

## New Roster (Warhammer 40,000 9th Edition) [39 PL, 6CP, 733pts]

### Patrol Detachment 0CP (Imperium - Adeptus Astartes - Blood Angels) [39 PL, 6CP, 733pts]

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

#### HQ [7 PL, 140pts]

##### **Primaris Chaplain on Bike [7 PL, 140pts]**

**Selections:** 1. Litany of Faith, 4. Mantra of Strength, 6. Canticle of Hate, Chapter Command: Master of Sanctity [1 PL, 25pts], Crozius arcanum, Frag & Krak grenades, Litany of Hate, Twin Bolt rifle, Warlord, Wise Orator

**Categories:** FACTION: ADEPTUS ASTARTES, CHARACTER, CHAPLAIN, FACTION: IMPERIUM, PRIMARIS, PRIEST, BIKER, HQ, WARLORD, MASTER OF SANCTITY

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

**Abilities:** 1. *Litany of Faith*, 4. *Mantra of Strength*, 6. *Canticle of Hate*, *Litany of Hate*, *Master of Sanctity*, *Rosarius*, *Spiritual Leaders*, *Turbo-boost*, *Wise Orator*, **Unit:** *Primaris Chaplain on Bike*, **Weapon:** *Crozius arcanum*, *Frag grenades*, *Krak grenades*, *Twin Bolt rifle*

Abilities	Description	Ref
<b>1. Litany of Faith</b>	If this litany is inspiring, then when a model in a friendly <CHAPTER> unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. This is not cumulative with any similar rules (e.g. the Psychic Fortress psychic power or the Flesh is Weak Chapter Tactic).	
<b>4. Mantra of Strength</b>	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.	
<b>6. Canticle of Hate</b>	If this litany is inspiring, add 2 to charge rolls made for friendly <CHAPTER> units whilst they are within 6" of this model. In addition, when a friendly <CHAPTER> unit makes a pile-in or consolidate move within 6" of this model, models in that unit can move up to an additional 3". This is not cumulative with any other ability that adds to a unit's charge roll or increases the distance it can pile in or consolidate.	
<b>Litany of Hate</b>	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.	
<b>Master of Sanctity</b>	This model knows one additional Litany from Litanies of Battle . In your Command phase, if this model is on the battlefield, it can recite on additional litany it knows that has not already been recited by a friendly model that turn.	
<b>Rosarius</b>	This model has a 4+ invulnerable save.	
<b>Spiritual Leaders</b>	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	
<b>Turbo-boost</b>	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	
<b>Wise Orator</b>	Each time this WARLORD recites a Litany, add 1 to the roll to see if it is inspiring. Each time this WARLORD is selected to use the Commanding Oratory stratagem, that stratagem costs 1 command point.	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Crozius arcanum</b>	Melee	Melee	+2	-1	2	-	
<b>Frag grenades</b>	6"	Grenade	D6	3	0	1	Blast.
<b>Krak grenades</b>	6"	Grenade	1	6	-1	D3	-
<b>Twin Bolt rifle</b>	30"	Rapid Fire	2	4	-1	1	

**Troops [16 PL, 263pts]**

### Assault Intercessor Squad [10 PL, 143pts]

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

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

**Abilities:** *Combat Squads*

### 6x Assault Intercessor [114pts]

**Selections:** 6x Astartes Chainsword, 6x Frag & Krak grenades, 6x Heavy Bolt Pistol

**Unit:** *Assault Intercessor*, **Weapon:** *Astartes Chainsword, Frag grenades, Heavy Bolt Pistol, Krak grenades*

### Assault Intercessor Sgt [29pts]

**Selections:** Frag & Krak grenades, Heavy Bolt Pistol, Power fist [10pts]

**Unit:** *Assault Intercessor Sgt*, **Weapon:** *Frag grenades, Heavy Bolt Pistol, Krak grenades, Power fist*

Abilities	Description	Ref
<b>Combat Squads</b>	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
<b>Assault Intercessor</b>	6"	3+	3+	4	4	2	2	7	3+	
<b>Assault Intercessor Sgt</b>	6"	3+	3+	4	4	2	3	8	3+	

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

### Infiltrator Squad [6 PL, 120pts]

**Categories:** SMOKESCREEN, FACTION: ADEPTUS ASTARTES, PRIMARIS, INFANTRY, INFILTRATOR SQUAD, PHOBOS, FACTION: IMPERIUM, CORE, TROOPS

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

**Abilities:** *Combat Squads, Concealed Positions, Omni-scramblers*

#### 4x Infiltrator [96pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades, 4x Marksman bolt carbine

**Unit:** *Infiltrator*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

#### Infiltrator Sergeant [24pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Marksman bolt carbine

**Unit:** *Infiltrator Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades, Marksman bolt carbine*

Abilities	Description	Ref
<b>Combat Squads</b>	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.	
<b>Concealed Positions</b>	During Deployment when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models	
<b>Omni-scramblers</b>	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Infiltrator</b>	6"	3+	3+	4	4	2	2	7	3+	
<b>Infiltrator Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Marksman bolt carbine</b>	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).	

### Elites [9 PL, 180pts]

### Redemptor Dreadnought [9 PL, 180pts]

**Selections:** 2x Fragstorm Grenade Launchers, Heavy flamer, Icarus Rocket Pod [5pts], Macro Plasma Incinerator, 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, Heavy flamer, Icarus Rocket Pod, Macro Plasma Incinerator, Standard, Macro Plasma Incinerator, Supercharged, Redemptor Fist*, **Wound Track:** *Redemptor Dreadnought 1, Redemptor Dreadnought 2, Redemptor Dreadnought 3*

Abilities	Description	Ref
<b>Duty Eternal</b>	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
<b>Fragstorm Grenade Launcher</b>	18"	Assault D6	4	0	1	Blast	
<b>Heavy flamer</b>	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	
<b>Icarus Rocket Pod</b>	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.	
<b>Macro Plasma Incinerator, Standard</b>	36"	Heavy D6	8	-4	2	Blast	
<b>Macro Plasma Incinerator, Supercharged</b>	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.	
<b>Redemptor Fist</b>	Melee	Melee	x2	-3	D3+3	-	

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

### Heavy Support [7 PL, 150pts]

### Eradicator Squad [7 PL, 150pts]

**Selections:** Heavy melta rifle [15pts]

**Categories:** PRIMARIS, Mk X GRAVIS, INFANTRY, FACTION: IMPERIUM, FACTION: ADEPTUS ASTARTES, ERADICATOR SQUAD, CORE, HEAVY SUPPORT

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

**Abilities:** *Combat Squads, Total Obliteration, Weapon: Heavy melta rifle*

### 2x Eradicator [90pts]

**Selections:** 2x Bolt pistol

**Unit:** *Eradicator, Weapon: Bolt pistol*

### Eradicator Sgt [45pts]

**Selections:** Bolt pistol

**Unit:** *Eradicator Sgt, Weapon: Bolt pistol*

Abilities	Description	Ref
<b>Combat Squads</b>	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.	
<b>Total Obliteration</b>	In your shooting phase, each time this unit is selected to shoot, if it has not Advanced this turn, it can unleash total obliteration, If it does, select one enemy unit; models in this unit can shoot twice this phase, but they can only make attacks that target that enemy unit (and only if that enemy unit is an eligible target for those attacks)	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Eradicator</b>	5"	3+	3+	4	5	3	2	7	3+	
<b>Eradicator Sgt</b>	5"	3+	3+	4	5	3	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Heavy melta rifle</b>	24"	Heavy 1	8	-4	D6+2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4	

## 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 marker 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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