IMPERIUS DOMINATUS

Blood Angels

BLOOD ANGELS GENRAL RULES
(FACTION VALUE 400)
To hit value 5+

Crimson Paladins – May only use Land Raider Phobos as transport option

Dawnbreakers – May add +1 to their close combat die allotment per element in close combat that occurs on the turn they deploy via deepstrike [T].

The Angel's Tears – may use rad grenades and they replace destroyers in a Blood Angels Legion (may not select standard destroyers).

Contemptor-Incaendius Class Dreadnought – They possess jump packs and may use Deepstrike.

BLOOD ANGELS

Characteristics

The Blood Angels Legion has the following characteristics:

- **By the Blood Sworn:** If an infantry unit is under 50%, re-rolls failed armor saves (second result stands) or +1 to existing invulnerable saves.

- **Encarmine Fury:** +1 to CAF to hit value.

- **Resolute Defense:** Fearless when holding an objective.

- **Aura of Wrath:** opponents losing close combat an extra -1 to moral tests.

- **Librarius.** Sanguinius supported the use of the Librarius. Blood Angels may use the Librarius.

- Blood angels Infantry must charge opposing infantry within 15cms.

- Blood Angels command formations must be equipped with jump packs

- Blood Angels infantry gain re-rolls on failed armor saves (second result stands), or +1 to existing invulnerable
- save on the turn Deepstrike occurs.

- Blood Angels infantry gain stubborn ability.

- Blood Angels player may not spend more points on vehicles than infantry formations.

- Blood Angels, must include at least one cavalry formation in their force.

- Super heavy formations count as special cards

- Blood Angel players gains +1 bonus to reserve rolls

- Blood Angel player fortification cards count as special cards.

- Blood Angel player may not purchase static guns.

ILLASTUS PATTERN ASSAULT CANNON

May replace Bolters or Flamers on Predator formations with assault cannons.
2 attack dice, 25cm range and -2TSM per weapon

Point Value 50/100
+1 VP

CONTEMPTOR INCAENDIUS DREADNOUGHT TALON

A Incaendius Dreadnought Talon consists of 3 Incaendius Dreadnoughts.

Point Value 200

CONTEMPTOR INCAENDIUS DREADNOUGHT TALON

Break Point 2: The Incaendius Dreadnought detachment are broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Incaendius Dreadnought have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.
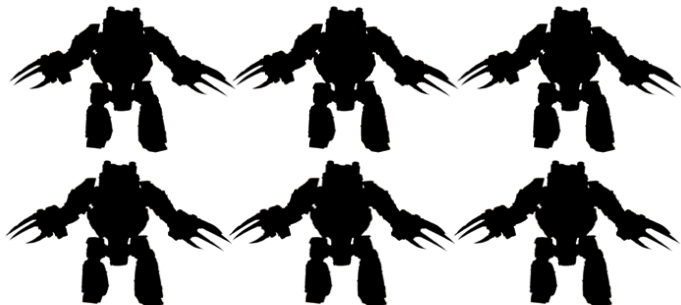
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor-Incaendius Class Dreadnought [2]	20[JT]	2+	4/-3	2x Iliastus Assault cannon	25	4	-2	Special
				Flamers	10	2	-1	
				Power claws	-	-	-	

Victory Points 2
Your opponent gains 1 VP when this Detachment is broken

CONTEMPTOR INCAENDIUS DREADNOUGHT GRAND TALON

A Incaendius Dreadnought Talon consists of 6 Incaendius Dreadnoughts.

Point Value 450

CONTEMPTOR INCAENDIUS DREADNOUGHT GRAND TALON

Break Point 4: The Incaendius Dreadnought detachment are broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Incaendius Dreadnought have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.
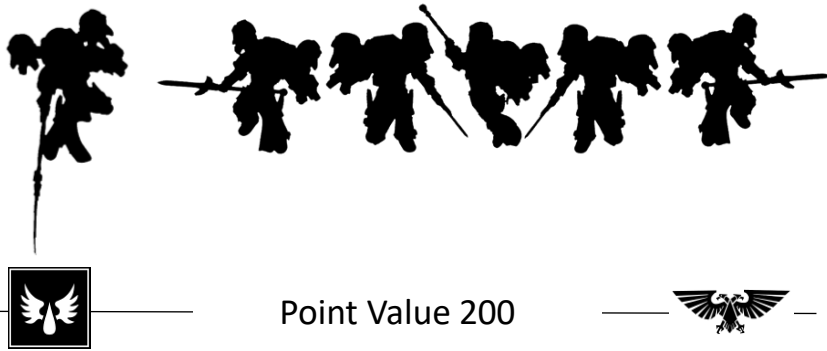
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Contemptor-Incaendius Class Dreadnought [2]	20[JT]	2+	4/-3	2x Iliastus Assault cannon	25	4	-2	Special
				Flamers	10	2	-1	
				Power claws	-	-	-	

Victory Points 5
Your opponent gains 3 VP when this Detachment is broken

DAWNBREAKER COHORT

The Dawnbreaker Cohort consists of 1 Dawnbreaker Decurion and 5 Dawnbreaker stands

Point Value 200

DAWNBREAKER COHORT

Break Point 4: The Dawnbreaker Cohort is broken if it has lost 4 stands either the Decurion or Dawnbreaker stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Dawnbreakers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

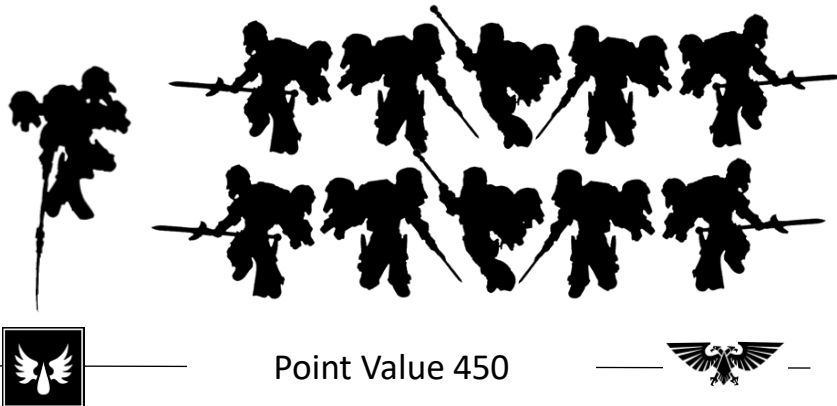| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[JT]	4[6]+	3/-3	Assault weapons	-	-	-	[HQ1], [V],[MB] Special
Dawnbreaker Cohort	15[JT]	4+	3/-3	Assault weapons	-	-	-	[MB], Special*

* On the turn they deploy via Deep Strike [T] they gain a +1 close combat attack die for that turn only (Set the sky aflame).

Victory Points 2
Your opponent gains 1 VP when this Detachment is broken

DAWNBREAKER GRAND COHORT

The Dawnbreaker Grand Cohort consists of 1 Dawnbreaker Decurion and 10 Dawnbreaker stands

Point Value 450

DAWNBREAKER GRAND COHORT

Break Point 8: The Dawnbreaker Cohort is broken if it has lost 8 stands either the Decurion or Dawnbreaker stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Dawnbreakers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[JT]	4[6]+	3/-3	Assault weapons	-	-	-	[HQ1], [V],[MB], Special
Dawnbreaker Cohort	15[JT]	4+	3/-3	Assault weapons	-	-	-	[MB], Special*

* On the turn they deploy via Deep Strike [T] they gain a +1 close combat attack die for that turn only (Set the sky aflame).

Victory Points 5
Your opponent gains 3 VP when this Detachment is broken

CRIMSON PALADIN DETACHMENT

The Crimson Paladin Detachment consists of 1 Crimson Paladin Decurion and 4 Crimson Paladin stands

Point Value 300

CRIMSON PALADIN DETACHMENT

Break Point 4: The Crimson Paladin Detachment is broken if it has lost 4 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Crimson Paladin have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

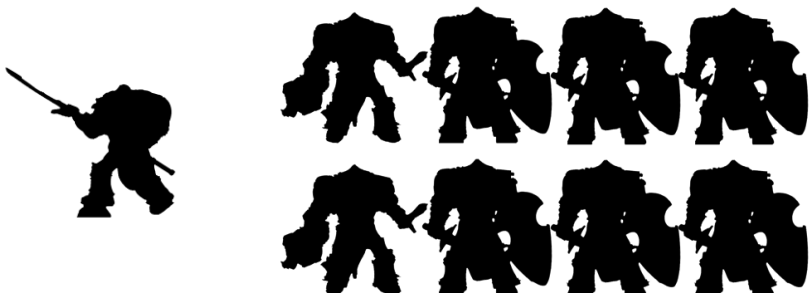| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	2x Iliastus Assault cannon	25	2	-2	[HQ1], [V], [SU], Special
				Power weapons	-	-	-	
Crimson Paladins	10[T]	3[5]+	3/-3	2x Iliastus Assault cannon	25	2	-2	[SU], Special
				Power weapons	-	-	-	

*May only use Phobos Land raiders as transport. May serve as primarch's honor guard.

Victory Points 3
Your opponent gains 2 VP when this Detachment is broken

CRIMSON PALADIN GRAND DETACHMENT

The Crimson Paladin Grand Detachment consists of 1 Crimson Paladin Decurion and 8 Crimson Paladin stands

Point Value 550

CRIMSON PALADIN GRAND DETACHMENT

Break Point 6: The Crimson Paladin Grand Detachment is broken if it has lost 6 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Crimson Paladin have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	2x Iliastus Assault cannon	25	2	-2	[HQ1], [V], [SU], Special
				Power weapons	-	-	-	
Crimson Paladins	10[T]	3[5]+	3/-3	2x Iliastus Assault cannon	25	2	-2	[SU], Special
				Power weapons	-	-	-	

*May only use Phobos Land raiders as transport. May serve as primarch's honor guard.

Victory Points 6
Your opponent gains 3 VP when this Detachment is broken

ANGEL'S TEARS DETACHMENT

The Angel's Tears Detachment consists of 1 Angel's Tears Decurion and 5 Angel's Tears stands.

Point Value 250

ANGEL'S TEARS DETACHMENT

Break Point 4: The Angel's Tears Detachment is broken if it has lost 4 stands either the Decurion or Angel's Tear stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Angels Tears have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	4[6]+	3/-2	Angel's tears grenade launcher [A]	25	1	0	[HQ1], [MB], [V], [CA], Special
The Angel's Tears	15[J]	4+	3/-2	Angel's tears grenade launcher [A]	25	1	0	[CA], Special*

* Possess rad grenades (ignore cover in close combat).

Victory Points 3
Your opponent gains 2 VP when this Detachment is broken

ANGEL'S TEARS GRAND DETACHMENT

The Angel's Tears Detachment consists of 1 Angels Tears Decurion and 10 Angel's Tears stands.

Point Value 450

ANGEL'S TEARS GRAND DETACHMENT

Break Point 6: The Angel's Tears Grand Detachment is broken if it has lost 6 stands either the Decurion or Angel's Tear stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Angel's Tears have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	4[6]+	3/-2	Angel's tears grenade launcher [A]	25	1	0	[HQ1], [MB], [V], [CA], Special
The Angel's Tears	15[J]	4+	3/-2	Angel's tears grenade launcher [A]	25	1	0	[CA], Special*

* Possess rad grenades (ignore cover in close combat).

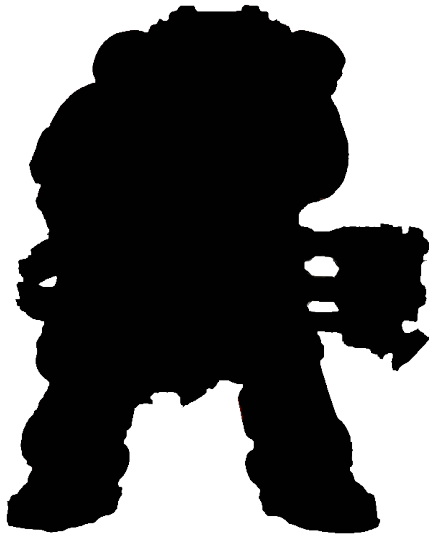## Victory Points 5
Your opponent gains 3VP when this Detachment is broken

JUDICAR ASTER CROHNE

Judicar Aster Crohne consists of 1 Dreadnought Stand

JUDICAR ASTER CROHNE

Break Point +1: Judicar Aster Crohne adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Judicar Aster Crohne has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Judiciar Aster Crohne [2]	10	4[6]+	4/-3	Flamers [FW]	10	2	-1	[HQ2], [R], [AW], [IWD], Special*

Justiciar Aster Crohne – May use rad grenades (ignores cover in close combat).

Victory Points +1
Your opponent gains +1 VP when attached Company is broken.

SPECIAL FORMATION

CHAPTER MASTER RALDORON

Chapter Master Raldoron consists of one Chapter Master Raldoron stand.

Point Value 100

CHAPTER MASTER RALDORON

Break Point +1: Chapter Master Raldoron adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Chapter Master Raldoron has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Chapter Master Raldoron	10	4[6]+	6/-3	Encarmine Warblade	-	-	-	[HQ3], [V]

Chapter Master Raldoron – Formations within command radius of Chapter Master Raldoron gain the counter attack [CA] ability.

Victory Points +1

Your opponent gains +1 VP when attached Company is broken.

SPECIAL FORMATION

SANGUINIUS
PRIMARCH OF THE BLOOD ANGELS

Sanguinius Primarch of the Blood Angels consists of one Sanguinius.

Point Value 200

SANGUINIUS
PRIMARCH OF THE BLOOD ANGELS

Break Point 1: Sanguinius is only broken when Sanguinius Primarch of the Blood Angels is Destroyed.

Morale Value 4+: Sanguinius has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sanguinius [2]	30[JT]	2[4]+	7/-5	Spear of Telesto [A]	10	1	-4	[DR2], Primarch

Sire of the Blood Angels –
- +5cm move bonus to all formations equipped with jump packs within command radius.
- +1 to all initiative rolls.
- +1 bonus for close combat resolution to all formations within command radius.

Victory Points 2
Your opponent gains 2 VP when this model is destroyed.