

Blood Angels 2.02

Changes from Experimental version on the SG website / Official Rulebook:

NETERC CORE MARINE LIST CHANGE:	REASON:
Increased Terminator Formation from 325 to 350pts	Formation received a very significant boost with the 2008 rules change allowing MW hits to spread beyond B2B contact.
Land Speeder Tornado Upgrade made <i>Free</i> instead of +10pts	Repeated game experience has shown the Tornado to be worth no more than the Multi-Melta equipped Land Speeder.
Landing craft goes from 350 to 375pts	The Landing Craft has over-performed at 350pts in the core list
Scout snipers upgrade changed from one unit to all four units	Since the normal upgrade requires some sort of WYSIWYG conversion or similar, it is simpler to allow all scouts the upgrade at one time.
Single Warhounds cost 275pts	There are well-known balance issues with single Warhounds at 250pts.
Dreadnought armour changed from 4+ to 3+	Dreadnoughts have consistently underperformed.
CHANGES TO THE BLOOD ANGELS LIST:	REASON:
Changed 'Heavy Support' to be fixed at two tanks of a particular type, rather than two tanks chosen freely from a list	Easier to ensure internal balance between the upgrade types, does not significantly constrain army selection.
Allowed Land Raider Crusaders in the army	Unless this vehicle should only be for the Templars (And tank-biased Chapter) list(s) it seems as if the Crusader should be included as it is very common in Warhammer 40,000 now (Perhaps wait for the new Marine Codex confirmation).
Allowed Land Raider Redeemers in the army	It seems very appropriate to the assault-biased Blood Angels.
Added the Land Speeder Shadow	New unit for carrying scouts. To make a land speeder Shadow, simply don't attach any weapons to it.
Changed the Bikes/Attack Bikes list upgrade	Attack Bikes are worth less than Bike Units, so rather than changing the stats of the unit and confusing people, a simple points adjustment was used.
Removed the 0-1 restriction on Whirlwind formations.	Noone ever takes more than 1 Whirlwind formation anyway, so it's a largely unnecessary restriction.
Simplified the 'Death Company' Special Rule by allowing them to ignore 'outnumber' and 'outnumber x2'.	Makes the rule more elegant, and increases the power (<i>And attractiveness</i>) of this compulsory formation.

SPECIAL RULE Death Company

Before a battle, some Blood Angels succumb to visions of death and destruction. Those that fail to quell their waking nightmare are formed into a Death Company. Those who join the Death Company seek the glory of death in battle and the peace of grave, and will fight on regardless of the odds against them or the seriousness of their wounds.

The following special rules apply to Death Company formations when they are given orders:

- The Death Company may not be given Sustained Fire or Marshal orders.
- If a Death Company formation is sufficiently close to any enemy unit to engage (even if only one stand can move into firefight range), they must be given an engage order and assault the nearest enemy formation.
- During assault resolution, an enemy formation does not gain the +1 bonus for outnumbering a Death Company formation, or the extra +1 bonus for outnumbering the Death Company by more than twice.

Additionally, Blood Angels benefit from the **They Shall Know No Fear** and **Transport** special rules from the Codex Space Marines army (see Epic Armageddon Rule book for details).

Blood Angels Chapter Space Marines Army List

All formations have an initiative rating of 1+, except Imperial Navy Allies which have an initiative rating of 2+.

Blood Angels armies have a strategy rating of 5.

The 'They Shall Know No Fear' rule applies to all Blood Angels formations (see Epic Armageddon rule book 5.1.1).

A Blood Angels Army must purchase a Death Company formation.

SPACE MARINE DETACHMENTS

FORMATION	UNITS	UPGRADES ALLOWED	COST
Assault	Four Assault Units	Fast Attack, Heavy Support, Commander, Hunter, Assault	175 Points
Bike	Five Attack Bike Units	Bikes, Commander, Fast Attack	175 Points
1 Death Company	One Death Company Unit with Chaplain, plus transport. Add one additional Death Company unit per 1000pts (Or part thereof) in the army.	None	100 Points + 75 Points per additional unit.
Devastator	Four Devastator Units, plus Transport	Commander, Dreadnoughts, Hunter, Heavy Support, Razorbacks.	250 Points
Land Speeder	Five Land Speeder Units	Commander, Typhoon, Tornado.	200 Points
Landing Craft	One Landing Craft	None	375 Points
Scout	Four Scout Units	Snipers, Land Speeder Shadow	150 Points
0-1 Strike Cruiser	One Strike Cruiser	Battlebarge	200 Points
Tactical	Six Tactical units, plus Transport	Assault, Commander, Dreadnoughts, Fast Attack, Heavy Support, Hunter, Razorbacks	300 Points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnoughts	350 Points
Thunderhawk	One Thunderhawk Gunship	None	200 Points
Whirlwind	Four Whirlwinds	Hunter	300 Points

SPACE MARINE UPGRADES

UPGRADE	UNITS	COST
Assault	Add two Assault Marine units.	+ 75 Points
Bikes	Replace any number of Attack Bike units with Bike units	+ 25 Points
Battle Barge	Replace Strike Cruiser with Battle Barge	+ 150 Points
Commander	Add one Space Marine Commander to a unit in the Formation. The Commander may be a Captain, Chaplain, or Librarian. One Space Marine Captain in the army may be a Space Marine Supreme Commander	+ 50 Points (+ 50 Points extra)
Dreadnoughts	Add up to two of your choice of any combination of Dreadnoughts or Furiso Dreadnoughts	+ 50 Points each.
Fast Attack	Add up to two of your choice of any combination of Land Speeders or Bike units	+ 50 Points each
Heavy Support	Add up to two of your choice of: Two Vindicators Two Predator Destructors Two Predator Annihilators Two Baal Predators Two Land Raiders or Land Raider Crusaders or Land Raider Redeemers	+ 100 Points + 125 Points + 150 Points + 175 Points + 200 Points
Hunter	One Hunter	+ 75 Points
Land Raiders	Add up to four Land Raiders or Land Raider Crusaders or Land Raider Redeemers.	+ 100 Points each
Shadow	Add four Land Speeder Shadow Units to the formation.	+ 50 Points
Razorbacks	Add any number of Razorbacks up to the number required to transport the formation.	+ 25 Points each
Snipers	Add the 'Sniper' ability to the AP5+ attack of all Scouts in the Formation.	+ 75 Points
Tornado / Typhoon	Replace any number of Land Speeders with Land Speeder Tornados. Replace any number of Land Speeders with Land Speeder Typhoons.	Free + 25 Points

ALLIES (A Maximum of 1/3rd of your list may be from the Allies section)

Formation	Units	Cost
Thunderbolt Squadron	Two Thunderbolt Fighters	150 Points
Marauder Squadron	Two Marauder Bombers	250 Points
Warhound Titan	One Warhound Titan	275 Points
Warhound Pack	Two Warhound Titans	500 Points
Reaver Titan	One Reaver Titan	650 Points
Warlord Titan	One Warlord Titan	850 Points

Death Company

Ten thousand years ago, when their noble Primarch Sanguinius was slain fighting the traitorous Warmaster Horus, the self-sacrificial and brutal manner of Sanguinius's death scarred his descendents for eternity.

To this day, the memories of this final moment lurk in the minds of all Blood Angels. This is their blood-curse. A mere moment of inattention will cause them to lose their minds to their lurking fury over their Primarch's sacrifice.

Blood Angels Death Company				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm (35cm)	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms		
Assault Weapons	(Base Contact)	Assault Weapons	Extra Attack (+1)	

Notes: Invulnerable Save, Fearless, Any Death Company units may be given the Jump Pack Ability which increases their speed to 35cm, but denies them the ability to use the 'Transport' special rule.

Baal Predator

The Baal Predator variant tank is armed with numerous weapons noted for their high rate of fire. It is designed to lay down a torrent of fire as the Blood Angels advance, and is able to mow down enemy infantry and light vehicles with horrifying efficiency. This close-assault tank suits the Blood Angels' aggressive techniques well.

Baal Predator				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Twin Assault Cannon	30cm	AP4+ / AT4+		
2x Heavy Flamer	15cm (15cm)	AP4+ and Small Arms	Ignores Cover Extra Attack (+1), Ignores Cover	

Furioso Dreadnought

Even if he is interred in the sarcophagus of a Dreadnought, a Blood Angel still lusts for battle and the chance to prove his honour face to face with the enemy. The "Furioso" Dreadnought design was conceived by the chapter's Master of the Forge many millennia ago to grant this opportunity to the recovered

fallen.

Furioso Dreadnought				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Flamers	(15cm)	Small Arms	Ignore Cover	
2x Power Fist	(Base Contact)	Assault Weapons	Macro-Weapon, Extra Attack (+1)	

Land Raider Crusader

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Land Raider Crusader				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Frag Launchers	(Base Contact)	Assault Weapons		
Hurricane Bolters	(15cm)	Small Arms	Extra Attack (+2)	
Twin Assault Cannon	30cm	AP4+ / AT4+		
Multi-Melta	15cm (15cm)	MW5+ <i>and</i> Small Arms	Macro-Weapon	

Notes: Reinforced Armour, Thick Rear Armour, Transport (May carry three Tactical units, Devastator units, Scout units, or two Terminator units).

Land Raider Redeemer

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Land Raider Redeemer				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2x Redeemer Flamers	15cm and (15cm)	AP3+ (Small Arms)	Ignores Cover Extra Attacks (+1)	
Twin Assault Cannon	30cm	AP4+ / AT4+		

Notes: Reinforced Armour, Thick Rear Armour, Transport (May carry two Tactical units, Devastator units, Scout units, or one Terminator unit).

Land Speeder Shadow

The Land Speeder Shadow is a fast Scout transport, which allows Marine scouts to manoeuvre over battlefields considerably faster than their more cumbersome Power Armoured brethren.

As the Shadow light transport does not have the onboard space to allow the carriage of much heavy equipment (Or indeed many troops), the Shadow is unsuitable for use by most Space Marines, but the Shadow is a perfect for the lighter Space Marine Scouts, for whom armour is less important than pure speed.

Land Speeder Shadow				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		

Notes: Skimmer, Scout, Transport (May carry one Scout unit).