

FLY LORDS OF TERRA PRESENT

ARMY OF DEATH

A Blood Angels Variant Army



Mkerr, Bigred (Adeptus Administratum Curators)

Thomas Reidy, Bigred (Remembrancers)

Geoff Snider (Testing Magos)

Dedicated to Jervis Johnson, and Gav Thorpe

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INTRODUCTION



FROM THE AUTHOR

Like the Ordo Hereticus Strike Force, this mini-dex is a loving restoration of an army list that didn't make it to the current edition of the game. As always, our goal is to remain true to the background and flavor of the original publication.

*I first came across Gavin Thorpe's **Army of Death** article when I got my hands on "Chapter Approved 2002" (have I mentioned how much I miss Chapter Approved?). What a fantastic idea for an army list! It provided an alternate way for Blood Angels to be fielded and even gave the player a "fluffy" justification for not repainting them! And I was completely blown away by the amazing fiction!*

Even years later (when I was trying to decide what I was going to write next), I remembered the stirring short story about Brother-Captain Tycho's descent into the Black Rage. The same night I uploaded the first version of the Ordo Hereticus Strike Force, I started making design notes for an updated Blood Angels Army of Death.

This article draws heavily on Gav Thorpe's original (as always, I encourage you to track down these classic army lists) and the new Blood Angels Codex.

If you have any comments (or find any typos), please let us know at belloflostsouls@gmail.com

mkerr



WHAT IS AN ARMY OF DEATH?

The AoD is an alternate Blood Angels army list designed to represent an entire company of Blood Angels succumbing to the Black Rage -- an entire army of Death Company.

WHO IS THIS MINI-DEX FOR?

This article strives to provide Blood Angels players with a fun and colorful alternative for narrative-based games and campaigns (without requiring the purchase or conversion of models). The list's emphasis is very much on narrative games and shouldn't be used in competitive or tournament games.

As always, we strive to make the army as balanced as possible, so feel free to use it in any mission, against any foe. But do not use the army list without forewarning your opponent. Like many variant lists, this one can be very hard for some armies to counter.

HOW TO USE THIS MINI-DEX

To create an Army of Death, start by building a Blood Angels army (using the current Codex). All standard unit restrictions and point costs apply. Then apply the rules from Page 4.

This mini-dex is designed as an extension of the Codex: Blood Angels and requires that codex.

Army of Death: This section provides background information on the Army of Death. Much of this section is directly from Gav's Army of Death article and the new Blood Angels Codex.

Army of Death Rules: This section includes the all of the new and special rules you need to use an Army of Death in a Warhammer 40,000 game.

Army of Death Extras: Updated rules for Brother-Captain Tycho and Moriar, an Army of Death special mission, and an Apocalypse datasheet.

The Passion of Captain Laurentian

*"In the 37th Millennium the Blood Angels fell upon the space hulk **Tongue of the Abyss**. This ancient menace was approaching the advanced Barac system deep in the Segmentum Solar, and was ordered destroyed.*

Clearance and demolition teams swept the hulk, led by Captain Laurentian's 4th Battle Company when they were engulfed by limitless Genestealer forces emerging from hibernation.

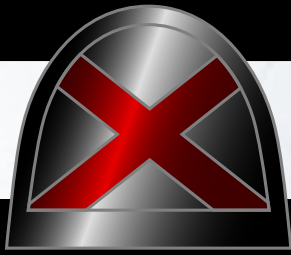
Surrounded by monstrous attackers in the dark labyrinth, the 4th company descended en masse into the Black Rage.

Laurentian and his company fought to the last man, buying time for the remainder of the chapter to disengage and pulverize the hulk with cyclonic torpedoes.

Laurentian was entered into the chapter's Grimoire of Heroes."

Heroes of the Blood





SPECIAL RULES

VARIANT LIST

Units for the Army of Death are purchased from the Blood Angels Codex. No units but those listed in the Blood Angels Codex (and characters in this mini-dex) may be part of an Army of Death.

Use the below Army Special Rules from this mini-dex instead of the special rules listed in the Blood Angels Codex.

ARMY SPECIAL RULES

The models in the Army of Death use a number of special rules, detailed here, that are common to more than one unit.

Black Rage: All units in the Army of Death are subject to the following **Black Rage** rules with the exception of non-walker vehicles.

- **Rending:** The warriors of the Army of Death are so blood-crazed that they will do almost anything to get to grips with the enemy and often tear them limb from limb. All close combat attacks made by models subject to the Black Rage are **Rending**.
- **Rage:** All models subject to the Black Rage possess the **Rage** special rule.
- Models affected by the Black Rage will disembark a stunned or immobilized transport and move as far as it can toward the enemy (as per **Rage**).
- **Hip-shots:** Non-vehicle models armed with bulky and heavy weapons **MUST** move as required by the **Rage** special rule. The additional strength and vitality granted by the visions of madness allow them to fire their weapons, but with reduced accuracy. Non-vehicle models armed with heavy or rapid fire weapons may choose to count them as assault weapons, but fire at BS:2 (rapidfire weapons become: Assault 1). This means a Black Rage unit could move, shoot a rapid fire or heavy weapon and assault in the same player turn.
- You may NOT shoot weapons in any manner that would prevent you from charging. For example, a tactical squad may only fire its bolters as BS:2 assault weapons if they were within 6" of an enemy unit.

Fearless: All Army of Death models are **Fearless**.

Librarians: Librarians that fall to the Black Rage are lost in the fury of Sanguinius. They are unable to use psychic powers but instead channel their psychic rage into their force weapons. All librarian close combat attacks cause instant death.

Shattered Command: Even the commanders of an Army of Death are lost to visions of madness. They retain only a fraction of their ability to lead their men.

Any unit led by an Army of Death Chaplain or Librarian; or within 12" of an Army of Death Company Captain must move their full distance toward ANY enemy unit (not just the closest enemy), but must assault if possible.

UNIT UPGRADE OPTIONS

Feel No Pain: Honor Guard, Veteran Assault Squad, Terminator Squad, Scout Squad, Assault Squad, Tactical Squad, Bike Squadrons, Attack Bikes, and Devastator Squad units have the option of purchasing the **Feel No Pain** ability. See pricing on p.6. All models in the squad must be upgraded.

Independent Characters must purchase the **Feel No Pain** ability. See p.6.

Furious Charge: Honor Guard, Veteran Assault Squad, Terminator Squad, Scout Squad, Assault Squad, Tactical Squad, Bike Squadrons, Attack Bikes, and Devastator Squad units have the option of purchasing the **Furious Charge** ability. See pricing on p.6. All models in the squad must be upgraded.

Independent Characters and Dreadnoughts have the **Furious Charge** ability for free.

UNIT RESTRICTIONS

No Combat Squads: The sophisticated stratagems and gambits laid down in the Codex Astartes are beyond the mental abilities of an Army of Death. The Combat Squads special rule may not be used.

No Death Company: Although the cost of Army of Death units is unchanged from Codex: Blood Angels, the army does not generate a Death Company (the whole army is a Death Company!).

No Drop Pods: The battlefield stresses that can produce an Army of Death do not occur during the clinical planning and orbital insertions that initiate Astartes operations. The army may not purchase drop pods.

No Allies or Special Characters: An Army of Death may not make use of allies of any kind, such as those allowed by the Inquisitorial codices and may not include any named characters except those listed in Army of Death rules.

The Descent of Captain Tan'cho

"In the burning citadels of Yukka near the Eye of Terror did the Mighty Flesh Tearer Captain fall.

Tan'cho was months into an urban conflict against the Berzerker horde of Khazalid the Unbroken. Assault after assault left both sides bloodied and at the edge of sanity.

At the climax of the fighting, Lord Khazalid slew Tan'cho's Command Squad and drove his company into the blinding visions of Sanguinius.

Before his stunned eyes, Khazalid beheld his berzerkers hacked limb from limb; pulled down by mutilated Flesh Tearers who should have been dead but still fought on. In the end he was held aloft and thrown from the city's highest hab by Tan'Cho himself.

The Captain's fate is not recounted by the chapter."

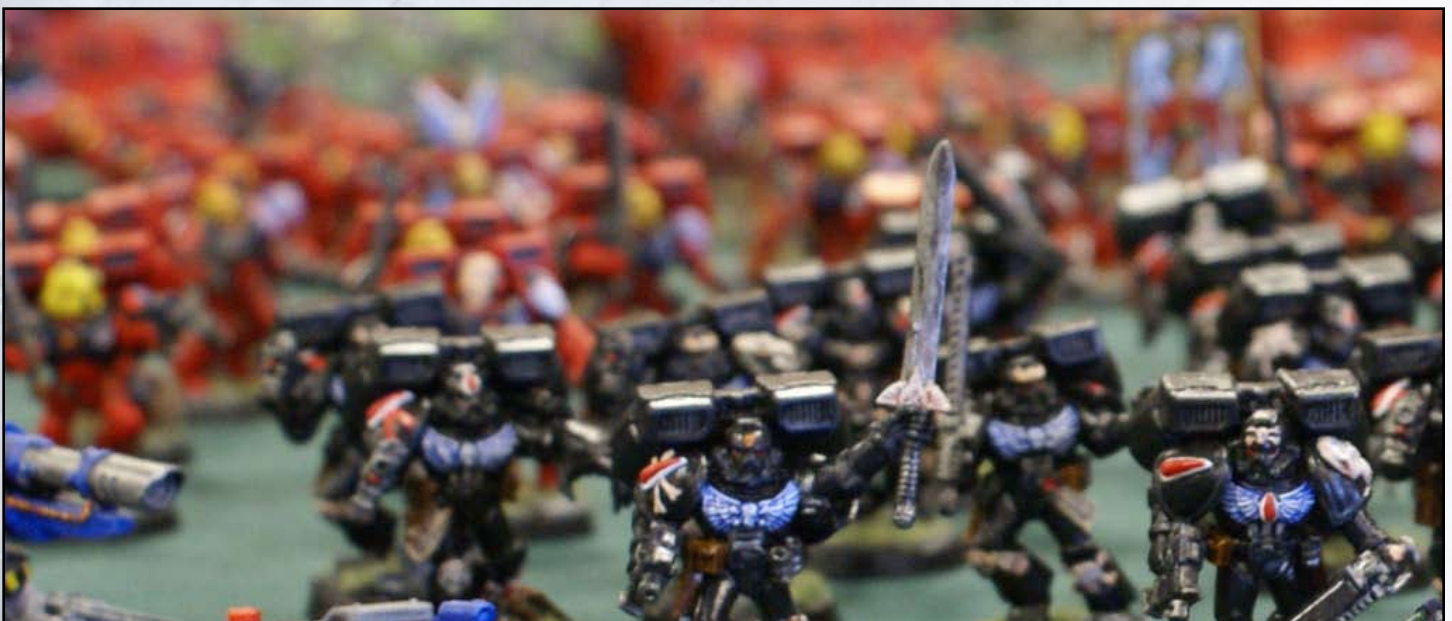
Heroes of the Blood

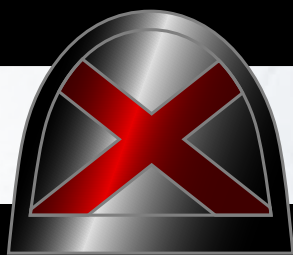


MODELING



If you have a painted Blood Angel army, you have an Army of Death. The Black Rage strikes with little warning leaving no time to repaint the army's equipment. You just have another army to play for free.





Army List

The Army of Death has the following units and options.

UNIT	FURIOUS CHARGE	FEEL NO PAIN	BR*
HQ			
Chaplain	Free	+15 pts (mandatory)	Y
Company Captain	Free	+15 pts (mandatory)	Y
Librarian	Free	+15 pts (mandatory)	Y
Honor Guard	+3 pts per model	+5 pts per model	Y
ELITES			
Terminator Squad	+5 pts per model	+10 pts per model	Y
Furioso Dreadnought	Free	no	Y
Dreadnought	Free	no	Y
Techmarines	no	no	Y
Veteran Assault Squad	+3 pts per model	+5 pts per model	Y
Scout Squad	+3 pts per model	+5 pts per model	Y
TROOPS			
Assault Squad	+3 pts per model	+5 pts per model	Y
Tactical Squad	+2 pts per model	+3 pts per model	Y
FAST ATTACK			
Bike Squadron	+3 pts per model	+5 pts per model	Y
Attack Bike Squadron	+3 pts per model	+5 pts per model	Y
Land Speeder Squadron	no	no	N
HEAVY SUPPORT			
Devastator Squad	+3 pts per model	+5 pts per model	Y
Land Raider	no	no	N
Land Raider Crusader	no	no	N
Whirlwind	no	no	N
Predator	no	no	N
Vindicator	no	no	N
Baal Predator	no	no	N

* Black Rage

Codex: Blood Angels is necessary to use this armylist.

The Thirst of Librarian Massala

"The fate of Librarian Massala is a cautionary tale of the Blood Drinkers. During an unnamed operation against Kabalite Eldar, Massala's Captain fell in combat.

Blood Drinker losses were heavy, and the Red Thirst consumed the fractured command. Massala's men abandoned their duty and hunted freely in a civilian population; ceramite encased monsters from the mists of time.

When the Eldar struck again, Massala emerged from his blood sated haze. He hunted his own men in atonement for their hideous crime.

The Blood Drinkers' self revulsion triggered the Black Rage, sweeping away the xenos menace.

Massala impaled the Kabalite Archon and himself upon his force sword; ending his shame."

Heroes of the Blood





Since his grievous wounding at the battle for Armageddon, Tycho has become increasingly violent of temperament and attitude. It is my strongest recommendation to assign Brother-Captain Tycho to active battle duty permanently.

Chaplain Vermento

TYCHO, CAPTAIN OF THE 3RD COMPANY

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

Unit Type

- Infantry

Individual

- An army can include only one Captain Tycho.

Wargear

- Frag & krak grenades
- Power sword
- Bolt pistol
- Digital weapons
- Iron halo
- Combi-weapon (bolter/meltagun)
- Artificer armor

Options

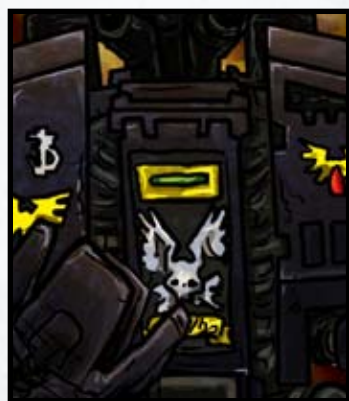
- None

Special Rules

- Independent Character
- Black Rage
- Preferred Enemy: Orks
- Eternal Warrior
- Feel No Pain
- Furious Charge
- "I die, but you die with me, traitor!"

"I die, but you die with me, traitor!": If Tycho is removed as a casualty in close combat, he lashes out at his enemies with this last, hateful breath. The Army of Death player may remove any single enemy model in base contact with Tycho as a casualty. This ability has no effect on vehicles, or monstrous creatures. There is no way to ignore or save against this ability and neither model may return to the game under any condition.

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"It was upon the field of battle at Clamorga that the mighty Captain Moriar fell. Many were his wounds and Moriar was interned into the sarcophagus of a Furioso Dreadnought.

He was struck by visions of Sanguinius, his own near-death state triggering the Black Rage. Immortal now in his adamantium shell, Moriar survived the Black Rage, and eternally hungers for battle and death."

Heroes of Legend

MORIAR THE CHOSEN

WS	BS	S	I	A	F	S	R
5	4	6(10)	4	D6+2	12	12	10

Unit Type

- Walker

Individual

- An army can include only one Moriar the Chosen.

Wargear

- Two Dreadnought close combat weapons, one with built-in heavy flamer and one with built-in meltagun
- Smoke launchers
- Searchlight

Special Rules

- Venerable
- Black Rage
- Furious Charge
- Rampage

Battle-Frenzied: Moriar receives an extra D6 attacks in close combat (included in profile).

Tear Attack: Due to his unnatural strength and fury, Moriar rolls an additional D6 for armor penetration (i.e., 2D6 + Strength) when attacking a vehicle.

Rampage: It is almost impossible to stop Moriar once he is in battle, as he simply ploughs into the enemy, disregarding any danger or damage to himself. Moriar ignores Crew Shaken and Crew Stunned results.



FRONTAL ASSAULT

MISSIONS

An Army of Death knows only unbridled fury and assault. They never defend, or maneuver fancifully to secure objectives. Only in the death of their foes will victory be achieved. The following adjustments are made to the Mission rules:

ANNIHILATION

No Changes

SEIZE GROUND

Always place five objectives. Only the foe may claim these objectives (AoD models may never claim or contest an objective). At the end of the game total the number of objectives controlled. Each Army of Death scoring unit alive at the end of the game counts as controlling one objective. Compare the Army of Death objective total to the opponent's total to determine a winner.

CAPTURE AND CONTROL

Only your opponent can claim the two objectives (AoD models may never claim or contest an objective). At the end of the game determine the number of objectives controlled by your opponent. Then use the Annihilation rules to determine the number of Kill Points gained by each player. If the Army of Death player has gained more Kill Points than his opponent, he counts as controlling one objective. If he has double or more his opponent's Kill Point total, then he counts as controlling two objectives. Compare the Army of Death objective total to his opponent's total to determine a winner.

SEIZE THE INITIATIVE

Armies of Death often erupt with no notice, taking their enemies by complete surprise. They Seize the Initiative on a result of 5 and 6 in any game.

DEPLOY FORCES

Games involving an Army of Death use the following table to determine deployment type:

DEPLOYMENT TYPE CHART

D6	Deployment type
1-4	Pitched Battle
5-6	Spearhead

"I name you
Traitor! Face me!
For the Emperor!
FOR THE
EMPEROR!"

*-Last words of Chapain
Lestrallio; victim of the
Black Rage*

The Ministry of Chaplain Vallee

"In his long years of service to the Flesh Tearers Reclusiarch Vallee had ministered to fallen brothers countless times. Again and again he lead them to their final battlefield to honor their ultimate sacrifice.

His dark fate befell him on the Fire Wastes during the Third War for Armageddon. Fighting alongside Ministorum forces, Vallee at last succumbed to the Black Rage on the pulpit.

Raving madness engulfed his unhinged ministry. Vallee led Flesh Tearers first against Ork forces, scattering them like leaves in the wind, then horrifically against Imperial militia who held a rear line behind the greenskins.

The Ministorum commander withdrew her forces and has since formally requested the Inquisition destroy the Flesh Tearers for Vallee's actions."

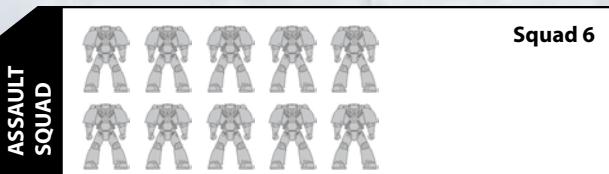
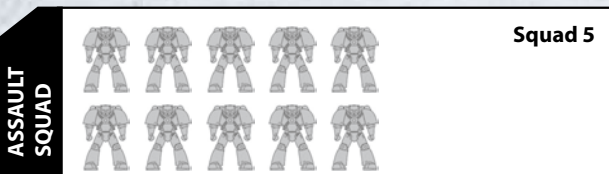
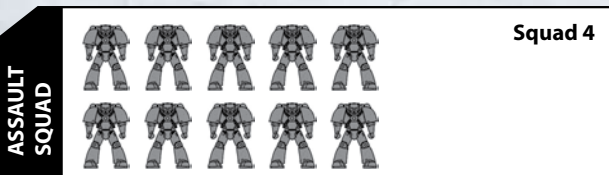
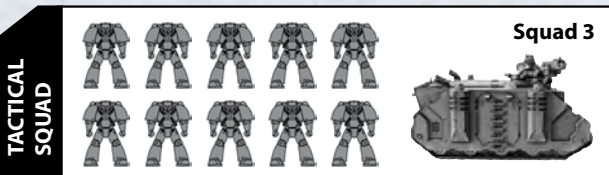
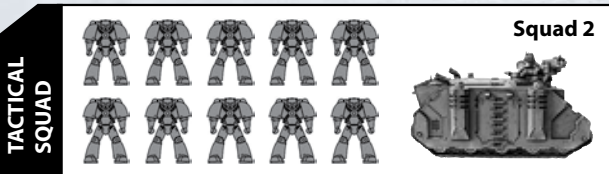
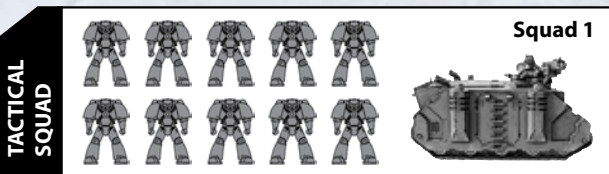
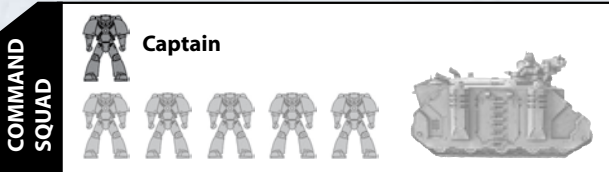
Heroes of the Blood





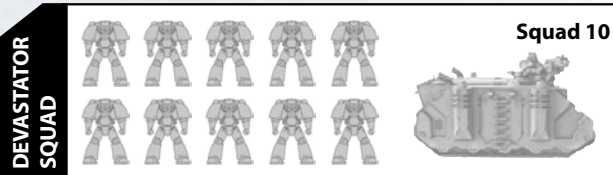
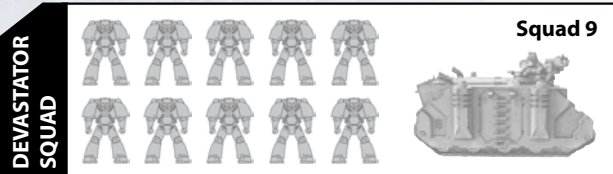
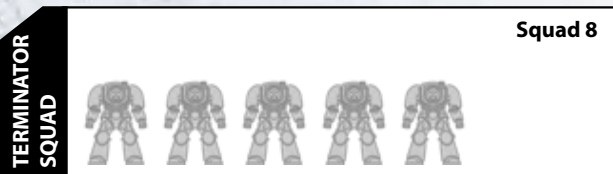
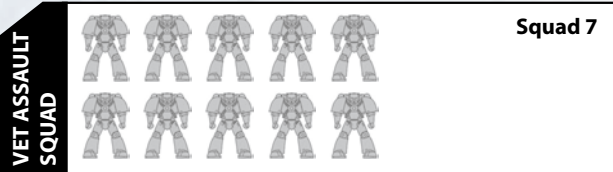
ARMY OF DEATH

The Blood Angel Chapter and their successors bear the dark burden of The Flaw within their veins. This defect in their gene-seed is said to bear an echo of their Primarch, Sanguinius' final battle against the Warmaster. It manifests itself as an uncontrollable Black Rage, tearing at the very sanity of a marine. As one succumbs to the dark madness he goes to meet his end in the footsteps of Sanguinius.



POINTS: 100 + MODELS

The Black Rage strikes at random times of high stress, and often occurs on the eve of battle. Normally the Chaplains of the Blood Angels closely watch their flock for signs of the madness and take those marines aside to form the Death Company. Better to end their lives in service to the Emperor rather than descend into madness. On rare occasions entire companies in the field under extreme pressure can succumb en masse, becoming an Army of Death which will burn away any opposition.



"The Angels of Death have come!
Do you not feel the beating of our wings?"

-Words of Flesh Tearers Chaplain Vallee; victim of the
Black Rage; Third War for Armageddon.

FORMATION:

- 1 Space Marine Captain
- 0-1 Command Squad (*Jump Packs available*)
- 0-2 Veteran Assault Squads of Terminator Squads (in any combination)
- 4-6 ten-man Tactical Squads or Assault Squads (in any combination)
- 0-2 ten-man Devastator Squads

SPECIAL RULES:

Fleet: All non vehicle units in the formation gain the Fleet USR.

Enraged: All vehicles in the formation ignore Stunned and Shaken critical results.

NOTE: All formation units must use the Army of Death special rules and point costs.

"Of the once-proud Captain, there was no trace. He stood frozen atop the ridge, his hair bloodflecked and loose; his helmet swinging by an almost hewn cable. Madness drifted from his lips.

After an eternity of seconds he raised his blade and leapt into the teeming Ork lines.

This is my memory of Tycho at Tempestora. I shall never forget."



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