

Dylan Cowan 2nd Place Geelong Town Open 2024 – Blood Angels - Allies

Detachment: Sons of Sanguinius

Show/Hide Options: Agents of the Imperium are visible, Imperial Knights are visible, Legends are visible, Titans are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

+ Epic Hero +

Lemartes [120pts]

The Sanguinor [140pts]: Warlord

+ Character +

Sanguinary Priest with Jump Pack [100pts]

+ Infantry +

Assault Intercessors with Jump Packs [160pts]

- . Assault Intercessor Sergeant with Jump Pack: Plasma Pistol, Power Fist
- . 7x Assault Intercessors with Jump Pack: 7x Astartes Chainsword, 7x Heavy Bolt Pistol
- . Assault Intercessors with Jump Pack w/ Plasma Pistol
- . Assault Intercessors with Jump Pack w/ Plasma Pistol

Assault Intercessors with Jump Packs [80pts]

- . Assault Intercessor Sergeant with Jump Pack: Plasma Pistol, Power Fist
- . 3x Assault Intercessors with Jump Pack: 3x Astartes Chainsword, 3x Heavy Bolt Pistol
- . Assault Intercessors with Jump Pack w/ Plasma Pistol

Assault Intercessors with Jump Packs [80pts]

- . Assault Intercessor Sergeant with Jump Pack: Plasma Pistol, Power Fist
- . 3x Assault Intercessors with Jump Pack: 3x Astartes Chainsword, 3x Heavy Bolt Pistol
- . Assault Intercessors with Jump Pack w/ Plasma Pistol

Death Company Marines [125pts]

. Death Company Marine

- . . Melee and Pistol: Inferno Pistol, Power Fist
- . Death Company Marine

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Death Company Marines [125pts]

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Death Company Marines with Jump Packs [280pts]

. Death Company Marine

. . Melee weapon and pistol: Inferno Pistol, Power Fist
. Death Company Marine

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. Death Company Marine

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- . . Melee weapon and pistol: Inferno Pistol, Power Fist

Death Company Marines with Jump Packs [140pts]

- . Death Company Marine

- . . Melee weapon and pistol: Inferno Pistol, Power Fist
- . Death Company Marine

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- . Death Company Marine

- . . Melee weapon and pistol: Inferno Pistol, Power Fist
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- . . Melee weapon and pistol: Inferno Pistol, Power Fist
- . Death Company Marine

- . . Melee weapon and pistol: Inferno Pistol, Power Fist

Scout Squad [65pts]

- . Scout Sergeant: Astartes Chainsword
- . Scout w/ Heavy Weapon: Heavy Bolter
- . Scout w/ Scout Sniper Rifle
- . Scouts w/ Astartes Shotgun
- . Scouts w/ Combat Knife

Scout Squad [65pts]

- . Scout Sergeant: Astartes Chainsword
- . Scout w/ Heavy Weapon: Heavy Bolter
- . Scout w/ Scout Sniper Rifle
- . Scouts w/ Astartes Shotgun
- . Scouts w/ Combat Knife

+ Vehicle +

Baal Predator [125pts]: 2 Heavy Flamers, Baal Flamestorm Cannon, Hunter Killer Missile, Storm Bolter

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Death Company Dreadnought [145pts]: Blood Talons, Heavy Flamer, Heavy Flamer, Magna-grapple
+ Dedicated Transport +

Rhino [75pts]: Hunter Killer Missile

+ Allied Units +

Voidsmen-at-Arms [50pts]

. 3x Voidsmen: 3x Close combat weapon, 3x Lasgun, 3x Laspistol

. Voidsmen w/ rotor cannon

++ Total: [2,000pts] ++