be taken as Core. Double the model limit for Core models that share ALL of their keywords with your Team Leader, with the exception of the SERGEANT keyword. Note that, for example, a Vanguard Veteran Sergeant with a Jump Pack can only take Vanguard Veterans who also have Jump Packs as Core, as they share the FLY keyword. This does not affect model availability.

TELEPORT HOMER

If your team contains any models with the Teleport Homer ability, you may purchase a single teleport homer for free. Further homers cost 5 pts each. It follows the rules for deploying and enemy deactivation as per the codex. When you use the teleport homer, any friendly models with this ability *may* make an emergency teleport as described in the codex. It is then removed from play.

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

TACTICAL SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	6"	3+	3+	4	4	4	2	8	3+	31
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade 									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol or Boltgun with weapons from the Sergeant Equipment List. - May take items from the Armoury. 									
KEYWORDS	INFANTRY, TACTICAL SQUAD, SERGEANT									

BIKER SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Biker Sergeant	14"	3+	3+	4	5	4	2	8	3+	37
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Frag Grenade - Krak Grenade - Bike with Twin Boltgun 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Turbo-boost 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol with weapons from the Sergeant Equipment List. - May take items from the Armoury. 									
KEYWORDS	BIKER, BIKE SQUAD, SERGEANT									

ASSAULT SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Assault Sergeant	6"	3+	3+	4	4	4	2	8	3+	30
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Jump Pack Assault 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol with a weapon from the Melee Weapons or the Pistols lists. - May replace Chainsword with a weapon from the Melee Weapons lists. - May take a Combat Shield. - May take Melta Bombs. - May replace all weapons for an Eviscerator. - May take a Jump Pack for <i>3 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take items from the Armoury. 									
KEYWORDS	INFANTRY, ASSAULT SQUAD, SERGEANT									

VANGUARD VETERAN SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vanguard Veteran Sergeant	6"	3+	3+	4	4	4	3	9	3+	34
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Jump pack Assault 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol or Chainsword with weapons from the Sergeant Equipment List, Pistols, Melee Weapons list, a Relic Blade or a Storm Shield. - May take Melta Bombs. - May take a Jump Pack for <i>2 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take items from the Armoury. 									
KEYWORDS	INFANTRY, VANGUARD VETERAN SQUAD, SERGEANT									

STERNGUARD VETERAN SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sternguard Veteran Sergeant	6"	3+	3+	4	4	4	3	9	3+	34
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Special Issue Boltgun - Frag Grenade - Krak Grenade 									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol or Special Issue Boltgun with weapons from the Sergeant Equipment List. - May replace Special Issue Boltgun with a weapon from the Combi-Weapons List. - May take items from the Armoury. 									
KEYWORDS	INFANTRY, STERNGUARD VETERAN SQUAD, SERGEANT									

TERMINATOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator	5"	3+	3+	4	4	4	3	9	2+	37
Terminator Assault	5"	3+	3+	4	4	4	3	9	2+	37
Cataphractii	4"	3+	3+	4	4	4	3	9	2+	40
Tartaros	6"	3+	3+	4	4	4	3	9	2+	37
EQUIPMENT	<p>Terminator: Storm Bolter, Power Sword</p> <p>Terminator Assault: Two Lightning Claws</p> <p>Cataphractii/Tartaros: Combi-bolter, Power Sword</p>									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Teleport Strike - Teleport Homer (Terminator, Terminator Assault only) - Crux Terminatus - Cataphractii Armour (Cataphractii Only) 									
OPTIONS	<ul style="list-style-type: none"> - The Terminator Assault Sergeant can replace two Lightning Claws with Thunder Hammer and Storm Shield. - The Cataphractii Sergeant can replace Power Sword with a Power Fist, Chainfist or Lightning Claw. Can also take a Grenade Harness. - The Tartaros Sergeant can replace Power Sword with a Power Fist or Chainfist. - Can replace combi-bolter with a Plasma Blaster or Volkite Charger. Can also swap all weapons for two Lightning Claws. - May take items from the Armoury. 									
KEYWORDS	INFANTRY, TERMINATOR <NAME> SQUAD, SERGEANT									

SCOUT SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout Sergeant	6"	3+	3+	4	4	4	2	8	4+	29
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Concealed Positions 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol or Boltgun with weapons from the Sergeant Equipment List. - May take a Camo Cloak. - May replace Boltgun with a Sniper Rifle, Astarte's Shotgun or a Bolt Pistol. - May take items from the Armoury. 									
KEYWORDS	INFANTRY, SCOUT, SCOUT SQUAD, SERGEANT									

SCOUT BIKER SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	16"	3+	3+	4	5	4	2	8	4+	37
EQUIPMENT	<ul style="list-style-type: none"> - Astartes Shotgun - Combat Knife - Bolt Pistol - Bike - Frag Grenade - Krak Grenade - Bike with Twin Boltgun 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Turbo-boost 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol with weapons from the Sergeant Equipment List. - May take items from the Armoury. 									
KEYWORDS	BIKER, SCOUT, BIKER BIKE SQUAD, SERGEANT									

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Codicier	6"	3+	3+	4	4	4	3	8	3+	50
EQUIPMENT	<ul style="list-style-type: none"> - Force Stave - Bolt Pistol - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Psychic Hood - Jump Pack Assault 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol with a Boltgun or weapon from the <i>Pistols</i> or <i>Combi-Weapons</i> lists. - May replace Force Stave with Force Axe or Force Sword - May take a Jump Pack for <i>20 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take items from the Armoury. 									
PSYKER	This model can attempt to manifest one psychic power in each friendly psychic phase and attempt to deny one psychic power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Librarian discipline.									
KEYWORDS	PSYKER, LIBRARIAN, INFANTRY									

WARDEN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warden	6"	3+	3+	4	4	4	3	8	3+	45
EQUIPMENT	<ul style="list-style-type: none"> - Crozius Arcanum - Bolt Pistol - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - This model knows the Litany of hate and one Litany from the Litanies of Battle or the relevant Codex Supplement. At the start of the Battle Round this model can recite one litany that it knows. On a 3+ that litany is inspiring until the end of the Battle Round. - Spiritual Leaders, amended: This rule is replaced in its entirety by the Inspiring Presence Heralds of Ruin rule. - Rosarius - Jump Pack Assault 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol with a Boltgun, Power Fist, or weapon from the <i>Pistols</i> or <i>Combi-Weapons</i> lists. - May take a Jump Pack for <i>15 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take items from the Armoury 									
KEYWORDS	CHAPLAIN, INFANTRY									

SECOND LIEUTENANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Second Lieutenant	6"	3+	3+	4	4	4	2	8	3+	43
EQUIPMENT	<ul style="list-style-type: none"> - Master-Crafted Boltgun - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Tactical Precision - Jump Pack Assault 									
OPTIONS	<ul style="list-style-type: none"> - May replace master-crafted boltgun with an item from the <i>Pistols, Combi-Weapons</i> or <i>Melee Weapons</i> lists. - May take a Jump Pack for 15 pts, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take items from the Armoury 									
KEYWORDS	LIEUTENANT, INFANTRY									

SANGUINARY PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Priest	6"	2+	3+	4	4	4	3	8	3+	45
Priest on bike	14"	2+	3+	4	5	5	3	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Blood Chalice - Narthecium Amendment: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly BLOOD ANGELS INFANTRY or BIKER model within 3" of the Apothecary that died the previous turn. On a 4+ a single slain model is returned with 1 wound remaining. If the Apothecary fails to revive a model it can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) while recovering the gene-seed of the fallen warrior. A model can only be the target of the Narthecium ability once in each turn. You can instead choose a wounded model: it immediately regains D3 lost wounds. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his bolt pistol with a boltgun or an item from the Pistols or Combi-weapons list. - May replace his chainsword with an item from the Melee Weapons list. - May replace his bolt pistol with an item from the Melee Weapons list. - May take a Jump Pack for 17 pts, increasing his Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take a Bike for 25 pts, losing the INFANTRY keyword and gaining the BIKE keyword. 									
KEYWORDS	INFANTRY, SANGUINARY PRIEST									

SANGUINARY GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sanguinary Guard	12"	3+	3+	4	4	4	3	8	2+	35
EQUIPMENT	<ul style="list-style-type: none"> - Angelus Boltgun - Encarmine Sword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Heirs of Azkaellon 									
OPTIONS	<ul style="list-style-type: none"> - May take a Death Mask. - May replace his Angelus Boltgun with an Inferno Pistol or Plasma Pistol. - May replace his Encarmine Sword with an Encarmine Axe or a Power Fist. 									
KEYWORDS	INFANTRY, JUMP PACK, FLY, SANGUINARY GUARD, SERGEANT									



TACTICAL MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Tactical Marine	6"	3+	3+	4	4	1	1	7	3+	12
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear 									
OPTIONS	<ul style="list-style-type: none"> - For every 5 models with the TACTICAL SQUAD keyword in your team, one may take an item from the Special Weapons or the Heavy Weapons list. 									
KEYWORDS	INFANTRY, TACTICAL SQUAD									

SCOUT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout	6"	3+	3+	4	4	1	1	7	4+	11
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Concealed Positions 									
OPTIONS	<ul style="list-style-type: none"> - May take a Camo Cloak - May replace Boltgun with a Sniper Rifle, Astartes Shotgun or a Bolt Pistol. - For every 5 models with the SCOUT SQUAD keyword in your team, one may take a Heavy Bolter or a Missile Launcher. 									
KEYWORDS	INFANTRY, SCOUT, SCOUT SQUAD									

ASSAULT MARINE

(maximum 5 models with the ASSAULT SQUAD Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Assault Marine	6"	3+	3+	4	4	1	1	7	3+	12
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear 									
OPTIONS	<ul style="list-style-type: none"> - One model may swap his Bolt pistol for a hand flamer, an inferno pistol or a plasma pistol, or replace their bolt pistol and chainsword with a flamer, meltagun or plasma gun. If you have 5 models with the ASSAULT SQUAD keyword in your team, another model may do so. - If you have 5 models with the ASSAULT SQUAD keyword in your team, one model may swap all his weapons for an Eviscerator. - May take a Jump Pack for 3 pts, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. 									
KEYWORDS	Infantry, Assault Squad									

BIKER

(maximum 3 models with the Bike Squad Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Biker	14"	3+	3+	4	5	2	1	7	3+	21
EQUIPMENT	- Bolt Pistol - Frag Grenade - Krak Grenade - Bike with Twin Boltgun									
RULES	- And They Shall Know No Fear - Turbo-boost									
OPTIONS	- May swap its Bolt pistol for a Chainsword. - One model may swap its Bolt pistol for a weapon from the Special Weapons list. If you have 3 models with the BIKE SQUAD keyword in your team, another model may do so.									
KEYWORDS	BIKER, BIKE SQUAD									

ATTACK BIKE

(maximum 1 model with the Attack Bike Squad Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Attack Bike	14"	3+	3+	4	5	4	2	7	3+	25
EQUIPMENT	- 2 Bolt Pistols - Heavy Bolter - 2 Frag Grenades - 2 Krak Grenades - Bike with Twin Boltgun									
RULES	- And They Shall Know No Fear - Turbo-boost									
OPTIONS	- May swap the Heavy Bolter for a Multi-melta.									
KEYWORDS	BIKER, ATTACK BIKE SQUAD									

SCOUT BIKER

(maximum 3 models with the Scout Bike Squad Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
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Scout Biker	16"	3+	3+	4	5	2	1	7	4+	21
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Combat Knife - Astartes Shotgun - Frag Grenade - Krak Grenade - Bike with Twin Boltgun 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Turbo-boost 									
OPTIONS	<ul style="list-style-type: none"> - One model may swap his bike's twin bolter for an Astartes Grenade Launcher. If there are three or more models with the SCOUT BIKE SQUAD keyword, another model may do so. 									
KEYWORDS	BIKER, SCOUT BIKE SQUAD									

SPECIAL

STERNGUARD VETERAN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Veteran	6"	3+	3+	4	4	1	2	8	3+	14
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Special issue Boltgun - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear 									
OPTIONS	<ul style="list-style-type: none"> - May swap its Special Issue Boltgun with a weapon from the Combi-weapons list. - One model in your team may swap its Special Issue Boltgun with an item from the Special or Heavy Weapons list or take a Heavy Flamer. - May take items from the Armoury. 									
KEYWORDS	INFANTRY, STERNGUARD VETERAN SQUAD									

VANGUARD VETERAN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Veteran	6"	3+	3+	4	4	1	2	8	3+	14

EQUIPMENT	- Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade
RULES	- And They Shall Know No Fear
OPTIONS	- May swap its Bolt Pistol or Chainsword with weapons from the Melee Weapons, Pistols lists, or a Storm Shield. - May take Melta Bombs - May take a Jump Pack for 3 pts, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take items from the Armoury
KEYWORDS	INFANTRY, VANGUARD VETERAN SQUAD

APOTHECARY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Apothecary	6"	3+	3+	4	4	2	2	8	3+	35
EQUIPMENT	- Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Narthecium Amendment: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly <CHAPTER> INFANTRY or BIKER model within 3" of the Apothecary that died this turn. On a 4+ a single slain model is returned with 1 wound remaining. If the Apothecary fails to revive a model it can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) while recovering the gene-seed of the fallen warrior. A model can only be the target of the Narthecium ability once in each turn. You can instead choose a wounded model: it immediately regains D3 lost wounds.									
OPTIONS	- May take a Bike for 25 pts, increasing Movement to 14" and Toughness and Wounds by 1. This also swaps the INFANTRY keyword for the BIKER keyword. - May take items from the Armoury									
KEYWORDS	CHARACTER, INFANTRY, APOTHECARY									

TERMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator	5"	3+	3+	4	4	2	2	8	2+	23

Terminator Assault	5"	3+	3+	4	4	2	2	8	2+	23
Cataphractii	4"	3+	3+	4	4	2	2	8	2+	26
Tartaros	6"	3+	3+	4	4	2	2	8	2+	23
EQUIPMENT	Terminator: Storm Bolter, Power Fist Terminator Assault: Two Lightning Claws Cataphractii/Tartaros: Combi-bolter, Power Fist									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Teleport Strike - Teleport Homer (Terminator, Terminator Assault only) - Crux Terminatus - Cataphractii Armour (Cataphractii only) - Terminators Kill Team: if the Leader has the corresponding <Name> Squad keyword, up to 5 Terminators of that kind may be taken as Core. (For example, a Leader with Cataphractii Squad keyword allows up to 5 models with the Cataphractii Squad keyword as Core) 									
OPTIONS	<ul style="list-style-type: none"> - The Terminator may swap its Power Fist with a Chainfist. One model in your team can swap its Storm Bolter with a weapon from the Terminator Heavy Weapons list. - The Terminator Assault Sergeant can replace its two Lightning Claws with Thunder Hammer and Storm Shield. - The Cataphractii can replace its Combi-bolter with a Lightning Claw. Can also replace its Power Fist with a Chainfist or a Lightning Claw. One model in your team may swap its Combi-bolter for a Heavy Flamer. - One Tartaros can replace its Power Fist with a Chainfist, or all its weapons for two Lightning Claws. One other Tartaros can replace its Combi-bolter with a Heavy Flamer or Reaper Autocannon. One Tartaros can take a Grenade Harness. - May take items from the Armoury 									
KEYWORDS	INFANTRY, TERMINATOR <NAME> SQUAD									

TECH-ADEPT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Techmarine	6"	3+	3+	4	4	2	2	8	2+	33

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Power Axe - Servo-Arm - Frag Grenade - Krak Grenade
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Blessing of the Ommissiah - Tools of the Ommissiah: at the start of your turn you may pick one effect. It remains in effect until the start of your next turn. <ol style="list-style-type: none"> 1. Noospheric Interference: Choose a weapon owned by an enemy model within 18". Your opponent must subtract 1 when rolling to hit with that weapon. Weapons that auto hit now hit on a 2+ instead. 2. Psalm of Stability: Pick a friendly model within 12": that model and every friendly model within 3" ignores the penalty to Heavy weapons for moving and shooting or the penalty to assault weapons for advancing. 3. Auspex pulse: One enemy model within 18" cannot claim the bonus for being in cover. 4. Cooling vents: A friendly model within 6" gets a 2+ save against being slain from Overcharge effects. 5. Servos Overcharge: Pick a friendly model within 12": that model and every friendly model within 3" adds +2" to movement and charge rolls. 6. Vox intercept: the first time an opponent spends a TP roll a D6: on a 5+ he or she needs to spend an additional TP.
OPTIONS	<ul style="list-style-type: none"> - May replace power axe with an item from the <i>Melee Weapons</i> list. - May replace bolt pistol with an item from the <i>Pistols</i> or <i>Combi-weapons</i> list. - May take a Servo-Harness - May take items from the Armoury
KEYWORDS	CHARACTER, INFANTRY, TECHMARINE

SANGUINARY GUARD										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sanguinary Guard	12"	3+	3+	4	4	2	2	8	2+	20
EQUIPMENT	<ul style="list-style-type: none"> - Angelus Boltgun - Encarmine Sword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Heirs of Azkaellon 									
OPTIONS	<ul style="list-style-type: none"> - May take a Death Mask. - May replace his Angelus Boltgun with an Inferno Pistol or Plasma Pistol. - May replace his Encarmine Sword with an Encarmine Axe or a Power Fist. 									
KEYWORDS	INFANTRY, JUMP PACK, FLY, SANGUINARY GUARD									

DEATH COMPANY										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts

Death Company	6"	3+	3+	4	4	1	2	7	3+	15
EQUIPMENT	<ul style="list-style-type: none"> - Chainsword - Bolt Pistol - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Black Rage 									
OPTIONS	<ul style="list-style-type: none"> - May replace his bolt pistol with a boltgun, hand flamer, inferno pistol, plasma pistol, power axe, power fist, power maul or power sword. - May replace his chainsword with a power axe, power fist, power maul or power sword. - May replace his chainsword and bolt pistol with a thunder hammer. - May take a Jump Pack for 3 pts, increasing his Movement to 12" and gaining the JUMP PACK and FLY keywords. 									
KEYWORDS	INFANTRY, DEATH COMPANY									

ARMOURY

ITEM	DESCRIPTION
<i>++Honoured Relics of the Chapters++</i>	
<i>Only one of each of the following items may be taken in any Kill Team. Weapon profiles are included below.</i>	
Wings of Saronath (3 pts)	Leaders with the JUMP PACK keyword only. The Wings of Saronath increase its bearer's Movement to 14".
Sanguine Armour (5 pts)	Leaders in power armour only. Every time the bearer suffers an unsaved wound roll a D6: on a 6 the wound is ignored.
Vermillion Blade (10 pts)	<i>This artisan's sword is named after its ruddy red hue, caused by Baalite sand incorporated during its forging.</i> Leaders only , replaces the power sword or the Encarmine Sword.
<i>++Armour Upgrades++</i>	
<i>A team may have any number of any of these items, but a model may not take more than two unless it is your Team Leader.</i>	
Sanctified Warplate (7 pts)	Leader Only. If the bearer passes its armour save when it could only succeed on a 6+, it immediately heals a Wound lost earlier in the battle.
Purity Seals (8 pts)	Once per battle round, the bearer may reroll a single failed roll to to Hit, Wound, Armour Save or Leadership test.
Peregrinus Targeter Helm (5 pts)	Model with the FLY keyword only. Invaluable for aerial hunts of other airborne targets, with an array of velocity trackers, extrapolators and noise cancellers. The bearer may reroll hit rolls of 1 against targets with the FLY keyword.
Bionics (5 pts)	Parts of the battle-brother's body have been replaced or augmented with unfeeling adamantium and steel. If this model suffers a wound or mortal wound, roll a D6. On a 6+ the wound is not lost.
Containment Field (15 pts)	Leader Only. An enclosing energy field of ancient design, once used as a failsafe in miniature fusion reactors. The bearer gains a 4+ invulnerable save against ranged weapons. If this model would suffer any wounds from a ranged weapon with a random Damage value, roll 2 dice and discard the lowest when determining damage.
Teleporter (5 pts)	Model in Terminator Armour only. Short jumps directly through the Immaterium are extremely dangerous, but the element of surprise cannot be overstated. Instead of moving in the Move phase, this model can teleport. Roll 2D6 and move the model that number of inches in any direction as though it had the FLY keyword. This still counts as moving, and since the model does not have FLY it cannot shoot after falling back.
Suspensors (10 pts)	This heavy weapon specialist has augmetics or modified armour to better brace for firing. The bearer may ignore the -1 penalty to Hit when firing a Heavy weapon after moving, but must halve the weapon's Range to do so.
Armour of Alacrity (20 pts)	Leader in Power Armour only. This light but tough power armour allows a greater range of motion without compromising on protection. The bearer may re-roll armour saves and adds +2" to its Movement characteristic unless it has the FLY or BIKER keywords.
Blessed Aquila (4 pts)	Model in Power Armour only. A potent symbol of dedication to the Emperor's cause, the Aquila gazes back to learn from the past, while bravely facing down the unknown future. Each time a player rolls a die to determine the nature of an unknown battlefield feature (inscrutable objective, Possession building, etc.), if the bearer of the Blessed Aquila is within 12" of that objective you can reroll that die.
Larraman's Blessing (10 pts)	At the end of the turn, if the bearer has lost at least one Wound during that turn, roll

	a D6. On a 5+ the model regains 1 Wound.
Refractor Field (10 pts)	The model gains a 5+ Invulnerable Save
<i>++Additional Wargear++</i> <i>These items do not replace anything and may be taken by any number of models.</i>	
Auspex (7 pts)	After your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of the model holding the Auspex, your models within 6" of the Auspex owner can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from your hit rolls when doing so. You can use this ability only once per turn, regardless of how many Auspexes you have.
Auxiliary Grenade Launcher (5 pts)	If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons that they have to 30".
Marksman's Honour (7 pts)	Leaders only. If the model did not move in the previous Movement Phase, it can re-roll failed hit rolls of 1 during the Shooting Phase, except with Overcharged plasma weapons.
Signum (5 pts)	Leaders only. "Guiding the firepower of one's teammates is often more valuable than adding one's own bolter's voice to the chorus of destruction." Instead of shooting with this model in the Shooting phase, you may choose a friendly model within 6". That model can add +1 to its hit rolls for that phase.
Master-crafted weapon (10 pts)	Leaders only. One of the owner's melee weapons gains +1 Damage. May not be applied to Armoury-specific weapons or those with "Master-Crafted" in their name.
Armorium Cherub (5 pts)	A gruesomely reanimated infant that acts as both a battlefield familiar and a grim reminder that, in these dark times, no life in service of the Emperor ever truly ends. The stats and abilities for an Armorium Cherub can be found under the Devastator Squad entry in Codex: Space Marines. You can have a maximum of 2 Armorium Cherubs in your team.
Oath of the Crusader (3 pts)	Boots pound and blades sing as this space marine races toward the foe. This model is not slowed by terrain when charging.
Sacred Standard (20 pts)	This revered standard is more likely to be the subject of a search and rescue than a piece of wargear chosen for a kill team's mission. The bearer gains +1 Leadership and extends the range of its Inspiring Presence by 6", gaining a 6" IP if it is not a Leader model. If the bearer is slain, all friendly models within its Inspiring Presence at that moment gain an extra Attack for the remainder of the game, and the enemy receives an extra Victory Point if it was carried by the Team Leader.
Smoke Grenade (8 pts)	One use only. You may purchase more than one of this item per model. Instead of Shooting in the Shooting phase, you may choose a point within 8" of the bearer. Until the start of your next turn, enemy models must subtract 1 from their hit rolls when targeting friendly units with shooting attacks within 3" of the chosen point. Models can draw line of sight into and out of the affected area, but not through it. These grenades are temperamental and cannot be fired through any kind of Grenade Launcher.

Turbo Maximus (15 pts)	Biker or model with the FLY keyword only. Once per game, in the Charge phase, the bearer may roll 3D6 for charge distance and discard the lowest result.
Hypercharger (7 pts)	Choose one of the bearer's ranged weapons. When firing that weapon, you may increase its Strength by up to +2. For each +1 increase in Strength, the bearer takes a -1 penalty to their hit rolls. As this requires some careful calibration, you may not

use it when firing Overwatch or with weapons that automatically hit. Cannot be used on weapons from the Armoury.

++ Weapons of the Armoury ++

Unless otherwise stated, these items replace one weapon each of your choice, and each may be purchased only once per team. Their profiles are presented below.

Photon Beam (5 pts)	Techmarine Only. Essentially a parabolically focused searchlight, this weapon can be used to blind or even burn enemy soldiers. For an additional 5 points, this item can be taken without replacing any of the Techmarine's weapons.
Purification Vials (7 pts)	Apothecary Only. Filled with a pressurized toxic gas, these vials shatter on impact to release a deadly, choking cloud. One use only. Does not replace a weapon. You may purchase multiples of this weapon.
Soulstorm Staff (15 pts)	Lexicanium Only. Soulstorm Staves are planted atop a mountain on the empirically sensitive world of Hekaton, acting as lightning conductors for a year and a day before being retrieved. The Lexicanium can focus his psychic energy through this copper and adamantium staff, releasing it as a deadly bolt of living lightning. Replaces force weapon. Counts as a Force Staff and has an additional shooting profile (below).
Teeth of the Legion (5 pts)	Leader Only. This ancient pattern of chainsword is said to have been forged during the time of the Horus Heresy.

Armoury Weapon Profile						
Name	Type	Range	Strength	AP	Dmg	Abilities
Photon Beam (searing)	Assault 1	12"	5	-2	1	Any enemy model hit by this weapon suffers a -1 penalty to Hit until the beginning of your next turn.
Photon Beam (blinding)	Assault 4	24"	-	0	0	Any enemy model hit by this weapon suffers a -1 penalty to Hit until the beginning of your next turn.
Purification Vials	Grenade D6	8"	X	0	1	This weapon always wounds on a 2+, except against vehicles, which it wounds on a 6+.
Soulstorm Staff	Assault D6*	9"	4	D6-6*	1	*Take 6 away from the D6 roll for Strength to find the AP. E.g. if you roll a 4 for the number of attacks, the AP is -2. 1 attack results in AP -5, etc This weapon automatically hits its target.
Teeth of the Legion	Melee	-	+1	-2	1	Each time you make a wound roll of 6+ with this weapon, the Damage characteristic of that hit is increased to 3. Each time the bearer fights, if can make an additional attack with this weapon.

Armoury Relics Profiles						
Name	Type	Range	Strength	AP	Dmg	Abilities
Vermillion Blade	Melee	-	+1	-3	2	

TACTICAL POINTS

Blood Angels teams have exclusive access to some Philosophies and Tactical Actions. Unless a restriction prevents it, you can mix those listed in this Opus with those in the Heralds of Ruin rules. Remember you may only have one Philosophy at a time!

<p>Philosophy: The Emperor Protects: +1TP</p> <p>You may never use a Tactical Re-Roll.</p>	<p>Philosophy: The Hammer of the Imperium: +2TP</p> <p>If you are not the first player to use a Tactical Action, you lose 2TP</p>
<p>Philosophy: For Sanguinius!: +3TP</p> <p>You may only use the Blood Angels Tactical Action.</p>	<p>Philosophy: The Old Guard: +1TP</p> <p>Your team contains no models with the PRIMARIS or SCOUT keywords</p>
<p>Philosophy: The Archangels: +1TP</p> <p>Your team contains only Sanguinary Guard models and/or with Terminator armour or one of its variants.</p>	<p>Philosophy: Unseen Warfare: +1TP</p> <p>Your team contains only models with the SCOUT and/or REIVER keyword</p>

TACTICAL ACTIONS

<p>Action: Bathed in Glory: -1TP</p> <p>Use at any time before the last Charge phase of a battle round. Choose a friendly model. Until the end of the battle round, that model counts as three</p>	<p>Action: Against the Odds: -1TP</p> <p>Use at the beginning of a Fight phase. Choose a friendly model who is outnumbered in a melee (of all models within 1" of it, or within 1" of those models, more are enemies</p>
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<p>models for holding objectives, but yields an extra victory point if killed.</p>	<p>than friendly). For this phase, that model gets +1 attack and adds 1 to Hit rolls.</p>
<p>Action: Battleforged Wisdom: -2TP</p> <p>Use at the end of a Fight phase in which your Leader killed an enemy character or at least 3 non-character enemy models. Roll on the Warlord Traits table in the rulebook or codex. Your Leader gains the corresponding trait for the rest of the game. One use only.</p>	<p>Action: Sign of the Aquila: -1TP</p> <p>Use at the beginning of the enemy Charge phase. Choose a friendly model. The nearest enemy model within 12" must attempt to charge the model you chose.</p>
<p>Action: The Black Rage Beckons: -2TP.</p> <p>Use at the beginning of the Fight Phase. If an engaged model kills all enemy models within 1" he can Consolidate and Fight again.</p>	