

Blood Prime Brothers • 2500pts

Blood Elite Raider [1]- 90pts

☞ Joined to Blood Raider Squad

Quality **4+** Defense **3+** Tough **3**

Fearless, Frenzy, Hero, Strider, Tough(3), Judge(War Chant), Orbital Drop(Ambush)

Weapon	RNG	ATK	AP	SPE
Heavy Pistol	12"	A1	1	-
Energy Sword	-	A3	1	<u>Rending</u>

Blood Raider Squad [5]- 255pts

Quality **4+** Defense **3+**

Fearless, Frenzy, Strider, Orbital Drop(Ambush)

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A3	-	-
5x Heavy Pistols	12"	A1	1	-

Blood Prime Brothers [5]- 195pts

Quality **3+** Defense **2+**

Fearless, Furious

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A2	-	-
5x Heavy Rifles	24"	A1	1	-

Blood Prime Master [1]- 120pts

☞ Joined to Blood Blaster Squad

Quality **3+** Defense **2+** Tough **3**

Fearless, Furious, Hero, Tough(3), Lieutenant(Precision Shots)

Weapon	RNG	ATK	AP	SPE
Precision Rifle	24"	A1	-	<u>Sniper</u>
Energy Sword	-	A3	1	<u>Rending</u>

Blood Blaster Squad [5]- 455pts

Quality **3+** Defense **2+**

Fearless, Furious, Medical Training

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A2	-	-
5x Plasma Auto-Rifles	24"	A2	2	-

Blood Destroyers [3]- 260pts

Quality **3+** Defense **3+** Tough **3**

Ambush, Fearless, Furious, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Dual Energy Claws	-	A6	-	<u>Rending</u>

Blood Destroyers [3]- 275pts

Quality **3+** Defense **3+** Tough **3**

Ambush, Fearless, Furious, Tough(3), Combat Shields(Shield Wall)

Weapon	RNG	ATK	AP	SPE
3x Energy Hammers	-	A2	-	<u>Blast(3)</u>

Blood Prime Master [1]- 160pts

☞ Joined to Blood Guard Squad

Quality **3+** Defense **2+** Tough **3**

Fearless, Furious, Hero, Tough(3), Combat Shield(Shield Wall), Blood Priest(Holy Chalice)

Weapon	RNG	ATK	AP	SPE
Heavy Pistol	12"	A1	1	-
Energy Sword	-	A3	1	<u>Rending</u>

Blood Guard Squad [3]- 440pts

Quality **3+** Defense **2+** Tough **3**

Fearless, Shield Wall, Tough(3), Furious

Weapon	RNG	ATK	AP	SPE
3x Energy Swords	-	A3	1	<u>Rending</u>
3x Heavy Pistols	12"	A1	1	-

Blood Prime Master [1]- 160pts

☞ Joined to Blood Suppression Squad

Quality **3+** Defense **2+** Tough **3**

Fearless, Furious, Hero, Tough(3), Jetpack(Ambush, Flying), Captain(Battle Rites)

Weapon	RNG	ATK	AP	SPE
Energy Fist	-	A2	4	-
Fist-Pistol	12"	A2	-	-
Energy Fist	-	A3	4	-

Blood Suppression Squad [3]- 620pts

Quality **3+** Defense **2+** Tough **3**

Ambush, Fearless, Flying, Tough(3), Furious

Weapon	RNG	ATK	AP	SPE
3x Autocannons	36"	A3	2	-
3x CCWs	-	A2	-	-

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both player have Ambush, they roll-off to see who deploys first, and then alternate in placing them.

Battle Rites: The hero and its unit get +1 to hit when shooting.

Blast: Ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Fearless: Gets +1 to morale tests.

Flying: May move through all obstacles, and may ignore terrain effects.

Frenzy: This model gets +2 attacks with a weapon of your choice when charging.

Furious: Gets +1 attack with a weapon of your choice when charging.

Hero: May be deployed as part of one friendly unit, which may use its Quality value for morale tests. When taking hits, you must use the unit's Defense value, until all non-hero models are killed.

Holy Chalice: The hero and its unit get +1 to hit in melee and the Regeneration rule.

Medical Training: This model and its unit get the Regeneration rule.

Precision Shots: The hero and its unit get AP(+1) when shooting.

Rending: Unmodified results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Shield Wall: Enemies get -1 to hit when they attack units where all models have this rule.

Sniper: Shoots at Quality 2+, and may pick one model in a unit as its target, which is resolved as if it's a unit of 1.

Strider: This model may ignore the effects of difficult terrain.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

War Chant: The hero and its unit get +1 attack in melee when charging.