



COMBAT PATROL: BLOOD ANGELS

STRIKE FORCE MARCELLOS

The Blood Angels of Librarian Marcellos' strike force are skilled and ferocious warriors all. Marcellos favours a swift and overwhelming assault and has gathered his favoured battle-brothers accordingly. Whether speeding into battle aboard their Impulsor transport tank, slipping through the shadows to launch devastating ambushes or striding at Marcellos' side with guns blazing, the Librarian's followers revere their wise battle-psyker leader and fight all the harder to see his will done upon the battlefield.

This Combat Patrol includes the units shown below.

A Librarian Marcellos (1 model)

- This model is equipped with: bolt pistol; Smite; force weapon.

B Intercessor Squad (5 models)

- 1 Intercessor Sergeant is equipped with: bolt pistol; Astartes chainsword.
- 4 Intercessors are equipped with: bolt rifle; bolt pistol; close combat weapon.

C Incursor Squad (5 models)

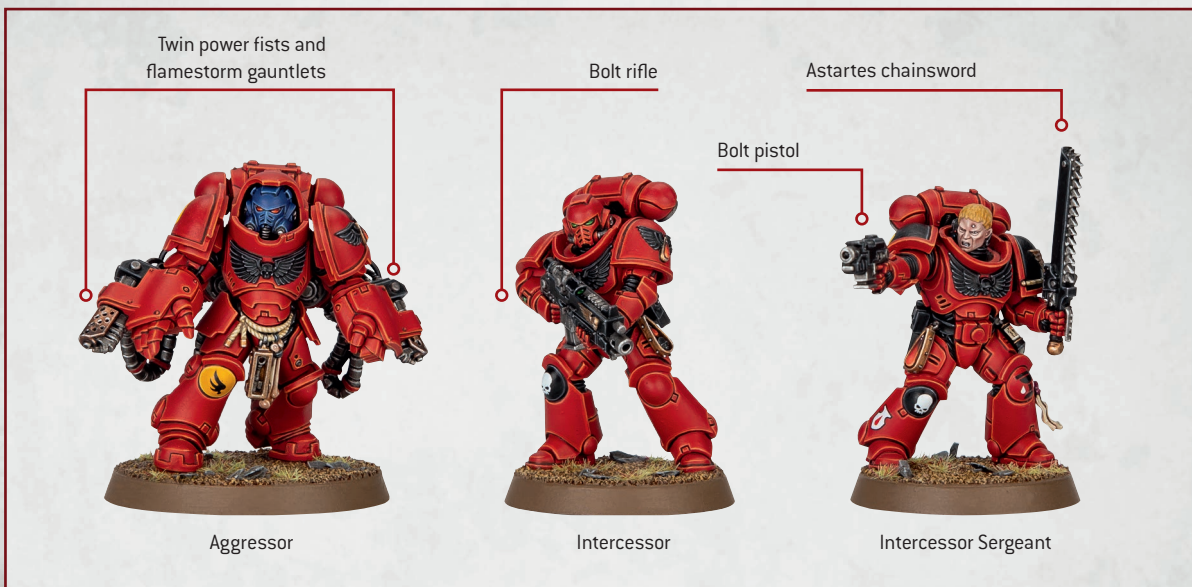
- 1 Incursor Sergeant is equipped with: bolt pistol; occulus bolt carbine; paired combat blades.
- 3 Incursors are equipped with: bolt pistol; occulus bolt carbine; paired combat blades.
- 1 Incursor is equipped with: bolt pistol; occulus bolt carbine; paired combat blades; haywire mine.

D Aggressor Squad (3 models)

- Every model is equipped with: flamestorm gauntlets; twin power fists.

E Impulsor (1 model)

- This model is equipped with: bellicatus missile array; 2 storm bolters; armoured hull.





COMBAT PATROL: BLOOD ANGELS

STRIKE FORCE MARCELLOS

ABILITIES

The datasheets required to use Strike Force Marcellos can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet, and is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your **LIBRARIAN** model is your **WARLORD** and has the Baalite Bladesman Enhancement. You can replace this with Radiant Wrath.

DEFAULT ENHANCEMENT

BAALITE BLADESMAN

The Blood Angels place great stock in skill at arms, seeking to emulate the long-gone grace and martial might of their angelic Primarch. This warrior has spent decades refining his swordsmanship to this end, and is glad to impart the secrets of his bladecraft to his battle-brothers also.

Improve the Armour Penetration characteristic of melee weapons equipped by models in the bearer's unit by 1.

OR

OPTIONAL ENHANCEMENT

RADIANT WRATH (PSYCHIC)

The searing golden fury of this warrior's psychic manifestations is terrifying to behold, a magnificent outpouring of lethal empyric power capable of burning even the mightiest foes to ash.

Both of the bearer's Smite weapon profiles have the **[ANTI-MONSTER 5+]** and **[ANTI-VEHICLE 5+]** abilities.

SECONDARY OBJECTIVES

You will use the Angelic Wrath secondary objective. You can replace this with Strategic Aggression.

DEFAULT SECONDARY OBJECTIVE

ANGELIC WRATH

Magnificent and terrible, the Blood Angels fall upon their foes with a controlled ferocity that none can withstand. They tear swiftly through their enemies' outer defences, seeking to secure key strategic targets and bring the battle to a swift and decisive end.

At the end of your opponent's turn, you score 4VP if you control one or more objective markers that are within 6" of your opponent's deployment zone.

OR

OPTIONAL SECONDARY OBJECTIVE

STRATEGIC AGGRESSION

Blood Angels battle plans are invariably dynamic and hard-hitting. By swiftly eliminating key enemy assets, the Sons of Sanguinius ensure that the effects of each engagement ripple out to rapidly weaken the entire fabric of the enemy's wider strategic disposition.

At the start of the first battle round, select one enemy **MONSTER** or **VEHICLE** model. If there are no such enemy models, select one enemy **CHARACTER** model instead.

At the end of the battle, you score 10VP if that enemy model is destroyed.

STRATAGEMS

You can use the following Stratagems:



CONTROLLED FEROCITY

STRIKE FORCE MARCELLOS – BATTLE TACTIC STRATAGEM

Combining martial skill with tightly harnessed strength and aggression, the Blood Angels smash aside their enemies attacks at close quarters.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.



HARNESS THE FLAW

STRIKE FORCE MARCELLOS – BATTLE TACTIC STRATAGEM

Though only used as a last resort, the Blood Angels can unleash the ferocity of the Red Thirst to augment their already-considerable might and aggression.

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If that attack targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll instead.



RAPID STRIKE

STRIKE FORCE MARCELLOS – STRATEGIC PLOY STRATAGEM

The Blood Angels push relentlessly forward, refusing to give their enemies time to react to their onslaught.

WHEN: End of your Shooting phase.

TARGET: One **INTERCESSOR SQUAD** or **INCURSOR SQUAD** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move. It cannot embark within a **TRANSPORT** at the end of that move.

RESTRICTIONS: Until the end of the turn, your unit is not eligible to declare a charge.

LIBRARIAN MARCELLOS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Combat Patrol Datasheet

Exemplifying the psychic might of his Chapter's renowned Librarians, Marcellos wields the power of his mind as a weapon in battle. Whether he is blasting enemies with bolts of psychic energy, hewing them down at close quarters, or directing his brothers into battle with strategic skill, Marcellos is a potent psyker and leader both.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
▶ Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
▶ Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following unit: **INTERCESSOR SQUAD**

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, TACTICUS, LIBRARIAN, MARCELLOS

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Mental Fortress (Psychic): While this model is leading a unit, models in that unit have a 4+ invulnerable save.



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

AGGRESSOR SQUAD

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



Combat Patrol Datasheet

Capable of spearheading devastating offensives or shattering the most determined enemy assaults, Aggressors are walking ceramite strongpoints. They excel at close-quarters combat and laying down torrents of devastating fire before crushing their foes beneath their energised fists.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Twin power fists [TWIN-LINKED]	Melee	3	4+	8	-2	2

KEYWORDS: INFANTRY, IMPERIUM, GRAVIS, AGGRESSOR SQUAD



FACTION KEYWORDS: ADEPTUS ASTARTES, BLOOD ANGELS

INCURSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Combat Patrol Datasheet

Aggressive light infantry, Incursors specialise in storming enemy defences and destroying essential assets. With a formidable array of auspexes and sensory equipment, they can see their enemies through walls and predict their movements – and with a burst of carbine fire or knife thrusts, cut them down.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Oculus bolt carbine [ASSAULT, IGNORES COVER]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Multi-spectrum Array: In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more attacks made by this unit this phase. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

KEYWORDS: INFANTRY, SMOKE, IMPERIUM, PHOBOS, INCURSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Combat Patrol Datasheet

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, TACTICUS, INTERCESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS

IMPULSOR

M	T	SV	W	LD	OC
12"	9	3+	11	6+	2



Combat Patrol Datasheet

Equipped with vectored thrusters that make it faster than any other gravitic tank in the Space Marines' armouries, the Impulsor is a highly adaptable transport used by all Primaris Space Marines for rapid insertion and flanking manoeuvres. It is particularly favoured by Vanguard forces.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Bellicatus missile array – frag [BLAST]	48"	D6	3+	4	0	1
▶ Bellicatus missile array – Icarus [ANTI-FLY 2+]	48"	D3	3+	8	-1	2
▶ Bellicatus missile array – krak	48"	1	3+	8	-2	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

TRANSPORT

This model has a transport capacity of 6 TACTICUS or PHOBOS INFANTRY models.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3, Firing Deck 6

FACTION: Oath of Moment

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR



FACTION KEYWORDS:
ADEPTUS ASTARTES, BLOOD ANGELS