

## Blood Angels Chapter Space Marines (version two)

### **SPECIAL RULE**

#### **Death Company**

Before a battle, some Blood Angels succumb to visions of death and destruction brought about by the sacrifice of Sanguinius. Those that fail to quell their waking nightmare are formed into a Death Company. Those who join the Death Company seek the glory of death in battle and the peace of grave, and will fight on regardless of the odds against them or the seriousness of their wounds.

The following special rules apply to Death Company formations when they are given orders:

- The Death Company may not be given Sustained Fire or Marshal orders.

- If a Death Company formation is sufficiently close to any enemy unit to engage (even if only one stand can move into firefight range), they must be given an engage order and assault the nearest enemy formation.
- During assault resolution, a formation does not gain the +1 bonus for outnumbering a Death Company formation. Note that they still receive the +1 for doubling the formation, if it applies.

Additionally, Blood Angels benefit from the **They Shall Know No Fear** and **Transport** special rules from the Codex Space Marines army (see Epic Armageddon Rule book for details).

## Blood Angels Chapter Space Marines Army List

Blood Angels Space Marine armies have a strategy rating of 5. All Blood Angel and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Blood Angels formations (see Epic Armageddon rule book 5.1.1). A Blood Angels Army must purchase a Death Company formation. Death Company units with jump packs do not count when calculating transports.

### SPACE MARINE DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	COST
Assault	Four Assault units	Fast Attack, Commander	175 points
Bike	Five Bike units	Attack Bike, Commander	200 points
1 Death Company	One Death Company unit with Chaplain plus transport. Add one additional Death Company per 1000 points (or part thereof) in army.	None	100 points +75 per additional unit
Devastator	Four Devastator units plus transport	Commander, Dreadnoughts, Hunter, Heavy Support, Razorbacks	250 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Scout	Four Scouts plus transport	Razorbacks, Sniper	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Assault, Commander, Dreadnoughts, Fast Attack, Heavy Support, Hunter, Razorbacks	300 points
Terminators	Four Terminator units	Commander, Land Raiders, Dreadnoughts	325 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
0-1 Whirlwind	Four Whirlwinds	Hunter	300 points

### SPACE MARINE UPGRADES

UPGRADE	UNITS	COST
Assault	Replace one or two Tactical units with Assault units	Free
Attack Bike	Replace any number of Bike units with Attack Bike units	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. 50 points The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 points (+50 if Supreme Commander)
Dreadnoughts	Add up to any two of your choice of Dreadnoughts or Furious Dreadnoughts	50 points each
Fast Attack	Add up to any two of your choice of Land Speeders or Bike units	50 points each
Heavy Support	Add up to two of your choice of any combination of Predators (may choose Annihilators, Baals or Destructors), Land Raiders and/or Vindicators	75 points per Vindicator 75 points per Annihilator 75 points per Destructor 100 points per Baal 100 points per Land Raider
Hunter	Add one Hunter	75 points
Land Raiders	Add up to 4 Land Raider transports	100 points each
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks	25 points each
Sniper	One Scout unit may be given the Sniper ability	25 points
Tornado/Typhoon	Replace any number of Land Speeders with one Land Speeder Tornado or Typhoon each	25 points per Typhoon 15 points per Tornado

### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

### TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One or Two Warhound Titans	250 points each

## New Units

### Death Company

Ten thousand years ago, when their noble Primarch Sanguinius was slain fighting the traitorous Warmaster Horus, the self-sacrificial and brutal manner of Sanguinius's death scarred his descendents

for eternity. To this day, the memories of this final moment lurk in the minds of all Blood Angels. This is their blood-curse. A mere moment of inattention will cause them to lose their minds to their lurking fury over their Primarch's sacrifice.

Blood Angels Death Company				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm/35cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Pistols	(15cm)	Small arms		
Assault Weapons	(base contact)	Assault weapons	Extra Attack (+1)	
<b>Notes:</b> <i>Invulnerable Save, Fearless. Any number of Death Company units may be given the Jump Pack ability, units with jump packs increase their speed to 35 cm.</i>				

### Baal Predator

The Baal Predator variant tank is armed with numerous weapons noted for their high rate of fire. It

is designed to lay down a torrent of fire as the Blood Angels advance, and is able to mow down enemy infantry and light vehicles with horrifying efficiency.

Baal Predator				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Twin Assault Cannon	30cm	AP4+/AT5+		
2 x Heavy Flamer	15cm (15cm)	AP4+ Small arms	Ignore Cover Extra Attack (+1), Ignore Cover	

### Furioso Dreadnought

Even half-dead and incarcerated in the adamantium sarcophagus of a Dreadnought, a Blood Angel still lusts for battle and the chance to prove his honour face to face with the enemy. The "Furioso"

Dreadnought design was conceived by the chapter's Lord of the Forges many millennia ago to grant this opportunity to the recovered fallen.

Furioso Dreadnought				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Flamers	(15cm)	Small arms	Ignore Cover	
2 x Power Fist	(base contact)	Assault weapons	MW, Extra Attack (+1)	

## **Scenario: Assault on Tempestora**

*Also coming soon ☺*