# BAAL PREDATOR - IMPERIUM - BLOOD ANGELS

**135 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 10 | 3+ | 11 | 6+ | 3 |

**AUFSTELLUNG**

1x Baal Predator (Hull)

**Equipped with:** Baal Flamestorm Cannon, 2x Heavy Bolter, 2x Heavy Flamer, Hunter-killer missile, Storm bolter, Twin Assault Cannon, Armoured Tracks

**Wargear Options:**

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with one of: 2 Heavy Flamers, 2 Heavy Bolters.
- This model can replace its Twin Assault Cannon with Baal Flamestorm Cannon.

**KEYWORDS:** Imperium, Smoke, Vehicle, Baal Predator, Frame

**FACTION KEYWORDS:** Adeptus Astartes, Blood Angels

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Baal Flamestorm Cannon<br>ASSAULT, BLAST 2, TORRENT | 18" | 6 | - | 6 | -2 | 2 |
| 2x Heavy Bolter<br>ASSAULT, RAPID FIRE 2, SUSTAINED HITS 1 | 36" | 3 | 3+ | 5 | -1 | 2 |
| 2x Heavy Flamer<br>ASSAULT, BLAST 2, TORRENT | 12" | 3 | - | 5 | -1 | 1 |
| Hunter-killer missile<br>ONE SHOT | 48" | 1 | 2+ | 14 | -3 | D3+3 |
| Storm bolter<br>RAPID FIRE 2 | 24" | 2 | 3+ | 5 | -1 | 1 |
| Twin Assault Cannon<br>ASSAULT, SUSTAINED HITS 1, TWIN-LINKED | 24" | 6 | 3+ | 6 | -2 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Armoured Tracks | Melee | 3 | 4+ | 6 | 0 | 1 |

## ABILITIES

**Overcharged Engines**
This unit can re-roll advance rolls.

## WEAPON ABILITIES

**Assault**
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

**Blast**
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

**One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

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### Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

### Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

### Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

## FACTION RULES

### Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

**Assault** Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

## CORE RULES

### Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*