1850 Pts - Blood Angels - Mechanized BA, 1850pts

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	

HQ: Librarian in Power Armour (1⚔, 100 pts)

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Librarian in Power Armour	1	⊡	5	4	4	4	2	4	2/3	10	3+	100	

(C:BA, pg. 46); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Psychic Hood; Bolt Pistol; Force Weapon; And They Shall Know No Fear; Independent Character; Psyker; Fear of the Darkness; Shield of Sanguinius

Troops: Assault Squad (6⚔, 160 pts)

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Assault Squad	3	▷	4	4	4	4	1	4	1/2	8	3+	160	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol (x3); Chainsword (x3); Flamer; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst; Razorback

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Assault Marine with Flamer	1		4	4	4	4	1	4	1	8	3+	[23]	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Chainsword; Flamer; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[28]	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst

Name	#	Grp										Cost	
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[55]	

(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); **Transport Capacity:** 6 models; **Access Points:** 3; **Fire Points:** 0; Smoke Launchers; Lascannon and TL Plasmagun

Troops: Assault Squad (6⚔, 160 pts)

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Assault Squad	3	▷	4	4	4	4	1	4	1/2	8	3+	160	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol (x3); Chainsword (x3); Flamer; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst; Razorback

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Assault Marine with Flamer	1		4	4	4	4	1	4	1	8	3+	[23]	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Chainsword; Flamer; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[28]	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst

Name	#	Grp										Cost	
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[55]	

(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); **Transport Capacity:** 6 models; **Access Points:** 3; **Fire Points:** 0; Smoke Launchers; Lascannon and TL Plasmagun

Troops: Assault Squad (6⚔, 165 pts)

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Assault Squad	3	▷	4	4	4	4	1	4	1/2	8	3+	165	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol (x3); Chainsword (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst; Razorback

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Chainsword; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[28]	

(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst

Name	#	Grp										Cost	
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[55]	

(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); **Transport Capacity:** 6 models; **Access Points:** 3; **Fire Points:** 0; Smoke Launchers; Lascannon and TL Plasmagun

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Assault Squad (6♜, 165 pts)												
Assault Squad	3	▷	4	4	4	4	1	4	1/2	8	3+	165
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol (x3); Chainsword (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst; Razorback												
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Chainsword; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[28]
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Razorback	1	Grp:		BS: 4	FA: 11	SA: 11	RA: 10					[55]
(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); **Transport Capacity:** 6 models; **Access Points:** 3; **Fire Points:** 0; Smoke Launchers; Lascannon and TL Plasmagun												
Troops: Assault Squad (6♜, 165 pts)												
Assault Squad	3	▷	4	4	4	4	1	4	1/2	8	3+	165
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol (x3); Chainsword (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst; Razorback												
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Chainsword; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[28]
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Razorback	1	Grp:		BS: 4	FA: 11	SA: 11	RA: 10					[55]
(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); **Transport Capacity:** 6 models; **Access Points:** 3; **Fire Points:** 0; Smoke Launchers; Lascannon and TL Plasmagun												
Troops: Assault Squad (6♜, 335 pts)												
Assault Squad	3	▷	4	4	4	4	1	4	1/2	8	3+	335
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol (x3); Chainsword (x3); Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst; Land Raider												
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Chainsword; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Sergeant	1		4	4	4	4	1	4	2/3	9	3+	[28]
(C:BA, pg. 25); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol; Close Combat Weapon; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Land Raider	1	Grp:		BS: 4	FA: 14	SA: 14	RA: 14					[225]
(C:BA, pg. 37); **Unit Type:** Vehicle (Tank); **Transport Capacity:** 10 models; **Access Points:** 3; **Fire Points:** 0; Smoke Launchers; Multi-melta; 2x Twin Linked Lascannons; Twin-Linked Heavy Bolter; Assault Vehicle; Deep Strike; Power of the Machine Spirit												
Fast Attack: Baal Predator (1♜, 115 pts)												
Baal Predator	1	Grp: ◳		BS: 4	FA: 13	SA: 11	RA: 10					115
Unit Type: Vehicle (Tank, Fast); Smoke Launchers; Twin-Linked Assault Cannon; Scouts												
Fast Attack: Baal Predator (1♜, 115 pts)												
Baal Predator	1	Grp: ◳		BS: 4	FA: 13	SA: 11	RA: 10					115
Unit Type: Vehicle (Tank, Fast); Smoke Launchers; Twin-Linked Assault Cannon; Scouts												
Heavy Support: Predator (1♜, 100 pts)												
Predator	1	Grp: ◲		BS: 4	FA: 13	SA: 11	RA: 10					100
(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); Smoke Launchers; Autocannon; Heavy Bolter (each side)												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	

Heavy Support: Predator (1 ⚲, 135 pts)

| Predator | 1 | Grp: ⊡ BS: 4 FA: 13 SA: 11 RA: 10 | | | | | | | | | | 135 | |

(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); Smoke Launchers; Autocannon; Lascannon (each side)

Heavy Support: Predator (1 ⚲, 135 pts)

| Predator | 1 | Grp: ⊡ BS: 4 FA: 13 SA: 11 RA: 10 | | | | | | | | | | 135 | |

(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); Smoke Launchers; Autocannon; Lascannon (each side)

| | | | | | | | | | | | **Total 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 No Fear	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 (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).
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 Plasmagun	Lascannon: 48" Range; S9; AP2; Heavy 1. TL Plasmagun: 24" Range; S7; AP2; Rapid Fire, Gets Hot!, Twin-linked.
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
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 Mission
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
☻	1	2	1
✜	0	3	0
▷	2	6	6
❸	0	3	2
♛	0	3	3