

New Roster (Warhammer 40,000 9th Edition) [37 PL, 3CP, 735pts]

Battalion Detachment 0CP (Imperium - Adeptus Astartes - Blood Angels) [37 PL, 3CP, 735pts]

Rules: *Angels of Death, Bolter Discipline, Shock Assault*

Configuration [6CP]

****Chapter Selection****

Selections: Blood Angels

Categories: CONFIGURATION

Rules: *Red Thirst*

Battle Size [6CP]

Selections: 2. IncurSION (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Stratagems [-1CP]

Relics of the Chapter [-1CP]

Selections: Number of Extra Relics [-1CP]

Categories: STRATAGEMS

HQ [12 PL, -2CP, 220pts]

Primaris Chaplain on Bike [6 PL, -1CP, 115pts]

Selections: 2. Artisan of War, 4. Mantra of Strength, 5. Gift of Foresight, Absolver Bolt pistol, Adamantine Mantle, Benediction of Fury, Crozius arcanum, Frag & Krak grenades, Litany of Hate, Stratagem: Angel Exemplar [-1CP], Twin Bolt rifle, Warlord

Categories: FACTION: ADEPTUS ASTARTES, CHARACTER, CHAPLAIN, FACTION: IMPERIUM, PRIMARIS, PRIEST, BIKER, HQ, WARLORD

Rules: *Angels of Death, Savage Echoes, The Red Thirst*

Abilities: 2. Artisan of War, 4. Mantra of Strength, 5. Gift of Foresight, Adamantine Mantle, Litany of Hate, Rosarius, Spiritual Leaders, Turbo-boost, **Unit:** Primaris Chaplain on Bike,

Weapon: Absolver Bolt Pistol, Benediction of Fury, Crozius arcanum, Frag grenades, Krak grenades, Twin Bolt rifle

Abilities	Description	Ref
2. Artisan of War	This WARLORD can be given one of the following Special-issue Wearing Relics: Adamantine Mantle, Artificer Armour; Master-crafted Weapon; Digital Weapons. This is in addition to any other Relics they may have, and each Relic in your army must be unique.	
4. Mantra of Strength	If this litany is inspiring, add 1 to this model's Attacks and Strength characteristics and add 1 to the Damage characteristic of melee weapons this model is equipped with.	
5. Gift of Foresight	In each turn, you can re-roll one hit roll, one wound roll and one saving throw made for this WARLORD.	
Adamantine Mantle	When a model with this Relic would lose a wound, roll one D6; on a 5+ that wound is not lost.	
Litany of Hate	If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly BLOOD ANGELS units whilst their unit is within 6" of this model.	
Rosarius	This model has a 4+ invulnerable save.	
Spiritual Leaders	While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own	
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Primaris Chaplain on Bike	14"	2+	3+	4	5	7	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Absolver Bolt Pistol	18"	Pistol	1	5	-1	2	-
Benediction of Fury	Melee	Melee	+2	-2	3	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.	
Crozius arcanum	Melee	Melee	+2	-1	2	-	
Frag grenades	6"	Grenade	3	0	1	Blast.	
Krak grenades	6"	Grenade	6	-1	D3	-	
Twin Bolt rifle	30"	Rapid Fire	4	-1	1		

Sanguinary Priest [6 PL, -1CP, 105pts]

Selections: Artificer Armour, Astartes Chainsword, Bolt pistol, Chapter Command: Chief Apothecary [1 PL, 15pts], Frag & Krak grenades, Selfless Healer, Stratagem: Hero of the Chapter [-1CP]

Categories: CHARACTER, FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, SANGUINARY PRIEST, HQ, APOTHECARY, FACTION: ADEPTUS ASTARTES, CHIEF APOTHECARY

Rules: *Angels of Death, Savage Echoes, The Red Thirst*

Abilities: *Artificer Armour, Blood Chalice, Chief Apothecary, Combat Restoratives, Narthecium [Aura], Selfless Healer, Unit: Sanguinary Priest, Weapon: Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades*

Abilities	Description	Ref
Artificer Armour	A model with this Relic has a Save characteristic of 2+ and a 5+ invulnerable save.	
Blood Chalice	In your Command phase, select one friendly Blood Angels Core or Blood Angels Character unit (excluding Vehicle units) within 6" of this model. Until the start of your next Command phase, if the Tactical Doctrine or Devastator Doctrine is active for your army, then each time a model in that unit makes an attack, the Assault Doctrine is considered to be active for that attack instead.	
Chief Apothecary	At the end of your Movement phase this model can use its Combat Restoratives ability twice instead of once.	
Combat Restoratives	At the end of your Movement phase, this model can heal one friendly Blood Angels Infantry or Blood Angels Biker model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.	
Narthecium [Aura]	While a friendly Blood Angels Infantry or Blood Angels Biker unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.	
Selfless Healer	Each time this WARLORD uses its Combat Restoratives ability, the model being healed regains up to 3 lost wounds instead of D3 Each time this WARLORD is selected to return a destroyed model to a unit by using the Combat Revival Stratagem, that Stratagem costs 0 command points	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Sanguinary Priest	6"	2+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Bolt pistol	12"	Pistol	1	4	0	1	-
Frag grenades	6"	Grenade	D6	3	0	1	Blast.
Krak grenades	6"	Grenade	1	6	-1	D3	-

Troops [10 PL, 200pts]

Intercessor Squad [5 PL, 100pts]

Selections: Auto Bolt Rifle

Categories: FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, CORE, INTERCESSORS, TROOPS

Rules: *Angels of Death, Defenders of Humanity, Savage Echoes, The Red Thirst*

Abilities: *Combat Squads*, **Weapon:** *Auto Bolt Rifle*

4x Intercessor [80pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades

Unit: *Intercessor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Intercessor Sergeant [20pts]

Selections: Bolt pistol, Frag & Krak grenades

Unit: *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Abilities	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Auto Bolt Rifle	24"	Assault 3	4	0	1	-	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Intercessor Squad [5 PL, 100pts]**Selections:** Auto Bolt Rifle**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, CORE, INTERCESSORS, TROOPS**Rules:** *Angels of Death, Defenders of Humanity, Savage Echoes, The Red Thirst***Abilities:** *Combat Squads*, **Weapon:** *Auto Bolt Rifle***4x Intercessor [80pts]****Selections:** 4x Bolt pistol, 4x Frag & Krak grenades**Unit:** *Intercessor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades***Intercessor Sergeant [20pts]****Selections:** Bolt pistol, Frag & Krak grenades**Unit:** *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Abilities	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Intercessor	6"	3+	3+	4	4	2	2	7	3+	
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Auto Bolt Rifle	24"	Assault 3	4	0	1	-	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Elites [15 PL, 315pts]

Death Company Intercessors [6 PL, 130pts]

Selections: Heavy Bolt Pistol and Astartes Chainswords

Categories: FACTION: BLOOD ANGELS, FACTION: IMPERIUM, INFANTRY, PRIMARIS, ELITES, FACTION: DEATH COMPANY, DEATH COMPANY INTERCESSORS, CORE, FACTION: ADEPTUS ASTARTES

Rules: *Angels of Death, Savage Echoes, The Red Thirst*

Abilities: *Black Rage, Weapon: Astartes Chainsword, Heavy Bolt Pistol*

4x Death Company Intercessor [96pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades

Unit: *Death Company Intercessor, Weapon: Bolt pistol, Frag grenades, Krak grenades*

Death Company Intercessor w/ Melee Weapon [34pts]

Selections: Frag & Krak grenades, Power fist [10pts]

Unit: *Death Company Intercessor, Weapon: Frag grenades, Krak grenades, Power fist*

Abilities	Description	Ref
Black Rage	<ul style="list-style-type: none">• In your Movement phase, each time this unit is selected to move, it cannot Fall Back.• Each time this unit fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.• Each time a model in this unit would lose a wound, roll one D6: on a 6 that wound is not lost.• This unit cannot perform any Actions, as described in the Warhammer 40,000 Core book.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Death Company Intercessor	6"	3+	3+	4	4	2	3	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes Chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy Bolt Pistol	18"	Pistol 1	4	-1	1	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Redemptor Dreadnought [9 PL, 185pts]

Selections: 2x Fragstorm Grenade Launchers, Icarus Rocket Pod [5pts], Macro Plasma Incinerator, Onslaught Gatling Cannon [5pts], Redemptor Fist

Categories: FACTION: ADEPTUS ASTARTES, DREADNOUGHT, FACTION: IMPERIUM, REDEMPTOR DREADNOUGHT, VEHICLE, CORE, ELITES

Rules: *Angels of Death, Explodes (6"/D3), Savage Echoes, The Red Thirst*

Abilities: *Duty Eternal*, **Unit:** *Redemptor Dreadnought*, **Weapon:** *Fragstorm Grenade Launcher, Icarus Rocket Pod, Macro Plasma Incinerator, Standard, Macro Plasma Incinerator, Supercharged, Onslaught Gatling Cannon, Redemptor Fist*, **Wound Track:** *Redemptor Dreadnought 1, Redemptor Dreadnought 2, Redemptor Dreadnought 3*

Abilities	Description	Ref
Duty Eternal	Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack(to a minimum of 1)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	Blast	
Icarus Rocket Pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.	
Macro Plasma Incinerator, Standard	36"	Heavy D6	8	-4	2	Blast	
Macro Plasma Incinerator, Supercharged	36"	Heavy D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.	
Onslaught Gatling Cannon	24"	Heavy 8	5	-1	1	-	
Redemptor Fist	Melee	Melee	x2	-3	D3+3	-	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Redemptor Dreadnought 1	7-13+	8"	3+	3+	
Redemptor Dreadnought 2	4-6	6"	4+	4+	
Redemptor Dreadnought 3	1-3	4"	5+	5+	

Force Rules

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

Bolter Discipline: Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting

Rapid Fire bolt weapons make double the number of attacks if any of the following apply

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

Shock Assault: Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

Selection Rules

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

Defenders of Humanity: If your army is battle-forged, all Troops units in Space Marine Detachments gain this ability. Such a unit that is within range of an objective marker controls the objective market even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal. ()

Explodes (6"/D3): When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes and each unit within 6" suffers D3 mortal wounds. ()

Red Thirst: When resolving an attack made with a melee weapon by a model with this ability in a turn in which that model's unit made a charge move, was charged or performed a Heroic Intervention, add 1 to the wound roll. When a unit with this ability Advances or makes a charge move, add 1 to the Advance roll or charge roll. ()

Savage Echoes: Whilst the Assault Doctrine is active, if a unit with this ability makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in that unit until the end of the turn (note that this is cumulative with the bonus these models receive from the Shock Assault ability). ()

The Red Thirst: When resolving an attack made with a melee weapon by a model with this ability in a turn in which that model's unit made a charge move, was charged or performed a Heroic Intervention, add 1 to the wound roll. When a unit with this ability Advances or makes a charge move, add 1 to the Advance roll or charge roll. ()

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