

F.R.A.G. Blood Angels FAQ v1.0

This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.

Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?

A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].

Q: If a player declares that a unit is arriving from Reserves inside a vehicle can that unit be split into combat squads when it arrives?

A: No, besides a Drop Pod, a unit that arrives from Reserves in a vehicle cannot be split into combat squads [clarification].

Q: Can a vehicle with Over-Charged Engines use them the turn it arrives from Reserves?

A: No, as any ability that can prevent a unit from entering play on the turn it arrives may not be used [RAW].

Q: 'Blessing of the Omnissiah' says the model may repair "instead of moving" what exactly does that mean?

A: The model (and any unit he is with) and the vehicle may not move at all that movement phase. The one exception is that the model (and any unit he is with) may disembark from the damaged vehicle and still repair it [rules change].

Q: Can an Exsanguinator be used against shooting attacks that don't allow a save at all (if the AP is equal or lower than the target's armor save)?

A: Yes [RAW].

Q: Can a Exsanguinator be used against an attack that would normally cause 'Instant Death' if the model wasn't immune to Instant Death?

A: No it cannot [rules change].

Q: Can an Exsanguinator be used to ignore a vehicle's failed cover save?

A: No [rules change].

Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?

A: Yes [RAW].

Q: If a Blood Angel Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?

A: No, in this case the Drop Pod suffers a Deep Strike mishap. Make one roll for both the Pod and the embarked unit on the mishap table [RAW].

Q: Can the Machine Spirit operate a weapon on the same turn the vehicle uses Smoke Launchers?

A: No [clarification].

Q: Can a Blood Angel psychic hood be used against powers that don't require a psychic test? And can multiple Librarians attempt to use their Psychic Hood against the same power?

A: No and No [rules change].

Q: When a Blood Angel vehicle uses a Searchlight, in the opponent's turn can the enemy automatically spot the Blood Angel vehicle without rolling for spotting range?

A: Yes [rules change].

Q: Can a Servo arm's attack be used in the same round a Tehcmarine uses another special weapon?

A: Yes [clarification].

Q: Do Blood Angels models in Terminator Armor always count as stationary when shooting a rapid fire weapon?

A: No they do not [RAW].

Q: Can Transfixing Gaze reduce an enemy model's Attacks to zero?

A: Yes [RAW].

Q: Are any Blood Angels psychic powers considered Psychic Shooting Attacks?

A: No [clarification].

Q: What is the weapon profile for a Blood Angel Cyclone Missile Launcher?

A: As this weapon is not printed in the summary, use the profile from the Space Marine codex [clarification]:

- Krak: Range 48", Str 8, AP3, Heavy 2
- Frag: Range 48", Str 4, AP6, Heavy 2, Blast

Land Raider: The Twin-Linked Heavy Bolter is hull-mounted and the Twin-Linked Lascannons are sponson-mounted. It has one access point on each side of the hull and one at the front. It has no fire points [clarification].

Land Raider Crusader: The Twin-Linked Assault Cannon is hull-mounted, Multi-melta is pintle-mounted and the Twin-Linked Lascannons are sponson-mounted. It has one access point on each side of the hull and one at the front. It has no fire points [clarification].

Q: How is the Whirlwind Launcher mounted and can it fire both 'Vengeance' and 'Incendiary Castellan' missiles in the same game?

A: It is a turret-mounted weapon and yes both types of missile can be fired during the game (choose each time the weapon fires) [clarification].

Q: Can a unit containing more than six models be equipped with a Razorback transport?

A: Yes, but unless the unit is split via the 'Combat Squads' rule it will be unable to embark on the vehicle until it is reduced to six models or less [RAW].

Q: Can a Blood Angels Drop Pod arrive on its own while the unit that purchased it is deployed or arrives from reserves normally?

A: Yes, as long as the player declares as much during deployment [RAW].

Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?

A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].