

Blood Angels

Warlord

Armour – 5 (5)

Aggression 8

May Take a Jump Pack.

Hearthguard – Must be Bi-Pedal Creatures (Adeptus Astartes)

With the Following Changes:

Armour 5 (5)

Must Choose One Weapon

Close Combat. Aggression 5 (0)

Bolter. Aggression 4 (4) but Reduces Armour to 5 (4).

Bolter: Bow with Range L that suffers no penalties. When fired at Non Creatures Add One Dice per Model Firing.

Assault Troops. Aggression 6 (0) but Reduces Armour to 4 (4).

RULE: Jump Pack: May Make a Range L Move Once Per Turn, This Move Ignores all Terrain. Gain One Fatigue. This Still Requires an Activation and Only Replaces a Move it Does Not Grant a Free Move.

Warriors – Scouts

Armour 4 (4)

Must Choose One:

With the Following Changes:

Armour 4 (4)

Must Choose One Weapon.

Close Combat. Aggression 2 (0)

Bolter. Aggression 1 (1)

Bolter: Bow with Range L that suffers no penalties. When fired at Non Creatures Add One Dice per Model Firing.

Shotguns. Aggression 1.5 (1.5)

Shotguns: Scouts May be armed with Shotguns which count as Javelins and do not reduce a units armour, they may still close ranks.

The Adeptus Astartes have no need for their own Levy Troops.

Red Thirst

The Red Thirst Simmers in Each Brother of the Blood Angels and During Battle it May be Called Upon to Murderous Effect.

At the End of the Turn Add One Token to the Red Thirst for Each Enemy Unit that was Reduced by 50% or More that Turn. If an Enemy Unit was Destroyed Add a Single Token to the Red Thirst then roll a D6. On a 6+ (4+ if the Unit was Killed in Melee) Add Two Red Thirst Tokens Instead.

"For the Emperor and Sanguinius! Death! DEATH!"

Battle Board

The Warriors of the Adeptus Astartes are a Well Oiled and Drill Machine working in Perfect Unison to Achieve the Emperor's Goals

Perfect Synchronisation – (1-3, 4-5 or 6)

Orders

Choose a Unit and Immediately remove One Fatigue from them and give it to a unit within M. This cannot be used on an Exhausted Unit but may be used to make a unit exhausted. If a 6 is used you may remove as Two Fatigue

Fear is not just something an Astartes overcomes it is a concept utterly alien and unknown to him

And They Shall Know No Fear! – (6)

Melee

You may re-roll all defence dice you wish.

When the Red Thirst Rises it is Fed by the Thrill of Battle and the Slaying of the Foe's of the Emperor

The Thrill of Battle (4-5)

Activation/Reaction

Trigger After a Unit has Been Activated to Charge but Before the Charge is Resolved.

Remove a Fatigue from the Unit or a Friendly Unit within M.

The Feeling of Chainsaw on Bone and the Spilled Blood of Their Enemies Drives the Blood Angels Onward

Rip and Tear (1-3 or 4-5)

Melee

Discard Defence Dice to Gain That Many Attack Dice.

To See One's Efforts come to Nought is Disheartening, to see them come to Nought and the Eight Foot Tall Murderous Angel of the Emperor you were Trying to Kill make a Beeline for you is Worse.

The Thirst of Sanguinius (1-3 and 1-3)

Shooting/Reaction

The Shooting Unit takes as much Fatigue as Necessary for it to Become Exhausted.

From the Heavens the Sanguinor Himself Appears to Smite the Foes of his Chapter

Intervention of the Sanguinor (6+6)

Melee

Choose a Friendly Unit in Melee.

After Resolving their Attacks Make an Attack with an Aggression of Twice as Many Dice as are in the Red Thirst Pool. All Successful Saves must be Re-Rolled.

Add Enough Fatigue to Exhaust the Friendly Unit and Discard all Dice in the Red Thirst Pool.

From on High the Blood Angels Descend on Their Foes with Fury and Rage

Charge of the Angels (1-3 or 4-5)

Melee

Gain as Many Attack Dice as you Have Red Thirst Tokens.

Roll a D6 for Each Token after Resolving this Ability. On a One Discard the Token.

Furious and Bloodthirsty as they Might be Even a Brother in the Grips of the Red Thirst is Still a Hyper Strategic Astartes

Murderous Precision (6)

Activation/Reaction

Trigger this Ability after and Activation Saga Ability has been Triggered but Before it has Been Resolved.

The Ability is Cancelled OR You Gain Two Red Thirst Tokens, Your Opponent Chooses Which.

Driven On by Fury and Rage the Blood Angels Rain a Flurry of Blows Upon the Enemy

The Furious Rain (1-3 or 4-5 or 6)

Shooting or Melee

Re-Roll One Attack Dice for Each Red Thirst Token you Have.

The Blood Angels are the Angels of the Emperor Himself, They Can Smite the Foe No Matter the Weapon

Angels of the Emperor (1-3 and 1-3)

Melee or Shooting Action – Hearthguard Only

If the Unit is Equipped for Close Combat Gain Dice Equal to Your Red Thirst Total, They may be Either Attack or Defence Dice in any Combination.

If the Unit is Equipped for Ranged Combat Gain One Attack Dice per Two Red Thirst Tokens and Inflict One Fatigue on the Target Unit.

If the Unit is Equipped for Jump Combat Immediately Interrupt your Opponents Turn and Make a Range M Charge Move. The Enemy Unit may not Close ranks and The Blood Angels Unit Gains One Re-Roll For Every Two Red Thirst Tokens to use in the Combat.

After Resolving the Effects Gain One Fatigue and Discard One Red Thirst

Special Units

The Death Company

The Death Company are Blood Angels **Hearthguard** but Gain the Following Special Rules

Rule of One: There can Only be a Single Group of Death Company, If you Purchase Three Units of Death Company they Must be Deployed as a Single 6 Man Unit.

Black Rage: When a Death Company Unit is Activated the Opponent can Decide to Force them to Either Charge or Move towards the Nearest Enemy Unit (Controlling Players Choice). If they do this then the Blood Angels Player Gains One Red Thirst Token.

Doomed: Death Company Cannot Hold Objectives

Fallen to the Rage: When an Ability Says “Half the Number of Red Thirst Tokens” Death Company Must Treat this as “Equal to Red Thirst Tokens”. However at the End of the Turn when they use “Fallen to the Rage” They Must Remove a Single Miniature.

Scout Snipers

Scout Sniper – Warriors 1 Point

Armour 3 (3)

Aggression 1/2 (1/2)

Sniper, Concealment, Loyal.

Sniper Rifle

SNIPER: Snipers may fire at 24 Inch Range as normal but the target counts as being in one level better cover than they actually are at all ranges over L. Instead the Snipers can make a special snipe attack at range L. Roll dice as usual (no bonus's of any kind can be used but fatigue may be used as normal) and for each 6 rolled reduce the target unit's armour by 1 (1) for the remainder of the turn.

CONCEALMENT: This unit always counts as being in cover one level above what it is actually in.

Chaplain – Hero, Any **Lieutenant** may be a Chaplain in which case they gain the “Litanies of Vengeance” Special Rule. In Addition You can Take Two Groups of Death Company if Your Force Includes One or More Chaplains.

Litanies of Vengeance: At the Start of the Turn if the Chaplain is not Exhausted and Within M of an Enemy Unit Gain One Red Thirst Token.

Terminator – Saga Dice 1

Armour 5 (5)

Aggression 8

Imposing Presence, Slow, Resilience (2), Loyal, Veteran of the First Company.

Veteran of the First Company: When the Terminator uses an enemy Unit's Fatigue Marker in Melee, increase the Terminators Armour by 1 and Decrease the Enemies Armour by 1 for Each Fatigue Used. A 6 always hits and a 1 always fails.