

# BLOOD ANGELS ARMY LIST V3.1 – NetEA Developmental

Blood Angels Space Marine armies have a strategy rating of 5. All Blood Angels formations have an initiative rating of 1+.

The *Space Marine Transport* and *They Shall Know No Fear* rules apply to Blood Angels armies

Units marked as having *Lucifer Pattern Engines* may add +5cm to their movement when carrying out an engage action

*Blood Angels* units have the *Red Thirst* Rule: If any stand in the formation could reach base contact with an enemy unit, the formation receives a -1 penalty to activate using any order other than *Engage*. If an *Engage* order is chosen, the formation automatically passes the activation roll regardless of any other modifiers or penalties, such as for blast markers or retaining the initiative. (Note that there is no subsequent requirement to reach base contact if the player does not wish to)

Statement of Theme: This list represents the Blood Angels and successor chapters, it contains options for the unique formations and specialist unit types typical of the Blood Angels and successors, it loses some of the standard ranged options of the codex marines list and has units, weapons and statistics to emphasise the bloody close assaults favoured by the sons of Sanguinius

## BLOOD ANGELS FORMATIONS

FORMATION TYPE	UNITS	UPGRADES ALLOWED	COST
1 Death Company	One Blood Angels Chaplain Character and four Death Company stands plus transport (formation may exchange transport for jump packs for +25pts)	Death Company Dreadnought	300 points
Tactical	Six Blood Angels Tactical Marine units plus transport	Character, Hunter, Razorback, Land Raider, Storm Raven, Dreadnought, Vindicator	275 points
Devastator Assault	Four Blood Angels Devastator marine units plus transport Four Blood Angels Assault marine units	Character, Hunter, Razorback, Land Raider, Dreadnought Character, Dreadnought, Vindicator, Storm Ravens	250 points 200 points (may add two additional stands for +50 points)
Terminator	Four Blood Angels Terminator units	Character, Land Raider, Storm Raven, Dreadnought, Vindicator	350 points
Scout	Four Blood Angels Scout units plus transport	Character, Sniper, Razorback	150 points
Predator	Four Baal or Infernus Predators	Character, Hunter, Vindicator	275 points
Bike	Five Blood Angels Bike units	Character	200 points (may replace any number of bikes with attack bikes for free)
Land Speeder	Five Land Speeder units	Character	200 points (may replace any number of land speeders with Tornados for free, or Typhoons for +10 points each)
Storm Raven	Four Storm Raven units	None	300 points
Landing Craft	One Landing Craft	None	350 points
0-1 Spacecraft	One Strike Cruiser	Upgrade to Battle Barge for +150 points	200 points

## BLOOD ANGELS UPGRADES

UPGRADE	DESCRIPTION	POINTS COST
Character	Add one Chaplain, Captain or Librarian character OR add one Supreme Commander character (max one per army)	+50 points +100 points
Death Company Dreadnought	Add up to two Death Company Dreadnoughts	+75 points each
Dreadnought	Add up to two Furious Dreadnoughts of either type	+50 points each
Hunter	Add one Hunter	+75 points
Land Raiders	Add up to four Land Raiders of either type	+75 points each +125 points for two
Razorback	Add up to one Razorback of either type for each infantry unit in the formation	+25 points each
Vindicators	Add one Vindicator OR two Vindicators	+50 points +75 points
Storm Raven	Add up to four Storm Raven Gunships	+75 points each
Sniper	All units in the formation gain the sniper ability	+50 points

## AIR SUPPORT

(up to 1/3 of the total points available may be spent on Air Support formations)

FORMATION TYPE	POINTS COST
Two Storm Talon fighter-bombers	200 points
One Thunderhawk Gunship	200 points

BLOOD ANGELS REFERENCE SHEET

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	Assault Weapon, MW +1A	<i>Character, Supreme Commander, Invulnerable Save</i>
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	Assault Weapon, MW +1A	<i>Character, Commander, Leader, Invulnerable Save</i>
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	Assault Weapon, MW +1A	<i>Character, Inspiring, Leader, Invulnerable Save</i>
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapon Smite	(base contact) (15cm)	Assault Weapon, MW +1A Small Arms, MW +1A	<i>Character, Leader, Invulnerable Save</i>
Blood Angels Terminators	INF	15cm	4+	3+	3+	Storm Bolters Power Weapons 2 x Assault Cannon	(15cm) (base contact) 30cm	Small Arms Assault Weapon MW +1A AP5+/AT5+	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>
Death Company Dreadnought	AV	15cm	3+	3+	5+	2x Power Fist	(base contact)	Assault Weapon MW +1A	<i>Fearless, Walker, Invulnerable Save</i>
Death Company	INF	15cm (30cm)	4+	3+	4+	Bolters Rending Weapons	(15cm) (base contact)	Small Arms Assault Weapon, +1A	<i>Fearless, Invulnerable Save, Jump Packs increase move to 30cm</i>
Blood Angels Devastators	INF	15cm	4+	5+	3+	Bolters 2x Missile Launcher	(15cm) 45cm	Small Arms AP5+/AT6+	
Blood Angels Assault Marines	INF	30cm	4+	4+	5+	Bolt Pistols Chainswords	(15cm) (base contact)	Small Arms Assault Weapon +1A	<i>Jump Packs</i>
Blood Angels Tacticals	INF	15cm	4+	4+	4+	Bolters Missile Launchers	(15cm) 45cm	Small Arms AP5+/AT6+	
Blood Angels Scouts	INF	15cm	5+	4+	5+	Shotguns Heavy Bolter	(15cm) 30cm	Small Arms AP5+	<i>Infiltrators, Scout</i>
Blood Angels Attack Bike	LV	35cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	
Blood Angels Bikes	INF	35cm	4+	3+	4+	Bolters Chainswords	(15cm) (base contact)	Small Arms Assault Weapon	<i>Mounted</i>
Land Speeder	LV	35cm	4+	6+	5+	Multi Melta	15cm	MW5+ AND Small Arms MW	<i>Skimmer, Scout</i>
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	<i>Skimmer, Scout</i>
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Typhoon Missile Launcher Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	<i>Skimmer, Scout</i>
Rhino	AV	30cm	5+	6+	6+	Stormbolter	(15cm)	Small Arms	<i>Lucifer pattern engine, Transport (may carry up to two of the following: Death Company, Devastators, Tacticals, Scouts)</i>
Hunter	AV	30cm	5+	6+	6+	Hunter-killer	60cm	AT4+/AA4+	<i>Lucifer pattern engine</i>
Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	<i>Lucifer pattern engine, Walker</i>
Baal Predator	AV	30cm	4+	6+	3+	Twin Assault Cannon 2x Heavy Flamer	30cm 15cm (15cm)	AP4+/AT4+ AP4+, Ignore Cover AND Small Arms, Ignore Cover	<i>Lucifer pattern engine</i>
Predator Infernus	AV	30cm	4+	6+	4+ (3+)	Magna Melta OR Flamestorm Cannon	15cm (15cm) 15cm (15cm) 15cm	MW4+ AND Small Arms, MW AP3+, Ignore Cover AND Small Arms, Ignore Cover AP4+, Ignore Cover	<i>Lucifer pattern engine, All models in the formation may be armed with either a Magna Melta or Flamestorm Cannon, not both, Flamestorm Cannon improves FF to 3+</i>
Razorback	AV	30cm	5+	6+	5+	2x Heavy Flamer Twin Heavy Bolter OR Twin Lascannon	30cm 45cm 30cm	AP4+ AT4+	<i>Lucifer pattern engine, Transport (May carry one stand of Tacticals, Devastators or Scouts) May be armed with either a Twin Heavy Bolter or a Twin Lascannon, not both</i>
Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport (May Carry up to two stands of Tacticals or Devastators or one stand of Terminators)</i>
Land Raider Redeemer	AV	25cm	4+	5+	3+	Twin Assault Cannons 2x Flamestorm Cannons	30cm 15cm (15cm)	AP4+/AT4+ AP3+, Ignore Cover AND Small Arms, Ignore Cover	<i>Reinforced Armour, Thick Rear Armour, Transport (May Carry up to two stands of Tacticals or Devastators or one stand of Terminators)</i>
Furious Dreadnought	AV	15cm	3+	4+	5+ (4+)	Frag Launchers 2x Power Fist OR Power Fist AND Frag Cannon	(base contact) (base contact) (base contact) (15cm)	Assault Weapons Assault Weapon, MW +1A Assault Weapon, MW +1A Small Arms, EA+1	<i>Walker, May be armed with either two power fists or one power fist and a frag cannon, not both, Frag Cannon improves FF to 4+</i>
Storm Raven Gunship	AV	35cm	5+	6+	5+	Twin Assault Cannons Twin Bloodstrike Missiles Twin Heavy Bolter 2x Hurricane Bolters	30cm 45cm 30cm (15cm)	AP4+/AT4+ AT5+ AP4+ Small Arms, EA+1	<i>Reinforced Armour, Skimmer, Planetfall, Transport (May transport one Dreadnought and up to two stands of Tacticals, Devastators or Assault Marines or one stand of Terminators)</i>
Thunderhawk Gunship	WE/AC	Bomber	4+	6+	4+	Battle Cannon 2 x Twin Heavy Bolter 1 x Twin Heavy Bolter 1 x Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxP AP4+/AA5+, Right Arc AP4+/AA5+, Left Arc	<i>Planetfall, Reinforced Armour, Transport (may carry up to eight of the following: Tacticals, Devastators, Assault Marines, Scouts, Death Company, Bikes, Terminators and Dreadnoughts may also be transported but take up two slots each), DC2 critical effect: Destroyed</i>
Landing Craft	WE/AC	Bomber	4+	6+	3+	2x Twin Lascannon 3 x Twin Heavy Bolter Storm Bolters	45cm 15cm (15cm)	AT4+ AP4+/AA5+ Small Arms	<i>Planetfall, Reinforced Armour, Transport (may carry up to twelve of the following: Tacticals, Devastators, Assault Marines, Scouts, Death Company, Bikes, Terminators and Dreadnoughts may also be transported but take up two slots each) May Additionally Transport up to four Land Raiders of any type, or up to six Rhinos, Razorbacks, Hunters, Predators or Vindicators, DC4 critical effect: Destroyed</i>
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	<i>Transport (May transport up to twenty of the following: Tacticals, Devastators, Assault Marines, Scouts, Terminators, plus up to twenty of the following: Rhinos, Razorbacks, Predators, Vindicators, Hunters and Land Raiders, plus up to six Thunderhawks and Enough Drop Pods or Landing Craft to transport any other units on board.)</i>
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	<i>Transport (May transport up to sixty of the following: Tacticals, Devastators, Assault Marines, Scouts, Terminators, plus up to sixty of the following: Rhinos, Razorbacks, Predators, Vindicators, Hunters and Land Raiders, plus up to nine Thunderhawks and Enough Drop Pods or Landing Craft to transport any other units on board), Slow and steady</i>
Storm Talon fighter-bomber	AC	Fighter-Bomber	5+	N/A	N/A	Twin Assault Cannon Twin Heavy Bolter	30cm 15cm	AP4+/AT4+/AA5+, FA AP4+/AA5+, FxP	
Drop Pod	AV	Immobile	N/A	N/A	N/A	Deathwind	15cm	AP5+/AT5+	<i>Planetfall, Transport (May carry one formation which includes only units from the following: Tacticals, Devastators, Dreadnoughts) Place the Drop pod marker using the planetfall rules (4.4) After the marker is placed, its deathwind attacks all enemy units within 15cm of the centre of the marker. Then any troops carried in the pod must disembark (which can trigger overwatch) in coherency, completely within 15cm of the drop pod and outside enemy zones of control. The drop pod is not a unit</i>