

1500 Pts - Blood Angels - Blangels!

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Assault Squad (7⁺, 276 pts)												
Sanguinary Priest	1											105
(C:Ba, pg. 48); Unit Type: Infantry; Brother Corbulo; And They Shall Know No Fear; Independent Character												
Brother Corbulo	1		5	5	4/5	4	2	5	3/4	9	3+	[105]
(C:BA, pg. 49); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; The Red Grail; Bolt Pistol; Heaven's Teeth; And They Shall Know No Fear; Far Seeing Eye; Feel No Pain; Furious Charge; Independent Character												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	171
(C:BA, pg. 25); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol (x4); Chainsword (x4); And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst; Razorback												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[53]
(C:BA, pg. 25); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol; Power Fist (x1); 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						[46]
(C:BA, pg. 35); Unit Type: Vehicle (Tank, Fast); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Extra Armor; Pintle-mounted Storm Bolter; Searchlight; Twin-Linked Heavy Bolter												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Assault Squad (7⁺, 271 pts)												
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; Smite; Unleash Rage												
Assault Squad	4		4	4	4	4	1	4	1/2	8	3+	171
(C:BA, pg. 25); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol (x4); Chainsword (x4); And They Shall Know No Fear; Combat Squads; Descent of Angels; The Red Thirst; Razorback												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[53]
(C:BA, pg. 25); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Remove Jump Packs; Bolt Pistol; Power Fist (x1); 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						[46]
(C:BA, pg. 35); Unit Type: Vehicle (Tank, Fast); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Extra Armor; Pintle-mounted Storm Bolter; Searchlight; Twin-Linked Heavy Bolter												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Land Raider (1⁺, 276 pts)												
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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Baal Predator (1⁺, 171 pts)												
Baal Predator	1	Grp:	BS: 4	FA: 13	SA: 11	RA: 10						171
Unit Type: Vehicle (Tank, Fast); Smoke Launchers; Extra Armor; Pintle-mounted Storm Bolter; Searchlight; Twin-Linked Assault Cannon; Heavy Bolter; Scouts												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Dreadnought (2+, 155 pts)												
Dreadnought	1	Grp:	WS: 4	BS: 4	St: 6/10	In: 4	At: 2	FA: 12	SA: 12	RA: 10		155
(C:BA, pg. 29); Unit Type: Vehicle (Walker); Smoke Launchers; Extra Armor; Blood Fist with Storm Bolter; Multi-melta; The Red Thirst; Drop Pod												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12						[35]
(C:BA, pg. 32); Unit Type: Vehicle (Open-topped); Transport Capacity: 10 models; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Furioso Librarian (1+, 175 pts)												
Furioso Librarian	1	Grp:	WS: 6	BS: 4	St: 6/10	In: 4	At: 2/3	FA: 13	SA: 12	RA: 10		175
(C:BA, pg. 29); Unit Type: Vehicle (Walker); Psychic Hood; Smoke Launchers; Blood Fist with Storm Bolter; Force Weapon; Psyker; The Red Thirst; Might of Heroes; Wings of Sanguinius												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Furioso Dreadnought (2+, 176 pts)												
Furioso Dreadnought	1	Grp:	WS: 6	BS: 4	St: 6	In: 4	At: 2/3	FA: 13	SA: 12	RA: 10		176
(C:BA, pg. 29); Unit Type: Vehicle (Walker); Smoke Launchers; Extra Armor; Searchlight; Blood Talon with Meltagun; Blood Talon with Storm Bolter; Blood Talons: Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat. For every unsaved wound caused, the Dreadnought immediately makes an additional attack. These additional attacks can generate further additional attacks.; The Red Thirst; Drop Pod												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12						[35]
(C:BA, pg. 32); Unit Type: Vehicle (Open-topped); Transport Capacity: 10 models; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
											Total Cost:	1500

Option Footnotes

Psychic Powers	
Might of Heroes	This power is used at the start of either player's Assault phase, and if successful, the Librarian (or any one other model in the same unit as the Librarian) gains +D3 attacks in that Assault phase.
Smite	This power is a psychic shooting attack with the following profile: 12" Range; S4; AP2; Assault 4.
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.
Wings of Sanguinius	This power is used in the Librarian's Movement phase and lasts for the rest of the turn. It allows the Librarian to move as if he had a jump pack. A Librarian riding a bike that uses this power moves as if he was riding a jet bike.
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.
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.
Far Seeing Eye	Corbulo allows you a single re-roll once per game. This can be any roll you have made. If Corbulo is slain before this re-roll is used, then it is lost.
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
Immobile	A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilized 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.
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 (including 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 (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	
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).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Multi-melta	24" Range; S8; AP1; Heavy 1; Melta.
Pintle-mounted Storm Bolter	24" Range; S4; AP5; Assault 2. Treated as an additional defensive weapon.
Power Armour	Confers a 3+ Armour Save.
Psychic Hood	Allows Librarian to nullify Psychic attacks by opponent.
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).
The Red Grail	All friendly units with 6" are subject to the Furious Charge and Feel No Pain special rules. Any Feel No Pain roll taken for Corbulo himself is passed on a 2+.
Weapons	
2x Twin Linked Lascannons	48" Range; S9; AP2; Heavy 1 Linked
Blood Fist with Storm Bolter	Strength 10; Ignores armour saves in close combat.
Blood Talon with Meltagun	Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat. For every unsaved wound caused, the Dreadnought immediately makes an additional attack. These additional attacks can generate further additional attacks.
Blood Talon with Storm Bolter	Ignores armour saves in close combat. Re-roll failed 'to wound' rolls. +1 Attacks in close combat. For every unsaved wound caused, the Dreadnought immediately makes an additional attack. These additional attacks can generate further additional attacks.
Bolt Pistol	12" Range; S4; AP5; Pistol
Chainsword	If used with another close combat weapon, +1 attack in close combat.
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)
Heaven's Teeth	CCW attacks are made at Strength 5 and have Rending.
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Multi-melta	24" Range; S8; AP1; Heavy 1; Melta.

Power Fist	Ignores armour saves, increases strength in close combat.
Storm Bolter	24" Range; S4; AP5; Assault 2
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked

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