2000 Pts - Blood Angels - Red Thirst

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Assault Squad (11⚷, 315 pts)												
Sanguinary Priest	1											85
(C:Ba, pg. 48); **Unit Type:** Infantry; Sanguinary Priest in Power Armour; And They Shall Know No Fear; Independent Character												
Sanguinary Priest in Power Armour	1		5	4	4	4	1	4	2/3	9	3+	[85]
(C:Ba, pg. 48); **Unit Type:** Jump Infantry; Frag Grenades; Krak Grenades; Blood Chalice; Power Armour; Jump Pack; Chainsword; Hand Flamer; And They Shall Know No Fear; Descent of Angels; Feel No Pain; Furious Charge; Independent Character												
Assault Squad	7		4	4	4	4	1	4	1/2	8	3+	230
(C:BA, pg. 25); **Unit Type:** Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x7); Chainsword (x7); Meltagun; Flamer; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]
(C:BA, pg. 25); **Unit Type:** Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Assault Marine with Flamer	1		4	4	4	4	1	4	1	8	3+	[23]
(C:BA, pg. 25); **Unit Type:** Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Flamer; 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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Assault Squad (11⚷, 315 pts)												
Sanguinary Priest	1											85
(C:Ba, pg. 48); **Unit Type:** Infantry; Sanguinary Priest in Power Armour; And They Shall Know No Fear; Independent Character												
Sanguinary Priest in Power Armour	1		5	4	4	4	1	4	2/3	9	3+	[85]
(C:Ba, pg. 48); **Unit Type:** Jump Infantry; Frag Grenades; Krak Grenades; Blood Chalice; Power Armour; Jump Pack; Chainsword; Hand Flamer; And They Shall Know No Fear; Descent of Angels; Feel No Pain; Furious Charge; Independent Character												
Assault Squad	7		4	4	4	4	1	4	1/2	8	3+	230
(C:BA, pg. 25); **Unit Type:** Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Bolt Pistol (x7); Chainsword (x7); Meltagun; Flamer; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Assault Marine with Meltagun	1		4	4	4	4	1	4	1	8	3+	[28]
(C:BA, pg. 25); **Unit Type:** Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Meltagun; And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst												
Assault Marine with Flamer	1		4	4	4	4	1	4	1	8	3+	[23]
(C:BA, pg. 25); **Unit Type:** Jump Infantry; Frag Grenades; Krak Grenades; Jump Pack; Power Armour; Chainsword; Flamer; 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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: The Sanguinor, Exemplar of the Host (1⚷, 275 pts)												
The Sanguinor, Exemplar of the Host	1		8	5	5	4	3	6	5	10	2+/3(i)	275
Unit Type: Jump Infantry; Frag Grenades; Krak Grenades; Artificer Armour; Jump Pack; Glaive Encarmine; Aura of Fervor; Avenging Angel; Descent of Angels; Eternal Warrior; Fearless; Furious Charge; The Sanguinor's Blessing; Unyielding Will												

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Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Whirlwind (2, 267 pts)												
Whirlwind	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										106
	(C:BA, pg. 35); **Unit Type:** Vehicle (Tank, Fast); Smoke Launchers; Extra Armor; Searchlight; Whirlwind Multiple Missile Launcher											
Baal Predator	1	Grp: BS: 4 FA: 13 SA: 11 RA: 10										161
	Unit Type: Vehicle (Tank, Fast); Smoke Launchers; Extra Armor; Searchlight; Flamestorm Cannon; Heavy Bolter; Scouts											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Furioso Dreadnought (2, 206 pts)												
Furioso Dreadnought	1	Grp: WS: 6 BS: 4 St: 6/10 In: 4 At: 2 FA: 13 SA: 12 RA: 10										206
	(C:BA, pg. 29); **Unit Type:** Vehicle (Walker); Smoke Launchers; Extra Armor; Searchlight; Blood Fist with Heavy Flamer; Heavy Flamer; Frag Cannon; The Red Thirst; Drop Pod											
Drop Pod	1	Grp: BS: 4 FA: 12 SA: 12 RA: 12										[55]
	(C:BA, pg. 32); **Unit Type:** Vehicle (Open-topped); **Transport Capacity:** 10 models; Deathwind Missile Launcher; Drop Pod Assault; Immobile; Inertial Guidance System											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Vanguard Veteran Squad (7, 621 pts)												
Chapter Master Gabriel Seth	1		6	5	4	4	4	5	4	10	3+/4(i)	160
	(C:BA, pg. 55); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Iron Halo; Power Armour; Blood Reaver; Bolt Pistol; Fearless; Ferocious Instincts; Independent Character; Whirlwind of Gore											
Vanguard Veteran Squad	1											461
	(C:BA, pg. 27); **Unit Type:** Infantry; Vanguard Veteran; And They Shall Know No Fear; Combat Squads; Heroic Intervention; The Red Thirst; Land Raider											
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[45]
	(C:BA, pg. 27); **Unit Type:** Infantry; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Power Fist; And They Shall Know No Fear; Combat Squads; Heroic Intervention; The Red Thirst											
Vanguard Veteran	4		4	4	4	4	1	4	2/3	9	3+	[140]
	Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Power Weapon (x1)											
Land Raider	1	Grp: BS: 4 FA: 14 SA: 14 RA: 14										[276]
	(C:BA, pg. 37); **Unit Type:** Vehicle (Tank); **Transport Capacity:** 10 models; **Access Points:** 3; **Fire Points:** 0; Smoke Launchers; Extra Armor; Multi-melta; Searchlight; 2x Twin Linked Lascannons; Twin-Linked Heavy Bolter; Assault Vehicle; Deep Strike; Power of the Machine Spirit											
											Total Cost:	**1999**

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).
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.
Aura of Fervor	All firendly units within 6" of the Sanguinor have +1 Attack.
Avenging Angel	As soon as the Sanguinor is placed onto the table, choose one of your opponent's HQ units. The Sanguinor re-rolls all failed To HIt and To Wound rolls against the chosen unit or the remainder of the battle.
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.
Drop Pod Assault	At the beginning of your first turn, you must choose half of your Drop Pods to make a Drop Pod Assault. Units making a Drop Pod assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod cannot assault in the turn it arrives.
Eternal Warrior	Immune to Instant Death (p74 WH40K 5E)
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
Ferocious Instincts	For every roll of '1' to hit Seth in close combat, enemy units immediately suffer an automatic S4 hit.
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)

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Heroic Intervention	If equipped with Jump Packs and arriving by Deep Strike. may choose to use Heroic Intervention before the scatter dice are rolled.
Immobile	A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilzed damage result.
Independent Character	(See WH40k, pg. 50.)
Inertial Guidance System	Should a Drop Pod scatter o top of impassible terrain or another model, reduce the scatter distance by the minimum required in order to avoid the obstacle.
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.
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.
The Sanguinor's Blessing	When your force is deployed, randomly choose one Sergeant in your army to receive the sacred blessing of +1 WS, +1 Wound, +1 Initiative and +1 Attack for the remainder of the battle.
Unyielding Will	The Sanguinor has a 3+ invulnerable save.
Whirlwind of Gore	Instead of making his normal attacks, Seth inflicts a single automatic hit on all enemy models in base contact. Declare whether or not Seth will perform a Whirlwind of Gore before any blows are struck.

Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jump Infantry	1) Move up to 12" over terrain, start or end of move in Diff Terr, reqs Dangerous Terrain test. 2) May enter play by Deep Strike. 3) Assault 6" affected by Diff Terr. 4) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. (p.52 WH40k)
Unit Type: Vehicle (Open-topped)	Unit Type: Vehicle (Open-topped) (WH40k, pg. 70)
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)
Unit Type: Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)

Wargear	
Artificer Armour	Confers a 2+ Armour save.
Blood Chalice	All firendly units within 6" are subject to the Furious Charge and Feel No Pain special rules.
Extra Armor	Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.
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)
Multi-melta	24" Range; S8; AP1; Heavy 1; Melta.
Power Armour	Confers a 3+ Armour Save.
Searchlight	Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.
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
Blood Fist with Heavy Flamer	Strength 10; Ignores armour saves in close combat.

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Blood Reaver	Two-Handed Chainsword. Hits resolved at S8 and have the Rending special rule.
Bolt Pistol	12" Range; S4; AP5; Pistol
Chainsword	If used with another close combat weapon, +1 attack in close combat.
Deathwind Missile Launcher	Range: 12"; S5; AP-; Heavy 1, Large Blast
Flamer	Template; S4; AP5; Assault 1
Flamestorm Cannon	Range: Template; S6; AP3; Heavy 1.
Frag Cannon	Template; S6; AP-; Assault 2, Rending.
Glaive Encarmine	Two-handed, Master-crafted Power Weapon.
Hand Flamer	Template; S3; AP6; Pistol
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Heavy Flamer	Template; S5; AP4; Assault 1
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Storm Bolter	24" Range; S4; AP5; Assault 2
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Whirlwind Multiple Missile Launcher	Vengeance Missiles: Range: 12 - 48"; S5; AP4; Ordnance 1, Barrage, Large Blast. Incendiary Missiles: Range: 12 - 48"; S4; AP5; Ordnance 1, Barrage, Large Blast, Ignores Cover.

Validation Report

c-1. File Version: 1.30 For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

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