

KILL TEAM

BLOOD ANGELS

The Blood Angels fought at the Emperor's side in the very earliest days of the Imperium and now, ten thousand years later, their battle to protect Mankind continues. Yet tales abound of a dark flaw that mars the Chapter, a curse that drives the Blood Angels into the cauldron of war with unmatched ferocity.

Model Availability

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

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

TEAM LEADERS

Blood Champion – 40 pts

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

Wargear:

Bolt Pistol, Chainsword, Power Armour, Frag & Krak Grenades

Special Rules:

Inspiring Presence, And They Shall Know No Fear, The Red Thirst

Special Rule – By the Blood of Sanguinius!

All friendly Blood Angels models within 3" of the Blood Champion at the start of the Charge sub-phase may re-roll all Charge rolls.

Options:

- May exchange Chainsword and/or Bolt Pistol with:

- Boltgun	Free
- Storm Bolter	5 pts
- Hand Flamer	10 pts
- Combi-flamer, -melta, -plasma	10 pts
- Infernus Pistol	15 pts
- Plasma Pistol	15 pts
- Storm Shield	15 pts
- Power Weapon	15 pts
- Lightning Claw	15 pts
- Glaive Encarmine	15 pts
- Power Fist	25 pts
- Thunder Hammer	30 pts
- If not wearing Terminator Armour, may take one of the following:

- Jump Pack	10 pts
- Space Marine Bike	15 pts

- If not wearing Terminator Armour, may take a Melta Bomb for 5 points.

- May replace all equipment with Terminator armour and Storm Bolter and Power Weapon with for 20pts.

- May exchange Terminator Storm Bolter with:

- Combi-flamer, -melta, -plasma	5 pts
- Lightning Claw	10 pts
- Thunder Hammer	20 pts
- May exchange Terminator Power Weapon with:

- Lightning Claw	5 pts
- Power Fist	10 pts
- Storm Shield	10 pts
- Thunder Hammer	15 pts

- May take wargear from the Blood Angels armoury including Leader and Blood Champion only items. If wearing Terminator armour may also take Terminator only wargear.



Warden – 60 pts

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

Wargear:

Crozius Arcanum, Bolt Pistol, Power Armour, Frag & Krak Grenades

Special Rules:

Inspiring Presence, And They Shall Know No Fear

Special Rule – Sermon of Blood:

The Warden and any friendly Blood Angels models within 6" of the Warden gain the Zealot special rule.

Options:

- May exchange Bolt Pistol with:
 - Storm Bolter 3 pts
 - Hand Flamer 10 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Infernus Pistol 15 pts
 - Plasma Pistol 15 pts
 - Power Fist 15 pts
- May take one of the following:
 - Jump Pack 10 pts
 - Space Marine Bike 15 pts
- *May take wargear from the Blood Angels armoury including Leader and Warden only items.*

Sanguinary Priest – 50 pts

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

Wargear:

Blood Chalice, Chainsword, Bolt Pistol, Power Armour, Frag & Krak Grenades

Special Rules:

Inspiring Presence, And They Shall Know No Fear

Options:

- May exchange Chainsword and/or Bolt Pistol with:
 - Storm Bolter 3 pts
 - Hand Flamer 10 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Infernus Pistol 15 pts
 - Plasma Pistol 15 pts

- Power Weapon 15 pts
- Lightning Claw 15 pts
- Power Fist 25 pts
- If not wearing Terminator Armour, may take one of the following:
 - Jump Pack 10 pts
 - Space Marine Bike 15 pts
- If not wearing Terminator Armour, may take a Melta Bomb for 5 points.

• May replace all equipment with Terminator armour, Blood Chalice and Power Weapon for 20 points.

- *May take wargear from the Blood Angels armoury including Leader and Sanguinary Priest only items. If wearing Terminator armour may also take Terminator only wargear.*

Techmarine – 50 pts

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

Wargear:

Bolt Pistol, Close-combat Weapon, Servo-arm, Artificer Armour, Frag & Krak Grenades

Special Rules:

Inspiring Presence, And They Shall Know No Fear, Blessing of the Omnissiah, Bolster Defences

Options:

- May upgrade Servo-arm to a Servo-harness for 25 points.
- May exchange Bolt Pistol and/or Close-combat Weapon with:
 - Boltgun Free
 - Storm Bolter 5 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Thunder Hammer 30 pts
- *May take wargear from the Blood Angels armoury.*

Scout Sergeant – 23 pts

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

Wargear:

Combat Knife, Bolt Pistol, Scout Armour, Frag & Krak Grenades

Special Rules:

Inspiring Presence, And They Shall Know No Fear, The Red Thirst, Infiltrate, Move Through Cover, Scouts

Options:

- May exchange Bolt Pistol and/or Combat Knife with:
 - Boltgun Free
 - Combi-flamer, -melta, -plasma 10 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Power Fist 25 pts
- May take any of the following:
 - Camo Cloak 3 pts
 - Melta Bomb 5 pts
- *May take wargear from the Blood Angels armory including Leader only items.*

Lexicanium – 50 pts

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

Wargear:

Force Weapon, Bolt Pistol, Power Armour, Frag & Krak Grenades

Special Rules:

Inspiring Presence, Psyker (Master Level 1), And They Shall Know No Fear



Special Rule – Blood Force:

Before the battle the Lexicanium may choose a single Psychic Power from the following list to have for the duration of the game:

- Smite (Biomancy)
- Prescience (Divination)
- Assail (Telekinesis)
- Psychic Shriek (Telepathy)
- Wings of Sanguinius (C:BA)
- The Sanguine Sword (C:BA)

Options:

- May take the following:
 - Melta Bomb 5 pts
- *May take wargear from the Space Marine armory including Leader and Lexicanium only items.*

CORE

Tactical Marine – 16 pts

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

Wargear:

Boltgun, Bolt Pistol, Power Armour, Frag & Krak Grenades

Special Rules:

And They Shall Know No Fear, The Red Thirst

Options:

- For every 5 Space Marines you take in your Kill Team, one may exchange their Boltgun with:
 - Flamer 5 pts
 - Heavy Bolter 5 pts
 - Multi-melta 5 pts
 - Missile Launcher 5 pts
 - Meltagun 10 pts
 - Plasma Cannon 10 pts
 - Plasma Gun 15 pts
 - Lascannon 15 pts

Assault Marine – 15 pts

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

Wargear:

Chainsword, Bolt Pistol, Power Armour, Frag & Krak Grenades

Special Rules:

And They Shall Know No Fear, The Red Thirst

Options:

- For every 5 Assault Marines you take in your Kill Team, one may exchange their Bolt Pistol with:
 - Flamer 5 pts
 - Hand Flamer 10 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
 - Plasma Pistol 15 pts
 - Infernus Pistol 15 pts
- May take the following:
 - Jump Pack 3 pts

Scout – 13pts

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

Wargear:

Shotgun, Bolt Pistol, Scout Armour, Frag & Krak Grenades

Special Rules:

And They Shall Know No Fear, The Red Thirst, Infiltrate, Scouts, Move Through Cover

Options:

- Any Scout may exchange his Shotgun with:
 - Combat Knife Free
 - Sniper Rifle Free
 - Boltgun Free
- For every 5 Scouts you take in your Kill Team, one may exchange their Boltgun with:
 - Heavy Bolter 10 pts
 - Missile Launcher 10 pts
- May take the following:
 - Camo Cloak 3 pts

Death Company Marine – 20 pts

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	1	4	2	8	3+

Wargear:

Chainsword, Bolt Pistol, Power Armour, Frag & Krak Grenades

Special Rules:

Black Rage, Fearless, Feel No Pain, Furious Charge, Relentless

Special Rule – Unquenchable Thirst:

A Death Company Marine may not make a Sweeping Advance or Consolidation in the same phase that he has killed an enemy.

Options:

- Any Death Company Marine may exchange their Chainsword for a Boltgun for free.
- For every 3 Death Company Marines you take in your Kill Team, one may exchange their Bolt Pistol or Chainsword with one of the following:
 - Hand Flamer 10 pts
 - Power Weapon 15 pts
 - Plasma Pistol 15 pts
 - Infernus Pistol 15 pts
 - Power Fist 25 pts
 - Thunder Hammer 30 pts
- May take the following:
 - Jump Pack 15 pts

SPECIAL

Sternguard Veteran – 25pts

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

Wargear:

Boltgun, Bolt Pistol, Power Armour, Special Issue Ammunition, Frag & Krak Grenades

Special Rules:

And They Shall Know No Fear, The Red Thirst

Options:

- May exchange Boltgun with:
 - Flamer 5 pts
 - Meltagun 5 pts
 - Heavy Bolter 5 pts
 - Multi-melta 5 pts
 - Missile Launcher 5 pts
 - Combi-flamer, -melta, -plasma 5 pts
 - Plasma Gun 10 pts

- Plasma Cannon 10 pts
- Heavy Flamer 10 pts
- Lascannon 15 pts

- If not wearing Terminator Armour, may take a Melta Bomb for 5 points.

- May replace all equipment with Terminator armour and Storm Bolter and Power Weapon with for 15pts.
- May exchange Terminator Storm Bolter with:
 - Combi-flamer, -melta, -plasma 5 pts
 - Heavy Flamer 10 pts
 - Assault Cannon 30 pts
- May exchange Terminator Power Weapon with:
 - Power Fist Free

- *May take wargear from the Blood Angels armoury. If wearing Terminator armour may also take Terminator only wargear.*

Vanguard Veteran – 20pts

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

Wargear:

Chainsword, Bolt Pistol, Power Armour, Frag & Krak Grenades

Special Rules:

And They Shall Know No Fear, The Red Thirst

Special Rule - Heroic Interception:

The Vanguard Veteran may Counter-charge an enemy model within 6" instead of just 3".

Options:

- May exchange Chainsword and/or Bolt Pistol with:
 - Hand Flamer 10 pts
 - Storm Shield 15 pts
 - Infernus Pistol 15 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Lightning Claw 15 pts
 - Power Fist 25 pts
 - Thunder Hammer 30 pts

- If not wearing Terminator Armour, may take one of the following:

- Jump Pack 10 pts
- Space Marine Bike 15 pts

- If not wearing Terminator Armour, may take a Melta Bomb for 5 points.

- May replace all equipment with Terminator armour and two Lightning Claws for 20pts.
- May exchange both Lightning Claws with:
 - Thunder Hammer & Storm Shield 5 pts

- *May take wargear from the Blood Angels armoury. If wearing Terminator armour may also take Terminator only wargear.*



Sanguinary Guard – 40 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	10	2+

Unit Type: Jump Infantry

Wargear:

Glaive Encarmine, Angelus Boltgun, Artificer Armour, Jump Pack, Frag & Krak Grenades

Special Rules:

Fearless, The Red Thirst, Descent of Angels

Options:

- May exchange Angelus Boltgun with:
 - Infernus Pistol 10 pts
 - Plasma Pistol 10 pts
- May exchange Glaive Encarmine with:
 - Power Fist 10 pts
- May take a Death Mask for 5 pts.



Space Marine Biker – 25 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	1	8	3+

Unit Type: Bike

Wargear:

Bolt Pistol, Power Armour, Frag & Krak Grenades, Space Marine Bike

Special Rules:

And They Shall Know No Fear, The Red Thirst

Options:

- One Space Marine Biker in your Kill Team may exchange its Bolt Pistol with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts

BLOOD ANGELS ARMOURY

Rites of Battle (Leader Only) – 10pts

All friendly Blood Angels models within 6" of the model may re-roll all Morale checks.

Sanguine Armour (Leader Only) – 15pts

The bearer gains the Feel No Pains special rule.

Death Mask (Blood Champion Only) – 5pts

Fashioned from the likenesses of the fallen, an enemy charged by the model with a Death Mask must pass a Leadership test or be reduced to WS1 for the duration of the Assault phase.

Wings of Saronath (Blood Champion Only) – 20pts

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

Rosarius (Warden Only) – 25pts

A spiritual relic that confers a 4+ invulnerable save to the bearer.

Black Grail (Sanguinary Priest Only) – 20pts

The Black Grail is sometimes carried into battle by an honoured novice priest. If the Sanguinary Priest is killed, any friendly Blood Angels models within 6" immediately succumb to the Red Thirst and gain the Fearless and Furious Charge special rules for the rest of the battle.

Psychic Hood (Lexicanium Only) – 15 pts

A Psychic Hood uses a set of interwoven intricately aligned crystals to nullify an opponent's psychic attacks. *Use the rules for Psychic Hoods on page 68 of the core rulebook.*

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.

Tartaros Pattern Armour (Terminator Only) – 5pts

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance.

Teleporter (Terminator Only) – 10pts

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.

Master-Crafter Weapon – 10 pts

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

Overcharged Weapon – 10pts

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.

Auxiliary Grenade Launcher – 10pts

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.

Suspensors – 10 pts

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

Smoke Grenades – 10 pts

A smoke grenade as the following weapons 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.

Bionics – 5pts

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.

Targeter – 5 pts

A targeter is a simple but effective optical aid to accuracy. 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.

Auspex – 5 pts

A model with an Auspex has the Night Vision special rule. If he does not shoot in the Shooting phase, a model with an Auspex may confer this special rule to any friendly model within 6".