

1000 Pts - Blood Angels - Double - BigDice+Komplik #2

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Librarian in Power Armour (1⁺, 125 pts)												
Librarian in Power Armour	1		5	4	4	4	2	4	2/3	10	3+	125
Jump Pack; Shield of Sanguinius; Unleash Rage												
Elite: Sanguinary Priest (3⁺, 270 pts)												
Sanguinary Priest	1											270
Sanguinary Priest in Power Armour												
Sanguinary Priest in Power Armour	3		5	4	4	4	1	4	2/3	9	3+	[270]
Jump Pack; Power Sword												
Troops: Assault Squad (10⁺, 240 pts)												
Assault Squad	7		4	4	4	4	1	4	1/2	8	3+	240
Flamer; Meltagun												
Assault Marine with Flamer	1		4	4	4	4	1	4	1	8	3+	[23]
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[63]
Hand Flamer (x1); Power Fist (x1)												
Troops: Scout Squad (5⁺, 105 pts)												
Scout Squad	1											105
Camo Cloaks; Scout												
Scout	4		3	3	4	4	1	4	1	8	4+	[74]
Camo Cloaks; Sniper Rifle (x3); Missile Launcher												
Sergeant	1		4	4	4	4	1	4	2	9	4+	[18]
Camo Cloaks; Melta Bombs; Bolt Pistol; Sniper Rifle												
Heavy Support: Devastator Squad (5⁺, 130 pts)												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	130
Missile Launcher (x4)												
Sergeant	1		4	4	4	4	1	4	2	9	3+	[23]
Bolt Pistol; Bolter												
Heavy Support: Devastator Squad (5⁺, 130 pts)												
Devastator Squad	4		4	4	4	4	1	4	1	8	3+	130
Missile Launcher (x4)												
Sergeant	1		4	4	4	4	1	4	2	9	3+	[23]
Bolt Pistol; Bolter												
Total Cost:											1000	

Option Footnotes

Psychic Powers	
Shield of Sanguinius	This power is used at the start of the enemy Shooting phase. The Librarian and any unit within 6" receive a 5+ cover save until the end of the phase.
Unleash Rage	This power is used at the start of either player's Assault phase. the Librarian and his unit have the Preferred Enemy special rule until the end of the turn.
Wargear	
Camo Cloaks	Confers Stealth.
Jump Pack	Jump Infantry; May be held in reserve and arrive via Deep Strike.
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Power Armour	Confers a 3+ Armour Save.
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
Force Weapon	Ignores armour saves in close combat. If a model takes a wound but is not killed, make a psychic test; if you pass, it dies. Use against one model per combat round. (p50 WH40K 5E)
Hand Flamer	Template; S3; AP6; Pistol
Meltagun	12" Range; S8; AP1; Assault 1; 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.
Power Sword	Ignores armour saves in close combat (p42 WH40K 5E)
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning

Roster Design Information

Special Rules:

And They Shall Know No Fear... (p74 WH40K)

The Black Rage (p4 C:BA)

The Death Company (p4 C:BA)

Validation Report

b-2. Apocalypse Allies: Trusted Allies only; d-1. Formatting: Competition Output; c-1. File Version: 1.44 For Bug Reports/www.ab40k.org; b-1. Roster Options: Apocalypse; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 27

% Fast: 0

% Heavy: 26

% HQ: 12.5

Model Count: 29

% Troops: 34.5

% Wargear: 0

Files version: 1.44

Group	Min	Max	Used
Formation	0	0	0
Other Units	-	0	6
Legendary Units	-	0	0