

▲ 1850 Pts - Blood Angels - TSHFT Best Overall

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Dante, Lord of the Blood Angels (1⁺, 200 pts)												
Dante, Lord of the Blood Angels	1		6	5	4	4	3	5	4/5	10	2+4	200
Jump Infantry; Fearless; Inspiring; Independent Character; Rites of Battle (see C:BA, pg. 5); Frag Grenades; Krak Grenades; Artificer Armor; Death Mask of Sanguinius; Jump Pack; Axe Mortalis; Perdition Pistol												
HQ: Brother Corbulo (1⁺, 100 pts)												
Brother Corbulo	1		5	5	4	4	3	5	3/4	10	3+4	100
Infantry; And They Shall Know No Fear (see C:BA, pg. 4); Independent Character; Frag Grenades; Krak Grenades; Exsanguinator; The Red Grail; Bolt Pistol; Chainsword; The Red Grail												
: Death Company (9⁺, 195 pts)												
Death Company	9		4	4	4	4	1	4	2	9	3+	195
Infantry; Fearless; Feel no pain; Furious Charge; Black Rage (see C:BA, pg. 9); Frag Grenades; Krak Grenades; Power Armour; Equip unit with Jump Packs; Bolt Pistol (x9); Bolter (x9)												
Troops: Assault Squad (10⁺, 280 pts)												
Assault Squad	9		4	4	4	4	1	4	1/2	8	3+	280
Jump Infantry; And They Shall Know No Fear (see C:BA, pg. 4); Combat Squads (see C:BA, pg. 4); Deep Strike; Frag Grenades; Krak Grenades; Jump Packs; Power Armour; Bolt Pistol (x9); Chainsword (x9)												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[58]
Frag Grenades; Krak Grenades; Jump Packs; Power Armour; Melta Bombs; Bolt Pistol (x1); Power Fist												
Troops: Tactical Squad (11⁺, 290 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	290
Infantry; And They Shall Know No Fear (see C:BA, pg. 4); Combat Squads (see C:BA, pg. 4); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Meltagun; Plasma Cannon; Razorback												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[48]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x1); Power Fist												
Razorback	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[50]
Vehicle (Tank); Six model capacity. ; Searchlight; Smoke Launchers; Twin-Linked Heavy Bolter												
Troops: Tactical Squad (11⁺, 300 pts)												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	300
Infantry; And They Shall Know No Fear (see C:BA, pg. 4); Combat Squads (see C:BA, pg. 4); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Meltagun; Lascannon; Blood Angels Rhino												
Sergeant	1		4	4	4/8	4	1	4/1	2	9	3+	[48]
Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x1); Power Fist												
Blood Angels Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[55]
Vehicle (Tank); Ten model capacity; Repair. ; Over-charged Engines; Searchlight; Smoke Launchers; Extra Armor; Storm Bolter												
Fast Attack: Attack Bike Squadron (2⁺, 100 pts)												
Attack Bike Squadron	2		4	4	4	4/5	2	4	2	8	3+	100
And They Shall Know No Fear (see C:BA, pg. 4); Frag Grenades; Krak Grenades; Power Armour; Space Marine Attack Bike; Bolt Pistol (x2); Twin Linked Bolter (x2); Multi-Melta (x2)												
Heavy Support: Devastator Squad (10⁺, 300 pts)												
Devastator Squad	9		4	4	4	4	1	4	1	8	3+	300
Infantry; And They Shall Know No Fear (C:BA, pg. 4); Combat Squads (see C:BA, pg. 4) ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x5); Lascannon (x2); Missile Launcher (x2)												
Sergeant	1		4	4	4	4	1	4	2	9	3+	[23]
Bolt Pistol (x1); Bolter (x1); Frag Grenades; Krak Grenades; Power Armour												
Heavy Support: Whirlwind (1⁺, 85 pts)												
Whirlwind	1	Grp:	BS: 4 FA: 11 SA: 11 RA: 10									85
Vehicle (Tank); Searchlight; Smoke Launchers; Whirlwind Multiple Missile Launcher												
Total Cost:											1850	

Option Footnotes	
Wargear	
Artificer Armor	Provides 2+ Armour Save (see C:BA, pg. 5).
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Death Mask of Sanguinius	As long as an enemy model is within 6" of Dante, it's WS and BS are each reduced by 1. See C:BA, pg. 6.
Equip unit with Jump Packs	The model moves as Jump Infantry. Deep Strike if allowed.
Exsanguinator	Once per player turn, a friendly model within 6" of this may ignore a failed save as long as the bearer is not Falling Back, in close combat, or Pinned. It may not be used against Instant Death or a close combat attack that ignores Armour saves (see C:BA, pg. 5).
Extra Armor	Count Crew Stunned as Crew Shaken (see C:BA, pg. 5).
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Iron Halo	Provides 4+ Invulnerable Save (see C:BA, pg. 5).
Jump Pack	The model moves as Jump Infantry. Deep Strike if allowed. (p24 C:SM)
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Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Over-charged Engines	Declare the use of over-charged engines in any Movement Phase before you move the unit and roll a D6. On a 1, the engine stalls and the unit may not move at all. On a 2 or 3, the engines fail and the vehicle moves normally. On a 4+, the boosters work and the move may move as if it were a fast vehicle this turn with a maximum move of 18".
Power Armour	Confers a 3+ Armour Save.
Searchlight	If this unit spots and fires on a target in a night fight, then any other unit can ignore the night fight rules when shooting at the same target unit (see C:BA, pg. 5).
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 WH40K 5E, pg. 62).
Space Marine Attack Bike	The model rides a Space Marine Bike with Twin-Linked Bolters. (p24 C:SM)
The Red Grail	Any Blood Angel unit within 12" of Brother Corbulo at the start of one of its own Assault Phases receives the Furious Charge ability for the rest of the turn. In addition, the model holding the Grail gains a 4+ Invulnerable save.
Twin-Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked
Weapons	
Axe Mortalis	Master-Crafted; If used with another close combat weapon, +1 attack in close combat; ignores Armour Saves.
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.
Lascannon	48" Range; S9; AP2; Heavy 1
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.
Multi-Melta	24" Range; S8; AP1; Heavy 1; Melta.
Perdition Pistol	12" Range; S8; AP1; Assault 1; Melta.
Plasma Cannon	36" Range; S7; AP2; Heavy 1; Blast; Gets Hot!
Power Fist	Ignores armour saves, increases strength in close combat.
Storm Bolter	24" Range; S4; AP5; Assault 2
Twin Linked Bolter	24" Range; S4; AP5; Rapid Fire, Linked
Whirlwind Multiple Missile Launcher	Vengeance Missiles: Range: 12 - 48"; S5; AP4; Ordnance 1, Blast. Incendiary Missiles: Range: 12 - 48"; S4; AP5; Ordnance 1, Blast, Ignores Cover.

Roster Design Information

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

The Black Rage (p4 C:BA)

The Death Company (p4 C:BA)

Roster Statistics

% Elite: 0.0

% Fast: 5.4

% Heavy: 20.8

% HQ: 16.2

Model Count: 56
% Troops: 47.0
% Wargear: 0.0
Files version: 1.03
Faith Points: 0