

Aaron along team happy blood angels (Warhammer 40,000 8th Edition) [110 PL, 2000pts]

Air Wing Detachment +1CP (Imperium - Blood Angels) [75 PL, 1518pts]

Flyer [75 PL, 1518pts]

Stormraven Gunship [15 PL, 274pts]

2x Stormstrike missile launcher [42pts], Twin assault cannon [35pts], Twin heavy bolter [17pts]

Two hurricane bolters [8pts]

2x Hurricane bolter [8pts]

Name	Description	Ref
Airborne	This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.	
Crash and Burn	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.	
Hard to Hit	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	
Hover Jet	Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.	
Power of the Machine Spirit	This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.	
Supersonic	Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.	

Name	Capacity	Ref
Stormraven Gunship	This model can transport 12 BLOOD ANGELS INFANTRY models and 1 BLOOD ANGELS DREADNOUGHT. Each JUMP PACK or TERMINATOR model takes the space of two other infantry models and each CENTURION takes the space of 3 other infantry models. It cannot transport PRIMARIS models.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Stormraven Gunship	*	6+	*	8	7	14	*	9	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-	
Twin assault cannon	24"	Heavy 12	6	-1	1	-	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Stormraven Gunship		M	BS	A	
Stormraven Gunship 1	8-14+	20-45"	3+	3	
Stormraven Gunship 2	4-7	20-30"	4+	D3	
Stormraven Gunship 3	1-3	20"	5+	1	

Stormraven Gunship [15 PL, 311pts]

2x Stormstrike missile launcher [42pts], Twin assault cannon [35pts], Twin multi-melta [54pts]

Two hurricane bolters [8pts]

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Twin assault cannon	24"	Heavy 12	6	-1	1	-	
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	

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Name	Range	Type	S	AP	D	Abilities	Ref
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-	
Twin assault cannon	24"	Heavy 12	6	-1	1	-	
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Battalion Detachment +3CP (Imperium - Blood Angels) [35 PL, 482pts]

HQ [17 PL, 315pts]

Captain [6 PL, 100pts]

And They Shall Know No Fear

Jump Pack [1 PL, 19pts], Power axe [5pts], Storm bolter [2pts]

Name	Description	Ref
Iron Halo	This model has a 4+ invulnerable save.	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Rites of Battle	You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Captain (Jump Pack)	12"	2+	2+	4	4	5	4	9	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Power axe	Melee	Melee	+1	-2	1	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Commander Dante [11 PL, 215pts]

And They Shall Know No Fear

Name	Description	Ref
Chapter Master	You can re-roll failed hit rolls for friendly BLOOD ANGELS units within 6" of Commander Dante.	
Death Mask	Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.	
Iron Halo	This model has a 4+ invulnerable save.	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commander Dante	12"	2+	2+	4	4	6	6	9	2+	

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
The Axe Mortalis	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon if the target is a CHARACTER.	

Troops [18 PL, 167pts]

Scout Squad [6 PL, 55pts]

And They Shall Know No Fear

Scout [11pts]

Combat knife

Scout [11pts]

Combat knife

Scout [11pts]

Combat knife

Scout [11pts]

Combat knife

Scout Sergeant [11pts]

Bolt pistol, Chainsword

Name	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, a Scout Squad containing 10 models may be split into two units, each containing 5 models.	
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout	6"	3+	3+	4	4	1	1	7	4+	
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Scout Squad [6 PL, 55pts]*And They Shall Know No Fear***Scout [11pts]**

Boltgun

Scout [11pts]

Boltgun

Scout [11pts]

Boltgun

Scout [11pts]

Boltgun

Scout Sergeant [11pts]

Bolt pistol, Boltgun

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Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout	6"	3+	3+	4	4	1	1	7	4+	
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Scout Squad [6 PL, 57pts]

And They Shall Know No Fear

Scout [11pts]

Boltgun

Scout [11pts]

Boltgun

Scout [11pts]

Boltgun

Scout [11pts]

Boltgun

Scout Sergeant [13pts]

Bolt pistol, Storm bolter [2pts]

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Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

Selection Rules

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

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