

Matt Charles 1st Place Protect Ya Neck 2024 – Blood Angels

Sons of Sanguinius

CHARACTERS

Chaplain with Jump Pack (75 points)

- 1x Crozius arcanum
- 1x Power fist

Gabriel Seth (90 points)

- Warlord
 - 1x Blood Reaver
- 1x Bolt Pistol

Lieutenant with Combi-weapon (70 points)

- 1x Combi-weapon
- 1x Paired combat blades

Sanguinary Priest (100 points)

- 1x Astartes chainsword
- 1x Bolt Pistol
- Enhancement: Icon of the Angel

Techmarine (55 points)

- 1x Forge bolter
- 1x Grav-pistol
1x Omnissian power axe
1x Servo-arm

BATTLELINE

Assault Intercessor Squad (150 points)

- 1x Assault Intercessor Sergeant
 - 1x Plasma pistol
- 1x Power fist
- 9x Assault Intercessor
 - 9x Astartes chainsword
- 9x Heavy bolt pistol

OTHER DATASHEETS

Assault Intercessors with Jump Packs (80 points)

- 1x Assault Intercessor Sergeant with Jump Pack
 - 1x Plasma pistol
- 1x Power fist

- 4x Assault Intercessors with Jump Packs
 - 4x Astartes chainsword
- 3x Heavy bolt pistol
1x Plasma pistol

Assault Intercessors with Jump Packs (80 points)

- 1x Assault Intercessor Sergeant with Jump Pack
 - 1x Plasma pistol
- 1x Power fist
• 4x Assault Intercessors with Jump Packs
• 4x Astartes chainsword
3x Heavy bolt pistol
1x Plasma pistol

Assault Intercessors with Jump Packs (80 points)

- 1x Assault Intercessor Sergeant with Jump Pack
 - 1x Plasma pistol
- 1x Power fist
• 4x Assault Intercessors with Jump Packs
• 4x Astartes chainsword
3x Heavy bolt pistol
1x Plasma pistol

Baal Predator (125 points)

- 1x Armoured tracks
- 1x Baal flamethrower cannon
2x Heavy flamer
1x Hunter-killer missile
1x Storm bolter

Baal Predator (125 points)

- 1x Armoured tracks
- 1x Baal flamethrower cannon
2x Heavy flamer
1x Hunter-killer missile
1x Storm bolter

Death Company Marines with Jump Packs (280 points)

- 10x Death Company Marine with Jump Pack
 - 10x Inferno pistol
- 10x Power fist

Death Company Marines with Jump Packs (140 points)

- 5x Death Company Marine with Jump Pack
 - 5x Inferno pistol
- 5x Power fist

Death Company Marines with Jump Packs (140 points)

- 5x Death Company Marine with Jump Pack

- 5x Inferno pistol
- 5x Power fist

Infiltrator Squad (100 points)

- 1x Infiltrator Sergeant
 - 1x Bolt pistol
- 1x Close combat weapon
1x Marksman bolt carbine
- 4x Infiltrator
 - 4x Bolt pistol
- 4x Close combat weapon
1x Helix Gauntlet
4x Marksman bolt carbine

Repulsor (180 points)

- 1x Armoured hull
- 1x Hunter-slayer missile
1x Las-talon
1x Repulsor defensive array
1x Twin lascannon

Scout Squad (65 points)

- 1x Scout Sergeant
 - 1x Astartes chainsword
- 1x Bolt pistol
1x Close combat weapon
- 4x Scout
 - 4x Bolt pistol
- 4x Close combat weapon
3x Combat knife
1x Missile launcher

Scout Squad (65 points)

- 1x Scout Sergeant
 - 1x Astartes chainsword
- 1x Bolt pistol
1x Close combat weapon
- 4x Scout
 - 4x Bolt pistol
- 4x Close combat weapon
3x Combat knife
1x Missile launcher