

BLOOD ANGEL DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	COST
Assault	Six Assault units	Commander, Vindicator	250 points
Bike	Five Bike units	Commander, Attack Bike	200 points
Baal Predator	Four Baal Predators	Commander, Hunter, Vindicator	300 points
1 Death Company	Four Death Company units plus transport	Commander (Chaplain only), Death Company Dreadnought, Jump Packs	300 points
Land Raider	Four Land Raiders	Commander, Vindicator, Hunter	350 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Four Predator Destructors	Annihilators, Commander, Vindicator, Hunter	225 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator	300 points
Terminator	Four Terminator units	Commander, Land Raider, Dreadnought, Vindicator	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Vindicator	Four Vindicators	Commander, Hunter	250 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

BLOOD ANGEL UPGRADES

Each allowed Blood Angel upgrade can be taken once per detachment

UPGRADE	UNITS	COST
Annihilators	Replace 2 Predator Destructors with 2 Predator Annihilators or	25 points
	Replace 4 Predator Destructors with 4 Predator Annihilators	50 points
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150 points
Commander	Add one Space Marine Captain, Librarian or Chaplain character or	50 points
	Add one Space Marine Supreme Commander character (Max one per army)	100 points
Death Company Dreadnought	Add one or two Death Company Dreadnoughts	75 points each
Dreadnought	Add one or two Blood Angel Dreadnoughts	50 points each
Hunter	Add one Hunter	75 points
Jump Packs	All Death Company Infantry units gain a 30cm move and the Jump Packs ability but the formation loses the plus transport special rule	50 points
Land Raider	Add up to four Land Raiders	75 points each
Razorbacks	Add up to one Razorback for each infantry unit in the formation (see Space Marine transport rule)	25 points each
Snipers	All Scout units gain the Sniper ability	50 points
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Land Speeder Typhoon each	10 per Typhoon
		0 per Tornado
Vindicator	Add one or two Vindicators	50 points each

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
Two Warhound Class Titans	500 points
One Warhound Class Titan	275 points

USING THE ARMY LIST

- One Death Company formation must be taken.
- Up to a third of the points available to the army may be spent on Imperial Navy aircraft and Titan Legion battlegroups.

CODEX SPACE MARINES – BLOOD ANGELS

Strategy Rating: 5

Initiative: 1+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Assault	Inf	30cm	4+	3+	5+	Bolt Pistol Chainsword	(15cm) Base Contact	Small Arms Assault Wpn	Jump Packs
Attack Bike	LV	35cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	
Baal Predator	AV	30cm	4+	6+	3+	Twin Assault Cannon 2 x Heavy Flamer	30cm 15cm	AP4+/AT4+ AP4+ Ignore Cover, Small Arms IC	
Battle Barge	Spaceship	na	na	na	na	Orbital Bombardment	na	14BP, MW	Slow and Steady
Bike	Inf	35cm	4+	3+	4+	Bolt Pistol Chainsword	(15cm) Base Contact	Small Arms Assault Wpn	Mounted
Captain	CH	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Inv Save, Leader, Commander
Chaplain	CH	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Inv Save, Leader, Inspiring
Death Company	Inf	15cm (30cm)*	4+	3+	5+	Bolt Pistol Chainsword	(15cm) Base Contact	Small Arms Assault Wpn, +1A	Fearless, Invulnerable Save. *Can be given Jump Packs
Death Company Dreadnought	AV	15cm	4+	4+	5+	Storm Bolters 2 x Power Fists	(15cm) Base Contact	Small Arms Assault Wpn, MW, +1A	Fearless, Invulnerable Save, Walker
Blood Angel Dreadnought	AV	15cm	4+	4+	5+(4+)	Power Fist Assault Cannon OR 2 x Power Fist Storm Bolters	Base Contact 30cm Base Contact (15cm)	Assault Wpn, MW, +1A AP5+/AT5+ Assault Wpn, MW, +1A Small Arms	Walker. FF4+ for Power fist and Assault Cannon option.
Drop Pod	na	na	na	na	na	Deathwind	15cm	AP5+/AT5+	One Shot, Transport
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Landing Craft	WE	Bomber	4+	5+	3+	2 x Twin Lascannon 3 x Twin Heavy Bolter Storm Bolter	45cm 15cm (15cm)	AT4+ AP4+/AA5+ Small Arms	Planetfall, Fearless, Reinforced Armour, Transport DC 4, Crit - Destroyed (hit on units in 5cm)
Librarian	CH	na	na	na	na	Smite Power Weapon	(15cm) Base Contact	Small Arms, MW +1A Assault Wpn, MW +1A	Inv Save, Leader
Land Raider	AV	25cm	4+	6+	4+	2 x Twin Lascannon Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced armour, Thick rear armour, Transport
Land Speeder	LV	35cm	4+	6+	5+	Multi-Melta	15cm	MW5+, Small Arms MW	Skimmer, Scout
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Skimmer, Scout
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missiles Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	Skimmer, Scout
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2 x Lascannon	45cm 45cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	4+	Autocannon 2 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	Transport
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	15cm	Small Arms	Transport
Scout	Inf	15cm	5+	4+	5+	Shotgun Heavy Bolter	15cm 30cm	Small Arms AP5+	Scout, Infiltrate
Strike Cruiser	Spaceship	na	na	na	an	Orbital Bombardment	na	5BP, MW	
Supreme Commander	CH	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Supreme Commander, Inv Save
Tactical	Inf	15cm	4+	4+	4+	Bolters Missile Launcher	15cm 45cm	Small Arms AP5+/AT6+	
Terminator	Inf	15cm	4+	3+	3+	Storm Bolter 2 x Assault Cannon Power Weapon	15cm 30cm Base Contact	Small Arms AP5+/AT5+ Assault Wpn, MW, +1A	Reinforced armour, Thick rear armour, Teleport
Thunderhawk	WE	Bomber	4+	6+	4+	Battle Cannon 2xTwin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+ FxF AP4+/AA5+ FxF AP4+/AA5+ Right Arc AP4+/AA5+ Left Arc	Planetfall, Reinforced Armour, Transport DC 2, Crit - Destroyed
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+ Ignore Cover	Walker
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP	indirect Fire

CODEX SPACE MARINES – BLOOD ANGELS

Strategy Rating: 5 Initiative: Titans 1+ Aircraft 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+	na	na	2 x Twin heavy Bolters	15cm	AA5+	
						Twin Lascannon	45cm	AT4+/AA4+ FxF	
						Bomb Racks	15cm	3BP FxF	
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolter	15cm	AP4+/AA5+ FxF	
						Multilaser	30cm	AP5+/AT6+/AA5+ FxF	
						Underwing Rockets	30cm	AT4+ FxF	
Reaver Titan	WE	20cm	4+	3+	3+	2 x Turbo-laser Destroyers	60cm	4 x AP5+/AT3+ Fwd	Fearless, Reinforced Armour, Walker DC 6, 4 Void Shields – Crit: see Titan critical table
					Rocket Launcher	60cm	3BP FxF		
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+ Fwd	Fearless, Reinforced Armour, Walker DC3, 2 Voids Shields – Crit: 1 Dam, D6cm stagger
					Plasma Blastgun	45cm	2 x MW2+ Slow Firing, Fwd		
Warlord Titan	WE	15cm	4+	2+	3+	2 x Turbo-laser Destroyers	60cm	4 x AP5+/AT3+ FxF	Fearless, Reinforced Armour, Walker, Thick Rear Armour DC 8, 6 Void Shields – Crit: see Titan critical table
						Gatling Blaster	60cm	4 x AP4+/AT4+ Fwd	
						Volcano Cannon	90cm	MW2+, TK(d3) Fwd	

Blood Angels Special Rules

Titan Critical

They Shall Know No Fear

It takes two blast markers to suppress a Space Marine unit. Space Marine formations are only broken if they have two blast markers per unit. Space Marine formations count as having half the number of blast markers (rounding down to a minimum of one) for assault resolution purposes. Broken formations receive one blast marker per unit when rallying. Space Marine Leaders remove two blast markers when rallying.

Roll D6 in the end phase for each critical

1 Titan Destroyed

2-3 One additional point of damage

4+ Repaired with no damage.

Superior Tactics

The Space Marine army is a highly flexible and tactical army. Before each tournament game the Space Marine player may choose which formations with the 'plus transport' aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

If the titan explodes any units in 5cm are hit on a 5+ (Reaver) or 4+ (Warlord)

Space Marine Transport

Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation; you can't take extras along to cover any losses! Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list. To work out a formation's transport

- Add any infantry upgrades to the formation.
- Add Land Raiders to the formation.
- Add Razorbacks to the formation, up to the number of Infantry units not transportable by Land Raiders.
- If there are still infantry units in the formation without transport add the minimum number of Rhinos required for all units in the formation to be transported.

Transport Capacity

Note - Terminators and Dreadnoughts take up 2 transport spaces each in aircraft

Battle Barge	Sixty Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units. Plus sixty Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators plus nine Thunderhawks and enough drop pods or landing craft to carry any other units on board.
Drop Pod	Tactical, Devastator and Dreadnought units may enter play in Drop pods.
Landing Craft	Twelve Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units. Plus four Land Raiders or six of the following Rhino, Razorback, Hunter, Whirlwind, Predator or Vindicator.
Land Raider	One Terminator or Two Tactical, Devastator or Scout units.
Razorback	One Tactical, Devastator or Scout units.
Rhino	Two Tactical, Devastator or Scout units.
Strike Cruiser	Twenty Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units, plus twenty Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators, plus six Thunderhawks and enough drop pods or landing craft to carry other units on board.
Thunderhawk	Eight Tactical, Assault, Devastator, Scout, Attack Bike, Bike, Terminator or Dreadnought units.

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