1850 Pts - Blood Angels - Mechanized BA, 1850pts

Name	# Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
HQ: Librarian in Power Armour (1 [‡]	100 pts)	,			,						
Librarian in Power Armour	1 🛭	5	4	4	4	2	4	2/3	10	3+	100
	(C:BA, pg.										
	Psychic Ho								w No Fe	ear; Inde	pendent
	Character; I	Psyker; l	Fear of	the Dar	kness; S	shield of	Sangui	nius			
Troops: Assault Squad (6 [‡] , 160 pts)										
Assault Squad	3	4	4	4	4	1	4	1/2	8	3+	160
	(C:BA, pg.										
	Remove Jui			,			. , .			ney Shall	l Know No
	Fear; Comb		ds; Des		Angels;	The Re	d Thirst	; Razo		1 - 1	
Assault Marine with Flamer	1	4	4	4	4	1 2	4	1	8	3+	[23]
	(C:BA, pg.										
	Descent of					; And I	ney Sna	III Kno	w No F	ear; Con	nbat Squads;
Sergeant	1	Aligeis,	1116 K6	<u>u miis</u>	ι 1	1	1	2/3	9	3+	[28]
Sergeant	(C:BA, pg.	25)· Un	it Tyne	· Infant	rv: Frac	Grenac	les: Kra				
	Remove Jui										
	Combat Sq										
Razorback	1 Grp:										[55]
	(C:BA, pg.	35); Un	it Type	: Vehic	le (Tanl	k, Fast);	Transp	ort Ca	pacity:	6 mode	ls; Access
	Points: 3; 1	Fire Poi	nts: 0;	Smoke	Launche	ers; Lasc	cannon	and TL	Plasma	gun	
Troops: Assault Squad (6 [‡] , 160 pts	1										
Assault Squad	3 🖸	4	4	4	4	1	4	1/2	8	3+	160
·	(C:BA, pg.	25); Un	it Type	: Infant	ry; Frag	Grenac	les; Kra	k Gren	ades; Po	wer Arr	nour;
	Remove Jui										
	Fear; Comb	at Squa	ds; Des	cent of	Angels;	The Re	d Thirst	; Razo	rback		
Assault Marine with Flamer	1	4	4	4	4	1	4	1	8	3+	[23]
	(C:BA, pg.										
		-				; And T	hey Sha	ıll Kno	w No F	ear; Con	ibat Squads;
Correct	Descent of		The Re		t 4	4	4	2/2		2.	[00]
Sergeant	(C:BA, pg.	25), IIm	it Tropo	4	<u> </u>	Crono		2/3	9	3+	[28]
	Remove Jui										
	Combat Squ							Allu	incy Sin	an Know	, No rear,
Razorback	1 Grp:										[55]
	(C:BA, pg.						Transp	ort Ca	pacity:	6 mode	
	Points: 3; 1										,
Troops: Assault Squad (6 [‡] , 165 pts)										
Assault Squad	, 3 D	4	4	4	4	1	4	1/2	8	3+	165
	(C:BA, pg.		it Type			Grenac	les: Kra				
	Remove Jui										
	No Fear; C										
Assault Marine with Meltagun	1	4	4	4	4	1	4	1	8	3+	[28]
	(C:BA, pg.	25); Un	it Type	: Infant	ry; Frag	g Grenad	les; Kra	k Gren	ades; Po	wer Arr	nour;
	Remove Jui						They S	Shall K	now No	Fear; C	ombat
	Squads; De	scent of	Angels	; The R	ed Thir	st			T -		
Sergeant	1	4	4	4	4	1 2	4	2/3	9	3+	[28]
	(C:BA, pg.										
	Remove Jui							And I	ney Sn	ali Know	No Fear;
Razorback	Combat Square 1 Grp:	BS: 4					St				[55]
Nazordack	(C:BA, pg.						Transr	ort Ce	nacity	6 mode	
	Points: 3; 1										10, 110000
		71				, _us					

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
Troops: Assault Squad (6 [‡] , 165 pts		129			1		1				1	
Assault Squad		D	4	4	4	4	1	4	1/2	8	3+	165
											wer Arı	
			mp Pack ombat S		,			. , .	_		•	nall Know
Assault Marine with Meltagun	1	cai, C	4	4	4	4	1	4	1	8	3+	[28]
, locatil maine min monaguin	(C:B	BA, pg.	25); Un	it Type	: Infant		g Grena	les: Kra	ık Grena	ades; Po	wer Arı	
											Fear; C	
	Squa	ids; De	scent of	Angels	; The R	ed Thir	st	1		1	1	
Sergeant	1		4	4	4	4	1 1	4	2/3	9	3+	[28]
											wer Arı	
			np Pack uads; De						; And I	ney Sna	ali Knov	No Fear;
Razorback			BS: 4					ist				[55]
								Trans	port Ca	pacity:	6 mode	ls; Access
			Fire Poi									
Troops: Assault Squad (6 [‡] , 165 pts	s)						***************************************		***************************************			
Assault Squad		D	4	4	4	4	1	4	1/2	8	3+	165
	(C:B	A, pg.	25); Un	it Type	: Infant	ry; Frag	g Grena	des; Kra	ak Grena	ades; Po	wer Arı	nour;
			-						_		-	nall Know
Acces II Advisor - M. Advisor -	No I	Fear; Co	ombat S	quads;	Descent	of Ang	gels; The	Red T	hirst; R	_		[00]
Assault Marine with Meltagun	(C. D) A na	25). IIm	4	4	4 Eno.	Crana	dos Vro	l Cron	8	3+	[28]
											wer Arı Fear; C	
			scent of			_		i incy i	Jilaii Ki	110W 140	rear, e	omoat
Sergeant	1	ias, De	4	4	4	4	1	4	2/3	9	3+	[28]
C	(C:B	A, pg.	25); Un	it Type	: Infant	ry; Frag	g Grena	des; Kra	k Grena	ades; Po	wer Arı	nour;
									; And T	hey Sha	all Knov	No Fear;
			uads; De					rst				r==1
Razorback			BS: 4					Trong	nont Co	nagity	6 mada	[55] ls; Access
			Fire Poi									is, Access
Troops: Assault Squad (6 [‡] , 335 pts							,				8	
Assault Squad (6*, 535 pts		D	4	4	4	4	1	4	1/2	8	3+	335
7.loddii Oquad											wer Arı	
												nall Know
			ombat S								der	
Assault Marine with Meltagun	1						1					[28]
											wer Arı	
								They S	Shall Kı	now No	Fear; C	ombat
Sergeant		ids; De	scent of	Angeis	, The K	<u>ea mir</u>	1	4	2/3	9	3+	[28]
Gergeant		BA, pg	25): Ur	it Tvne	: Infant	ry; Frag	g Grena				wer Arı	
												No Fear;
			uads; De									
Land Raider			BS: 4									[225]
											odels; A	
											ced Lasc Machine	
		I- LIIIKC	u Heavy	y Boilei	, Assau	it veinc	ie, Dee	Suike	, rowei	or the	Macilling	Spirit
Fast Attack: Baal Predator (1 [‡] , 115		o E	DO 4			44 54	40					115
Baal Predator			BS: 4						n I inle-	d Asset	ılt Come	on; Scouts
			venicle	(Talik,	rast);	SHIOKE .	Launene	18, 1Wl	ıı- LIIIKE	u Assal	nt Cann	on, acouts
Fast Attack: Baal Predator (1 [‡] , 115			F0 :			44 5:	40					115
Baal Predator			BS: 4					T ·	T !: 1	.d. A -	-14 C-	115
		1 ype:	venicle	(1ank,	rast);	smoke .	Launche	rs, TWI	ıı-Lınke	u Assau	ut Canno	on; Scouts
Heavy Support: Predator (1 [‡] , 100 p	ts)	_ #1	a									400
Predator			BS: 4						_			100
	1			nt Type	: Vehic	te (Tan	k, Fast)	Smoke	Launcl	ners; Au	itocanno	n; Heavy
	ווטסונ	er (eacl	i side)									

Name	#	Grp	ws	BS	S	Т	Wo	I	Α	Ld	Save	Cost
Heavy Support: Predator (1 [‡] , 135 pts)												
Predator	1	Grp:	BS: 4	FA: 1	3 SA:	11 RA	\: 10					135
	(C:BA, pg. 35); Unit Type: Vehicle (Tank, Fast); Smoke Launchers; Autocannon;											
	Lase	cannon ((each si	de)								
Heavy Support: Predator (1 [‡] , 135 p	ts)											
Predator	1	Grp:	BS: 4	FA: 1	3 SA:	11 RA	\: 10					135
(C:BA, pg. 35); Unit Type: Vehicle (Tank, Fast); Smoke Launchers; Autocannon;												
		cannon										
										Tota	l Cost:	1850

Option Footnotes	
	Psychic Powers
Fear of the Darkness	This power is a psychic shooting attack that hits automatically an enemy unit within 24". That unit must immediately take a Morale test with a -2 penalty to their Leadership. All normal modifiers and/or exceptions apply (e.g., units that never fall back are immune to this power).
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.
	Special Rules
And They Shall Know N Fear	No Automatically pass tests to regroup, can test if under 50%, conditions apply (C:BA, pg 23).
Assault Vehicle	Models disembarking from any access point can launch an assault on any turn they do so. A unit that Deep Strikes within a Land Raider cannot assault in the turn it arrives.
Combat Squads	A ten-man unit has the option of breaking down into two five-man squads.
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
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.)
Power of the Machine Spirit	The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to an other weapons, subject to the normal rules for shooting. Therefore, a vehicle that has moved at combat speed may fire two weapons, and a vehicle that has either moved at cruising speed, or has suffered a 'Crew Stunned' or 'Crew Shaken' result can fire a single weapon.
Psyker	Psykers can use one psychic power per player turn (WH40K, pg. 50).
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
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: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Unit Type: Vehicle	Unit Type: Vehicle (Tank, Fast) (WH40k, pp. 68-69)
(Tank, Fast)	
T. G. 1	Wargear
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Multi-melta	24" Range; S8; AP1; Heavy 1; Melta.
Power Armour	Confers a 3+ Armour Save.
Psychic Hood	Allows Librarian to nullify Psychic attacks by opponent.
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
2x Twin Linked Lascannons	48" Range; S9; AP2; Heavy 1 Linked
Autocannon	48" Range; S7; AP4; Heavy 2
Bolt Pistol	12" Range; S4; AP5; Pistol
Chainsword	If used with another close combat weapon, +1 attack in close combat.

Close Combat Weapon	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)				
Heavy Bolter (each side)	36" Range; S5; AP4; Heavy 3				
Lascannon (each side)	48" Range; S9; AP2; Heavy 1				
Lascannon and TL	Lascannon: 48" Range; S9; AP2; Heavy 1.				
Plasmagun	TL Plasmagun: 24" Range; S7; AP2; Rapid Fire, Gets Hot!, Twin-linked.				
Meltagun	12" Range; S8; AP1; Assault 1; Melta.				
Twin-Linked Assault	24" Range; S6; AP4; Heavy 4 Rending Linked				
Cannon					
Twin-Linked Heavy Bolter 36" Range; S5; AP4; Heavy 3 Linked					

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

c-1. File Version: 1.46 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 0 % Fast: 12.4 % Heavy: 20 % HQ: 5.4 Model Count: 42 % Troops: 62.2 % Wargear: 0 Files version: 1.46

Group ⊛	Min	Max	Used
8	1	2	1
	0	3	0
D	2	6	6
8	0	3	2
2	0	3	3