

# KILL TEAM BLOOD ANGELS

## Codex: Blood Angels

This team list uses the special rules and wargear 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 in the Kill Team rules).

## 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

### Veteran Sergeant

25 points

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

#### Wargear:

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

#### Special Rules:

- Inspiring Presence
- And They Shall Know No Fear
- The Red Thirst
- Squad Leader\*

#### Squad Leader:

In a Kill Team lead by a Veteran Sergeant with:

- Terminator armour, Terminators *may* be taken as Core.
- a Space Marine Bike, Space Marine Bikers *must* be Core.

#### Terminator Armour:

- May replace all equipment with Terminator armour, Storm Bolter and Power Weapon for 20 points.
- May replace Terminator Storm Bolter with:
  - Combi-flamer, -melta, -plasma 5 pts
  - Lightning Claw 10 pts
  - Thunder Hammer 20 pts
- May replace Terminator Power Weapon with:
  - Lightning Claw 5 pts
  - Power Fist 10 pts
  - Storm Shield 10 pts
  - Thunder Hammer 15 pts

#### Upgrade:

May upgrade to a Blood Champion for 20 pts, gaining +1 WS and replacing Chainsword with a Power Weapon (which may not be replaced) and a Combat Shield.

#### Options:

- May replace any weapon with:
  - Boltgun Free
  - Storm Bolter 5 pts
  - Hand Flamer 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Infernus Pistol 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 any of the following:
  - Melta Bomb 5 pts
  - Combat Shield 5 pts
  - Special Issue Ammunition 5 pts
  - Teleport Homer 15 pts
  - Storm Shield 20 pts
- If not wearing Terminator Armour, may take one of the following:
  - Jump Pack 10 pts
  - Space Marine Bike 15 pts
- *May take wargear from the Blood Angels armoury including Sergeant and Leader only items. If wearing Terminator armour may also take Terminator only wargear.*

**Sanguinary Priest**

50 points

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

**Wargear:**

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

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear

**Terminator Armour:**

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

**Options:**

- May replace any weapon with:
  - Storm Bolter 5 pts
  - Hand Flamer 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Infernus Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 15 pts
  - Power Fist 25 pts
- May take the following:
  - Melta Bomb 5 pts
- If not wearing Terminator Armour, may take one of the following:
  - Jump Pack 10 pts
  - Space Marine Bike 15 pts
- *May take wargear from the Blood Angels armoury including Priest and Leader only items. If wearing Terminator armour may also take Terminator only wargear.*

**Scout Sergeant**

23 points

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

**Wargear:**

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

**Special Rules:**

- Inspiring Presence
- And They Shall Know No Fear
- The Red Thirst
- Infiltrate
- Move Through Cover
- Scouts
- Scout Biker Leader\*

**Scout Biker Leader:**

In a team lead by a Scout Sergeant that is equipped with a Space Marine Bike, Scout Bikers *must* be taken as Core.

**Options:**

- May replace any weapon with:
  - Combat Knife Free
  - Sniper Rifle Free
  - Space Marine Shotgun Free
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Power Fist 25 pts
- May take the following:
  - Melta Bomb 5 pts
  - Teleport Homer 15 pts
- May take a Space Marine Bike for 10 pts but loses the Move Through Cover special rule.
- If not on a Space Marine Bike may take the following:
  - Camo Cloak 3 pts
- *May take wargear from the Blood Angels armoury including Sergeant and Leader only items.*

**Warden-Chaplain**

55 points

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

**Wargear:**

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

**Special Rules:**

- Inspiring Presence
- Zealot
- Blood Liturgies\*

**Blood Liturgies:**

Any friendly Blood Angels models within 6" of the Warden-Chaplain gain the Zealot special rule. Also, if a friendly Death Company model is within 6" of the Warden-Chaplain in the Fight sub-phase after it has completed a charge, it may re-roll all failed To Wound rolls in that Fight sub-phase.

**Options:**

- May replace Bolt Pistol with:
  - Storm Bolter 5 pts
  - Hand Flamer 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Infernus Pistol 15 pts
  - Power Fist 25 pts
- May take the following:
  - Melta Bomb 5 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.*

**Lexicanium**

45 points

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

**Wargear:**

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

**Special Rules:**

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

**Psychic Powers:**

Before the battle the Lexicanium may choose a single Psychic Power from the following list:

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

**Options:**

- May replace Bolt Pistol with:
  - Storm Bolter 5 pts
  - Hand Flamer 10 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Infernus Pistol 15 pts
- May take the following:
  - Melta Bomb 5 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 Lexicanium only items.*

**CORE****Tactical Marine**

16 points

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

**Wargear:**

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

**Special Rules:**

- And They Shall Know No Fear
- The Red Thirst

**Options:**

- For every 5 Tactical Marines you take in your team, one may replace their Boltgun with:
  - Flamer Free
  - Meltagun 5 pts
  - Heavy Bolter 5 pts
  - Multi-melta 5 pts
  - Missile Launcher 5 pts
  - Plasma Gun 10 pts
  - Plasma Cannon 10 pts
  - Lascannon 15 pts

**Assault Marine**

15 points

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

**Wargear:**

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

**Special Rules:**

- And They Shall Know No Fear
- The Red Thirst

**Options:**

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

**Scout**

13 points

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

**Wargear:**

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

**Special Rules:**

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

**Options:**

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

**Death Company**

20 points

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

**Wargear:**

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

**Special Rules:**

- Black Rage
- Fearless
- Feel No Pain
- Furious Charge
- Relentless
- Unquenchable Thirst\*

**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:**

- May replace any weapon with:
  - Boltgun Free
  - Power Weapon 15 pts
  - Power Fist 25 pts
  - Thunder Hammer 30 pts
- For every 5 Death Company you take in your team, one may replace their Bolt Pistol with:
  - Hand Flamer 10 pts
  - Plasma Pistol 15 pts
  - Infernus Pistol 15 pts
- May take the following:
  - Jump Pack 15 pts

**SPECIAL****Sternguard Veteran**

25 points

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

**Wargear:**

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

**Special Rules:**

- And They Shall Know No Fear
- The Red Thirst

**Options:**

- May replace Boltgun with:
  - Combi-flamer, -melta, -plasma 5 pts
- One Sternguard Veteran in your team may replace its Boltgun with:
  - Flamer 5 pts
  - Meltagun 5 pts
  - Heavy Bolter 5 pts
  - Multi-melta 5 pts
  - Missile Launcher 5 pts
  - Plasma Gun 10 pts
  - Plasma Cannon 10 pts
  - Heavy Flamer 10 pts
  - Lascannon 15 pts
- May take wargear from the Blood Angels armoury.

## Vanguard Veteran

20 points

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

### Wargear:

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

### Special Rules:

- And They Shall Know No Fear
- The Red Thirst
- Heroic Intervention\*

### Heroic Intervention:

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

### Options:

- May replace any weapon with:
  - Hand Flamer 10 pts
  - Plasma Pistol 15 pts
  - Infernus Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 25 pts
  - Power Fist 25 pts
  - Thunder Hammer 30 pts
- May take any of the following:
  - Melta Bomb 5 pts
  - Jump Pack 10 pts
  - Storm Shield 20 pts
- *May take wargear from the Blood Angels armoury.*

## Scout Biker

20 points

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

### Options:

- One Scout Biker in your Kill Team may replace their bike's Twin-linked Boltguns with:
  - Astartes Grenade Launcher 10 pts

### Unit Type: Bike

### Special Rules:

### Wargear:

- Scout Armour
- Bolt Pistol
- Space Marine Shotgun
- Frag & Krak Grenades
- Space Marine Bike

- And They Shall Know No Fear
- The Red Thirst
- Infiltrate
- Scouts

## Space Marine Biker

25 points

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

### Unit Type: Bike

### Wargear:

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

### Special Rules:

- And They Shall Know No Fear
- The Red Thirst

### Options:

- One Space Marine Biker in your team may replace its Bolt Pistol with:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
- If you have more than three Space Marine Bikers in your team, a second model may replace its Bolt Pistol with:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts

## Terminator

40 points

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

### Wargear:

- Terminator Armour
- Storm Bolter
- Power Fist

### Special Rules:

- And They Shall Know No Fear
- The Red Thirst



### Options:

- May replace Power Fist with:
  - Chainfist 5 pts
- May replace all weapons with:
  - Pair of 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 5 pts
  - Replace Storm Bolter with Assault Cannon 30 pts
  - Take a Cyclone Missile Launcher 30 pts
- *May take wargear from the Blood Angels armoury including Terminator only items.*

**Sanguinary Guard**

40 points

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

**Wargear:**

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

**Unit Type:** Jump Infantry**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 the following:
  - Death Mask 5 pts

**Techmarine**

50 points

*You may only ever take one Techmarine in your Kill Team.*

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

**Wargear:**

- Artificer Armour
- Bolt Pistol
- Boltgun
- Servo-arm
- Frag & Krak Grenades

**Special Rules:**

- 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 replace Servo-arm with a Jump Pack for free.
- May replace any weapon with:
  - Chainsword 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.*

**ARMOURY****Sanguine Armour (Leader Only) – 15pts**

The bearer gains the Feel No Pain special rule. May not be taken on a model with Terminator Armour.

**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.

**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".

**Wings of Saronath (Sergeant Only) – 15pts**

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.

**Rites of Battle (Sergeant Only) – 10pts**

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

**Death Mask (Sergeant Only) – 5pts**

Fashioned from the likenesses of the fallen, an enemy successfully 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.

**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.

**Psychic Hood (Lexicanium Only) – 10 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.

**Rosarius (Warden-Chaplain 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 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.

**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.

**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.

**Master-Crafted 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.

**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 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**

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

**Bionics – 5 pts**

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