

1850 Pts - Blood Angels - Iain McLeod 3rd Overall Edmonton Onslaught 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Flesh Tearers Strike Force (21 ♂, 620 pts)												
Brother Corbulo	1	☠	5	5	4/5	4	3	5	3/4	10	3+	120
(C:BA, pg. 61); Infantry (Character); Frag Grenades; Krak Grenades; Blood Chalice; Narthecium; Power Armour; Bolt Pistol; Heaven's Teeth; The Red Grail; And They Shall Know No Fear; Far-Seeing Eye; Furious Charge; Independent Character; Warlord												
Death Company Squad	1	☠										205
(C:BA, pg. 68); Infantry ; Death Company Marines; Death Company Marines; Death Company Marines; Drop Pod												
Death Company Marines	2		4	4	4	4	1	4	2/3	8	3+	[40]
(C:BA, pg. 68); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Chainsword; Fearless; Feel No Pain; Furious Charge; Rage; Relentless												
Death Company Marines	2		4	4	4/8	4	1	4/1	2	8	3+	[90]
(C:BA, pg. 68); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Boltgun; Power Fist (x1); Fearless; Feel No Pain; Furious Charge; Rage; Relentless												
Death Company Marines	2		4	4	4	4	1	4	2	8	3+	[40]
(C:BA, pg. 68); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Chainsword; Boltgun; Fearless; Feel No Pain; Furious Charge; Rage; Relentless												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[35]
(C:BA, pg. 80); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Death Company Squad	1	☠										205
(C:BA, pg. 68); Infantry ; Death Company Marines; Death Company Marines; Death Company Marines; Drop Pod												
Death Company Marines	2		4	4	4/8	4	1	4/1	2	8	3+	[90]
(C:BA, pg. 68); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Boltgun; Power Fist (x1); Fearless; Feel No Pain; Furious Charge; Rage; Relentless												
Death Company Marines	2		4	4	4	4	1	4	2	8	3+	[40]
(C:BA, pg. 68); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Chainsword; Boltgun; Fearless; Feel No Pain; Furious Charge; Rage; Relentless												
Death Company Marines	2		4	4	4	4	1	4	2/3	8	3+	[40]
(C:BA, pg. 68); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Chainsword; Fearless; Feel No Pain; Furious Charge; Rage; Relentless												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[35]
(C:BA, pg. 80); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Scout Squad	4	♂	3	3	4	4	1	4	1/2	8	4+	55
(C:BA, pg. 66); Infantry ; Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol (x4); Close Combat Weapon (x4); And They Shall Know No Fear; Combat Squads; Furious Charge; Infiltrate; Move Through Cover; Scout												
Sergeant	1		4	4	4	4	1	4	1	8	4+	[11]
(C:BA, pg. 66); Infantry (Character); Frag Grenades; Krak Grenades; Scout Armour; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Furious Charge; Infiltrate; Move Through Cover; Scout												
Drop Pod	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				35
(C:BA, pg. 80); Vehicle (Transport, Open-Topped); 10 model capacity, or; One Dreadnought capacity; Storm Bolter; Drop Pod Assault; Immobile; Inertial Guidance System												
Flesh Tearers Strike Force	1	Grp: Detachment										0
Explosion of Bloodlust												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Angel's Fury Spearhead Force (34 ⚔, 1090 pts)												
Angel's Fury Spearhead Force	1	Detach										1090
(White Dwarf #47); Augur Triangulation; Objective Secured; Spearhead Strike Force; Battle Formations												
Stormraven Gunship	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[200]
(C:BA, pgs. 86-87); Vehicle (Flyer w/ Hover mode, Transport); 12 model capacity, and/or; One Dreadnought capacity; Ceramite Plating; 4x Stormstrike Missiles; Twin-Linked Assault Cannon; Twin-Linked Multi-melta; Assault Vehicle; Power of the Machine Spirit; Skies of Fury												
Stormraven Gunship	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[200]
(C:BA, pgs. 86-87); Vehicle (Flyer w/ Hover mode, Transport); 12 model capacity, and/or; One Dreadnought capacity; Ceramite Plating; 4x Stormstrike Missiles; Twin-Linked Assault Cannon; Twin-Linked Multi-melta; Assault Vehicle; Power of the Machine Spirit; Skies of Fury												
Stormraven Gunship	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 12	HP: 3	Save: -				[200]
(C:BA, pgs. 86-87); Vehicle (Flyer w/ Hover mode, Transport); 12 model capacity, and/or; One Dreadnought capacity; Ceramite Plating; 4x Stormstrike Missiles; Twin-Linked Assault Bolter; Twin-Linked Lascannon; Assault Vehicle; Power of the Machine Spirit; Skies of Fury												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	[175]
(C:BA, pg. 65); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Meltagun; Heavy Flamer; And They Shall Know No Fear; Combat Squads; Furious Charge												
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[29]
(C:BA, pg. 65); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Teleport Homer; Bolt Pistol; Power Sword (x1); And They Shall Know No Fear; Combat Squads; Furious Charge												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	[175]
(C:BA, pg. 65); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Meltagun; Heavy Flamer; And They Shall Know No Fear; Combat Squads; Furious Charge												
Sergeant	1		4	4	4	4	1	4	1/2	8	3+	[29]
(C:BA, pg. 65); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Teleport Homer; Bolt Pistol; Power Sword (x1); And They Shall Know No Fear; Combat Squads; Furious Charge												
Tactical Squad	9		4	4	4	4	1	4	1	8	3+	[140]
(C:BA, pg. 65); Infantry ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x9); And They Shall Know No Fear; Combat Squads; Furious Charge												
Sergeant	1		4	4	4	4	1	4	1	8	3+	[14]
(C:BA, pg. 65); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Teleport Homer; Bolt Pistol; Boltgun; And They Shall Know No Fear; Combat Squads; Furious Charge												
: Officio Assassinorum Detachment (1 ⚔, 140 pts)												
Culexus Assassin (Elite) [OA]	1		8	8	4	4	3	7	4	10	-4(i)	140
(Officio Assassinorum *updated in WD 65); (Mont'ka - The Rules, pg. 60); Infantry (Character); Psyk-out Grenades; Etherium; Animus Speculum; Fear; Fearless; Independent Operative; Infiltrate; Life Drain; Lightning Reflexes; Move Through Cover; No Escape; Preferred Enemy (Psykers); Psychic Abomination												
Officio Assassinorum Detachment [OA]	1	Grp: Detachment										0
(Mont'ka - The Rules, pg. 56)												
Total Cost:											1850	

Option Footnotes

Formation Type	
Battle Formations	Battle Formations (See Apocalypse 6E, pg. 62).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Relics	
Heaven's Teeth	S +1; AP -; Melee, Rending. (See C:BA, pg. 61).

The Red Grail	All friendly units with the Blood Angels Faction within 6" of Corbulo (including Corbulo himself) add 1 to their Weapon Skill and Initiative. The bonus to Weapon Skill is not cumulative with the bonus granted by a blood chalice. (See C:BA, pg. 108).
Special Rules	
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Assault Vehicle	Assault Vehicle (see WH40k, pp. 88, 157).
Augur Triangulation	If a friendly unit with the Blood Angels Faction arrives from Deep strike Reserve within 12" of at least two models from this Formation equipped with teleport homers, then it does not scatter, and can charge on the same turn it arrives. (See WD #47).
Combat Squads	Combat Squads (see C:BA, pg. 102).
Drop Pod Assault	Drop Pods and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. (See C:BA, pg. 80).
Explosion of Bloodlust	Each time a unit from this Detachment successful charges an enemy unit and the number rolled for its charge range is 10 or more (before modifiers), that unit gains the Rage special rule for the duration of that Assault phase. Note that the unit does not need to move the full distance rolled to gain this effect. (See Shield of Baal: Exterminatus).
Far-Seeing Eye	Once per game, as long as Corbulo has not been removed as a casualty, this ability may be used to do one of the following: Reroll the dice to Seize the Initiative. Re-roll the dice to see if a unit arrives from Reserve. Re-roll a single dice used in a To Hit or To Wound roll, or a single dice used in a saving throw. Re-roll a single scatter dice. (See C:BA, pg. 61).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Immobile	A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilized result that cannot be repaired in any way. This does not cause it to lose a Hull Point. (See C:BA, pg. 80).
Independent Character	Independent Character (see WH40k, pg. 166).
Independent Operative	A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Inertial Guidance System	If a Drop Pod scatters on top of impassible terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap. (See C:BA, pg. 80).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Life Drain	Armour saves cannot be taken against Wounds inflicted by a Culexus Assassin's close combat attacks. Any close combat attack inflicted by a Culexus Assassin that rolls a 6 To Wound has the Instant Death special rule. Any close combat attack inflicted by a Culexus Assassin that is allocated to a Pysker has the Instant Death special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 60).
Lightning Reflexes	A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Lord of Cretacia	If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Flesh Tearers Warlord Traits table. (See Shield of Baal: Exterminatus).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
No Escape	Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Objective Secured	All Troops unit from this Formation have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this rule (see C:BA, pg. 99).
Power of the Machine Spirit	Power of the Machine Spirit (see WH40k, pg. 169).
Preferred Enemy (Psykers)	Preferred Enemy (see WH40k, pg. 169).
Psychic Abomination	Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge and only harness Warp Charge points on a 6. A Culexus Assassin can never be targeted or affected by psychic power - other units in the Culexus Assassin's vicinity that are hit by beam or nova powers, or by Witchfire powers that use templates, are hit/ affected normally. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus Assassin or vice versa. (See Officio Assassinorum or Mont'ka - The Rules, pg. 60).

Rage	Rage (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Scout	Scout (see WH40k, pg. 171).
Skies of Fury	If the Stormraven Gunship has moved more than 6", passengers can still disembark, but they must do so as follows. Nominate any point over which the Grey Knights Stormraven moved that turn and deploy the squad as if it were Deep Striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so. (See C:GK, pg. 74.)
Spearhead Strike Force	When making Reserve Rolls, make a single roll for the entire Formation, which you can choose to re-roll. If successful, all units arrive from the Formation. You can make a Reserve Roll for this Formation from the start of Turn 1. (See WD #47).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer w/ Hover mode, Transport)	See WH40K rulebook, pgs. 44-49.
Vehicle (Transport, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
4x Stormstrike Missiles	72" Range; S 8; AP 2; Heavy1, Concussive, One use Only, (see C:BA, pg. 103).
Animus Speculum	18" Range; S 5; AP 1; Assault X, Absorbed Warp Charge (see Officio Assasinorum or Mont'ka - The Rules, pg. 67).
Blood Chalice	All models with the Blood Angels Factions in a unit that includes at least one model with a blood chalice add +1 to their Weapon Skill (see C:BA, pg. 105).
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	24" Range; S 4; AP 5; Rapid Fire.
Ceramite Plating	Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less (see C:BA, pg. 107).
Chainsword	S User; AP -; Melee.
Close Combat Weapon	S User; AP -; Melee.
Etherium	Whenever enemy units target a Culexus Assassin with shooting or close combat attack, the shots/attacks are always resolved as if the attacking unit had a Ballistic Skill and Weapon Skill of 1 (see Officio Assasinorum or Mont'ka - The Rules, pg. 67).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Flamer	Template; S 5; AP 4; Assault 1.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Narthecium	As long as the model with the narthecium is alive, all models in his unit have the Feel No Pain special rule (see C:BA, pg. 106).
Power Armour	Power Armour (see C:BA, pg. 104).
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Power Sword	S User; AP 3; Melee.
Psyk-out Grenades	Shooting: When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon. 8" Range; S 2; AP -; Assault 1, Blast, Psi-shock. Assault: Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal. (See Officio Assasinorum or Mont'ka - The Rules, pg. 65.)
Scout Armour	Scout Armour (see C:BA, pg. 104).
Storm Bolter	Range 24"; S 4; AP 5; Assault 2.
Teleport Homer	Teleport Homer (see C:SM, pg. 125).
Twin-Linked Assault Cannon	24" Range; S6; AP4; Heavy 4 Rending Linked
Twin-Linked Heavy Bolter	36" Range; S5; AP4; Heavy 3 Linked
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked
Twin-Linked Multi-melta	24" Range; S8; AP1; Heavy 1 Linked Melta

Roster Design Information

Army Special Rules:

Combat Squads (CAA:BA, pg. 102)