




500 Pts - Blood Angels - 500 Pt Blood Angels Battleforce Army

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Captain (1⁺, 145 pts)												
Captain	1											145
(C:BA, pg. 40); Unit Type: Jump Infantry; ...in Power Armour; And They Shall Know No Fear; Descent of Angels; Independent Character												
...in Power Armour	1		6	5	4	4	3	5	3/4	10	3+/4(i)	[145]
Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Melta Bombs; Jump Pack; Chainsword; Infernus Pistol (x1)												
Troops: Assault Squad (5⁺, 125 pts)												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	125
(C:BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x4); Chainsword (x4); And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[53]
(C:BA, pg. 25); Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol; Power Fist (x1); And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Troops: Tactical Squad (11⁺, 225 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	225
(C:BA, pg. 24); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Flamer; Missile Launcher; And They Shall Know No Fear; Combat Squads; The Red Thirst; Rhino												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[28]
(C:BA, pg. 24); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Melta Bombs; Bolt Pistol; Chainsword (x1); And They Shall Know No Fear; Combat Squads; The Red Thirst												
Rhino	1		Grp: BS: 4 FA: 11 SA: 11 RA: 10									[50]
(C:BA, pg. 34); Unit Type: Vehicle (Tank, Fast); Transport Capacity: 10 models; Access Points: 3; Fire Points: 1; Smoke Launchers; Storm Bolter; Repair												
Total Cost:											495	

Option Footnotes

Special Rules	
And They Shall Know No Fear	Automatically pass tests to regroup, can test if under 50%, conditions apply (C:BA, pg 23).
Combat Squads	A ten-man unit has the option of breaking down into two five-man squads.
Descent of Angels	A Blood Angels unit with this special rule can re-roll failed reserve rolls if arriving by Deep Strike. Also, it scatters D6" less.
Independent Character	(See WH40k, pg. 50.)
Repair	If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shoting phase, and on a 6 the vehicle is no longer immobilized.
The Red Thirst	After forces have been deployed, but before any Scout moves are taken and the first turn begins, roll a D6 for each unit in your army that has this special rule (includig units left in reserve). On a score of 1, one or more members of the squad have succumbed to the Red Thirst and the entire squad is treated as having the Furious Charge and Fearless special rules instead of the And They Shall Know No Fear special rule for the duration of the game.
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jump Infantry	Unit Type: Jump Infantry (p.52 WH40k) 1) Move up to 12" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. 2) Assault 6" affected by Diff Terr. 3) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test.
Unit Type: Vehicle (Tank, Fast)	Unit Type: Vehicle (Tank, Fast) (WH40k, pp. 68-69)
Wargear	
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Iron Halo	Confers a 4+ Invulnerable save.

Jump Pack	Jump Infantry; May be held in reserve and arrive via Deep Strike.
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Power Armour	Confers a 3+ Armour Save.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see C:BA, pg. 61).
Weapons	
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Chainsword	If used with another close combat weapon, +1 attack in close combat.
Flamer	Template; S4; AP5; Assault 1
Infernus Pistol	6" Range; S8; AP1; Pistol; Melta.
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
Power Fist	Ignores armour saves, increases strength in close combat.
Storm Bolter	24" Range; S4; AP5; Assault 2. Treated as an additional defensive weapon.