

BLOOD ANGELS SPACE MARINE ARMY LIST

v2.12

Blood Angels Space Marine armies have a strategy rating of 5. All Blood Angels have an initiative rating of 1+. Imperial Navy aircraft formations and the Death Company have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Blood Angels formations. All Blood Angels armies must include the Death Company formation.

BLOOD ANGELS DETACHMENTS			
<i>(A Blood Angels Space Marine army may contain any number of Blood Angels Detachments)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Assault	6 Assault units	Assault, Commander, Dreadnought, Fast Attack, Heavy Support, Hunter, Stormraven	250 points
Bike	4 Bike units and 1 Attack Bike	Commander, Fast Attack	250 points
0-1 Death Company	4 Death Company Tactical units with 1 Chaplain plus transport <u>OR</u> 4 Death Company Assault units with 1 Chaplain	Dreadnoughts, Stormraven	275 points <u>OR</u> 300 points
Devastator	4 Devastator units plus transport	Commander, Dreadnought, Hunter, Heavy Support, Razorback, Stormraven	250 points
Land Speeder	5 Land Speeders	Commander, Tornado/Typhoon	200 points
Landing Craft	1 Blood Angels Landing Craft	None	350 points
Predator	4 Baal Predators	Commander, Fast Attack, Hunter	300 points
Scout	4 Scout units plus transport	Commander, Stormraven	150 points
0-1 Strike Cruiser	1 Blood Angels Strike Cruiser	Battle Barge	200 points
Stormraven	4 Stormraven Gunships	None	
Tactical	6 Tactical units plus transport	Assault, Commander, Dreadnought, Fast Attack, Heavy Support, Hunter, Razorback, Stormraven	275 points
Terminator	4 Terminator units	Commander, Dreadnought, Heavy Support, Stormraven	350 points
Thunderhawk	1 Blood Angels Thunderhawk Gunship	None	200 points
Whirlwind	4 Blood Angels Whirlwinds	Hunter	300 points

BLOOD ANGELS UPGRADES		
<i>(Each allowed upgrade may be taken once per Detachment.)</i>		
UPGRADE	UNITS	COST
Assault	Add 2 Assault units	+75 points
Battle Barge	Replace a Blood Angels Strike Cruiser with a Blood Angels Battle Barge	+150 points
Commander	Add 1 Space Marine Commander character to a unit in the formation: The Commander may be a Captain, Librarian or Chaplain 1 Space Marine Commander in the army may be a Supreme Commander	+50 points (+50 points extra)
Dreadnought	Add 1 to 3 Vulcan or Furious Dreadnoughts in any combination	+75 points each
Fast Attack	Add 2 Land Speeders or Bike units, or 3 Attack Bikes	+100 points
Heavy Support	Select 1 option from the following: Add 1 to 3 Blood Angels Vindicators Add 1 to 3 Baal Predators or Blood Angels Predator Annihilators in any combination Add any number of Blood Angels Land Raiders or Blood Angels Land Raider Redeemers, in any combination, up to the number required to transport the entire formation	+50 points +75 points +75 points
Hunter	Add 1 Blood Angels Hunter	+75 point each
Razorback	Add any number of Blood Angels Razorbacks, up to the number required to transport the entire formation	+25 points each
Stormraven	Add any number of Stormraven Gunships, up to the number required to transport the entire formation to transport the formation	+75 points each
Tornado/Typhoon	Replace any number of Land Speeders, on a 1 for 1 basis, with: 1 Land Speeder Tornado <u>OR</u> 1 Land Speeder Typhoon	Free +25 points each

IMPERIAL NAVY ALLIES		
<i>(Up to 1/3 of an army's points may be spent on Allies formations)</i>		
FORMATION	UNITS	COST
Fighter Bombers	2 Thunderbolt Fighter-Bombers	175 points
Bombers	2 Marauder Bombers	250 points

SPECIAL RULE - Frenzied

Some units are noted as being *Frenzied*. Formations that contain a *Frenzied* unit which can potentially reach base contact with an enemy unit after a charge move will receive a +1 modifier to their initiative roll if they attempt to perform an Engage action. Formations that have a frenzied unit which can potentially reach base contact with an enemy unit after a charge move will receive a -1 modifier to their initiative roll if they attempt to perform any action other than an Engage action.

SPECIAL RULE - Death Company

Death Company formations may never claim objectives, but may contest them.

BLOOD ANGELS SPACE MARINE ARMY REFERENCE 1

STRATEGY 5									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	<i>Invulnerable Save, Leader, Commander</i>
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	<i>Invulnerable Save, Leader, Inspiring</i>
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapon Smite	(base contact) (15cm)	(Assault Weapons), EA(+1), MW (Small Arms), EA(+1), MW	<i>Invulnerable Save, Leader</i>
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	<i>Invulnerable Save, Supreme Commander</i>
Assault	INF	30cm	4+	3+	5+	Chainswords Bolt pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Frenzied, Jump Packs</i>
Bike	INF	35cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Frenzied, Mounted</i>
Death Company Assault	INF	30cm	4+	3+	5+	Bolt Pistols (Assault Weapons)	(15cm) (base contact)	Small Arms (Assault Weapons), EA (+1)	<i>Fearless, Frenzied, Invulnerable Save, Jump Packs</i>
Death Company Tactical	INF	15cm	4+	3+	5+	Bolt Pistols (Assault Weapons)	(15cm) (base contact)	Small Arms (Assault Weapons), EA (+1)	<i>Fearless, Frenzied, Invulnerable Save</i>
Devastator	INF	15cm	4+	5+	3+	2x Missile Launcher	45cm	AP5+/AT6+	<i>Frenzied</i>
Scout	INF	15cm	5+	4+	5+	Shotguns	(15cm)	(Small Arms)	<i>Frenzied, Scout, Infiltrator</i>
Tactical	INF	15cm	4+	4+	4+	Bolters Missile Launcher	(15cm) 45cm	(Small Arms) AP5+/AT6+	<i>Frenzied</i>
Terminator	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters 2x Assault Cannon	(base contact) (15cm) 30cm	(Assault Weapons), EA(+1), MW (Small Arms) AP5+/AT5+	<i>Frenzied, Reinforced Armour, Teleport, Thick Rear Armour</i>
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	(15cm) 15cm	(Small Arms), MW MW5+	<i>Skimmer, Scout</i>
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	<i>Skimmer, Scout</i>
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	<i>Skimmer, Scout</i>
Baal Predator	AV	35cm	4+	6+	4+	Twin Assault Cannon 2x Heavy Flamer	30cm 15cm	AP4+/AT4+ AP4+	
Blood Angels Hunter	AV	35cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Blood Angels Predator	AV	35cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT4+	
Blood Angels Razorback	AV	35cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Transport (May carry 1 of the following units: Tactical and Devastator) A Razorback is armed with either a Twin Heavy Bolter OR a Twin Lascannon, not both – select one option before the game.</i>
Blood Angels Rhino	AV	35cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	<i>Transport: (May carry 2 of the following units: Death Company Tactical, Devastator, Scout, Tactical)</i>
Blood Angels Vindicator	AV	30cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	<i>Walker</i>
Blood Angels Whirlwind	AV	35cm	5+	6+	5+	Whirlwind	45cm	1 BP, Indirect Fire	
Dreadnought (Furioso Pattern)	AV	15cm	3+	4+	6+	Flamers Power Fists	(15cm) (base contact)	Small Arms (Assault Weapons), EA (+2), MW	<i>Frenzied, Walker.</i>
Dreadnought (Vulcan Pattern)	AV	15cm	3+	4+	4+	Power Fist Multi-Melta	(base contact) 15cm	(Assault Weapons), MW, EA(+1) MW5+	<i>Frenzied, Walker.</i>
Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Terminator unit or 2 of the following: Devastator, Tactical)</i>
Land Raider Redeemer	AV	25cm	4+	5+	3+	Frag Launchers 2 x Flamestorm Cannon Twin Assault Cannon	(base contact) 15cm 30cm	(Assault Weapons) AP3+, Ignore Cover AP4+/AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Terminator unit or 2 of the following: Devastator, Tactical)</i>

BLOOD ANGELS SPACE MARINE ARMY REFERENCE 2

STRATEGY 5									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Stormraven Gunship	AV	35cm	5+	6+	4+	Twin Heavy Bolter Twin Assault Cannon Bloodstrike Missile	30cm 30cm 60cm	AP4+ AP4+/AT4+ 4x AT4+, Single Shot	Planetfall, Reinforced Armour, Skimmer, Transport; (May carry 1 Terminator unit or Dreadnought or 2 of the following units: Assault, Death Company Assault, Death Company Tactical, Devastator, Scout or Tactical)
Blood Angels Drop Pod	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+/AT5+	Planetfall, Transport; (May carry 1 formation that includes only Death Company Tactical, Devastator, Dreadnought and Tactical units). <u>Deathwind</u> : After the Drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim crossfire.
Blood Angels Landing Craft	AC/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+/AA5+ AT4+	DC4, Planetfall, Fearless, Reinforced Armour, Transport; (May carry 12 Blood Angels infantry units, Attack Bikes and Dreadnoughts. Terminators and Dreadnoughts take up two spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos) <u>Critical Hit Effect</u> : The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.
Blood Angels Thunderhawk	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 30cm 75cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF	DC2, Planetfall, Reinforced Armour, Transport; (May carry 8 of the following units: Assault, Bike, Death Company Assault, Death Company Tactical, Devastator, Scout, Tactical, Terminator and Dreadnought. Terminators and Dreadnoughts take up two spaces each.) <u>Critical Hit Effect</u> : The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
Blood Angels Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14 BP, MW	Transport; (May carry 60 Blood Angels infantry units, Attack Bikes and Dreadnoughts; plus 60 of the following Blood Angels units: Baal Predators, Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predator Annihilators, or Vindicators; plus 9 Thunderhawks and enough Drop pods or Landing Craft to carry any other units on board). Slow and steady; may not be used on the first two turns of a battle unless the scenario specifically says otherwise.
Blood Angels Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5 BP, MW	Transport; (May carry 20 Blood Angels infantry units, Attack Bikes and Dreadnoughts; plus 20 of the following Blood Angels units: Baal Predators, Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predator Annihilators, or Vindicators; plus 6 Thunderhawks and enough Drop pods or Landing Craft to carry any other units on board).
Thunderbolt Fighter-Bomber	AC	Fighter-Bomber	6+	n/a	n/a	Stormbolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15cm 15cm 45cm	AA5+ 3 BP, FxF AT4+/AA4+, FxF	