

CAPTAIN KARLAEN

THE SHIELD OF BAAL

160
POINTS



Captain Karlaen commands the 1st Company of the Blood Angels and has earned a reputation as a formidable warrior and brilliant tactician over centuries of service. Trained by Commander Dante himself, Karlaen has distinguished himself time and again in the two centuries he has held the rank of Captain within the Blood Angels.

At the battle of Forlorn Falls, it was Karlaen's Terminators that led the counter-attack that broke through the fortifications of the Iron Warriors. On Ivald XII Karlaen held the line against the Orks of the Shattered Fang tribe, foiling their attacks one after another. Karlaen has also fought the creatures of the hive fleets many times before, having personally led a dozen missions to destroy rogue space hulks.

For all his military prowess, Karlaen was also a key figure in the reconstruction of the Sangheili High Priest's complete confidence in the Captain's strategic acumen and his utter dedication to duty.

Captain Karlaen

WS BS S T W I A Ld Sv
6 5 4 4 3 5 3 10 2+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Terminator armour (pg 31)
- Storm bolter
- Iron halo (pg 31)

SPECIAL RULES:

- And They Shall Know No Fear
- Counter-attack
- Furious Charge
- Independent Character

WARLORD TRAIT:

Strategic Genius: This Warlord possesses a natural gift for planning and executing wars, his knowledge of military strategy second to none.

You add +1 to any Seize the Initiative roll. In addition, whilst your Warlord is alive, you can re-roll any Reserve Rolls (failed or successful).

RELIC OF BAAL

The Hammer of Baal: This exquisite weapon was forged by master-artisans several millennia ago. It was entrusted by Dante himself into Karlaen's custody when he took up the mantle of Captain of the 1st Company. Since that day it has been the doom of traitors and aliens beyond counting.

Range	S	AP	Type
	x2	2	Melee, Concussive, Master-crafted, Specialist Weapon, Unwieldy

SQUAD ALPHAEUS

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POINTS



Brother-Sergeant Alphaeus is an old comrade of Captain Karlaen, and has served at his side on many hundreds of missions. However, this is not the only reason the Captain chose Alphaeus and his squad to accompany him to Phodia. Alphaeus has a well-earned reputation fighting the creatures of the Hive Mind. In his time aboard space hulks and upon the xenos ravaged battlefields of the Imperium, the Brother-Sergeant has mastered the methods of killing even the largest Tyranid bio-beasts, and for this reason favours arming his squad with a heavy flamer; this is the ideal weapon for thinning out the ranks of a Tyranid swarm. On Phodia, Alphaeus and his squad would prove their worth, surviving against the brutality of the xenos where countless others were destroyed.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	4 Terminators
Alphaeus	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 (Unique)

WARGEAR:

- All models have Terminator armour (pg 31).
- Alphaeus has a storm bolter and power sword.
- 1 Terminator has a heavy flamer and power fist.
- 1 Terminator has a storm bolter and chainfist.
- 2 Terminators each have a storm bolter and power fist.

SPECIAL RULES:

- And They Shall Know No Fear
- Furious Charge
- Preferred Enemy (Tyranids) (Alphaeus only)



RAPHEN'S DEATH COMPANY

210
POINTS



Before every battle a few amongst the Blood Angels will inevitably succumb to the Black Rage, the inescapable madness that can only be cured in death. With such a large proportion of Chapter fighting on Phodun, it was only to be expected that many more battle-brothers would fall prey to the Black Rage. Among these were Raphen and his brothers, sent down from the heavens by Dante to support Karlau's force in their mission. In battle the Death Company are completely consumed by the visions and ancient memories that tear at their mind, often confusing past and present or perceiving foes that have long since been vanquished. For all their madness, though, they are deadly fighters that can only be defeated in death.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Company Marine	4	4	4	4	1	4	2	8	3+
Raphen	4	4	4	4	1	4	3	9	3+

Unit Type

Jump Infantry

Jump Infantry (Character)

Unit Composition

4 Death Company Marines

1 (Unique)

WARGEAR:

- All models have power armour (pg 31), jump pack (pg 31), frag and Krak grenades.
- Raphen has a bolt pistol and thunder hammer.
- 1 Death Company Marine has a bolt pistol and power fist.
- 1 Death Company Marine has a bolt pistol and power sword, and chainsword.
- 1 Death Company Marine has a bolt pistol and chainsword.

SPECIAL RULES:

- Fearless
- Feel No Pain
- Furious Charge
- Rage
- Relentless



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CASSOR THE DAMNED

140
POINTS



Sometimes even Blood Angels Dreadnoughts succumb to the Black Rage, their minds infected with the same spiritual sickness that can afflict their mortal brethren. Cassor the Damned is one such tragic individual: having served for almost three centuries within the hull of his war machine, his mind was finally broken during the battle of Lauwang. Those that saw Cassor's fall from sanity say it was the wings of the Sanguinary Guard as they passed overhead, blotting out the sun, that triggered the rage. Since that day the sound of beating wings is the only way to rouse the Dreadnought from his madness long enough for a Death Company Chaplain to direct him at his foes. When so released, however, his battle-fury is terrifying to behold, and countless foes have fallen to his razor-sharp blood talons.

Cassor the Damned	[Armour]							Unit Type	Unit Composition
	WS	BS	F	S	R	I	A HP		
Cassor the Damned	4	4	12	12	10	4	5 5	Vehicle (Walker, Character)	1 (Unique)

WARGEAR:

- One blood talon (pg 51) with built-in meltagun
- One blood talon (pg 51) with built-in storm bolter
- Magna-grapple (pg 51)
- Searchlight

SPECIAL RULES:

- Furious Charge
- Rage

None Can Stay My Wrath:
Cassor the Damned ignores the effects of Crew Shaken or Crew Scorned damage results (but still loses a Hull Point).





STRIKE FORCE DEATHSTORM



As Commander Dante's Blood Angels fleet reached high orbit above Asphodel, he sent down forward assault squads to secure key resources, clear vital landing zones and assess the size and strength of the ground swarm. Among these were squads of the 1st Company and elements of the Death Company. Karlaen led one of his Terminator Squads into the heart of the ruined Governor's Palace to complete the mission bestowed upon him by Corbulo, and, in the course of the fighting, battle-brothers of the Death Company and even the Dreadnought Cassor the Damned would come to Karlaen's aid when his own command was hopelessly overrun. Together Strike Force Deathstorm would take a bloody toll upon the Tyranids, and help the 1st Company Captain to return with Corbulo's prize intact.



FORMATION:

- Captain Karlaen (pg 26)
- Squad Alphaeus (pg 27)
- Raphen's Death Company (pg 28)
- Cassor the Damned (pg 29)

RESTRICTIONS:

None.

SPECIAL RULES:

Against all Odds: All units in this Formation have the Fearless special rule. Models that already have the Fearless special rule instead gain the Counter-attack special rule.

Bloody Toll: Once per game, at the start of any Assault phase, Captain Karlaen can call for a Bloody Toll. On the turn he does so, all units in this Formation re-roll all failed To Wound rolls until the end of that phase.