

The image is a full-page cover for the Warhammer 40,000 Codex Adeptus Astartes: Blood Angels. It features a large, imposing Blood Angel warrior in the center, clad in red and blue power armor. The warrior's right arm is raised, holding a glowing blue power sword with a skull emblem. The background is a dramatic, fiery sky with a large, dark, angular structure. The entire scene is framed by a metallic border with ornate details.

WARHAMMER[®]

40,000

CODEX ADEPTUS ASTARTES

BLOOD ANGELS



BLOOD ANGELS

PROTECTORS OF MANKIND

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INTRODUCTION

Welcome, scion of Baal, to the definitive guide to the Blood Angels and their armies. Within this tome of lore you will find the bloody history of Sanguinius' sons, along with all the information you need to assemble your own force and lead them to battle in the name of the Emperor and of the Primarch.

Of all the Space Marine Chapters, the Blood Angels are perhaps the most noble and selfless. They are glorious, golden-haired heroes clad in masterwork armour who wield beautifully crafted weapons of war. Moreover, the Blood Angels will face down impossible odds in order to protect even the lowliest of the Emperor's servants. Yet there is a darkness to these warriors, a terrible flaw that lurks within and threatens to drive them to savagery and blood-madness.

The Blood Angels are an aggressive Chapter who take to the battlefield supported by columns of swift and deadly battle tanks, potent formations of elite assault infantry, and hurtling combat aircraft. Coupled with their tightly controlled ferocity and Adeptus Astartes durability, they are a force that rewards dynamic, decisive play on the tabletop.

In terms of building and painting your models, the Blood Angels are an especially enjoyable model range to collect. From the magnificent Sanguinary Guard to the hulking Blood Angels Dreadnoughts and the mighty heroes who rule the Chapter, each new model you add to your army is an individually sculpted masterpiece rich in detail and martial ornamentation. With a palette dominated by rich golds, bold reds and the black of pre-emptive mourning, Blood Angels armies look striking upon the battlefield, while the clear system of iconography and heraldry that the Chapter uses allows for considerable personalisation.

Within this book you will find all the information you need to collect a Blood Angels army and field it on the tabletop.

THE ANGELIC HOST: In this section of the book you will learn the glorious history of the Blood Angels, and come to understand the dark secrets that make them such noble yet tragic figures.

HERALDRY OF THE HOST: This section presents a showcase of beautifully painted miniatures, displaying the colour schemes and iconography of the Blood Angels.

WARRIORS OF BAAL: Here you will find datasheets, wargear lists and weapon rules for every Blood Angels unit, allowing you to field them in your games of Warhammer 40,000.

SONS OF SANGUINIUS: This section provides additional rules, including Warlord Traits, Stratagems, Relics and psychic powers, as well as the matched play points costs which allow you to form your Blood Angels miniatures into a Battle-forged gaming army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit games-workshop.com.





No matter how fell and monstrous the foe, the Blood Angels face it with courage, nobility and honour. So do they shine like the brightest stars amidst the darkness and horror of battle. So do they burn away the foulness of the alien, the filth of the mutant and the taint of the heretic with the righteous fires of their wrath.





‘There is no sacrifice more noble than to give your life for a cause in which you truly believe. In all the long millennia of Human history, there has never been a worthier cause than that of the Imperium.’

- Sanguinius, Primarch of the Blood Angels, during his address on Kalmatir

THE ANGELIC HOST

The Blood Angels have always been staunch defenders of the Imperium. Yet for all their accomplishments, they suffer from a fatal flaw. The Blood Angels carry an inner darkness that they must strive constantly to resist; it is this struggle that defines them, as much in their most glorious moments of victory as in their darkest hours of despair.

Created during the legendary First Founding, the Blood Angels occupied the vanguard of the Great Crusade, aiding the Emperor in his bid to reunite Humanity’s colonies scattered across the stars. Even then their deeds were heroic, the Legion’s battle-brothers exemplifying the best that the Adeptus Astartes had to offer. The Blood Angels’ accomplishments only reached new heights after they were reunited with their Primarch, Sanguinius.

Angel-winged, beautiful in both body and mind, Sanguinius was arguably the greatest of his father’s sons. Sanguinius’ glory was that of a demigod, for he was a mighty warrior and an inspiring leader, and his sons followed him with unquestioning devotion. All through the days of the Great Crusade and into the dark madness of the Horus Heresy, the Blood Angels fought at their Primarch’s side. Inspired by Sanguinius’ divine presence, the Blood Angels remained staunch in the Emperor’s defence to the very end. Their bolters blazed from the ramparts of the Imperial Palace even as the Warmaster came to seize his father’s throne, and the Blood Angels were amongst the first loyalists to know of Chaos’ defeat when Horus fell to the Emperor’s wrath.



For all their heroics, that conflict was to cost the Blood Angels dear. In the final, desperate attack upon Horus’ Battle Barge, the *Vengeful Spirit*, Sanguinius was slain in battle with the Warmaster himself. His death was but one of many blows that the Imperium suffered on that dreadful day, yet for the Blood Angels it was the most tragic by far. Sanguinius’ sons shared a uniquely potent bond with their gene-sire, and his violent end scarred the Blood Angels in both flesh and spirit.

It was the death of the Primarch that is believed to have triggered the onset of the Red Thirst. A terrible flaw within the Legion’s gene-seed, this curse spread slowly through the Blood Angels and their successor Chapters. It tainted them with madness in the millennia that followed, becoming a sorrowful secret that undermined their every valorous deed.

CURSED HEROES

The Blood Angels and their successor Chapters are renowned for their willingness to charge headlong into the guns of the foe. They face down the most suicidal odds, and their hunger for engaging in hand-to-hand combat is well known. Some have judged the Blood Angels overeager for battle, calling them foolhardy, ill-disciplined or even tainted. The truth is both more tragic, and far nobler.

The Flaw caused by their Primarch’s death is twofold. Its more common aspect is the excess of rage and violence known as the Red Thirst. It is a mark of shame to give in to this curse in any but the direst of circumstances. Consequently the Chapter’s battle-brothers continually strive to master the rage inside and embody the noble ideals of their fallen Primarch. Yet no amount of self-control can save the sons of Sanguinius from the terrible madness known as the Black Rage.

On the eve before battle a Blood Angel may find himself gripped by apocalyptic visions. The sanity of the afflicted is shattered by a sudden sensory bombardment that plunges him into a spiral of blood-madness from which death is the only release. It is almost inevitable that this fate will eventually overtake every Blood Angel, its onset more a matter of when than if. In the face of this stark reality, each battle-brother seeks to know a glorious death in battle rather than face the slow decline into bestial madness.

A TROUBLED LEGACY

The Blood Angels’ heritage is not altogether a sorrowful one. They carry much of Sanguinius’ grace and nobility within themselves, and echo his physical perfection. The Primarch’s spiritual might also flows in his descendants’ veins, its potency only increasing as the millennia pass. The Blood Angels are thus numbered amongst the most psychically gifted of all the Space Marine Chapters.

The power of the Blood Angels Librarians flows from the Chapter’s conflicted duality. One moment it will manifest itself in angelic miracles, the next in savage explosions of bloodthirsty brutality. Blood Angels Librarians can as easily use their minds to shield the

innocent from danger as they can to exsanguinate their enemies in sudden storms of gore. It is to the Blood Angels' credit that these formidable psychic abilities remain under their control, and are used purely for the good of the Imperium.

Good intentions only go so far, however, especially in a time as dark as this. For all their nobility, the Blood Angels and their successors are Chapters in decline. Each year brings a deepening of the madness, a worsening of the curse within their blood. Among some successor Chapters this phenomenon is especially pronounced, for their gene-seed was harvested at a time when the Flaw had already become far advanced. Tales abound of whole Chapters slipping slowly into blood-mad insanity, edging ever closer to the precipice as their inner darkness gains control. Names such as the Knights of Blood or the Crimson Swords have gone down in infamy, declared renegade by the Adeptus Terra or completely wiped out amid unwinnable conflicts of their own creation.

Indeed, were any Chapter to have fallen to the Ruinous Powers it should surely have been the Blood Angels. Their genetic curse, coupled with their powers of warpcraft, would seem to make them prime candidates. There are those amongst the Inquisition who are only too quick to

make such assertions, and who watch the Chapter keenly for signs of their inevitable fall. Yet the Blood Angels have remained loyal for ten thousand years. They harbour no more intent toward heresy now than they did on the day the Warmaster fell from grace.

Though they still stand proud, the Blood Angels are far from untouched by the creeping degeneration that afflicts their successors. The Chapter must work harder and harder to maintain its fighting strength, for new recruits are lost just as frequently to the Black Rage as are veterans. Meanwhile, more battle-brothers than ever choose glorious death over ignominious madness, their reckless sacrifices leaving those who remain spread thinner still. Worse is the intensifying of the Black Rage. Once the Chapter would lose perhaps a handful of battle-brothers to this phenomenon in any given campaign. In recent years, it has not been unheard of for whole formations to plunge into madness.

THE BATTLE FOR BAAL

In the closing years of M41 it seemed as though the Blood Angels' doom had come at last. A tide of the rapacious xenos known as Tyranids fell upon their home world of Baal and its twin moons of Baal Prime and Baal Secundus.

This alien super-swarm was a tendril of the unutterably vast horror known as Hive Fleet Leviathan. Its warrior organisms numbered in the hundreds of billions. Its alien hunger was insatiable.

The lord of the Blood Angels, Commander Dante, recalled all those warriors he could to fight for Baal. Reinforced by many of their successor Chapters, the Blood Angels determined to stand to the last in defence of their Chapter Planet and its moons. The battle that ensued was immense. Horrific violence was unleashed on every front. Amidst the irradiated deserts of Baal, the Blood Angels fortress monastery was besieged, beset by wave upon wave of foes, while on Baal Prime and Secundus, the fighting grew ever more desperate. Hundreds of Sanguinius' sons fell. It seemed that their end had come.

At that crucial juncture, the Great Rift split wide and, when the warp storms passed, the Tyranid fleet was gone. In its place were the Imperial ships of the Indomitus Crusade. Led by Roboute Guilliman himself, the armies of the Imperium came to the aid of the beleaguered Blood Angels, and the Tyranids were defeated at last. In the battle's wake, a time of rebuilding began. With it came hope unlooked for, and the possibility that the Blood Angels and their successors might yet be saved from their slow decline.



Though the endless abominations of Hive Fleet Leviathan rained from the skies and swept across the searing deserts, and though the xenos beasts tore down wall after wall, tower after tower, still the sons of Sanguinius stood strong, for they would never yield.

ORIGINS OF THE BLOOD ANGELS

The Space Marine Legions were the creations of the Emperor of Mankind. This deific being crafted incredible warriors to help him conquer the galaxy. Amongst these Legions were the Blood Angels, who from their earliest days fought staunchly in the service of Emperor and Primarch both.

Like all the great Space Marine Legions, the Blood Angels were born from the dying flames of the Age of Strife. The risen Emperor had united the warring factions of Terra, yet his vision did not end with one world, or even with the solar system in which it lay. His goal was nothing less than the reunification of scattered Mankind, to bring the sundered worlds and realms of Humanity under a single beneficent rule. To do this, he would need a mighty army, an army unlike any the galaxy had ever seen, an army whose warriors knew no other loyalty than to their Emperor, and whose bodies and minds were hardened to withstand unceasing war.

The Emperor had long ago refined the techniques of genetic manipulation, and he set these skills to work once again, forging twenty extraordinary super-warriors to be his generals in the coming campaign. Thus were born the Primarchs of the Space Marine Legions, incredible beings whose martial powers were to be second only to those of the Emperor himself.

Yet, as with all great labours, the genesis of the Space Marines did not go entirely according to design – the Emperor's plan for his Primarchs was to be undone even before it had properly begun. Without warning, the Primarchs disappeared, scattered throughout the galaxy by an unknown force.

THE GREAT CRUSADE

Though the loss of the Primarchs was a bitter blow, the Emperor was not dismayed for long. They could not be recreated, but their genetic records remained, and from these the Emperor created the mighty Space Marine Legions – the armies he had always intended his Primarchs to lead. It was at the head of these Legions that the Emperor began his Great Crusade in earnest. Setting out from Terra, the Emperor led the Space Marines on a glorious campaign that sought to restore Mankind to greatness. No foe could withstand the onslaught of the Emperor's crusade. Despots, aliens and Daemons all fell to the relentless advance of the Legions, worlds previously enslaved and terrorised flocking willingly to the banner of the nascent Imperium.

It was in the course of the Great Crusade that the lost Primarchs were at last reunited with their Emperor, taking up their rightful places as the masters of the Legions. No mere warriors were the Primarchs – they were also shrewd and canny leaders of men, and under their command the righteous might of the Space Marines increased a hundredfold. So it was that the forces of the Emperor surged onwards as never before, an unstoppable projection of Humanity's will. New battlefronts opened up across the galaxy and worlds were reclaimed by the thousand. Throughout it all,



The enemies of the Emperor came to fear the swift and crushing onset of the Blood Angels Legionnaires. When Horus and his allies rebelled, their Traitor Legions came to know that fear for themselves.



the Blood Angels and their Primarch, Sanguinius, fought at the Emperor's side, serving as honour guard to their beloved creator. Driven by fiery temperament, the Blood Angels swiftly earned a fearsome reputation as shock troops, which came to feed a rivalry between them and the World Eaters Legion. Yet, in truth, the Blood Angels were never as berserk as the World Eaters, for the wise influence of Sanguinius tempered their bloodlust.

Though he was yet in the early days of his legend, Sanguinius was thought to be the noblest of the Primarchs and was ever deep in the Emperor's counsel. Even Horus, proud Warmaster of the Great Crusade and Primarch of the Luna Wolves, sensed a purity of spirit in Sanguinius that he could never match, a oneness with their father that no other Primarch could ever hope to approach.

Whilst many of his brothers fought the Great Crusade solely out of the joy of battle, Sanguinius fought to secure the golden era of peace and prosperity that would surely follow. His vision was the Emperor's, a hope of Mankind united in peace and prosperity. Alas, it was not to be.

THE HORUS HERESY

Just as it seemed that the Emperor's dream could be fulfilled, the Great Crusade ended in the most terrible and unimaginable way. It came to pass that Horus, trusted Warmaster of the Great Crusade, turned his back upon the Emperor and embraced the shifting glories of the Chaos Gods. To him rallied near half of the armies of Mankind, including many of the Space Marine Legions. On what should have been the brink of a new age of glory, Humanity was plunged into the bleakest civil war it had ever known. Untold billions of lives were sacrificed upon the altar of battle, every soul feeding the rapacious hungers of the Chaos Gods.

If the Great Crusade was Mankind's finest hour, then the Horus Heresy was surely its blackest. Brother fought brother, with quarter neither offered nor given. Heroes were slain, worlds burned and the Emperor's dreams of peace were shattered forever.



In the midst of this darkness, the Blood Angels never wavered, but held true at the Emperor's side. Sanguinius stepped into the void left by Horus' desertion, assuming command of the Emperor's loyal forces. In doing so, he thrust the Blood Angels into the brutal forefront of the fighting.

The rivalry with the World Eaters now escalated into bitter enmity as the two Legions found themselves serving different masters, and their confrontations were to be amongst the hardest fought of that bloodiest of wars. It is said that Horus hated and feared Sanguinius more than any of his brothers and wove many strategies to ensnare or slay him, though all failed.

THE FINAL CONFRONTATION

Yet for all the might of the Emperor, for every effort of Sanguinius and the remaining loyalist Primarchs, the forces of Horus drove all before them. In too short a time, the Emperor of Mankind was assailed within his great palace on Terra. With only a comparative handful of loyal warriors at his side, he confronted the host of Daemons, traitors and corrupted Space Marines that fought at the treacherous Warmaster's side. The Blood Angels led the defence of the Emperor's Palace, never once losing heart, despite the terrible odds stacked against them. Alongside their battle-brothers of the Imperial Fists Legion, the valorous yet overmatched soldiers of the Imperial Army and the grim Adeptus Custodes, the Blood Angels held the walls of that final bastion. Yet the war could not be won, or even survived, through defence alone.

In a final desperate gambit, the Emperor took the fight to Horus' great Battle Barge, the *Vengeful Spirit*, teleporting into the heart of the enemy stronghold with the Blood Angels and Imperial Fists at his side. Only Space Marines could have withstood the horrors of that Daemon-haunted starship, and even they were sorely pressed. Sanguinius was swiftly separated from his comrades and, so the legend tells, was brought through artifice before the treacherous Horus. The Warmaster offered Sanguinius one final chance to renounce the Emperor, to join with Horus' inevitable victory – yet the Primarch of the Blood Angels held true, and refused. Thus rejected, Horus flew into a rage and attacked. Even at the peak of his powers Sanguinius could not have hoped to prevail against the monster Horus had become, and the Primarch was weary and wounded from his travails on Terra.

When the Emperor at last entered Horus' sanctum, he found his rebellious Warmaster standing above Sanguinius' broken, bleeding corpse. In the battle that followed, Horus was finally vanquished, though the Emperor too was cast down near to death. There are many tales told of this final battle and, though the exact facts are long lost, one detail remains constant in all the recitations through all the millennia since. Despite the Emperor's great power, he could never have bested Horus had not the blade of Sanguinius wrought a chink in the Warmaster's armour.

THE AFTERMATH

The Imperium was forever changed in the wake of Horus' defeat. No longer would the beneficent Emperor take a martial role in Mankind's defence, for only the life-giving machineries of the Golden Throne now sustained his shattered body.

The reconstruction of his empire and the final rout of the traitor forces would now fall to the surviving loyalist Primarchs, men such as Rogal Dorn of the Imperial Fists and Roboute Guilliman of the Ultramarines. Indeed, it was Guilliman who would have the greatest lasting effect upon the now leaderless Blood Angels. Through the Codex Astartes – that great treatise on the restructuring and ordering of the Space Marines intended to prevent forever the danger of massed rebellion on the scale seen during the Heresy – Guilliman's legacy would reshape the Blood Angels Legion into the Chapters that defend the Imperium to this day.

Mankind had suffered, and the Imperium was nearly destroyed, yet the Blood Angels would bear the pain longer and more deeply than most. Sanguinius' death heralded the awakening of the Red Thirst, and its curse would change the nature of the Chapter forever.



CRADLE OF ANGELS

The Blood Angels are shaped not only by the personality and deeds of Sanguinius, but also by the nature of their Chapter Planet, Baal. Few worlds in the entire Imperium could have as devastating an impact on the human soul as Baal and its inhabited moons: Baal Prime and Baal Secundus.

In ancient days Baal and its moons had earth-like atmospheres. Baal itself was a world of rust-red deserts, but its moons were paradises for mortal men, where folk lived in harmony with nature and pursued lives of ease and freedom. The people of Baal became exceptional artisans, and spent their time creating mighty monuments, carving the mountains themselves into statues of their rulers and their gods. They even ventured onto the surface of desolate Baal itself, leaving colonies and breathtaking edifices in their wake.

No one knows exactly what happened to change this idyllic state of affairs. All that is certain is that during the fearful events that marked the downfall of human society and the end of the Dark Age of Technology, the moons of Baal suffered terribly. Ancient weapons of terrifying potency were unleashed. Cities became plains of smouldering glass. Lush grasslands became polluted deserts. Seas became poisoned lakes of toxic sludge. The inhabitants of Baal died in their millions and it looked as if Humanity might become extinct in the Baal System. But somehow people survived. They clung precariously to life on the edges of the radioactive deserts. They became scavengers, picking through the scattered bones of their own once-great civilisation. In the dark time that followed the collapse of all order, some became worse than scavengers, and in their desperation turned to cannibalism.



Over the course of the following centuries, the accumulated chemical and radioactive toxins that built up in the survivors' bodies led to them devolving into mutants, shambling parodies of the men their forefathers had once been. There were some who held on to their humanity and preserved a semblance of sane behaviour, but these were the embattled few amongst a new and savage culture that evolved amid the ruins of the old. The only social unit left was the tribe. For human and mutant cannibal alike, the only folk they could rely upon were their own kin. The people of the Baal System became nomads, shifting from place to place, picking the ruins clean, warring to preserve the spoils they had gathered. The tribes fought constant wars, webs of alliances ever shifting as each tribe strove for supremacy and survival. Extinction awaited the slow and the weak. Where once the moons had been near paradise, now they were living hells.

For the few surviving humans, existence was a constant struggle. They wandered the surface in ramshackle vehicles, hoping that their patched-together radiation suits would save them, praying they would never hear the ominous telltale click of their rad-counters. For a time it seemed that Humanity was doomed, that soon there would only be an endless desert ruled over by the feuding mutant tribes. Then, out of the star-strewn heavens, came hope.

THE COMING OF SANGUINIUS

After the Emperor created the Primarchs, the forces of Chaos made off with the infants and carried them through the warp. Unable to destroy the Primarchs because of the powerful protections laid on them by the Emperor, the daemonic powers nonetheless did their best to alter the Emperor's work to their own evil ends. Thus it was that even the best of the Emperor's creations became corrupted at the outset.

The pod that housed Sanguinius came to rest upon Baal Secundus, at the place now known as Angel's Fall. The infant Primarch was found by one of the wandering tribes of humans who called themselves the Folk of Pure Blood, or simply the Blood. The young Sanguinius' life almost came to an end then and there, for the touch of Chaos had changed him. Tiny vestigial wings, like those of an angel, emerged from his back. Many wanted to kill him as a mutant, though in all other ways he was as perfect a child as had ever been seen. Eventually innate compassion prevailed and he was spared.

The infant Sanguinius was a prodigy – he grew quickly and learned everything his parents could teach him. After three weeks Sanguinius was as large as a child of three years. It is said that at this age he slew a giant fire scorpion with his bare hands, and that he never once showed fear at the colossal beast's onset. As Sanguinius grew his wings grew also, changing from vestigial things into mighty pinions that could bear him aloft upon the desert air. By the time he was a year old, he looked and acted like a man in his youthful prime. He could walk without a rad-suit in the most poisonous of Baal Secundus' deserts, and could shatter massive boulders with a single blow of his outstretched hand. In the use of all weapons he soon surpassed his teachers.

When a wandering band of mutants surprised the tribe, Sanguinius slew them all, although they numbered over a hundred. This was the first time the members of the Blood had ever seen him truly angry, for he felt his comrades' lives were in danger. When the blood-rage overtook him, Sanguinius was indeed terrible to behold – his mighty Primarch powers awoke to fullness and a nimbus of light played about his head.

Sanguinius soon rose to leadership of the Blood, and under his guidance they rolled back the mutant tide. For a time Mankind had a respite on the moon of Baal Secundus. Sanguinius was worshipped as a god by his followers, who felt that he could once again create a paradise in that dreadful land. Yet it was shortly thereafter that fate intervened once more. The Emperor had been questing across the galaxy in search of his lost children, and his incredible psychic powers led him to Baal. His ship landed at the Conclave of the Blood, and he walked straight to Sanguinius' abode.

Some amongst the Primarchs are said to have fought against the Emperor when first they met but this was not the case with Sanguinius. He immediately recognised the Emperor for who he

was and bent his knee before the Lord of Mankind. The Emperor raised him up, looked upon his people and saw that they were fair and noble. The best of the warriors he offered to transform into Space Marines. The others were to be honourably left behind to defend Mankind's birthright upon Baal Secundus. Thus were the Blood Angels and their Primarch finally made whole. They joined the Emperor's fleet and sailed across the sea of stars to participate in the Great Crusade.

THE CREATION OF ANGELS

Since the time of Sanguinius, the Blood Angels have recruited from among the tribes of the Blood on Baal Secundus and Baal Prime, where a colony was established shortly after the time of the Horus Heresy. Youths from the Blood take part in games and tournaments, facing many hazards as they race across the desert, to fight and do battle against one other. These contests are held once per generation at Angel's Fall, where a mighty statue of Sanguinius now observes the proceedings.

Traditionally, the Time of Challenge is announced by heralds who visit each tribe in flying chariots. Contestants must make their way to Angel's Fall across the rad-deserts, a process that weeds out the weakest. The hazards of the desert are many, and it takes a youth of extraordinary skill and courage to even reach the Place of Challenge. Once there they must vie for the fifty or so places that are available. Those who succeed are taken up in the sky chariots; those who fail are left behind either to guard the place of testing or to make their way back to their own tribes.

Those youths accepted as aspirants are taken to the Blood Angels fortress monastery on Baal itself. There they see great wonders. They look for the first time on the unmasked faces of their future brother Space Marines, and note with some consternation their sharp eye teeth and sleekly beautiful features. It has to be said that the recruits are far from handsome at this stage. Most aspirants bear marks of their hard lives – it is impossible for an ordinary man to dwell on those barren moons and not feel the terrible kiss of radiation. Some are marked by stigmata, while most are short and stunted, their growth stifled by malnutrition, their flesh disfigured by lesions and carcinomas.

All the aspirants are left to observe vigil in the great Chapel of the Chapter, before drinking from the Sanguinary Chalice brought to them by the Sanguinary Priests. Slumber soon overtakes them and the aspirants are borne by Servitors to the Apothecarion where the gene-seed of Sanguinius is implanted in their recumbent bodies. From the Apothecarion the aspirants are taken to the Hall of Sarcophagi and each is placed within a mighty golden sarcophagus. Life-support nodes are attached to them and for the next year they are fed intravenously with a mixture of nutrients and the blood of Sanguinius while the gene-seed does its work.

Many of the aspirants die at this stage, their bodies unable to cope with the strain of the changes that now overtake them. Those who live grow swift and true, echoing the rapid growth of their Primarch. They put on muscle mass and acquire the extra internal organs that mark a true Space Marine. At this time too they have strange dreams, for the gene-seed carries within it the memories of Sanguinius. Thus does the Primarch's essence begin to permeate the souls of his warriors. Afterwards, when sleeping, and sometimes when awake, these dreams return to haunt the Blood Angels.



To accept the gene-seed of Sanguinius, and become a warrior of the Blood Angels, is both a gift and a curse.

When the aspirants emerge from their sarcophagi they are forever changed. They are tall, strong and superhumanly powerful. Their restructured bodies and features have taken on a beauty that echoes that of their angelic forebear. Their senses are keener, their muscles stronger than tempered steel. They are ready to begin their training as Space Marines.

PRIMARIS SPACE MARINES

Roboute Guilliman and Archmagos Belisarius Cawl came to Baal with a kingly gift. Disgorged from the hibernation chambers aboard Cawl's freighter-hulk, the *Zar-Quaesitor*, hundreds of Primaris Space Marines joined in the final destruction of the Tyranid swarms. These superlative warriors wore the colours of the Blood Angels, the Blood Drinkers, the Flesh Tearers and many more. They were inheritors of the might of the Primarchs, and they bolstered the depleted ranks of their adoptive Chapters just when they were needed most. The scions of Sanguinius accepted their reinforcements gladly, along with Cawl's offering of technologies that would allow them to recruit and create still more Primaris battle-brothers.



THE HERITAGE OF SANGUINIUS

Every Space Marine Chapter is defined by the legacy of their Primarch. Through their gene-seed these mighty beings would shape their sons' bodies, while through teachings and philosophy they would influence their minds. Yet none amongst the Primarchs would have as profound an effect upon their progeny as did Sanguinius.

Sanguinius was always a visionary. From his earliest days he desired to lead his people to a new and better life. When he joined the Great Crusade he did not abandon this vision, but instead brought it to a far greater arena. He wanted to improve the lot of all Mankind, and see a lasting end to the strife brought on by the collapse of human civilisation at the close of the Dark Age of Technology.

Sanguinius was not merely blessed with a futurist philosophy. He was also gifted with the power of prophecy, able to see visions of what lay ahead. It is almost certain that he knew he was going to his death when he boarded Horus' Battle Barge and yet he went anyway. Whether Sanguinius did this out of fatalism or loyalty to the Emperor is a point often debated by Imperial theologians, but it is not in doubt among the Blood Angels. They will say that he went out of duty, knowing full well what the outcome would be.

The outlook of Sanguinius did much to shape his Chapter. There is a powerful mystical streak to many of the Blood Angels' traditions, and this can only have come from the spiritual teachings of the winged Primarch. Sanguinius also indoctrinated his followers with a strong belief that things can be changed for the better. After all, the process of transforming a starving scavenger into a tall, proud and handsome warrior is living proof of the tenet that courage, refinement and nobility can be shaped from the crudest clay.

This belief can be seen in all things the Blood Angels do – they strive for perfection. Their works of art are things of beauty. Their martial disciplines are practised unceasingly. Yet as the Flaw within their gene-seed has become more evident, this belief in change has turned into an altogether darker thing. They see within it the evidence of Mankind's capacity for folly and destruction. Their doctrines are permeated with a sense of mortality and the fallen greatness of man.

The Blood Angels are among the longest-lived of all the Space Marines. One of the peculiarities of their aberrant gene-seed is that it has vastly increased the lifespan of those who bear it, so it is not unheard of for Blood Angels to live for a thousand years. Indeed, the current Commander of the Chapter, Dante, is known to have lived for more than a millennia, and is almost certainly far older. These vastly extended lifespans allow the Blood Angels to perfect their techniques in art as well as in war. Providing blood madness does not take them, they have centuries in which to hone the disciplines to which they turn their minds. This accounts for the fact that the Blood Angels' armour and banners are amongst the most ornate of all the Space Marine Chapters.

Perhaps the strangest of all the Chapter's traditions is the habit of sleeping whenever possible in the sarcophagi used to create them. In recent years the Sanguinary Priests have created filters that purify the blood of their brother Space Marines. While the Blood Angels sleep in their sarcophagi their blood is cleansed and purified. The Chapter thus hopes to slow the process of degeneration brought on by the Flaw.

THE FLAW

Although it is known to but a few, the Blood Angels are a dying Chapter, for they are afflicted with the dreadful curse known as the Flaw. Each time battle looms, they must court the twin dangers of the Red Thirst and the monstrous Black Rage. The former robs the Blood Angels of their nobility, clouding their minds with an irresistible blood madness that reduces them to little more than wild beasts. The latter is far worse, however, for once the Black Rage claims a son of Sanguinius they are lost forever, body and soul.

Some claim that the root of the Flaw lies with Sanguinius' mutated nature. They imply that he must have been the worst afflicted by the powers of Chaos when the infant Primarchs were stolen away from the Emperor's laboratory on Terra. Other scholars claim that the Flaw lies in the process used to create new generations of Blood Angels. They assert that it has crept in because the Blood Angels use the process known as Insanguination to activate the gene-seed.



All Space Marine Chapters use gene-seed to trigger and control the processes that transform an ordinary mortal into a Space Marine. The gene-seed contains viral machines that rebuild the body according to the biological template contained within, and impart a flicker of the glory of the Primarch that sired each Chapter. However, at the time when the Space Marine Legions were created, the process was still highly experimental and many different ways of controlling and managing the transformation were tried. In the Blood Angels' case, the chosen method was Insanguination.

This process was originally triggered by injecting the aspirants with tiny samples of their Primarch's own blood, some of which was preserved within the Red Grail after Sanguinius' death. The living blood could not be kept this way for long and so it was injected into the veins of the Sanguinary Priests. In this way they became living hosts to the power of Sanguinius. To this day, drinking the blood of the assembled Sanguinary Priests from the Red Grail is part of the induction ritual for all Blood Angels priests. It is from these same priests that blood is taken to begin the transformation of aspirants into Space Marines. It is possible that over the countless generations since the time of the Horus Heresy these cells have mutated, slowly at first but more quickly in recent years, and that errors in replication have resulted in the Flaw.

Whatever the reason for the Flaw, it is certain that its hold over the Blood Angels has become ever stronger, and their tendency towards self-destructive madness ever greater. Yet in this darkest age of the Imperium comes a sliver of hope for the sons of Sanguinius, in the form of the Primaris Space Marines.

As the initial waves of Primaris battle-brothers joined Guilliman's attack to relieve the defenders on Baal, the Blood Angels and their successors stared in wonder. Here were warriors who shared the undeniable heritage of Sanguinius, the same nobility of aspect and handsome features. Yet they seemed able to restrain the fury of the Red Thirst with instinctive ease, and showed no signs of the Black Rage that so cursed the other sons of the Angel.

Since their arrival, the Primaris Space Marines have come under intense scrutiny from the Sanguinary Priests, chief amongst them Corbulo, the master of their order. If, as seems possible, the Primaris battle-brothers prove resistant to the worst excesses of the Flaw, they may yet represent the salvation of all of Sanguinius' sons.

THE RED THIRST

Deep within the psyche of every Blood Angel is a destructive yearning, a battle fury and blood-hunger that must be held in abeyance in every waking moment. Few battle-brothers can hold this Red Thirst in check unceasingly – it is far from unknown for Blood Angels to temporarily succumb to its lure at the height of battle.

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation, for it brings with it a humility and understanding of their own failings which make them truly the most noble of the Space Marines.

The fate of those unfortunates overtaken completely by the Red Thirst is known only to the Chapter itself. There are tales of a secret chamber atop the Tower of Amareo on Baal, and of howling cries that demand the blood of the living, but none are willing to say for certain what secrets lie hidden in this haunted, desolate place.

There have been incidents when the Blood Angels have been stationed on distant worlds where members of the local population have gone missing only to turn up later drained of blood. It is possible that this is the work of cultists seeking to discredit the Chapter. It may even be that some of the more superstitious local citizens have taken to offering up sacrifices to their godlike visitors. It may also be possible that these folk have been killed by Blood Angels overcome by the Red Thirst.

THE BLACK RAGE

Blood Angels are unique amongst the Space Marines in that deeply engrained in their gene-seed is the encoded experience of their Primarch, and most deeply imprinted of all is the memory of Sanguinius' final battle with Horus. Sometimes, on the eve of battle, an event or circumstance will trigger this 'race memory' and the battle-brother's mind is suddenly wrenched into the distant past. The Black Rage overcomes the Blood Angel as the memories and consciousness of Sanguinius intrude upon his mind, and dire events ten thousand years old flood into the present.

A warrior overcome with the Black Rage appears half mad with fury; he is unable to distinguish past from present and does not

recognise his comrades. He may believe he is Sanguinius upon the eve of his destruction, and the bloody battles of the Horus Heresy are raging all around him. Such a battle-brother stands at the end of his travails, for his path leads only to the Death Company, where he and the Chapter's other damned souls will fight one final battle in Sanguinius' name.



It is the Chaplains who guide the Death Company, and who ensure their sacrifice is always a worthy one.

ORDERING THE HOST

At first glance it might seem odd that a Legion so proud of its traditions would set aside its individuality, but the events of the Horus Heresy had shaken the Blood Angels to their core. The Blood Angels were thus amongst the first Space Marines to adopt Roboute Guilliman's Codex Astartes.

In the aftermath of Horus' defeat on Terra, the death of Sanguinius left no clear line of succession. Factions within the Blood Angels formed around potential candidates. In addition, the Flaw was slowly making its presence felt, further muddying the Legion's future. Ultimately, it was Azkaellon, sole survivor of the Sanguinary Guard, who drove the Blood Angels' destiny onwards. Azkaellon – who saw clearly that the Blood Angels had more pressing worries than organisational doctrine – ensured the division of the Blood Angels Legion into the Chapters that endure today. These were the Blood Angels themselves, who maintained the old Legion's heraldry and traditions, the Flesh Tearers, the Angels Vermillion, the Angels Encarmine and the Angels Sanguine. What became of Azkaellon himself after this point is unrecorded, but his legacy lives on in the Chapters he created.

CHAPTER ORGANISATION

The Blood Angels and their successor Chapters adhere as closely to the Codex Astartes as the Flaw allows – they recognise the Codex's strictures as a form of discipline that can be used to restrain the Red Thirst. Accordingly, each Chapter has a nominal strength of one thousand battle-brothers under arms, further divided into ten companies of roughly one hundred Space Marines each.

The 1st Company is home to the Chapter's most experienced veterans – all of its battle-brothers steeped in decades, if not centuries, of constant warfare. The 2nd through 5th Companies are the Chapter's backbone, the Battle Companies who form the core of any strike force and typically comprise six battleline squads, two close support squads and two fire support squads. The remaining companies are reserve and training formations of one sort or another. Companies 6 and 7 are Battleline Companies, each consisting of ten battleline squads. The 8th and 9th Companies are specialist formations, composed of close support squads and fire support squads respectively. These companies are rather more limited in their tactical scope, and are deployed only when an overwhelmingly single-minded approach is required. Finally, the 10th Company is seen by many as the future of the Chapter, for it is here that Scouts hone their skills in the Space Marine way of war. In the wake of the battle for Baal, the Blood Angels and many of their successors began heavy programmes of recruitment to recoup their losses, leading to them increasing the size of their 10th Companies two- or threefold.

Though each company can fight as a separate unit, a Blood Angels strike force will often be composed of several squads from different companies, assembled on an ad hoc basis according to the mission at hand. Such strike forces are normally given code names, such as Bloodspear, Liberator or Primarch's Wrath. Nonetheless, a strike force will inevitably be referenced by the company from which most of its personnel are drawn, or the officer that leads it. The company that forms the core of such a strike force can be reinforced by auxiliary squads drawn from the Reserve Companies. Such squads will often become the 11th Squad and upwards of that company for the duration of the strike force's action.

In addition to the personal armour and weaponry required by its battle-brothers, each company, save the 10th, also maintains a host of support vehicles. These range from Rhino and Razorback transports to bikes and Land Speeders – such tools are drawn upon whenever the tactical situation requires. This allows even a single Blood Angels company to fulfil a multitude of tactical and strategic roles. Unusually for a Space Marine Chapter, the Blood Angels command sufficient Land Raiders to deploy these mighty vehicles as line transports, rather than elite support units. How the Blood Angels acquired so many Land Raiders is a mystery outside the Chapter. Perhaps more of their vehicles survived the Horus Heresy intact, or perhaps the Blood Angels were once closer allies of the Adeptus Mechanicus than their current strained relations would suggest.

CHAPTER COMMAND

Rule of the Blood Angels falls to the Chapter Master and his council. In the wake of the Great Rift, Roboute Guilliman has expanded their responsibilities beyond the Chapter, appointing them to act as one of the foremost Imperial authorities in the Imperium Nihilus – a vast area in the galactic north wracked by warp storms and beyond the easy reach of Terra. Most seats at the high table are taken by the Brother-Captains who command the Chapter's companies. Some, however, belong to senior officers whose injuries are too great for continued combat, but whose wisdom still holds great value. Such officers command the Chapter's vital support institutions, such as the Armoury, the fleet and the ongoing recruitment of fresh neophytes.

Though ultimate power rests with the Chapter Master, the council are often called upon to act in their master's absence should he be slain or is himself away on campaign. In addition to their role on the council, each officer will also have an assigned title and duties necessary for the smooth running of the Chapter. Some such titles, such as Master of the Watch, are drawn from the pages of the Codex Astartes. Others, including the Lord of Skyfall and the Shield of Baal, have sprung from the Blood Angels' unique nature.

Unlike most other Codex Chapters, the Blood Angels Sanguinary Priesthood – the Blood Angels Apothecaries – and Reclusiam are also part of the Chapter Command, rather than subordinate organisations as would normally be the case. This structure means that the Sanguinary High Priest and High Chaplain take joint temporary rule in the event of the Chapter Master's death, rather than the rank automatically passing to the Captain of the 1st Company. This tradition arose during M35, when Captain Kalael rose to the rank of Chapter Master and succumbed almost immediately to the Black Rage, throwing the Blood Angels into a spiritual and organisational crisis.

By holding temporary command, the High Chaplain and Sanguinary High Priest can test the will and worthiness of the new candidate to ensure that such a rash and unfortunate appointment does not occur again.

Here can be seen the composition of the rebuilt Blood Angels Chapter in the wake of the Battle for Baal. Great heroes fell during that campaign, replaced by worthy successors.

CHAPTER MASTER
Commander Dante
*Master of the Blood Angels,
Lord of the Angelic Host*

SANGUINARY PRIESTHOOD
Brother Corbulo
Sanguinary High Priest

26 Sanguinary Priests

SANGUINARY GUARD
Brother Daeonatos
Exalted Herald of Sanguinius

25 Sanguinary Guards

LIBRARIUS
Chief Librarian
Mephiston

8 Epistolaries
13 Codiciers
12 Lexicanum
14 Acolytum
9 Furioso Librarian
Dreadnoughts

RECLUSIAM
High Chaplain
Astorath the Grim
Redeemer of the Lost

15 Chaplains

Armoury
Brother Incarael
Master of the Blade

39 Techmarines	12 Hunters
87 Servitors	9 Stalkers
26 Predators	39 Land Raiders
21 Baal Predators	25 Repulsors
10 Vindicators	47 Stormraven
10 Whirlwinds	Gunships

Logistician
Brother Gallimatus
Warden of the Gates

489 Chapter Equeries
and Servitors

Fleet Command
Brother Amadeno
Keeper of the Heavengate

5 Strike Cruisers	13 rapid-strike vessels
2 Battle Barges (<i>Blade of Vengeance, Baal's Fury</i>)	28 Thunderhawk Gunships
	6 Thunderhawk transporters



1st Company
'Archangels'

Veteran Company
Captain Karlaen
Shield of Baal

2 Lieutenants
100 Veterans
10 Furioso
Dreadnoughts

2nd Company
'The Blooded'

Battle Company
Captain Aphael
Master of the Watch

2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
5 Dreadnoughts

3rd Company
'Ironhelms'

Battle Company
Captain Antargo
Master of Sacrifice

2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
5 Dreadnoughts

4th Company
'Knights of Baal'

Battle Company
Captain Raphaen
Lord Adjudicator

2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
3 Dreadnoughts

5th Company
'Daemonbanes'

Battle Company
Captain Sendini
Keeper of the Arsenal

2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
5 Dreadnoughts

6th Company
'Eternals'

Reserve Battleline Company
Captain Tybahlt
Caller of the Fires

2 Lieutenants
10 battleline squads
6 Dreadnoughts

7th Company
'Unconquerables'

Reserve Battleline Company
Captain Phaeton
Master of the Marches

2 Lieutenants
10 battleline squads
4 Dreadnoughts

8th Company
'Bloodblades'

Reserve Close Support Company
Captain Matarno
Lord of Skyfall

2 Lieutenants
10 close support squads
2 Dreadnoughts

9th Company
'Sunderers'

Reserve Fire Support Company
Captain Latarnes
Master of Sieges

2 Lieutenants
10 fire support squads
5 Dreadnoughts

10th Company
'Redeemers'

Scout Company
Captain Borgio
Master of Recruits

2 Lieutenants
Scout Squads
457 unassigned
Neophytes

BLOOD ANGELS HERALDRY

The Blood Angels use a system of iconography and heraldry that dates back to the era of the Great Crusade. Though it is similar in some respects to the Codex Astartes system introduced and refined by Roboute Guilliman, it has a logic – and a martial artistry – all of its own.

The company to which a Blood Angel belongs is denoted by the icon displayed upon their right shoulder guard. The emblem of the 1st Company is a skull, while all other companies use coloured blood drops. Once a brother joins the Death Company, his company emblem is replaced with the icons of that doomed brotherhood.



Death Company

This Space Marine is a battleline battle-brother, hailing from the 2nd Squad of the Blood Angels 3rd Company.



A Blood Angel's strategic role is indicated by the colour of their helm, showing at a glance where they fit into the Chapter's wider organisation.



Command



Veteran



Battleline



Fire Support



Close Support



The Chapter is identified by the main body colour and the icon on the left pauldron.



Sergeant/Veteran



Sergeant

Sergeants of Blood Angels squads have black shoulder guards with red edging, rather than the blood-red colouration of their squad mates.



Lieutenant



Captain

Senior Blood Angels command personnel bear more ornate versions of their company markings. Here can be seen the heraldry of the commanders of the 2nd Company.

The squad number within a company is indicated by a coloured icon displayed on the battle-brother's right knee pad. Additional squad numbers have been introduced following Guilliman's revision of the Codex Astartes and the reorganisation of the Reserve Companies.



VEHICLE MARKINGS

The Codex Astartes has many pages devoted to regulations for the markings and heraldry of a Chapter's war machines and armoured vehicles. However, just as with Space Marine armour markings, the Codex also warns about complacency and the danger that enemy intelligence can pose. Because of this, the Codex encourages Chapter Masters to occasionally review their markings and offers many variants and alternative icons that can be displayed upon Space Marine battle tanks.

The Blood Angels adhere to this system, applying it alongside the livery of their Chapter. In addition to displaying the blood-drop

icon, the vehicle's hull is also emblazoned with unit, squad and company markings – the exact placement and application of these varying according to the vehicle in question.

In addition to the heraldry showing their allegiance, the most ancient vehicles in the Blood Angels Armoury display honour badges and names; their rolls of victories are as illustrious as those of any other luminary of the Chapter. While every Dreadnought is assigned an identification number, this is superfluous to their living battle-brothers, as each of these entombed warriors is a famous hero whose name and history is known even to raw recruits.

Blood Angels battle tanks and Dreadnoughts are assigned a unique identification number within the company. This is typically rendered as a number upon the vehicle's hull.



The winged blood-drop emblem of the Blood Angels is displayed prominently on the hull or turret of each of the Chapter's vehicles.



The artificers of the Blood Angels take great pride in the artistry and decoration of their war machines. As such, the hulls of many of the Chapter's vehicles are adorned with scroll-work and artistic martial flourishes.

Blood Angels troop transports and armoured vehicles such as Bikes and Land Speeders carry the same heraldry and organisational squad markings as the battle-brothers that crew them.

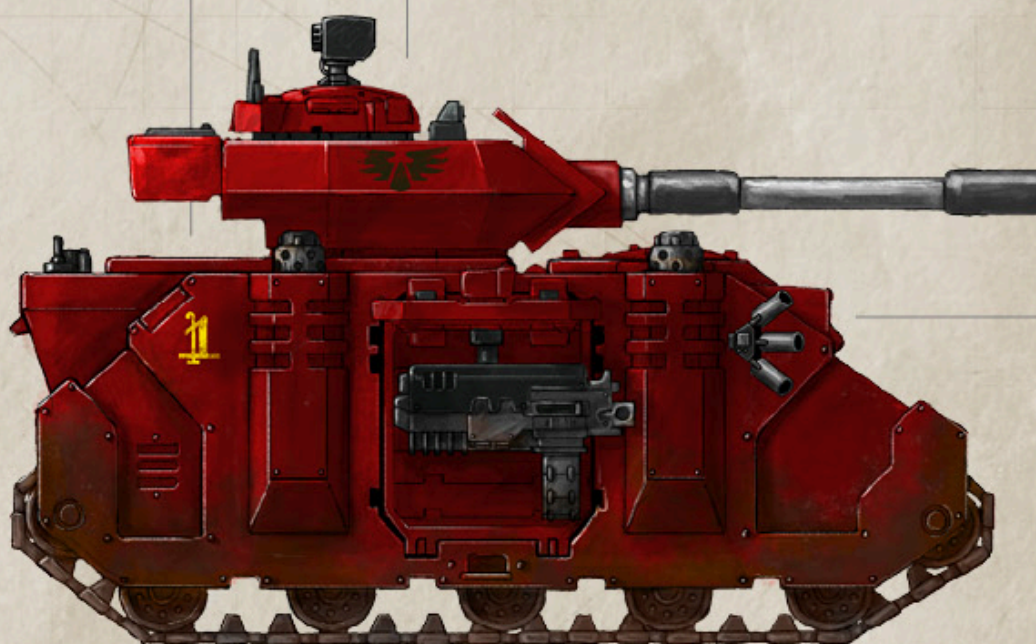


This emblem indicates that the vehicle transports the 1st Squad.

When fighting alongside other forces of the Imperium, it is common for the Imperial Commander to choose a simple symbol to act as the campaign badge. This army badge is used for the duration of the campaign and identifies every squad and vehicle in the task force. Normally painted upon the hull of Space Marine vehicles and one greave of a battle-brother's armour, it is not uncommon for these badges to be incorporated into an individual's heraldry as a permanent honour after the campaign's completion.



This sigil indicates honour earned during the Carcharis campaign.



Blood Angels Predator

When vehicles are attached to Blood Angels companies, they show this with a coloured symbol – for all but the 1st Company, based around blood-drop designs – on their hull. The Blood Angels are an unusual Chapter in that they are able to attach both Rhinos and Land Raiders as permanent transport vehicles to their companies.



SUCCESSOR CHAPTERS

Though they have never been as prolific as the Ultramarines or Imperial Fists, the Blood Angels are not without their successor Chapters. Most were founded in the days following the Horus Heresy, before the grim truth concerning their flawed gene-seed came to light. These Chapters are strongly bound to the Blood Angels, united by blood and tradition in a way difficult for outsiders to understand. To attack one is to invite the wrath of all.

ANGELS ENCARMINE



Brother Donaeo, 7th Company,
14th Squad (battleline)



Few Space Marine Chapters are as active as the Angels Encarmine. They are forever on campaign, and thus their ranks are rarely at full strength, the issue compounded by the fact that their Death Company is always worryingly large. What they often lack in numbers, the Angels Encarmine make up for in fervour, winning approbation from planetary governors and other Chapters' masters alike.

ANGELS SANGUINE



Brother Artellios, 6th Company,
4th Squad (battleline)



The history of the Angels Sanguine is long and glorious. They have been pivotal in many victories against the horrors emerging from the Eye of Terror. But what drives their battle-brothers to hide their faces, never removing their helmets around other Imperial forces? And why has their Chapter seen such a spike in the size of its Librarius, which has grown to almost twice the size of that fielded by any other Blood Angels successor?

FLESH TEARERS



Brother Sevrael, 5th Company,
2nd Squad (battleline)



The Flesh Tearers' blood-rage is infamous, as are the savage deeds said to have been performed by their battle-brothers. So divorced have the Flesh Tearers become from the rest of Mankind that most Imperial Commanders accept the Chapter's help only in the direst of circumstances. Their brutality has at times reached such heights that calls have been made for Inquisitorial investigation into the Chapter.

CARMINE BLADES

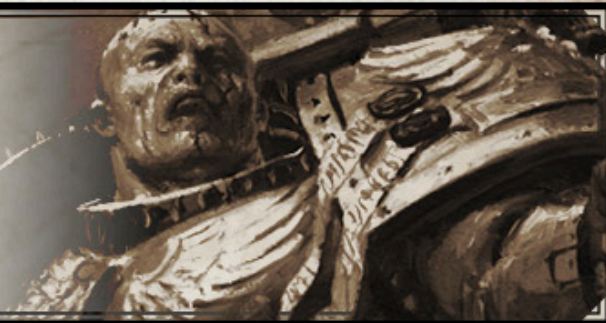


Brother Oras, 4th Company,
2nd Squad (battleline)



The Chapter originally known as the Swords of Haldroth was not recognised as a Blood Angels successor until late M41. Renamed the Carmine Blades, they accepted the Blood Angels' traditions only grudgingly. Their newly formed order of Sanguinary Priests still struggles to curb the worst excesses of the Chapter's inherited warrior culture. Despite their barbaric practises, the Carmine Blades have proved resilient and resourceful.

'Many are the sons of Sanguinius, and great their deeds. From the burning sands of Baal to the darkest corners of the galactic void, the Blood Angels and their successor Chapters bring death to the alien, the mutant, and the heretic. With every bolt shell they fire and blade stroke they carve through their enemies' flesh, they honour the angelic Primarch that gave them life, and whose might still flows through their veins to this day.'



ANGELS VERMILLION



Brother Rapheus, 4th Company,
4th Squad (battleline)



Alone of the Blood Angels' successors, the Angels Vermillion shun all contact with their brother Chapters, choosing to bear their curse in solitude and isolation. Their battle record is shrouded in secrecy, though whenever they appear in Imperial records their achievements are nothing short of exemplary. Still, Commander Dante refuses all appeals to forge closer links with this mysterious successor Chapter.

BLOOD DRINKERS



Brother Tydael, 2nd Company,
3rd Squad (battleline)



Rather than deny the blood-lust that echoes through their souls, the Blood Drinkers embrace it, harnessing the Red Thirst in battle and practising blood rituals both on and off the battlefield. This acceptance of their nature seems to have given the Blood Drinkers a unique level of control over the Flaw and a reduction in incidences of the Black Rage, but it remains to be seen if this achievement comes without a greater cost.

KNIGHTS OF THE CHALICE



Brother Niccolasa, 2nd Company,
18th Squad (battleline)



The Knights of the Chalice are a purely Primaris Chapter, first deployed during the opening battles of the Indomitus Crusade. They are renowned for their aggressive orbital strikes, fielding large numbers of Inceptor Squads who drop from on high to scour beachheads clear of the foe. Coupled with destabilising strikes by Reiver Squads, the Chapter plunges the enemy into confusion, allowing for swift planetary conquest.

LAMENTERS



Brother Svetura, 4th Company,
5th Squad (battleline)



The Lamenters have had a tumultuous – often fraught – history. They have twice been brought to the very brink of destruction, first during the Badab War and later in battle with the overwhelming horror of the Tyranids. Each time they have endured, despite inherent instabilities in their Chapter gene-seed, and their Chapter Master claims that with every travail they have overcome, the Lamenters have only grown stronger.

A CHRONICLE OF HEROES

From the earliest days of the Imperium, the Blood Angels have fought to defend the Emperor's realm. In spite of the darkness that gnaws at their souls, the sons of Sanguinius have proven themselves true heroes time and again. Even now, as their days darken towards night, they remain a beacon of hope amid a galaxy of war.

M31-M40 AN AGE OF GOLDEN GLORY

A Galaxy of Sorrows

Corrupted by the Dark Gods of Chaos, the Warmaster Horus leads fully half of the Space Marine Legions into damnation. The nascent Imperium is torn asunder by this civil war, which culminates in the siege of Holy Terra itself. At the battle's climax, the Emperor, Sanguinius and Rogal Dorn teleport aboard the Warmaster's Battle Barge accompanied by their greatest champions. Sanguinius and all but one of his Sanguinary Guard join this attack despite the Primarch's presentiments of doom. Sure enough, the elite Blood Angels are slain one by one, while Sanguinius himself falls in battle with Horus. Though his noble sacrifice makes victory over Horus possible, the angelic Primarch unwittingly triggers a terrible Flaw within the gene-seed of his Legion; this curse will bedevil the Blood Angels for evermore.

The Shield of Sanguinius

Tectonic upheavals on the backwater world of Ironcel V trigger a massive Ork Waaagh!. Dispossessed greenskins flood into space in their billions, led by a bellowing beast known as Warboss Starsmasha. The Waaagh! overruns the maiden world of Ledrith, sweeps aside the renegade war fleet of Lord Borvashik, and descends upon the Redhaven System. Here it is stopped dead by a combined force of Blood Angels, Astra Militarum and Knights of House Griffith. The defence is coordinated by the Blood Angels Chapter Master, Leonid Castivarus, and is masterful in its conception and execution. The war rages for many months and several Imperial worlds are overrun, yet finally the Waaagh! spends its fury against the vaunted Shield of Sanguinius and is utterly destroyed.

A Gathering of Heroes

A combined force of Blood Angels, Angels Encarmine and Blood Drinkers engages with traitor forces on the archeotech world of Hell's Hollow. Though the cultist hosts are swiftly put to death, the attack comes too late to prevent their completion of a heretical ritual. The veil is pierced, and a tide of Daemons spills through into the

planet's macrocities. The Blood Angels and their brethren react to this new development with typical courage and resolve. The main strength of the strike force is deployed in a series of holding actions, stemming the daemonic tide long enough for the Death Company to be hurled against the ritual site itself. Amidst an orgy of violence, the black-armoured battle-brothers slaughter everything in their path, closing the rift at the price of their own lives.



M41 AN AGE OF RED WRATH

Cleansing of the Sin of Damnation

A space hulk codenamed *Sin of Damnation* drops out of the warp, dangerously close to Baal. Strike Force Raphael deploys squads of Terminators via boarding torpedoes and a vicious battle erupts throughout miles of tangled corridors, chambers and ducts as the Blood Angels battle the hulk's Genestealer infestation.

Death on Khartas

Captain Zorael leads elements of the Blood Angels 4th Company to the world of Khartas, there to put an end to localised piracy by a ragtag fleet of renegades. Though the pirate fleet is quickly shattered, their flagship breaks up in the Khartan atmosphere. The ship's warp engine suffers a cascade failure and tears a hole in reality, through which pours a host of Khornate Daemons. The Blood Angels – who had made planetfall to check for pirate survivors – find themselves stranded on Khartas, surrounded by an ever growing tide of Daemons.

Though they fight with honour and determination, Sanguinius' scions are soon in danger of being overrun. Their predicament worsens when the mighty Bloodthirster Ka'Bandha slays Captain Zorael in single combat. Just as all seems lost, the Sanguinor appears, plunging like a bolt of golden lightning into the midst of the foe. The angel battles the roaring Daemon back and forth, finally hurling Ka'Bandha down and banishing his corporeal form back to the warp. Rallying behind the Sanguinor, the last of Zorael's men cut a path to the warp engine, deactivating it and ending Khartas' nightmare. In the wake of the madness, the Sanguinor disappears without a trace.

Blood on the Sand

Rebellion and heresy claims the searing death world of D'akhar, and the Blood Angels respond in force. Vicious gunfights rage through the subterranean habs and manufactorums. Meanwhile, the Blood Angels armour meets the traitor tanks upon D'akhar's rad-blasted deserts, capitalising on their speed and the Baal-like terrain to cut their lumbering enemies to pieces in a series of blistering battles.

The Mel'yanneth Skywar

Captain Metraen is charged with the destruction of Aeldari Raiders operating from a fortress hidden in the poisonous atmosphere of the gas giant Mel'yanneth. Harnessing the Chapter's entire fleet of gunships and combat interceptors, Metraen initiates an unprecedented airborne assault. Stormravens jink through the blaze of anti-aircraft fire to disgorge Assault Squads and Terminators directly onto the floating fortress' docking platforms. This hard-hitting infantry force swiftly secures landing zones for Land Raiders and Predators to arrive via Thunderhawk transporters.

As the battle rages through the fortress' hangars and service shafts, the overwhelming firepower and determination of the Blood Angels soon begins to tell. Realising the hopelessness of their situation, the Aeldari pirates abandon their fortress, though not before they have sabotaged its gravity nullifiers. The Blood

Angels are forced to beat a desperate retreat as the fortress is sucked into Mel'yanneth's hungry maw. Only the incredible skill of the Blood Angels gunship pilots, who fearlessly plunge their craft into the deepening gravity well to rescue their battle-brothers, prevents the victory from becoming a devastating defeat.

The World Engine

The Blood Angels 2nd and 4th Companies are despatched to the Vidar Sector to assist against the threat of the Necron World Engine. Following the sacrifice of the Astral Knights Chapter and the destruction of the World Engine, it is Captain Donatos Aphael of the 2nd Company who proposes that a shrine to the Astral Knights be raised upon the planet of Safehold. From that day forth, two Blood Angels of the 2nd Company are permanently assigned to stand guard over the memorial.

Death on Antax

Strike Force Aphael battles Waaagh! Gutstompa on the forge world of Antax. The battle looks likely to go against the Blood Angels, until they unleash the fury of their Death Company. Led into battle by the ancient Death Company Dreadnought Moriar, Captain Aphael and his surviving battle-brothers crush the reeling Waaagh! Gutstompa, ending the threat to Antax amid fire and blood.

The Second War for Armageddon

Waaagh! Ghazghkull descends upon the hive world of Armageddon. The Blood Angels are one of three Space Marine Chapters to respond. Such is Commander Dante's reputation that Tu'Shan of the Salamanders and Marneus Calgar of the Ultramarines cede overall command to him. Fighting is fierce in and around the hive cities, with the determination of the defenders matched only by the unrelenting battle-lust of the Orks. The Blood Angels bear the brunt of the close-quarter fighting.

The tactical manoeuvrability of the Blood Angels proves to be crucial in the later stages of the campaign. The 3rd Company, under the command of the newly promoted Captain Erasmus Tycho, forms the heart of an armoured spearhead that cripples the chief Ork supply lines, leaving the Ork Mekboyz without the necessary gubbins and gears to keep their Stompas, Gorkanauts and Morkanauts fully operational. With its heavy guns thus neutralised, the Waaagh! is finally broken before the towering walls of Tartarus Hive, where Dante and

Tu'Shan famously fight side by side against Ghazghkull's bodyguard.

What Price Victory?

Captain Castigon leads Strike Force Nobilitus into battle against the Drukhari on Tolos. Amidst the ruins of the planet's agriplexes, the Blood Angels witness the horrors inflicted by the cruel xenos upon the world's populace. So repugnant is the butchery that Castigon and his warriors lose their grip upon their inner fury. The red whirlwind of destruction they visit upon the Drukhari leaves no foe standing, yet still the Blood Angels face shameful censure in the battle's wake, for a victory won in the grip of the Flaw is no victory at all.

The Blackfang Crusade

Judging that the Ork strongholds in the Blackfang System have defied the Imperium for too long, Dante mobilises his entire Chapter. They fight a year-long campaign that not only drives the Orks from the twelve worlds of Blackfang, but also from two neighbouring systems.

Beheading the Serpent

Captain Tycho's 3rd Company is one of many Space Marine strike forces that responds to the threat of Hive Fleet Jormungandr. Though Tycho claims several crucial victories, so reckless are his tactics that fears for his sanity arise.

The Third War for Armageddon

Ghazghkull returns to the arid world of Armageddon at the head of another, vaster Waaagh!. Over two dozen Space Marine Chapters respond this time, Adeptus Astartes from across the galaxy gathering to deny the beast of Armageddon his victory. Though the Blood Angels are already hard-pressed battling the emergent threat of Hive Fleet Leviathan, Captain Tycho leads a force to Armageddon's aid. The consequences of this decision will prove dire indeed, yet honour demands that the Blood Angels do no less.

The Shield of Baal

News reaches Baal that the worlds comprising the Cryptan Shield – intended to hold back the might of Hive Fleet Leviathan – are overrun. Knowing that the consumption of the Cryptus System would open the floodgates for an unstoppable Tyranid invasion of Baal, Commander Dante takes action. At the head of a mighty strike force that comprises the 1st and 2nd Companies of the Blood Angels, Brother Corbulo, Captain Karlaen, Chief Librarian

Mephiston and the bulk of Gabriel Seth's Flesh Tearers, Dante strikes out for the Cryptus System.

This mighty force reaches the Cryptus System in time to aid the last, hard-pressed Imperial defenders and avert complete catastrophe. Yet the war that follows is unrelentingly savage, with both the Imperial and xenos forces suffering rapidly escalating casualties. The Blood Angels are eventually forced to unleash an ancient weapon of mysterious provenance to annihilate an entire world of the Cryptus System and use its debris to gut the onrushing splinter fleet.

Showing his wisdom, Dante accepts that the Tyranids have been slowed but not stopped. The Blood Angels Commander orders the return to Baal. His Chapter will fight for its survival upon the worlds of its birth.



Angel's Blade

Even as their forces make warp for Baal, further ill tidings reach Commander Dante and his lieutenants. Slipping past the defences around the Cadian Gate, a raiding force of Black Legion, Word Bearers and Crimson Slaughter Chaos Space Marines have struck at the Diamor System. Honour-bound to lend their strength to the fight against the traitors, the Blood Angels despatch forces they can ill afford under First Captain Karlaen and Second Captain Aphael to aid the Imperial war effort. Those noble heroes find themselves fighting a diabolical plan to shatter a planet-sized cage within which ancient daemonic entities are trapped, seizing victory by only the narrowest of margins. Meanwhile, Dante and the remainder of his battle-brothers press on for Baal, to strengthen its defences.

M41 AN AGE OF BLACK DESPAIR

The Tendril Uncoils

The Baal System is reinforced like never before. Answering Commander Dante's call, one successor Chapter after another arrives to lend much – if not all – of their strength to their primogenitors. Slab-sided defences are raised upon the blasted sands of Baal Prime and Secundus, and even around the fortress monastery of Arx Angelicum on Baal itself. Fleets of cruisers and Battle Barges gather in the void around Baal and its moons, their combined might enough to crush star systems and end worlds. Still, as deep-void auspex screens turn blood red with contact runes, and a ten-thousand-mile-wide tidal wave of chitin and flesh surges into the Baal System, it seems unlikely that it will be enough.

Desperate Measures

With the Tyranids closing in, Commander Dante and his closest lieutenants authorise deeds that would have been unthinkable in brighter days. The Blood Angels' precious gene-seed reserves are removed from their storage crypts, packed carefully for transit under the watchful eyes of Sanguinary Priests, and then sent away on a swift ship with a hand-picked complement of guards. At the same time, millennia of tradition are cast aside as Blood Angels gunships gather every viable aspirant they can from amongst the nomadic tribes of Baal Prime and Secundus. These youths are armed, and then ferried to the Arx Angelicum. There they form defence garrisons whose strength will augment that of Sanguinius' sons. At least forty thousand wide-eyed youths are gathered in this way, and told that any who survive the coming battle will surely prove their worthiness to join the Chapter's ranks.

Of the remaining tribesmen little is said. Given what extra weapons and rations the Blood Angels can spare, they are left to hide or stand as they see fit. Any Tyranids they kill will be fewer monstrosities to beset the Blood Angels and their successors, but the tribesmen are not expected to weather the horrors that follow.

The Battle Begins

Unwilling to cede void supremacy to the Tyranids without a fight, Commander Dante orders his naval vessels to strike at the enemy and slow their advance. Across a hundred fronts, the red-armoured void craft of the Blood Angels and their successors strike at the fleshy Tyranid

hive ships. Lances and gun decks split the darkness with their fury. Ruptured bio-ships tumble away, slicks of ichor spilling from their sundered innards to freeze in the merciless void. Dozens of Tyranid ships are butchered, hundreds of thousands of warrior organisms slain before they ever see the irradiated sands of Baal. Still the Blood Angels are driven back, every victory carrying its own butcher's bill in flaming hulks and dead battle-brothers.

Soon enough the void war becomes unsustainable as more and more Tyranids flow from the darkness in squamous waves. With their surviving craft forced to fall back and harass the hive fleet's flanks, the Blood Angels now face the full fury of the Tyranid invasion. On Baal, Baal Prime and Baal Secundus, aircraft-sized spores darken the skies in their millions. The Shadow in the Warp settles like a shroud, choking off any further hope of reinforcement. The sons of Sanguinius stand alone.



Death from Above

Tyranids pour from the skies in ever-increasing numbers. Their spores slam down like hellish seed pods to spill ravenous waves of war beasts directly into battle. Orbital lasers and hurtling gunships take a mighty toll upon the xenos, in some regions wreaking such carnage that purple ichor falls like storm rain across the defenders below. Yet still the Tyranid waves come on, Tyrannocytes falling thicker and thicker while Gargoyles and Harpies swoop between them, spitting acidic gruel that sends Blood Angels aircraft spiralling down in flames.

On Baal and Baal Secundus, rippling tides of warrior organisms surge onto the defenders' guns and are shredded amidst storms of fire. Their corpses pile up in hideous drifts, yet still they press forwards, foot by foot. On Baal Prime the situation is worse still, the Tyranids hurling overwhelming forces into battle. Angel's Fall becomes a blood-drenched altar to the gods of battle, its defenders massacred by an avalanche of chitinous bodies and razored talons. Gabriel Seth and his berserk Flesh Tearers lead the counter-

attack, tearing the heart from one Tyranid swarm after another, but their victories do not come without cost.

Driven Back

For weeks the fighting rages on. The Tyranid body count spirals upwards with breathtaking speed, Dante's warriors felling hundreds of xenos for every one of their own that falls. Yet fall the sons of Sanguinius do, as their defence lines are breached and overwhelmed one after another. At last, the defenders stand defiant within the Arx Angelicum's final fortifications. Still the Tyranids fall from the skies. Still the slaughter continues.

Secundus Defiant

On Baal Secundus, the Carmine Blades hold firm in the face of each Tyranid attack. Feet planted, bolters roaring, they hold Baal's astropathic relay against impossible odds, bringing honour to their names with each bloody day that dawns.

Last Stand

The greatest Tyranid wave yet slams into the defences of the Arx Angelicum and breaches them. Three successor Chapter Masters fall in the battle of the Dome of Angels alone. Bodies pile high amidst the sundered defences. Still the defenders fight on, even throwing open the gates of the Tower of Amareo and letting the captives loose. If the Blood Angels are to die, they will do so in battle and on their own terms.

The Storm Breaks

The Great Rift tears across the galaxy. Warp storms spill from its howling maw, engulfing the war-torn worlds of the Baal System in empyric insanity. The Tyranids are cut off from their fleet, while on Baal Prime the sudden fury of a massive daemonic incursion is unleashed. Perhaps it is hours that pass, or days. Perhaps it is years. Amidst the reality-bending energies of the warp, Sanguinius' sons and the beasts of Hive Fleet Leviathan fight on towards mutual annihilation. Then, at last, the stars emerge again, revealing not a single bio-ship. Where the xenos craft have gone, none can say, but as the Tyranid ground forces reel in confusion, a new fleet is revealed in their place. The Indomitus Crusade has arrived, Roboute Guilliman guided to Baal by the signal of its astropathic relay. With a word, he unleashes his fury...

Angels and Demigods

The salvation of Baal does not come quickly, or without cost. Even as

Guilliman's forces rain down to relieve the siege of the Arx Angelicum, even as they join forces with the surviving sons of Sanguinius and fight to purge Baal and its moons of xenos, still more Imperial lives are lost. Yet hopeless defeat has become a glorious victory against the odds. Meanwhile, if certain grim secrets of the Blood Angels are laid bare to the eyes of the Ultramarines Primarch, he chooses to keep his own counsel and leaves such things unspoken.

Baal and Baal Secundus are cleansed of Tyranids before a month is out. The slaughter is spearheaded by Primaris Space Marines clad in the panoply of the Blood Angels and their successors. On Baal Prime no such martial efforts are required. The moon has been utterly scourged of life, both Imperial and Tyranid. Though Gabriel Seth and his last surviving Flesh Tearers escaped the unnatural cataclysm, the only sign of life that remains on Baal Prime is the immense Khornate sigil of Ka'Bandha, wrought in Tyranid skulls piled mountainously high and dominating much of the moon's southern hemisphere.

M41 AN AGE OF CRIMSON DAWN

Hope from Horror

In the wake of Leviathan's defeat, the Blood Angels begin to rebuild. Their gene-seed stocks are recalled, taking their rightful place beneath the rising arches of the restored Arx Angelicum. The several thousand grizzled aspirants who survived the siege are all inducted, and those that endure are funnelled into the outsized Scout Companies authorised by Commander Dante for his Chapter and their successors. The ranks are further bolstered by a huge influx of Primaris Space Marines, unfrozen from the vaults of the *Zar-Quaesitor* or produced upon Baal itself using the newly installed mechanisms brought by Archmagos Cawl. With Commander Dante declared regent of the Imperium Nihilus by Guilliman, the Blood Angels and their successors are soon ready to rejoin the war for the Emperor's realm. It is well that they are, for the fight has become more desperate than ever before.

The Galaxy Screams

Even as rebuilding efforts continue on Baal, scattered astropathic messages filter in from the void. Some are little more than formless nightmares so twisted that they are shorn of meaning. Others are the death screams of worlds, violent enough to burn out the receiving Astropaths' minds, but

containing no actionable information. However, many are clear enough to be understood, especially those sent from neighbouring systems within the Red Scar. Commander Dante assembles multiple strike forces from amongst his Chapter's newly bolstered ranks, sending the Blood Angels out into the void as a resurgent force for good.



The Relief of Lastransa

Strike Force Aphorael braves a perilous leap through the warp, safely reaching the Pendrakh System. They come in answer to a distress call from the system's capital world, Lastransa, which they find beset. Regiments of turncoat Imperial Guard have perpetrated a cannibalistic rampage across Lastransa's southern continental landmass, and are close to overrunning the defences of the planet's northern hives. Daemons of Khorne fight alongside the feral traitors, and wherever they charge into battle no Imperial defence can stand.

Newly appointed Captain Aphorael leads the fight to relieve the loyalists, orchestrating a masterful campaign of rapid-strike warfare with Primaris Blood Angels at its heart. Inceptor Squads plunge from the upper atmosphere to neutralise the traitors' southern polar ritual sites and cut off their supply of daemonic reinforcements. Meanwhile, forces of Intercessors, Tactical Squads, Hellblasters and Devastators deploy by Drop Pod and gunship to execute the traitor leadership cadres wherever they are found. Stormhawk Interceptors sweep renegade Valkyries from the skies, while below spearheads of Repulsors and Land Raiders execute devastating armoured charges into the enemy's rear lines. Finally, after three weeks of unrelenting carnage, the morale of the traitors collapses and they are crushed between the Blood Angels at their backs, and the resurgent loyalists to their fore.

The Golden Host

Elements of the Blood Angels and the Carmine Blades join the crusade to reclaim the Dhormet System from the grip of the Black Legion. While the Carmine Blades Reiver Squads excel in the vicious shadow war on Heddoth, and the charge

of the Death Company and Tallarn 44th Armoured carries victory on Zhongal, a Black Legion counter-attack on the feudal world of Tydor threatens to see the Blood Angels overwhelmed. As Dante and Astorath fight back-to-back amidst the Sanguinary Guard, a golden figure plunges from the heavens to join the fight – the Sanguinor has come. Led by this trio of angelic heroes, the Blood Angels hurl back their attackers, driving the last of the Heretic Astartes over the cliffs of Felhaven into the darkness below.

Bloody Retribution

Hurled across the void by an empyric convulsion, a T'au colonisation fleet begins claiming worlds within the Red Scar. Their efforts are brought to a sudden, violent halt by strike forces of Blood Angels, Flesh Tearers and the Angels Sanguine. The planets of D'sandri and Gendal's Reach are swiftly reclaimed, and the war spills into the Sevensuns System.

From Beyond the Veil

Strike Force Mephiston is lost to the warp while attempting a daring crossing of the Carcharax Tempest to reach the beset world of Ramenghal. The mourning bells tolled on Baal prove to be premature, as a full year after their disappearance Mephiston's forces burst back into reality and fall upon Ramenghal, annihilating the daemonic pleasure cults that have conquered its cities.

The Khovan Incident

Fascinated by the Primaris Space Marines – or more specifically, their potential to advance his research into a cure for the Flaw – Brother Corbulo makes it his business to accompany them into battle wherever he can. Thus Corbulo is on hand during the final attack on the Alpha Legion's Fortress of Lies on Khovan. Spearheaded by Vindicators and Repulsors, the Blood Angels' attack breaches the immense fortification, allowing squads of Intercessors to pour inside. Yet the Alpha Legionnaires draw out the fight, baiting their enemies and striking to wound and goad the Primaris Blood Angels wherever possible.

Though victory is eventually secured, the violence unleashed by several of the Primaris brothers to achieve it is extreme, with traitors torn limb from limb. No official censure is applied to the battle-brothers in question, but Corbulo seeks audience with Dante shortly afterward. His deep disquiet is evident...



Upon the world of Belisor, the sons of Sanguinius met the great beast in open battle. The monstrous Warlord Bragrak sought to wrest that noble shrine world from the Emperor's grasp, but the Blood Angels stood against him. Three hundred noble heroes plunged headlong into the xenos tide, and though many brave warriors fell, it was the greenskins who at last knew defeat.



COMMANDER DANTE

LORD OF THE HOST, REGENT OF IMPERIUM NIHILUS

The Blood Angels are ruled over by Commander Dante, Lord of the Host and Bringer of Sanguinius' Light. Dante is truly a legend, for his deeds span many long centuries. He is thought by many to be the oldest living Space Marine. Even Captain Lysander of the Imperial Fists, who was lost in the eddies and tides of the warp for a thousand years, cannot recall a time when Dante did not reign supreme over the Blood Angels.

None can deny the scope of Dante's campaign experience. He has fought battles uncounted, orchestrated innumerable major campaigns and seized bloody victory on worlds as far-flung as Ultima Macharia and star-swept Jonol. It is said that no man has visited as many of the Imperium's million worlds as Dante, and he has come to each in full raiment of war, at the head of a glorious and vengeful host. There are former worlds of the Imperium – now lost to the darkness of the void or the ravages of the foe – that only Dante remembers. He alone of all living warriors survives to mourn and avenge them.

To his fellow Chapter Masters, Dante is an exemplar of the fearlessness, dedication and strategic genius that speak to the heart of the Space Marines' never-ending mission. To the hard-pressed generals and marshals of the Imperial Guard he is a thrice-welcomed and honoured ally in the forefront of Mankind's defence. To the common soldiers and citizens of the Imperium, Dante is nothing less than a saviour, a golden god who descends from the heavens on wings of fire.

So long now has Dante lived that his exploits have passed into myth. It is now impossible to say how many Ork heads Dante cleaved at the Liberation of Canau, for the tally grows greater each time the story is recounted. Did Dante truly defeat the Bloodthirster Skarbrand before the Gates of Pandemonium? Did he really face the Night Lord warband of Ghuul Askhol alone, killing each of his thirteen would-be assassins single-handed and without the benefits of his armour or weapons? Only Dante himself can say with certainty. Yet he speaks not on such events, no matter how much the exaggerated nature of such tales must rankle with his warrior pride. The Imperium needs heroes – needs hope – in these dark times, and the Commander of the Blood Angels keeps his peace so he may do his part to prevent Mankind from losing heart.

Yet for all his success, or perhaps because of it, Dante has grown weary of his labours. He has lived far longer than he should, and the burden of centuries grows ever weightier. Only one thing prevents Dante succumbing to ennui. Recorded in the Scrolls of Sanguinius are the Primarch's visions of a great battle to overshadow all others, where one golden warrior will stand between his Emperor and the darkness. For many generations of the Blood Angels, these prophecies were read as Sanguinius' foreknowledge of his own fate, yet through some instinct, possibly a lingering trace of his Primarch's fabled far-seeing eye, Dante believes otherwise. He has always known that one day the defence of the Emperor would rest in his hands, and he would have to be ready for that greatest of duties. Now it seems to the Lord of the Blood Angels that perhaps that time has come.

Commander Dante never expected to see his Chapter's final days, yet he faced them unbowed. He never expected to see a Primarch returned, yet he knelt before Roboute Guilliman with thankful hearts. When Guilliman named Dante as his regent of the Imperium Nihilus, the Lord of Baal felt the hand of fate land heavy upon his shoulder. With the fury of the Great Rift unleashed, a darkness looms more terrible than any in the Imperium's history. The Blood Angels now stand before that darkness with the throne of Terra at their backs, and will have to fight like never before.

Coupled with the revitalising purpose of this new duty is the fresh hope brought by the Primaris Space Marines, the possibility that perhaps the sons of Sanguinius will not burn out like a guttering candle. It is said amongst the Blood Angels that Commander Dante has never stood taller, even as he does so in the face of such terrible adversity. The Regent of the Imperium Nihilus has sworn to purge his dark new realm of the taint of Chaos, even should it take another thousand years and more. After all, it is amidst the darkest night that such golden angels shine the brightest.

ANGELIC HEIRLOOMS

As befits the Master of so august a Space Marine Chapter, Commander Dante bears ancient and powerful relics into battle. These magnificently crafted artefacts encapsulate the storied history of the Blood Angels. They also render Dante all the more deadly in combat.

The Axe Mortalis was crafted by the famed Chapter Artificer Metriculus in the days following the Horus Heresy. Deeply affected by the death of Sanguinius and the betrayal of the Traitor Legions, he sought to fashion a weapon that could slay the debased warlords of the Heretic Astartes like the dogs they were. The result of his labours was the Axe Mortalis, a weapon that crackles with barely suppressed killing power, and can scythe through even the thickest ceramite and plasteel like a sharp knife through silk. Perfectly balanced and said to bear the death curse of Sanguinius upon its skull-wrought haft, the Axe Mortalis became the ritual weapon of the Blood Angels Chapter Master and has reaped countless heretic lives.

Dante also wears the Death Mask of Sanguinius, a grim relic moulded to the Primarch's noble features. The mask radiates Sanguinius' anger and disgust at Horus' betrayal, emitting waves of such potent hatred that enemies are paralysed or put to flight by its hollow, accusing stare. When Commander Dante enters battle the power of the Death Mask of Sanguinius swells and the visage itself seems almost to become invested with ghostly life. When Dante screams a battle cry, so too does the helm he wears, while its glower of hatred for traitors and heretics becomes Dante's own.



THE SANGUINOR

EXEMPLAR OF THE HOST

The Sanguinor is a golden angel of vengeance who descends from the heavens in times of the Blood Angels' greatest need. To most he is a myth, an honoured part of the Chapter's traditions and mysteries. After all, so dire are the circumstances in which the Sanguinor appears that few behold his glory and survive to speak of it. Only those who have access to the records laid down in the Chapter's Reclusiam are certain that the Sanguinor is no mere legend or hallucination. There, in the pages of a single iron-clasped volume, are recorded the accounts of the Sanguinor's manifestations across the millennia. Most famous of all, and most readily recounted, is the legend of the assault upon the Night Lords Battle Barge *Terrorclaw*.

Twelve battle-brothers were ordered to strike at the *Terrorclaw*, to slay its master as penance for unrecorded transgressions. No one expected them to succeed, for they were outnumbered several hundred times over, yet the Sanguinor seemingly saw merit in their task and joined the fight at the moment their boarding torpedo crashed through the Battle Barge's hull. Pausing only to grant his blessing to the sergeant in command of the sortie, he cut a bloody path across the *Terrorclaw*, blazing through the vessel like the wrath of Sanguinius.

Tellingly, the Sanguinor's actions that day did not grant his penitent battle-brothers an easy victory. Though their passage to the command deck was made upon the carpet of dismembered bodies and severed limbs left in the Sanguinor's wake, the Blood Angels had to fight every step of the way against a crew of Heretic Astartes, themselves hungry for vengeance. Though the quest was ultimately a success and the captain of the *Terrorclaw* slain, only the sergeant survived and returned to Baal. The Sanguinor did therefore not accomplish the quest for his battle-brothers, but through his might and wrath he did render the impossible possible. The name of the sergeant has been lost from the records concerning the *Terrorclaw*, but Dante occasionally casts his mind back to those times, and with a slight smile recalls the sergeant's renewed faith in his own skills, and his Chapter's mission.

Yet it is one thing to know the Sanguinor's deeds, quite another to determine his nature. A few amongst the Chapter Council argue that he is the coalescence of the Primarch's nobler side, the part that kept Sanguinius' darkness in check, and that was lost to the Blood Angels upon his death. The Sanguinary Guard believe him irrefutably to be none other than Azkaellon, founder of their order, preserved against the withering millennia by the Emperor's grace.

So great is the Sanguinor's legend that it has long ago passed beyond the Blood Angels Chapter, and has served to exacerbate the discomfort felt towards the Blood Angels by certain sections of the Imperium. The Inquisition in particular worry that the Sanguinor is some form of psychic construct, or even an empyric manifestation of some darker sort. If this is so then his existence proves the Blood Angels to be just as flawed spiritually as they are physically. Yet for all the suspicions the Sanguinor might provoke in outsiders, to his battle-brothers he is an honoured part of their heritage, no more needing of query than the Primarch who once led them.



SANGUINARY GUARD



The Sanguinary Guard are the utmost elite of the Blood Angels, proven in mind, body and spirit to uphold the values of their illustrious Primarch to an extent that none amongst their brothers can match. The first of their number were Sanguinius' bodyguards during the days of the Great Crusade, and fought beside their lord in many notable conflicts before the fateful attack upon the Arch-Traitor Horus' Battle Barge. Of the original Sanguinary Guard, only Azkaellon did not meet his end aboard the *Vengeful Spirit*, for the Angel had insisted that his Herald remain on Terra to safeguard the Legion's future. So it was that the Sanguinary Guard survived where their Primarch did not, for Azkaellon made certain that their legacy was maintained, not just in the Blood Angels, but in every successor Chapter that arose from the dissolution of the mighty Blood Angels Legion.

Most often the Sanguinary Guard will fight with the weapons traditional to their position – wrist-mounted Angelus boltguns that leave both hands free for the wielding of crackling encarmine blades – but they will occasionally vary their armaments as the situation dictates. Each guardian's golden armour is a relic of the Chapter, one of a handful of surviving suits from the times of the Great Crusade, whose secrets of manufacture have long since been lost. There are few more revered relics in the whole of the Chapter's armoury, for they are a tangible reminder of the very greatest days of not only the Blood Angels, but of the Imperium as a whole.

The deeds of each Sanguinary Guard are recorded with reverent diligence and recounted at feast days and during sacred rites. Blind Erephon, who sealed the seven Daemon-gates of Derios IV; Andrastor, who stood alone against the Tyranid swarm on Crackspine Ridge; Saronath, whose wrath was so terrible it set Waaagh! Rokchewa to flight; the list goes on and on. To join the ranks of the Sanguinary Guard is to enter an esteemed brotherhood of heroes, to uphold the legacy of those who came before them and continue a legend ten thousand years old.



SANGUINARY ANCIENT

Chosen before the commencement of each conflict by a council of peers, one amongst the Sanguinary Guard may be given the honour of bearing their Chapter standard into battle. It is only during times of greatest need that such a banner is released from the Arx Angelicum, for these magnificently crafted relics are links to the Chapter's oldest days, and some were borne to war during the Great Crusade itself. Yet the vision of a golden angel soaring into battle with a storied banner of the Blood Angels held high can inspire fervour beyond words in the warriors of the Imperium, and transform even the direst rout into glorious victory against the odds.

THE SANGUINARY PRIESTHOOD

The secrets of Sanguinius' blood are central to the martial traditions of his sons, and are guarded zealously by the Sanguinary Priesthood, the Apothecaries of the Blood Angels. To these crimson-cloaked figures falls the duty of protecting the Chapter's precious gene-seed, as well as ensuring their wounded brothers can carry on fighting against the Imperium's enemies.

SANGUINARY PRIESTS

Every Space Marine Chapter maintains a number of Apothecaries to safeguard its gene-seed and the health of its battle-brothers. Yet Sanguinius foresaw from the first that a shadow would fall upon his sons, and that they would require safeguarding in both body and soul as the millennia passed. He transformed the Legion's Apothecaries into Sanguinary Priests, setting them as high in honour as the Chaplains of the Reclusiam, and as vital to the spiritual guidance of the Blood Angels. Where the Chaplains are ever watchful for manifestations of the Flaw, the

ceremonies performed by the Sanguinary Priests call upon the Blood Angels to embrace the Red Thirst and wrest it to their control, unleashing its strength to buttress theirs when the day is darkest.

As with the Apothecaries of other Chapters, the foremost concern of the Sanguinary Priests is to conserve the Chapter's gene-seed. If a wounded Blood Angel can be saved, the Sanguinary Priest will do his utmost to preserve his battle-brother's life. As the injured Blood Angel is returned to full fighting health, so will the gene-seed within him survive and the Chapter endure.

SANGUINARY NOVITIATES

Before they can take up the robes and chalice of the priesthood, a Blood Angel must first serve time as a Sanguinary Novitiate. Trained in the arts of surgery, they are equipped with the narthecium and reductor common to all Apothecaries, and attend to the wounded under even the heaviest enemy fire. Should a patient prove beyond saving, they provide the Emperor's mercy and extract their fallen comrade's gene-seed. Once a Novitiate proves himself, he is then properly inducted into the priesthood's hallowed ranks, where he is made privy to the order's secrets.



BLOOD CHALICES

The first blood chalices were presented to the priesthood by Sanguinius himself. Legend has it that some part of the Primarch's being was contained within these holy vessels, allowing nearby Blood Angels to hear Sanguinius' voice within their minds.

Though many of these ancient relics have been lost over the millennia, their shards are still incorporated within newly crafted vessels, and within the nartheciums of the Sanguinary Priests. Their effect upon Blood Angels battle-brothers is still electrifying, the might of their angel-winged Primarch echoing through the ages to fill them with glorious strength.

BROTHER CORBULO

KEEPER OF THE RED GRAIL

Corbulo is the Sanguinary High Priest of the Blood Angels, wielder of the relic chainsword known as Heaven's Teeth and bearer of the Red Grail. It is said that no other Blood Angel resembles Sanguinius as closely as Corbulo, whose piercing eyes and noble aspect reflect the nature of the Blood Angels at its purest. It is this perfection that has driven Corbulo to such lengths in search of a cure for the Red Thirst. In the centuries since his investiture, Corbulo has worked ceaselessly to isolate and neutralise the Flaw in the Blood Angels' gene-seed. This quest has taken him all over the galaxy – visiting the fortress monasteries of other Space Marine Chapters in order to learn from their Apothecaries, and journeying to forgotten worlds in search of forbidden archeotech from the Dark Age of Technology.

Corbulo's deep wisdom and canny insights are legendary, and his counsel has proven invaluable time and again. The Sanguinary High Priest shares Sanguinius' gift of the far-seeing eye, and can discern the patterns and shapes of a future yet to come – a blessing that has manifested only sparingly through the many generations of Blood Angels. Those scant hours not claimed by duty or in search of the Red Thirst's cure,

Corbulo spends poring over the Scrolls of Sanguinius, seeking to combine knowledge from the Primarch's visions with the fleeting insights distilled from his own.

Corbulo's travails in this regard have borne fruit many times. That the Blood Angels arrived so swiftly on Armageddon following Ghazghkull's initial invasion – and at Chapter strength – was due in part to Corbulo's divinations. Similarly, without Corbulo's guidance, the Blood Angels Chapter Fleet would never have known the hour and location at which M'kar the Reborn's world-breaking Daemon-cruiser would enter the Baal System, and could

thus never have ambushed and obliterated the vessel before Baal itself was laid waste.

It was Corbulo, also, who foresaw Hive Fleet Leviathan's attack on Baal. It was he who – seeing no other choice – authorised the pillaging of aspirants from the Baalite tribes, and the abandonment of their peoples to their fate. He fought the invading xenos with remarkable fury, wading knee-deep through their corpses with his chainsword howling in gory arcs, and many believe that in his reckless butchery the Sanguinary High Priest sought to make amends for the innocent lives he so callously sacrificed for victory.

THE RED GRAIL

As Sanguinary High Priest, Corbulo is charged with the wardenship of the Red Grail, the very chalice in which the blood of Sanguinius was preserved after the Primarch's death. This vessel is a key part of the induction mysteries of the Sanguinary Priests, but it is also a potent relic upon the field of battle.

Blood Angels in the presence of the Red Grail find themselves reinvigorated, the physical and psychological aspects inherited from their Primarch enhanced in some unknowable way. Impossible though it may seem, perhaps some residual trace of Sanguinius' spirit lingers within the grail, allowing him even in death to exhort his scions to ever greater deeds.



LIBRARIANS

Heirs to Sanguinius' prodigious psychic might, the Librarians of the Blood Angels Chapter can exsanguinate their foes with a glance, or soar through the skies on wings of golden light. Each is a warrior mystic that is set apart from his battle-brothers by his ability to harness the incredibly powerful and dangerous psychic energies of the warp.

The mutation that bestows psychic abilities – while still rare – is more common amongst Blood Angels than most other Space Marine Chapters, and constant vigilance is required to ensure that every potential psyker is caught early in their development. Only by careful screening can potential new Librarians be identified, as it is crucial that they are pure of mind. Untrained human psykers are considered one of the greatest threats to the Imperium, and an unschooled psyker with all the hardiness, training and resolve of a Space Marine would surely be a thousand times deadlier.

Librarians must undergo the most rigorous and exhaustive training imaginable. They endure harrowing tests of mental and physical fortitude that would make even their brother Space Marines baulk.

Some do not survive, but those that do are armoured in spirit and mind, fortified against the seductive whispers of the warp and able to wield their powers as a weapon of Imperial supremacy.

Yet alongside this training, the Librarian must still endure the same trials and challenges as his battle-brothers – sharpening his skill with bolter and blade, hardening his body to physical injury even as he guards his mind against doubt and fear. He is, after all, still a Space Marine, and must stand on equal footing with his comrades in times of war.

Gruelling though it may be, the Librarian's training serves well to transform him from a mere battle-brother to a fully fledged weapon of psychic destruction. When in full control of his mind and abilities, a Librarian can cause blood to boil in the veins of his enemies, shatter adamantium plates with blistering bolts of force or choke a foe's mind with an impenetrable cloud of fear. There are few limits on what a Librarian can achieve once he has fixed upon a goal, and less that the enemy can do to prevent his wrath.

Blood Angels Librarians always stand somewhat apart from the rest of the Chapter. No bond of blood or battle can ever quite dispel the unease with which ordinary battle-brothers view their psychically gifted brethren, for how can a non-psyker ever be truly comfortable with a warrior who can perform such violent miracles? Nor is there complete trust even within the ranks of the Librarians themselves, for they must keep watch over their fellows. Should one fall to the whispered madness of Chaos or the Black Rage he must be slain, swiftly and mercifully, before he wreaks untold harm upon the Chapter that he once loyally served.

OCCULT ARCANA

The Librarians of the Adeptus Astartes make use of remarkable wargear to both amplify and focus the destructive and defensive powers of their minds. The Blood Angels are no exception to this; thanks to the skill and artistry of their Chapter artificers, the psychic hoods and force weapons of their Librarians are amongst the most magnificent of their kind throughout the entire Imperium.

Their psychic hoods take the form of high, arcing ceramite collars and fitted skullcaps inlaid with fine golden circuitry. These potent devices fortify the Librarians' psychic defences, shielding them from the attention of warp predators with contra-empathic energy waves and empyric auto-exorcism. Clad in his psychic hood, a Blood Angels Librarian can stifle enemy psychic energies before they are gathered, rendering heretical witches powerless.

The force weapons wielded by Librarians are finely crafted swords, axes or other, more esoteric weapons, that are inlaid with complex psychic conduits. Imbued with the warp-born might of their wielders, they can slice through plate armour, crush bones with kinetic pulses, and even sever a victim's soul from their body with a single blow.



MEPHISTON

LORD OF DEATH

Mephiston was once Brother Calistarius, a Librarian of exceptional valour and strength of character. Yet the Black Rage cares not for the nobility of the soul, nor the deeds of the flesh. While Calistarius fought before the walls of Hades Hive, during the Second War for Armageddon, the curse of Sanguinius stole upon him. Inducted into the Death Company, Calistarius took part in the final assault on the Ecclesorium during the retaking of Hades from the Orks, and was one of the many crushed when the building collapsed in a shower of debris.

For seven days and seven nights Calistarius lay entombed, his fevered mind teetering on the edge of madness and his broken body on the verge of death. Yet Calistarius did not succumb. Through sheer force of will he confronted the uncontrollable rage that burned through his mangled form. With supreme effort, Calistarius cast out the Black Rage and, in so doing, became something far more than he had been before. At midnight on the seventh day he burst free from his rocky prison, reborn as Mephiston, Lord of Death.

His resurrection did not go unwitnessed. By this time Hades lay once more in the hands of the Imperium, but Orks still roamed the ruins. As Mephiston heaved ferrocrete boulders aside from his tomb, the sound of tortured stone drew the attention of one such band. Weaponless, and with his armour shredded and mangled, Mephiston must have seemed easy prey, but nothing could have been further from the truth. His gene-seed, dormant these many long years, had awakened and wrought further changes, granting exceptional strength and vigour. Moving with a speed the Orks could not match, Mephiston unleashed a flurry of attacks, every blow pulverising flesh and shattering bone. Five Orks died in as many seconds, and a dozen more swiftly followed. The greenskins never stood a chance, but they were as stubborn as Mephiston was determined. It was not until the reborn angel punched clean through the biggest Ork's chest and tore out his heart that the survivors fled. His ruined armour slick with the blood of his foes, Mephiston began the long walk to the Imperial lines.

Since that day, Mephiston has risen swiftly through the ranks of the Blood Angels and now holds the office of Chief Librarian. He is a figure of awe and reverence to most of his battle-brothers, who perceive him as a saviour in these times of woe. Others are not so accepting, for they have difficulty recognising the Calistarius of old in Mephiston. Calistarius was voluble, yet Mephiston's tongue is silent save at times of great need. Calistarius sought the company of his brothers both on and off the battlefield, yet Mephiston spends silent hours alone in thought, and his face, though noble beyond compare, somehow speaks of a soul still ill at ease. Perhaps these changes were inevitable, given the trial of transformation.

Yet there are whispers that Mephiston paid a dreadful price for his resurrection, that when he mastered the Black Rage something altogether more terrible took its place. It is to be hoped that such rumours are baseless, mere carrion latching onto greatness, but Mephiston keeps his secrets close, and only time will reveal the truth.



CHAPLAINS

Chaplains are the foremost spiritual guardians of the Blood Angels. They preserve the Chapter's innermost secrets, vouchsafe its creed and maintain an eternal vigil for the onset of the Black Rage amongst their battle-brothers. In war, the Chaplains are fearsome battle-priests clad in forbidding jet-black armour crowned with skull-helms and death masks. Everything about a Chaplain's appearance and demeanour is crafted to evoke a grim reminder of mortality, to better instil dread in the foe and spur his battle-brothers to ever greater deeds before death takes them.

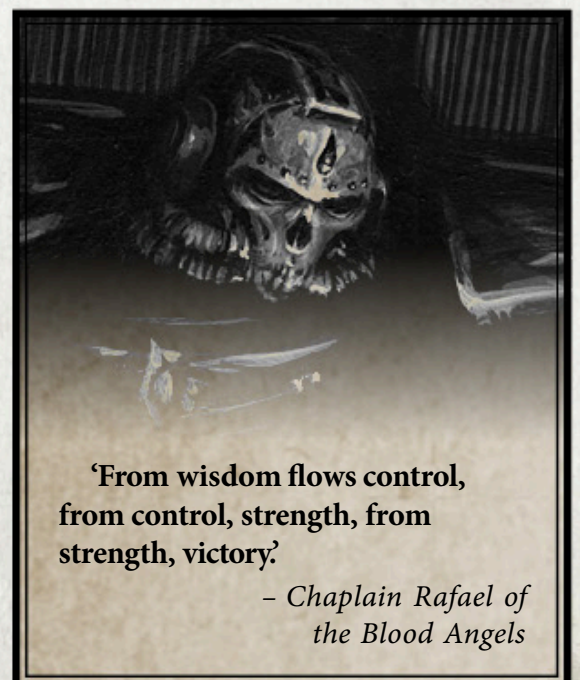
When on the battlefield, a Chaplain's place is ever at the heart of the fighting,

taking joy in the carnage as only a warrior doing the most righteous of works can. Every strike of the Chaplain's skull-headed crozius is accompanied by a line from a war-hymn or battle-prayer, rendering each blow a heartfelt offering to Primarch and Emperor. Such strident and destructive piety serves to embolden nearby battle-brothers, exhorting them to cast doubt aside and win the day for the glory of the Chapter.

The Reclusiarchs – the highest ranking Chaplains – are the keepers of the Chapter's Reclusiam, the Blood Angels' most sacred shrine. The Reclusiam nestles in the heart of a great spire that stands tall over the

rest of the Arx Angelicum. Only the tower of the Sanguinary Priesthood stretches as high. No part of the fortress monastery is as revered as the Reclusiam, adorned as it is with banners and relics of ages past, its sable stones steeped in history and grandeur. Here do the Chaplains conduct their ceremonies, the rites of Initiation, Vindication and Redemption, the Blood Pact and the Host-throng. In earlier days, the Reclusiam tower was once given over to Sanguinius' quarters, and the Blood Angels believe that their beloved Primarch can hear any prayer given voice within.

A small antechamber lies to the north of the Reclusiam, a sealed vault to which only the members of the Chapter Council have access. Herein are kept the Scrolls of Sanguinius, the sacred texts recorded by the Primarch during his long life, whose secrets are said to contain vital information regarding all the terrible times to come. Here also are kept the rosters of the Chapter's deeds, records of its great victories and the legends of its mighty heroes. During the battle for Baal, when the bio-swarms of Hive Fleet Leviathan swirled like a bladed ocean around the Arx Angelicum, the Chaplains stood firm in defence of these ancient tomes. Without such relics of its past, the Blood Angels Chapter would be shorn of its soul, and lose the sense of purpose that the weight of millennia helps it to maintain. So it was that lives were given freely in defence of dusty scrolls, voluminous tomes and age-old artefacts, the Blood Angels dying gladly in order to preserve their past for the sake of their future.



**'From wisdom flows control,
from control, strength, from
strength, victory.'**

*– Chaplain Rafael of
the Blood Angels*

ASTORATH THE GRIM

REDEEMER OF THE LOST

Astorath the Grim is the Blood Angels High Chaplain and Redeemer of the Lost. There is no rank within the Chapter more greatly honoured, or more deeply loathed. Honoured, for the burden the Redeemer of the Lost bears, and for the essential duty he performs; loathed because that duty is stained forever with the blood of his battle-brothers.

It is Astorath's calling to seek out those amongst the scions of Sanguinius whose souls have been claimed by the Black Rage, and whose mental degeneration has become so severe that even death in battle is no longer possible. His quarry found, Astorath ends his Lost Brother's life with a single mighty blow to the neck from the ill-omened weapon known only as the Executioner's Axe. This is without doubt an act of mercy, a gift to the accursed. Nonetheless, no battle-brother can ever feel entirely comfortable in Astorath's presence, for they know that the bite of his forbidding axe might one day be the last thing that they feel.

Whilst officially bound to the Blood Angels, Astorath's task carries him far and wide amongst the Chapter's successors. It was long ago considered that these terrible duties were best borne by a single brother and, thus far at least, a single brother has been equal to the task at hand. So does Astorath tread the stars, hacking apart those enemies who would prevent him from bestowing his gift of oblivion.

To an observer, it might perhaps seem that Astorath's presence fans the destructive fires of the Black Rage. Certainly it is more prevalent wherever he treads, and even those Blood Angels who are yet sane are unmistakably wilder in the Redeemer's presence. However, the truth is entirely opposite.

Astorath can sense the Black Rage's degenerative onset before it becomes apparent to any other soul – including its victim. Individual afflictions echo through his mind in the form of doom-laden chords, and grow ever stronger as other battle-brothers fall into the Black Rage's clutches. No separation of distance can serve to mute this dolorous symphony, a sombre orchestra that only Astorath can hear. Whether the victims are fighting on Armageddon or in Ultramar, Astorath can sense their plight – and he must go to them as his duty requires.



So it is that the Redeemer of the Lost has become a true angel of death to his foes and his battle-brothers alike, a legend of destruction amongst the Blood Angels successor Chapters and their enemies both. Wherever Astorath the Grim treads, the enemy face not only his fury, but the onslaught of Space Marines caught in the twilight shadows of the Black Rage. Astorath's sorrow for his doomed battle-brothers serves only to fuel a determination that they shall pass into death having known one last great victory. In this cause he fights like a man possessed, resolute that his twin gifts of death and redemption shall not be denied.

'Treat them with honour, my brothers. Not because they will bring us victory this day, but because their fate will one day be ours.'

*- Astorath the Grim,
Blood Angels High Chaplain*

LEMARTES

GUARDIAN OF THE LOST

Chaplain Lemartes fell to the Black Rage amidst the preparations to liberate Hadriath XI. Unlike the other warriors of the Death Company who spearheaded the planetstrike, Lemartes survived the initial landings and, seemingly unstoppable, carved a bloody path through the Ork defenders. Only when the battle was won did the Chaplain finally collapse from his wounds. He was brought to the field apothecarium inside the now captured fortress, there to await the arrival of Astorath, Redeemer of the Lost, and receive the gift of final redemption.

Yet when Astorath arrived to deliver the Chaplain into death's embrace, Lemartes demanded to live, to smite the Emperor's enemies as long as he were able. Such a thing was unheard of. Though Lemartes' eyes were bloodshot and his muscles taught with fury, his words were clear and cogent. Whilst members of the Death Company were often so deranged that Astorath had to best them in combat before he could take their lives, never before had one challenged him in so lucid a fashion. Quashing all dissent, Astorath ordered the Chaplain placed in stasis and returned to Baal until the Chapter's Librarians and Sanguinary Priests could make a full examination of him.



This investigation took several months, time in which Lemartes was largely kept in the chill embrace of stasis to ensure the safety of those around him, but the results seemed to reinforce Astorath's hopes. Lemartes was unquestionably in the grip of the Black Rage, for all the physical signs were there. Yet his mind was not riven with insanity – through an act of incredible willpower, the Chaplain appeared able to hold his madness in check. Several Sanguinary Priests argued that this was but a temporary respite, and that Lemartes would succumb to the uttermost depths of madness once removed from stasis, but Astorath was not so sure. Refusing to slay Lemartes, as some of the Sanguinary Priests wished, he awoke the Chaplain from his enforced slumber and offered him a way in which he could continue to serve.

So did Lemartes become the Guardian of the Lost, and wielder of the ancient Blood Crozius. He has repaid Astorath's faith a thousand times over, for the Death Company have never been so potent a force as they are under his guidance, their modern glories eclipsing deeds of legend. He leads his charges to ever greater renown, ensuring that the dread sacrifice of the Blood Angels Death Company is never in vain. At battle's end, Lemartes is placed in stasis once more, to slumber through the weeks and months until his bloody talents are required again. For Lemartes, there

is no longer any calm before the storm. His life is one of constant battle, for he is awoken when needed and preserved when he is not.

Lemartes is surely living on borrowed time, for even his formidable willpower cannot keep the Black Rage at bay indefinitely. Yet for the moment at least, the Chaplain's iron will holds firm. He is a symbol of hope to a Chapter slipping into the darkness, for if Lemartes can continue to reason and serve his Chapter within the dark insanity of the Black Rage, perhaps others can do so too.

DEATH COMPANY

The Death Company crash through the enemy ranks like a black-armoured battering ram. Drawn from all ranks of the Chapter, they are united in their terminal ferocity, shrugging off wounds that would normally slay a battle-brother thrice over and reaping one last tally of slain foes before madness or death claims them forever.

In order to keep the Black Rage in check, on the eve of battle the Blood Angels bend their thoughts to prayer and to the sacrifice of their Primarch so many centuries ago. Chaplains move from man to man, blessing each in turn and noting those amongst the brotherhood whose eyes may appear a little glazed, or whose speech is slurred or overly excited. Some, almost all, overcome this ancient intrusion into their minds. Much of these warriors' training is directed at controlling it, beating it down into the depths of their being. But for some the imprint of Sanguinius is too strong, the memories too loud and demanding. As the Chaplains chant the moripatris – the mass of doom – the chosen ones collapse into the arms of their priests, and are taken away to form a special unit called the Death Company.

The madness that overcomes these unfortunates is of a very specific sort. In the mind of each fallen brother, the millennia fall away and they find themselves embroiled in the last great battle of the Horus Heresy. Some may believe they defend the walls of the Emperor's palace, perceiving even Tyranid bio-horrors or blade-limbed Drukhari as Traitor Legionnaires hell-bent on toppling the Golden Throne. Others may believe that they are Sanguinius himself, fighting to hold back the traitor tide or forging through the horrors of Horus' Battle Barge. Whatever the case, the battle-brother's mind accommodates their surroundings and foes into this delusion, casting them adrift upon tides of madness and stranding them beyond time and hope for evermore.

The warriors of the Death Company seek only one thing – death in battle – and they are sent forth to their final fight with great honour. Each brother is arrayed in black armour, blazoned with blood-red saltires to symbolise the wounds of Sanguinius during his last battle against Horus. Their ceramite plates are hung with scrolls that proclaim deeds performed and honours earned before the onset of madness. From the moment a battle-brother dons the sepulchral armour of the Death Company he is a dead man walking, lost forever to his Chapter, but to be remembered eternally in its histories.

Members of the Death Company fight with no thought for their own survival, and the furious willpower lent them by the Black Rage renders them nigh impervious to killing wounds. Under the watchful eyes of the Chapter's Chaplains, the Lost Brothers of the Death Company know glory beyond even the ken of their battle-brothers, fighting against terrible odds in one final service to their Chapter. Many of the Blood Angels' greatest victories have followed a shattering assault by the Death Company. There are few enemies who can hope to stay the onset of such maddened warriors, let alone repel their assault. On Antax, Mel'yanneth, Hollonan, Armageddon and other worlds too numerous to mention, the Death Company have more than lived up to their name, and

legends of their ferocity have long since spread to worlds where the Blood Angels have never trod.

Yet as with all such glories, a price must be paid – either on the bloody ground of the battlefield, or in the fleeting calm of victory. Those few members of the Death Company that survive the battle perish shortly afterwards, either of their fearsome wounds or through the mercy of the Redeemer of the Lost, whose duty it is to end their suffering. It is better this way, for those who do survive almost always fall victim to the Red Thirst, turning into creatures no better than wild beasts craving flesh and blood. The dread Tower of Amareo on Baal echoes with the howls and roars of these luckless degenerates, locked away for their own safety and that of their former battle-brothers. Better by far to die cleanly and quickly than to suffer such an ignoble fate.



COMMANDERS

Even amongst an entire Chapter of remarkable heroes, the commanders of the Blood Angels stand out as the most magnificent of all. Strategically brilliant masters of the battlefield, they direct the battle-brothers of their company to victory after victory in war zones across the galaxy as they strive to defend Humanity's domain in the name of Sanguinius and the Emperor.

CAPTAINS

In keeping with the dictates of the Codex Astartes, the Blood Angels appoint a Captain to command each of the Chapter's ten companies. They are the Chapter's foremost warriors and tacticians, tempered by service amid gruelling wars and star-spanning campaigns. Each Captain can draw upon decades, even centuries, of personal combat experience to guide his actions and strategies, taking in the needs and challenges of even the most difficult battlefields with what must appear to lesser beings as the most superficial appraisal,

and inspiring those under him to ever greater feats of heroism.

A Captain is thus a truly mighty warrior who aspires to the most incredible of deeds, whether personally striving in the thick of the fray, or serving as the supreme architect of some grand military strategy. He is defeated only in death.

It is rare for the entire Chapter to fight as one, and its companies often strive in separate, far-flung wars. Captains are thus entrusted with a level of autonomy for

which many other Imperial Commanders would give their eye teeth. Yet this freedom brings weighty burdens of its own.

Each battle the Blood Angels conduct is no mere skirmish, but a crucial fight in the larger struggle for Mankind's survival. In such conflicts there can be no such thing as a minor defeat – each world lost and every scrap of territory abandoned brings the Imperium one step closer to annihilation. The Captain is further responsible for the lives of the battle-brothers under his command. Each Blood Angel lost to the tide of war is a terrible wound from which the Chapter must recover – if their lives are to be sacrificed on the altar of war, it cannot be for anything less than the most noble and deserving of causes.

LIEUTENANTS

Lieutenants are skilled warriors and capable battlefield commanders, whose foremost duty is to expedite their Captain's commands and optimise their battle-brothers' efficacy in combat. Typically, each Captain is served by two Lieutenants, who act as his right and left hands in whatever capacity he requires, from leading carefully selected forces against key strategic targets, to commanding secondary battlefronts or liaising with allied forces.

Many Chapters have found their own roles or warrior traditions that they apply to the Lieutenants within their ranks, and the Blood Angels are no exception. The first Lieutenant within a company is known as the Warden of the Blood, and is charged with assuming command of the company or strike force in which he fights, should its more senior officers lose themselves to the Red Thirst. Where this role emphasises strategic control and cool thinking, the second Lieutenant's role – that of the Sword of Sanguinius – is altogether more aggressive. To this Lieutenant falls the duty of leading the most dangerous but vital assaults, planting the Blood Angels' banner atop sacred sites, eliminating key enemy leaders or seizing strategic battlefield assets. Failure is the only unforgivable sin for the Sword of Sanguinius, while victory excuses any amount of savagery.



GABRIEL SETH

CHAPTER MASTER OF THE FLESH TEARERS

Gabriel Seth became Master of the Flesh Tearers as his Chapter stood upon the brink of annihilation. Millennia of unrelenting savagery had left the Chapter shunned and distrusted by many of the Imperium's fighting forces. Other Space Marine Chapters viewed the Flesh Tearers as being but a single step from turning renegade, and the Inquisition sought to have the Chapter investigated. Worse, mutation in the Flesh Tearers' gene-seed had exacerbated Sanguinius' curse, increasing the incidence of the Black Rage. Even those Flesh Tearers fortunate enough to escape the Black Rage were gripped by a bloodthirsty recklessness that inevitably cost many lives whenever the Chapter went to war.

On the day of his ascension, Seth listened grim-faced as the Chapter's Sanguinary Priests presented the evidence of the terrible truth – the rate at which their battle-brothers succumbed to madness or death now far exceeded the Flesh Tearers' capacity to replace their losses. Within two centuries, the Flesh Tearers would be no more, abandoned by their allies and betrayed by their own flesh. Seth swore that if the Flesh Tearers' fate was to be extinction, then they would pass into history in proud remembrance, not through whispered rumours of brutality and madness.

Under Seth's leadership, the Flesh Tearers Chapter Planet of Cretacia has become little more than an automated armoury and recruitment centre. At any given time, the bulk of the Flesh Tearers are off-planet, performing great patrol-arcs through the Segmentum Ultima and Tempestus, the Chapter's Librarians sifting the aether in search of astropathic calls for assistance. So it is that the Flesh Tearers will often be amongst the first wave of reinforcements to an embattled world, Seth himself leading boarding actions against enemy blockade vessels or counter-assaults on the invaders' drop zones before the foe have claimed so much as a foothold.

Seth knows that he cannot realistically curtail his battle-brothers' bloodlust – indeed he himself is as prone to rage-soaked savagery as any of his brethren. Yet by striking first, and in isolation from other



forces, the Flesh Tearers' worst excesses are concealed, as is the collateral damage amongst allies that once was the hallmark of the Chapter's assaults. Now, worlds that once reviled the Flesh Tearers praise them as saviours.

For all his efforts to challenge the commonly held perceptions of his Chapter as berserk butchers, Gabriel Seth is every bit the bloody whirlwind when he plunges into battle. He wields an enormous two-handed chainsword named Blood Reaper, and is more than capable of hacking even

the most monstrous enemies limb from limb with it. As he fights, Seth lashes out at his opponents with vicious kicks, punches and headbutts, using every part of his anatomy as a weapon. The Chapter Master prefers to plunge headlong into massed foes before unleashing his full ferocity upon the bodies pressed in around him, and it has been remarked by Commander Dante that such luckless victims would have more chance of surviving a battle cannon shell landing in their midst. Indeed, the blood-drenched results are not dissimilar...

CAPTAIN TYCHO

THE FALLEN STAR

Brother-Captain Erasmus Tycho was once the greatest strike leader the Blood Angels have ever known, rumoured to be Dante's protégé and chosen successor. Now he stands as a grim reminder that even the Chapter's brightest and best are not safe from the clutches of the Black Rage.

Tycho took command of the Blood Angels 3rd Company when his predecessor was slain during the Second War for Armageddon. The former sergeant swiftly proved his mettle, orchestrating the rout of Boss Grakka's Speed Freeks and recapturing key defensive positions along the River Chaeron. Heartened by their successes, the 3rd Company pushed on, striking at the Ork supply lines from Armageddon Prime.

It was on such a mission that Tycho and his company were ambushed. Though the Blood Angels triumphed, their Captain fell victim to an Ork Weirdboy's psychic assault early in the battle and was left for dead. Through luck or sheer belligerence Tycho survived, but the after-effects of the terrible psychic onslaught had paralysed half of his face, freezing it forever in a rictus grin. Tycho's obsession with fine aesthetic taste and beauty was as great as that of any other Blood Angel, and to him such a fate was worse than death itself. So it was that bitterness and rage began to creep into Tycho's once pure heart, opening the door to the pent-up anger that lay at the core of Tycho's very being.



Unable to bear the pitiful looks of his battle-brothers, Tycho ordered the Chapter's most revered artificer to forge a mask to cover his disfigurement. This simple act seemed to grant Tycho a measure of peace and, for a time, he regained his old composure. For the remainder of the Armageddon campaign, the Blood Angels 3rd Company stood in the thick of the fighting, Tycho directing their efforts as he had in the early stages, though none could deny that an increased fervour stole over the Captain whenever he tasted the tang of Ork blood upon the air.

In the wake of that great campaign, it swiftly became apparent that all was not right with Tycho. No longer could he relax in the hallowed halls of the Chapter Fortress, for its beauty served only to remind him of his own mutilation. Dante reluctantly assigned Tycho to permanent battle duty, yet even there he was ever more violent of temperament and attitude, and his tactics became audacious to the point of foolhardiness. Finally, when Ghazghkull returned to Armageddon and Tycho revisited the war that had seen him mutilated so many years before, his mind snapped. Lost in the depths of rage, the Captain took his place in the Death Company. At the head of a seething mass of raving, delusional battle-brothers, Tycho led the assault upon the breach at Hive Tempestora. Though his charge carried the day, and though the ferocity of his assault has since become legend, the Captain fell at the last, on the planet where perhaps he should have perished long before.



'No matter how many Imperial lives our actions save, how many worlds we rescue from the clutches of monsters and how much selfless glory we cover ourselves in from one war zone to the next, none of it changes the bleak truth that we are cursed. And when the black tide rises, and drowns all that we are, does the legacy we leave behind excuse the monsters we become? Does it make our sacrifice worthwhile, as we are told? Or is it all swept away, rendered meaningless by the same bloody flood that takes our sanity? I just do not know...'

- Erasmus Tycho

COMPANY COMMAND

Many Blood Angels commanders take to the field accompanied by a cadre of veteran warriors. The Company Command – known collectively as the Honour Guard – are seasoned warriors, hand-picked for their skill and tenacity in battle. Fighting at the bleeding edge of the battle, the Company Command support the Blood Angels' heroes.

COMPANY VETERANS

Selected from amongst the Chapter's most experienced battle-brothers, the Company Veterans are equally adept whether acting as dedicated bodyguards, fighting at the forefront of a bloody battle, or forming the lynchpin of an immovable defence line.

Company Veterans are usually deep in their Captain's counsel, their voices heard and respected on matters of strategy, morale and doctrine. Such a privileged position is earned through exceptional valour across countless campaigns, and amongst the long-lived Blood Angels it is rare for any Company Veteran to be less than three hundred years old.

Over such a vast span of near-constant warfare, Company Veterans have learned the art of fighting with a vast array of weaponry in both ranged and close-quarters combat. They are permitted their pick of the Chapter's armoury, each veteran wielding the armaments to which he is best attuned. Respectful of one another's skills and swift to adapt, the Company Veterans work seamlessly to bring the best out of not only their individual armaments, but their arsenal as a whole. Some brothers lay down withering bombardments of plasma or melta fire, while others tend towards thrumming power swords and whirling chainblades, coupling them with hefty storm shields that allow them to shrug off the incoming fire of the foe.

COMPANY ANCIENTS

The Blood Angels put great stock in their past, looking back upon halcyon days of glory and drawing inspiration for the darker times ahead. They treasure their company banners with a near-religious intensity, and each standard is a beautiful masterwork woven from durasilk and chased with ur-gilt and theldrite threads. Decorated with glimmering saltires and fashioned to depict mighty heroes, famous victories, or the angelic Primarch himself, these banners are precious beyond the worth of worlds and inspire those Blood Angels that witness them to ever greater acts of heroism.

Accordingly, each Company's standard is entrusted to a battle-brother – known as an Ancient – who has displayed true and selfless heroism in the face of overwhelming odds. Such warriors must defend their banner at all costs. To allow their precious relic to fall into the hands of xenos or heretics would be an unforgivable failing, and so Ancients will gladly give their own lives if it ensures the preservation of the banner they bear.

COMPANY CHAMPIONS

Company Champions are master swordsmen that seek out the enemy's greatest warriors and engage them in

lightning-fast duels to the death. As with everything they do, Blood Angels work long and hard to perfect the arts of swordplay, and so competition for this post in each company is fierce. The mantle of Champion is typically claimed or defended during feast days, where ritual duels, contests of skill and the like are used to determine who will defend their company's honour for the next decade.

Company Champions specialise in neutralising dangerous enemy leaders. Not only does this allow their commanders to concentrate on the wider battle, but it also eviscerates the strategic abilities of the enemy one slain hero at a time.



BATTLELINE SQUADS

Battleline squads are the adamantium backbone of Blood Angels strike forces. Versatile, skilled and well equipped, these battle-brothers are equally at home tearing a bloody path through the enemy's lines or digging in and anchoring their own. From securing vital strategic sites to mechanised offensives, rescue operations and kill missions, there is no task they cannot turn their talents to.

INTERCESSOR SQUADS

Intercessor Squads stride purposefully into battle with their bolt rifles roaring. Enemy fire ricochets harmlessly from the crimson plates of their Mk X Tacticus armour. With each expertly placed shot the Intercessors fell another foe, exploding heads in gory sprays, punching out chest cavities with detonating bolt-rounds and mercilessly exterminating those who would raise their blades against the Emperor of Mankind. In a matter of moments these warriors can shatter entire enemy infantry formations. They gun their victims down with terrifying efficiency and leave them as nothing more than sundered corpses, scattered across the uncaring field of battle.

The Primaris Space Marines were created upon the orders of Roboute Guilliman himself. In the wake of the Horus Heresy, the Primarch of the Ultramarines entrusted arcane secrets of genetic

alchemy to a Martian magos named Belisarius Cawl. Guilliman fell in battle and was interred in stasis, and with no one to contradict his orders Cawl continued his endless labours deep beneath the surface of the Red Planet. The seal of a Primarch was attached to his strange project, and opened every door that the acquisitive Cawl desired. No technological arcana were beyond his reach, no secret of biologicis lore forbidden to him. For thousands of years Cawl laboured, refining and expanding endlessly, obsessively, until he had created something vastly beyond the remit of even Guilliman's grandest visions. The Primaris Space Marines were Cawl's masterwork, slumbering in their thousands in the Archmagos' cryo-vaults, awaiting only the call to war.

With Guilliman's return and the commencement of the Indomitus Crusade, that clarion call sounded at last. Primaris battle-brothers were formed into Chapters of their own, and names such as the Knights of Thunder and the Rift Stalkers were soon inscribed in glory upon victory monuments across the Imperium. Many others were drafted into existing Chapters, there to bolster the ranks and continue the proud warrior traditions of their new brothers.

Some Chapters gave these newcomers a cagey reception. Not so the Blood Angels. Here were reinforcements when they needed them most, noble warriors bearing the unmistakable mark of Sanguinius who could replenish the Blood Angels' waning strength and provide hope in a dark and terrible age. After the cleansing of Baal was complete, Commander Dante formally welcomed the Primaris battle-brothers and oversaw their integration into the ranks of the Blood Angels and their successors.

The Intercessor Squads furnish the Blood Angels with a substantial strategic reserve upon which to draw. They are single-armament squads, uniformly equipped with one of several variants of the Cawl-pattern bolt rifle. The standard bolt rifle boasts long range and sledgehammer stopping power; the auto bolt rifle exchanges a slight amount of range for a greater rate of fire, while the stalker bolt rifle is death to even well-armoured foes at extreme distances. When coupled with the auxiliary grenade launchers fitted beneath the barrels of some battle-brothers' weapons, it is easy to see how Intercessors can lay down truly punishing fusillades of firepower.

When the fighting shifts to close quarters, the Intercessors are equally as lethal; with bolt pistols, frag and krak grenades they subject their enemies to vicious point-blank punishment. With their exceptional strength and resilience they can easily shrug off the most punishing blows while snapping necks, tearing off limbs and pummelling their enemies into a gory paste.

Most Blood Angels strike forces now field squads of Intercessors alongside their Tactical Squads. Whether deployed as full-size, ten-man squads, or broken down into five-man combat squads for strategic versatility, they have proven an invaluable addition to the Blood Angels' ranks.





TACTICAL SQUADS

To be a member of a Tactical Squad is to have proven oneself beyond all doubt in every aspect of war. Those Blood Angels who aspire to serve in a Tactical Squad must demonstrate the necessary control over the rage within, and act according to the situation at hand, rather than heed the chained beast in their souls. For some, however, the lure of blood-drenched assault is too strong – many such battle-brothers serve in the Chapter's Assault Squads until death or the Black Rage takes them. Others do not yet have the combat experience to switch between close support and fire support roles as the situation requires.

Most Tactical Marines carry a boltgun – the merciless weapon of death upon which the Imperium was founded. The squad's fearsome amount of anti-personnel firepower is inevitably complemented by a special weapon, such as a flamer or meltagun, as well as a heavy weapon of some kind. Missile launchers are most usually selected, though more specialised weapons, such as heavy bolters and lascannons, are also common. Each Blood Angel in a Tactical Squad is fully trained and capable with every weapon that their squad can be called upon to field. Therefore, weaponry duties are not fixed, but rotated around the squad to ensure that the various firearms skills remain sharp.

As their name suggests, Tactical Squads are flexible and adaptable units that operate especially well alongside their Intercessor battle-brothers. Where close support elements must push ahead, Tactical Squads can hold ground with dauntless determination. As such,

the Tactical Squad's role will be defined more by circumstance than strict battle plan. The sergeant will be aware of his overall mission goals, but the method through which those goals are to be achieved is often left to his discretion, rather than enforced by the commander of the strike force.



Such is the experience wielded by the sergeants of Tactical Squads that their seniority and authority is second only to that of their Company Captain and his Lieutenants. It is not unusual for a senior Sergeant to be given command over several other squads at the battle's onset, allowing the Captain to focus his tactical acumen on a particular area of the conflict. Should the commanding officers be slain or otherwise eliminated, control of the strike force seamlessly passes to the most senior battleline Sergeant, often the veteran leader of a Tactical Squad. Only a foolish enemy would think this to their advantage, however – any shortfall in experience a sergeant has in comparison to his fallen superiors is more than made up for by the new-found determination to avenge his fallen commanders.

CLOSE SUPPORT SQUADS

Since the earliest days of the Great Crusade, the Blood Angels have always held a well-earned reputation for excellence in close-quarters combat. Chainswords howling, bolt weapons roaring, the Blood Angels close support squads storm the enemy's battle lines and overrun their fortifications, reducing all that stand against them to butchered offal.

INCEPTOR SQUADS

As war ravages the world below, a Blood Angels warship slides like a blade into the planet's upper atmosphere. On the ship's embarkation decks, red-armoured warriors chant a final oath to the Emperor and Sanguinius, then take a running leap off the decking's edge and out into the killing void beyond. Thrusters flare on their jump packs, propelling them downwards like living missiles, and as the fires of atmospheric re-entry dance around them the Inceptors lock coordinates on their auspex displays and begin their drop.

The Inceptors punch through the planet's atmosphere and into the open skies below, streaking towards their target in a tight cluster. Terse vox exchanges pass between them, coordinate checks and strategic observations mingled with warrior banter and vows to bring death to the foe. Only as the battlefield races up towards them at terminal velocity do the Inceptors engage their thrusters, spinning in the air and sweeping down feet-first upon the searing fire of their jump packs. Servo-assisted boot plates absorb the shock of impact as the Inceptors hit the ground and swing their assault bolters or plasma exterminators to bear. The enemy barely has time to register the threat before volleys of explosive bolts and searing storms of plasma annihilate them.

The swiftest and most manoeuvrable of the Primaris Space Marine squads, Inceptors are perfectly suited to surprise assaults, pinpoint strikes and beachhead clearance operations. Their atmospheric dives allow them to attack at incredible speeds from an unexpected quarter, many enemies mistaking them for errant ordnance or detritus falling from space until it too late. When circumstances permit, Inceptors capitalise upon this misconception by dropping amidst actual orbital debris. This feat takes incredible piloting skill, for the slightest error would see the Inceptors dashed to ruin by the hurtling projectiles concealing them, but the superhuman reactions of the Adeptus Astartes are more than equal to the challenge.

Once the surprise of their initial attack is spent, Inceptors remain versatile troops. Their heavy jump packs allow them to leap across the battlefield in massive bounds, and slam down upon enemy warriors with bone-breaking force. Their assault bolters and plasma exterminators generate a ferocious storm of firepower, while their modified Mk X Gravis armour makes a mockery of all but the heaviest return fire.

With their speed and their powerful armaments, it is no surprise that the assault-oriented Blood Angels have found numerous strategic roles for their Inceptor

Squads. Deployed alongside Drop Pod assaults or in support of mass jump-pack combat drops, the Inceptors provide close-range covering fire that drives the enemy back and thins their numbers ready for the killing blow. During the Blood Angels' high-speed mechanised advances, Inceptor Squads have the pace to keep up and act as both scouts and outriders for their brothers' armoured columns. When the enemy keeps their command elements hidden well behind the lines, a fast strike by Blood Angels Inceptors sees them reduced to bolt-riddled corpses in seconds, the swift-moving assassins leaping away on trails of flame before a lethal response can be mustered. Whether reinforcing hard-pressed Imperial forces, tearing open weak points in the enemy's lines, swiftly capturing high ground or running down retreating foes and turning their withdrawal to a rout, the strategic versatility of the Inceptors has earned them a place at the very heart of Blood Angels tactical doctrine.

'They fall upon our enemies like Sanguinius' own fury, angels of vengeance with wings of fire and fists full of killing thunder'

*- Captain Karlaen,
Blood Angels 1st Company*



ASSAULT SQUADS

Assault Squads form the core of the Blood Angels' close-quarter shock troops. Jump packs blazing, they roar across the battlefield, assailing the enemy where he least expects it, winning victory through valour, courage and battle-fury.

Traditionally, Blood Angels graduate to serve in an Assault Squad once their training as a Scout is complete. Here, a Blood Angel's role and duties will mesh most closely with his innate skills and aptitudes. An Assault Squad's mission is to overwhelm the enemy at close quarters, so there are far fewer dangers in assigning a hot-headed young blood here than to a more nuanced or tactically flexible assignment, such as with a Devastator or Tactical Squad.

Whilst Assault Marines are incredibly common in a Blood Angels strike force, this should not be taken to indicate that Assault Squads are more prevalent here than in other Chapters. As with much of the Blood Angels' organisation, the provision and composition of Assault Squads is tied to the Codex Astartes, so the specified formula of two close support squads per Battle Company, plus one reserve Close Support Company, is still adhered to. However, given the Blood Angels' predilection for jump packs in general, and close assault in particular, there is rarely a shortage of battle-brothers with suitable training to fill Assault Squad rosters as casualties occur. So it is that Assault Squads are likely to remain at full strength, even if battlefield casualties reduce other elements of the strike force to a ghost of their former numbers.

Having such a large number of mobile and skilled Assault Marines only broadens a Blood Angels commander's tactical options. Should a full-blown linebreaker assault not be appropriate to the task at hand, he can turn his hand to subtler ploys such as

outflanking pincer strikes, hit-and-run ambushes and even low-altitude insertion via Thunderhawk and Stormraven Gunships.

As even a single Assault Squad is too dire a threat to ignore, a carefully coordinated onslaught by two or more squads can present a wealth of devastating tactical possibilities as the enemy shifts their defence perimeter to counter the oncoming jump troops. Only the most numerous of armies can hope to control every approach to every mission critical objective, and even they can accidentally open a vulnerable chink in their perimeter when redeploying. At that point, all it takes is a single mistake and a sufficiently alert Assault Squad sergeant to completely alter the course of the battle. Thanks to the mobility provided by the jump pack, what begins as a feint can be swiftly reinforced with other squads, a probing sortie transformed in moments into a terrible and ruinous force of destruction.

ON WINGS OF FIRE

All Blood Angels have an innate affinity towards aerial combat. Though the mutation that produced Sanguinius' wings has never been repeated, the Primarch's heirs share a love of flight that is impossible for another to understand. To a Blood Angel a jump pack is no simple machine or battlefield tool. It is an extension of their physical form, a manifestation of the spiritual bond between Primarch and scion, and a reminder that even in death his hand still guides the Chapter. This is as true of Primaris Blood Angels as it is of any son of Sanguinius. It also goes some way towards explaining why many Blood Angels are naturally talented pilots.

REIVER SQUADS

The Blood Angels aspire to nobility in all things. They are true heroes, selfless in the defence of even the meanest of the Emperor's servants, and willing to lay down their lives for those they shield. For all this heroism and honourable conduct, there are times when cruelty, terror and merciless violence are the only weapons that can achieve victory. At such times, the Reiver Squads come to the fore.

Reivers are Primaris battle-brothers clad in the sleek, lightweight plates of Mk X Phobos armour. These suits are extremely mobile while losing none of the protection of heavier marks, and their servo-motors and power packs are designed to run in absolute silence. Clad in such armour, a Reiver battle-brother can pad through the shadows with catlike stealth, closing almost to within touching distance of their heedless victims before they strike.

To optimise their stealth capabilities, Reiver Squads are furnished with multiple means of slipping behind enemy lines and establishing themselves in ambush positions. Some squads are equipped with grav-chutes that allow them to drop from gunships and glide silently down to the battlefield below. Thanks to their rigorous atmospheric mobility training, the Reivers are expert at using the attitudinal fins on their armour to guide their descent, diving at high speeds with barely a whisper and hugging the contours of the terrain as they approach their landing site. There is no jump-pack trail, no teleport flare or thunderous Drop Pod impact to flag the Reivers' deployment. They can drop into enemy-held fortifications, trench lines and cityscapes with alacrity, quickly silencing any nearby sentries before pressing on to their strike coordinates.

Other squads carry lightweight grapnel guns that use auto-regulating gas charges to fire adamantium-tipped grappling hooks on the end of sturdy durasteel cables. Coupled with the exceptional strength and agility of the Primaris battle-brothers, these devices

allow for remarkable manoeuvrability through tangled urban warscapes and the lethal terrain of death worlds. The Reivers can rappel swiftly up and down even the most hazardous vertical surfaces, bridge yawning chasms and canyons with ease, and swing directly down into battle with their guns already blazing.

When the Reivers trigger their attack, they discard their cloak of silence in spectacular style, for first and foremost they are terror troops whose attack must be as shocking as it is sudden. Vox amplifiers built into their skull-like helms turn the Reivers' battle cries into deafening howls, lacing them with subliminal nerve-chaff and jarring psychoamygdalic spurs. Lesser enemies are put to flight before the Reivers even begin their attack, while those who stand their ground do so wide-eyed and shaking with fear. The psychological disruption of the Reivers' sudden attack is further increased by their shock grenades, devices that throw out a bewildering bombardment of blinding light, deafening sound, hololithic phantasms and contra-auspex shrouding. Victims caught in the blast find their senses and wargear alike rebelling. They are cut down by volleys of bolt fire and the slashing onslaught of monomolecular combat blades before they have a chance to recover from their disorientation.

Many battle-brothers amongst the Blood Angels see the deployment of Reivers as distasteful and dishonourable. They assert that they should meet their enemies head on, as Sanguinius intended. Yet at such a dark time the use of every weapon is justified in the Imperium's defence, and so Reivers have accompanied many strike forces since the battle of Baal. That these warriors can engage in the most bloodthirsty acts of murder and mayhem seemingly without risk of falling prey to the Black Rage is a considerable asset to the sons of Sanguinius, and these so-called 'angels merciless' have shortened many conflicts through the sundering of enemy battle lines and the sudden slaughter of key command elements or support weapon crews amongst the foe's ranks.

BIKE SQUADS

The Blood Angels make use of their Bike Squads to support mechanised offensives, to launch encircling strikes against far-flung enemy forces, and to support the swift attack of their jump-pack and gunship-mounted assault forces. Sitting astride their armoured steeds, Bikers plunge into the enemy with their guns blazing and blades swinging. Whether ploughing through the enemy lines with bone-breaking force or harassing the foe's flanks and rear, these swift and durable squads are the bane of heretics and xenos alike.

According to the tenets of the Codex Astartes, Bikers are drawn from amongst the ranks of the Assault Squads. Thanks to the attritional effect of close-combat duties coupled with the Blood Angels' reticence to give up their fiery wings, this often means that the Chapter's bike formations operate somewhat under strength. Despite this, they form a versatile and dependable element of many strike forces. Those battle-brothers who choose the saddle of a bike over the soaring leaps of a jump pack do so proudly, and strive to prove their worth to their Chapter in every conflict they enter. Whether scouting enemy positions in concert with airborne elements, performing probing attacks prior to Inceptor assault, or launching linebreaking assaults during the fury of massed battle, Blood Angels Bike Squads are a powerful asset to any Imperial force.

As with all of the technology employed by the Blood Angels, their mechanical steeds are incredibly durable, able to perform uncomplainingly in a variety of challenging environments, from icy plains to rubble-strewn ruins, shifting desert sands to rocky moonscapes. No less important is the fact that the bikes are also simple enough in design that their riders can perform jury-rig repairs when the situation requires it. Such repairs are often needed, for the Blood Angels are infamous for pushing their bikes to the limit, forcing whatever extra speed they can out of the engines and riding at full tilt over terrain that would cripple a lesser machine in seconds. This then is the true worth of the Blood Angels Bike Squads, for no other land unit could hope to cover so wide a variety of terrain so swiftly, or to respond with such speed and firepower to enemy breakthroughs or unexpected threats.

Though they may be broken into smaller groupings for combat duties, most Bike Squads consist of ten Blood Angels bikers,

eight riding conventional bikes, and the remaining two assigned to an Attack Bike – a bike with a sidecar-mounted heavy weapon. Should even this formidable firepower prove insufficient to the task at hand, several Attack Bikes can be detached from their squads and forged into what is nothing less than a fast-moving Devastator Squad. Such units are feared the galaxy over as highly effective tank-hunters. Whilst their parent squads run interference, the Attack Bikes dart forwards to bring the sidecar's multi-melta into effective range, slagging enemy tanks with pinpoint volleys before spurring away from retaliative fire.

LAND SPEEDERS

The Land Speeder is a light combat skimmer. It generates an anti-gravitational field, allowing it to skim through the air at exceptional speeds and jink nimbly around obstacles and incoming fire. Such feats require not only a robust and responsive vehicle – which the Land Speeder undoubtedly is – but also inhuman nerves and reactions on the part of the pilot. Fortunately, the heirs of Sanguinius have plentiful supplies of both.

The Land Speeder can be outfitted with a variety of weaponry, determined by the needs of the mission. A reconnaissance craft will normally be equipped with a heavy bolter for self-defence. Heavier loadouts abound, turning the Land Speeder

into an infantry-reaping attack craft, dedicated tank-hunter, or a balance of both.

The Land Speeder's only real weakness is its lack of armour plating, but it compensates for this with its exceptional manoeuvrability. It is no easy thing to hit a hurtling Land Speeder amidst the mayhem of battle, and its firepower is normally sufficient to ensure that its attacker will not get the chance of a second volley.

The Blood Angels consider Land Speeders to be vital support craft, capable as they are of swiftly redeploying whilst providing formidable supporting fire. As it is not unheard of for a Blood Angels assault element to outstrip the strike force's more static fire support, such as Devastator Squads and Predator tanks, having a handful of what are essentially fast-reaction weapons platforms can mean the difference between victory and defeat. This being the case, Land Speeders – and their pilots – are in almost constant demand, with the commanders of strike forces keeping a keen eye on Chapter deployments in order to snap up any Land Speeders whose assignments have come to an end.

This constant war footing inevitably takes a heavy toll on even the Land Speeder's robust mechanisms and machinery. Battlefield repairs are common – wherever a Blood Angels Land Speeder goes, a Techmarine can inevitably be found close by.

FIRE SUPPORT SQUADS

There are few problems upon the battlefields of the 41st Millennium that cannot be solved by the judicious application of overwhelming firepower. It is this tenet that guides the fire support squads of the Blood Angels Chapter, whose duty it is to annihilate the foe's heaviest armour and most deadly warriors with reaping volleys of rockets, las blasts and searing plasma.

AGGRESSOR SQUADS

Clad in heavy Gravis armour, Aggressor Squads advance relentlessly through the heaviest enemy fire. Though not swift, they are all but unstoppable, closing upon their victims with a menacing surety of purpose while missiles, bio-acids and sorcerous projectiles splash harmlessly from their reinforced ceramite plate. This survivability is important, for the role Aggressors occupy within the fire support squads is one of point-blank annihilation rather than long-range artillery duels.

Each Primaris Aggressor wields a pair of massive boltstorm gauntlets, whose underslung bolt weaponry generates a hailstorm of firepower as they advance. The staccato roar of these weapons overlaps into a hellish cacophony where multiple Aggressor Squads press forwards as one, deafening and panicking the foe in the moments before they are blown gorily apart by hundreds of mass-reactive bolts.

The volley fire of these weapons is supplemented by salvos of grenades, fired in looping arcs from the Aggressors' back-mounted launchers to send devastating explosions marching through the enemy ranks. In the close confines of a city fight, or the cramped corridors of a fortress or warship, such a withering curtain of fire can prove absolutely devastating to more lightly armoured troops, who die in their hundreds simply trying to bring the Aggressors to battle. Even should a fortunate few live long enough to engage the Aggressors in hand-to-hand combat, they are unlikely to survive the sledgehammer blows and tank-crushing grip of their powered fists.

This short-ranged efficacy is increased even further when the Aggressors swap out their boltstorm gauntlets for flamestorm gauntlets. When a squad of battle-brothers lets fly with these fearsome weapons, they wreath entire areas of the battlefield in cleansing flame. Their victims find no escape amidst even the densest terrain, for the billowing flames engulf everything in range. The Aggressors' victims reel away, blazing from head to toe, their agonised screams turning to death rattles as their blackened corpses fall, only to be crushed to ash beneath the Aggressors' heavy footfalls.

These resilient and devastating warriors fulfil a number of strategic roles within the strike forces of the Blood Angels. Their exceptional short-ranged killing power makes them ideal to spearhead assaults through dense jungle or urban sprawl, where tangled sight lines and close-packed terrain would render Devastator Squads and battle tanks ineffective. They excel also in siege warfare, striding into blazing breaches with their guns thundering and securing footholds for their battle-brothers to capitalise on.

Many Blood Angels offensives are fast-moving affairs, and – while the Chapter has found a certain amount of success in pairing Aggressor Squads with gunships to provide mobile reserves of firepower – in some cases it has proven more effective to use Aggressors for active defence. Where the foe breaks through or slips around the Blood Angels' lines, squads of Aggressors stride forwards to blast apart the attacking force and pulverise its shocked survivors. Where Imperial fortifications are breached, bunker complexes broken open or void craft boarded, the Aggressors excel at blunting the momentum of the enemy's offensive, using their survivability and killing power to bleed the enemy white while allied forces rush to provide support. From the months-long defence of the Dagkhen Redoubt to the siege of Sanguitertius, from the severing of the Hydra's tendril to the last stand against Lord Garathrax's Iron Warriors, the Aggressor Squads of the Blood Angels have shown their worth time and time again. With the warp storms of the Great Rift still lashing the galaxy and Chaos ever on the rise, it seems likely they will do so many times more.



HELLBLASTER SQUADS

The ravaging plasma volleys unleashed by Hellblaster Squads are utterly devastating. Bolt after bolt of searing energy slams into the target, melting armour and turning flesh to glowing ash. To be caught in the sights of a Hellblaster Squad is to be engulfed in a storm of firepower akin to the wrath of an angry star.

Hellblasters hark back to the single-armament squads fielded by the Space Marine Legions during the era of the Great Crusade. By concentrating so many man-portable plasma weapons in a single squad, they provide a mobile reserve of extreme firepower that can be relied upon to annihilate almost any target. Variations in mark of armament allow for nuance – assault plasma incinerators are shorter ranged but quicker firing than the standard plasma incinerator, while the heavy plasma incinerator is slower firing, but packs an even more devastating punch. So armed, Hellblasters are especially effective against the hated Heretic Astartes, their sun-bright energy blasts making a mockery of even the Chaos Space Marines' blasphemous power armour.

To join a Hellblaster Squad requires exceptional marksmanship, but also a selfless dedication to the Imperial cause. The plasma weaponry these battle-brothers carry is too rare to entrust to less skilled warriors, but it is also unstable. Plasma weapons have wrathful machine spirits, whose spite can spill over onto their operators during the heat of battle with lethal results. Thus every Hellblaster must be willing to sacrifice themselves in extremis, risking overcharging their guns in order to fell the greatest and most monstrous targets.

Noble sacrifice is no new concept to the sons of Sanguinius, and the culture of their adoptive Chapter has rubbed off on the Primaris battle-brothers who have joined their ranks. Thus the Blood Angels have no shortage of Hellblaster Squads ready to advance into battle with their guns blazing and – if necessary – forfeit their lives in the name of victory. Should a Hellblaster meet such a fate, his cooling weapon is diligently recovered by the Chapter Techmarines and its slain wielder's name inscribed in microscopic lettering upon its casing, before it is bequeathed to a new recipient.

DEVASTATOR SQUADS

Devastator Squads are a crucial part of the Blood Angels battlefield strategy, providing long-range support with the Chapter's most powerful man-portable weaponry. When the battleline and close support squads advance, they do so under a hail of supporting Devastator fire that cripples vehicles and scythes infantry from their feet. The exact battle plan for a Devastator Squad is therefore an incredibly fluid and shifting thing. The sergeant must have a keen eye for suitable vantage points, and a cool head for identifying the most crucial targets.

A Devastator Squad commonly carries four heavy weapons, the exact natures of which vary from engagement to engagement, with anti-tank lascannons and multi-meltas exchanged for infantry-shredding heavy bolters and plasma cannons as the battle requires. Traditionally, a Devastator Squad will wield a mix of weaponry in order to more readily adapt to the battle's challenges, although some commanders prefer a homogeneous weapons loadout, purposefully equipping their Devastator Squads to compensate for shortfalls elsewhere in the strike force. Any battle-brothers not equipped with heavy weaponry carry boltguns, acting as spotters and providing covering fire, making the Devastator Squad, in



essence, a heavy Tactical Squad that is just as capable of engaging the enemy at short range as it is at a distance.

As Blood Angels tactical doctrine is one of continuous advance, they can ill afford for their Devastator Squads to be left behind by the flow of battle. Accordingly, it is common for Blood Angels Devastator Squads to receive priority when transport vehicles are assigned. Land Raiders, having far superior armour to Rhino and Razorback transports, can brave the hottest fire zones on a battlefield, thus making them ideal for the task.

In other Chapters, the Devastator Squad is traditionally the first progression a Space Marine will make after completing his training in a Scout Squad. This allows the promoted battle-brother his first taste of war as a full Space Marine, without exposing an untested warrior to the chaotic heart of a battle. By contrast, the Blood Angels Devastator Squads are thick with veteran battle-brothers who can be counted upon to hold the impetuous and reckless side of their nature in check in order to provide the Chapter with much-needed fire support. Only the most experienced and strong-willed Blood Angels can resist the urge to charge into the fray when blood starts flowing. Nonetheless, even the steadiest Devastator sergeant can occasionally succumb to the lure of close combat. Should the enemy come too close, they may be subjected to a sudden, shocking assault by furious Blood Angels wielding their massive weapons as skull-crushing clubs.

VETERAN SQUADS

Those Blood Angels battle-brothers who distinguish themselves over decades of warfare, who work their way through the ranks of the Scout, Assault, Devastator and Tactical Squads, earn the right to be called Veterans. Golden helmed and equipped with specialist wargear, these are amongst the Chapter's finest warriors.



'I have fought on worlds wreathed in perpetual darkness, where unclean monsters crawled from the slime in their millions. I have fought across blazing sky-cities as they fell from the heavens, and battled heretic mind-witches in the depths of their twisted sanctums. I have locked blades with Ork warriors so strong they could crush ceramite with their fists, duelled traitors whose blades moved faster than thought, and slain howling abominations the size of tanks. Through all of it, I have learned to hold one truth above all others – our strength flows from the Primarch, and he who venerates Sanguinius above all else will never be defeated.'

– Veteran Sergeant Corphal, Blood Angels 1st Company

STERNGUARD VETERAN SQUADS

The entire Blood Angels 1st Company is made up of veteran battle-brothers, and amongst their number the Sternguard are indisputably the finest shots. Incredible marksmen, the battle-brothers of the Sternguard can thread a bolt shell through a tangled ruin to slay a speeding target beyond, hit a distant enemy in pitch darkness using nothing but their auto-senses to triangulate its location, and effortlessly pick out the weak spots in any suit of armour or chitinous carapace. They can shoot down the sights of a battle tank to slay the gunner behind, blast the blade from a foe's hand with a single shot, and calculate target priorities with such incredible speed that their point-blank fire is every bit as lethal as a flurry of swordplay.



To these dead-eye shots are given the finest small arms that the Blood Angels Chapter armoury has to offer. Each warrior's boltgun is a masterful example of martial craftsmanship, a finely honed tool of ranged death whose worth is beyond easy calculation. Every component is machined at a microscopic level, anointed with sacred unguents and blessed upon a purified servo-shrine by elevated devotees of the Omnissiah. These boltguns are tempered in the fiery heat of Baal to stoke their wrath, quenched in the absolute cold of the astral void to temper their impetuosity, and permitted a decade of repose upon gilded ossuary racks within the Chapter Reclusiam, the better to imbue them with the sacred purpose of Sanguinius and the Emperor both. Such weapons never jam, never falter, never break or fail. Their shots fly true through screaming gale, billowing smoke or desolate ruin, for these boltguns are every bit as honed to perfection as the veterans who wield them.

Alongside their boltguns, Sternguard Veteran Squads further augment their firepower with an array of special weaponry such as plasma guns and meltaguns. These they wield with phenomenal skill, their marksmanship abilities augmented still further by ballistic auto-cognition routines and oracular augurhythms integrated into the auto-senses of their helmets.

Utilising all of these technological advantages to their fullest, even a small band of Sternguard can defeat a force of foes many times their number.

VANGUARD VETERAN SQUADS

Vanguard Veterans epitomise the Blood Angels' talent for fast-paced, close-quarters combat. Their abilities honed in countless battles, their Red Thirst now more a familiar ally than a curse, these Veterans are supremely skilled warriors. Each wields whatever close-assault weaponry best suits him, fighting in hand-to-hand range with a consummate ease that makes even swift-striking xenos warbeasts and grizzled traitor champions appear cumbersome by comparison.

Most Vanguard Veterans soar into battle on the blazing contrails of jump packs, for they still retain the innate joy that all Blood Angels feel upon taking to the skies. So equipped, they can plunge from on high to slam into the enemy lines like a meteor, reducing their victims to bloody corpses in seconds and smashing the foe's best-defended strongpoints wide open for their comrades to assault. However, when the situation demands, they are also practiced in deploying from armoured transports of every stripe. Utilising the covering fire of these vehicles to keep their victims pinned in place, the Vanguard Veterans storm their battle lines and hack them apart with the controlled ferocity that is their hallmark.

Whatever the case, Vanguard Veteran Squads form the spear tip of many Blood Angels assaults. Their combat prowess and killer instincts are second to none, their talent at spotting an enemy's weaknesses exceptional. Led into the fight by a band of such lethal brothers, the Blood Angels can shatter even the most resolute enemy battle lines.

TERMINATOR SQUADS

Terminator armour – also known as tactical Dreadnought armour – is the heaviest form of powered armour available to a Space Marine. It is the zenith of battlefield protection, impenetrable to anything less than a direct hit from a lascannon. Indeed, a Terminator is so well protected that even such a dolorous strike has no certainty of causing him harm. Nor is Terminator armour simply a protective shell. Once in motion, the mass of the suit is dangerous enough by itself, for the servos and relays designed to propel the dead weight of plasteel and ceramite plates brook no interference from walls, trees or living flesh.

This is not to say a Terminator must bludgeon his foe into submission. Each suit contains its own dedicated weapons systems, commonly a storm bolter and power fist or a pair of lightning claws, but such is the armour's stability and versatility that these are often exchanged for heavier weaponry. Indeed, the Terminator armour's adamantium exoskeleton is capable of supporting weapons considered too bulky to be wielded by power-armoured troops, such as chainfists, assault cannons and the lethally effective cyclone missile launcher.

The matchless combination of protection and offensive might presented by Terminator armour is fearsome enough, yet it is the warrior inside who is by far the deadliest component. Only the most accomplished of the Blood Angels 1st Company veterans are granted the honour of wearing a suit of Terminator armour, and nowhere is this wealth of heroism and battle experience better deployed than when put in control of a suit of tactical Dreadnought armour and its death-dealing weaponry. Scant wonder is it then that Blood Angels Terminators draw the most dangerous duties and go wherever the fighting is at its thickest. It was battle-brothers clad in these suits who delivered the Chapter's retribution against the space hulk *Sin of Damnation*, thus expunging one of the Blood Angels' most profound failures in a campaign of righteous vengeance.

All Space Marines view suits of Terminator armour as sacred relics, and treasure them beyond any other wargear their Chapter possesses. This is in part due to the great age of the armour, but largely because of the Crux Terminatus – the honour badge that sits proudly on the Terminator's left shoulder. Each Crux Terminatus, so the story goes, contains at its heart a sliver of the battle armour worn by the Emperor during his final

battle with the Arch-traitor Horus. Each suit of Terminator armour is therefore considered to very much be a direct extension of the Emperor's will and honoured accordingly.



TERMINATOR ASSAULT SQUADS

Terminator Assault Squads eschew ranged firepower in favour of dedicated close-combat weaponry. Unsurprisingly, this is a popular option amongst the aggressively tempered Blood Angels. Some Terminators choose to wield a pair of lightning claws, ceramite gauntlets fitted with energised talons that can swiftly rip an enemy to pieces. Others carry massive thunder hammers, bludgeoning the foe to ruin from behind the armoured bulwark of towering storm shields.



'WITHIN DARK AND FORGOTTEN PLACES HIDE THE ENEMIES OF THE EMPEROR. YOU HAVE BEEN CHOSEN TO ENTER SUCH PLACES AND, PROTECTED BY THE BEST ARMOUR THE ADEPTUS MECHANICUS CAN PROVIDE, CLEANSE IT. TAKE WITH YOU WEAPONS, A VALIANT HEART AND THE EMPEROR'S BLESSING, AND ENGAGE THE ENEMY WHERE IT MAKES ITS LAIR. ACKNOWLEDGE DEATH AS IT APPROACHES, BUT DO NOT SUCCUMB TO ITS TOUCH, FOR YOUR PURPOSE IS GREAT. YOU HAVE PROVED YOURSELVES TO BE WORTHY OF THE STATUS YOU NOW HOLD. EVERY ONE OF YOU STANDING HERE, ALL OF WHOM HAVE DECLARED ALLEGIANCE TO THE EMPEROR AND TAKE HIS WILL AS YOUR GUIDE, HAVE SHOWN YOUR COURAGE AND HAVE BEEN REWARDED FOR IT. THOSE THAT STAND BEFORE ME, I CHARGE YOU NOW, GO FORTH AND VANQUISH THE FOE.'

- Extract from the
Pax Terminatum

DREADNOUGHTS

Dreadnoughts are weaponised tombs, heavily armoured combat walkers driven by the interred remains of a mortally wounded Space Marine hero. Bearing an array of armaments, these machines excel at close support duties, striding unstopably through even the densest terrain and annihilating any xenos or heretics foolish enough to stand in their way.

A Dreadnought is death incarnate, a towering war machine whose fearsome weaponry is guided by a fallen hero buried deep within its shell. Bound into the heart of the Dreadnought's sarcophagus, the pilot continues to fight against the enemies of his Chapter, his redoubtable spirit undimmed by the ruin of his physical body.

Each Dreadnought can be configured to carry a variety of armaments, allowing it to be equipped for close-quarters fire support, ranged tank-hunting, and myriad other battlefield roles.

In the wake of the Battle for Baal, the Blood Angels were left with a great many wounded heroes who would not see another sunrise. For the first time in millennia, every last Dreadnought sarcophagus was woken from sacred repose and occupied again. Since that day, the newly interred 'Defensors Angelicum' have fought at the forefront of many of the Blood Angels' battles.

FURIOSO DREADNOUGHTS

Furioso Dreadnoughts are venerable and ancient. Their occupants are, in many cases, thousands of years old, veterans who have forgotten more battles than most battle-brothers have fought. They slumber deep beneath the Arx Angelicum, and are roused to wrath only when the Chapter has great need of their might and counsel. All Furioso Dreadnoughts are living relics, reminders of the Blood Angels' glorious past and invaluable repositories of strategic lore.

DEATH COMPANY DREADNOUGHTS

Even Dreadnought pilots are not immune to the Black Rage. To lose such an ancient warrior to the Flaw is especially tragic, for all the wisdom they have accrued over centuries of battle is swallowed up by a howling gale of rage and hate. It does, however, transform them into an armoured battering ram that smashes headlong through the enemy lines while bellowing with incoherent fury. The value of such potent terror weapons cannot be understated, but the price paid is a sorrowful one. In the battle's wake, the staggering, howling Dreadnought must be forcibly restrained, and its pilot either sent into stasis until their next battle, or given the Emperor's mercy.

LIBRARIAN DREADNOUGHTS

Should a Librarian fall and be interred in a Dreadnought Sarcophagus, he will typically retain his connection to the warp. The combination of such a revenant's psychic might, slab-like armour plates and potent weaponry, all driven by a will of unyielding adamantium, is a terrifying combination.

Librarian Dreadnoughts stride into battle wreathed in psychic lightning. With a thought, their pilots can unlock the latent fury of their battle-brothers, blast their foes with searing beams of crimson energy, or boil the blood in their enemies' veins. So do the Librarian Dreadnoughts dominate the battlefields of both body and mind.





CONTEMPTOR DREADNOUGHTS

Relics of glorious days long gone, Contemptor Dreadnoughts are marvels of ancient technology. The oldest of these war engines first strode into battle during the Unification Wars, when the Emperor of Mankind rose from amidst the barbarity of old earth and united Terra under his rule. They fought for the Imperium during the Great Crusade, the Horus Heresy, and the vengeful years of the Scouring. They have shed the blood of countless foes, and seen the golden glory of the Imperium fade and darken into shadow over millennia of battle. Still they fight on, when they can be roused from their timeless slumbers, and at such times the enemies of the Imperium tremble in fear.

The Blood Angels have successfully maintained a number of Contemptor-pattern Dreadnoughts, the eldest of which house warriors that fought upon the ramparts of the Emperor's palace and saw battle at the side of Sanguinius himself. These revered ancients are living links to their Chapter's earliest days, and are viewed by their battle-brothers as virtually sacred beings. Were such a warrior to be threatened by the foe, or their war-chassis stranded upon the field of battle, there are no lengths to which the Blood Angels would not go to protect and recover them in one piece.

Of course, Contemptor Dreadnoughts are remarkably potent weapons of war in their own right, and it is far more often the case that they come to the defence of their battle-brothers than the other way around. Mounted with lethal heavy weaponry and powered fists, Contemptor Dreadnoughts can tear through the enemy's ranks, leaving a trail of devastation in their wake. Their ancient technologies imbue them with a remarkable turn of speed for such heavy-duty walkers, while their atomantic shielding – the secrets of which have long been lost to the modern Imperium – can turn aside the most powerful energy blasts amidst blinding flashes of light. Thus, when Contemptor Dreadnoughts attack, they are virtually unstoppable.

REDEMPTOR DREADNOUGHTS

Along with the Primaris Space Marines, Archmagos Cawl fashioned many mighty weapons of war to fight beside them. The Redeptor Dreadnought is one such engine of destruction, fashioned to accommodate a fallen battle-brother within its armoured sarcophagus.

These towering walkers are ferociously destructive engines of war. Their armour is every bit as thick as that of a battle tank, allowing them to wade through hails of enemy fire without so much as slowing. Any warrior that has seen a Redeptor Dreadnought weather a direct hit from an artillery shell, or shrug off the roaring blast of melta weapons, understands just how fearsomely durable they are.

Yet it is in the field of mass destruction that Redeptor Dreadnoughts truly shine, for they are able to mount an array of potent weaponry whose like has not been seen since the glory days of the Great Crusade. The heavy onslaught gatling cannon is a multi-barrelled solid-projectile weapon that screams with fury as it spews thousands of high-calibre shells into the enemy by the moment. Even the power armour of the Heretic Astartes is little proof against such a gun, while infantry and light vehicles are diced to ruin by its relentless weight of fire. By comparison, the macro plasma incinerator has the range and searing fury to annihilate enemy war engines, hulking bio-monsters and daemonic abominations with impunity.

All of this power comes at a price, however. It is whispered that, when they created the designs for the Redeptor Dreadnought, the magi of Mars gave little thought to the well-being of the warrior interred within. The raging energies that surge through the Redeptor gradually burn out the hero that pilots it. They leech the occupant's life force until he is reduced to nothing but a sac of blackened organs, fit only to be reinterred, this time in a true mausoleum dedicated to his selfless sacrifice.

SCOUT SQUADS

Traditionally, when new recruits are inducted into the Blood Angels, they first serve in the Chapter's Scout Company.

It is the job of the Scout Company's sergeants to take these untrained neophytes and transform them into full Blood Angels, ready and worthy to assume their place in the Chapter's other companies.

Over the months and years of rigorous training, each Scout will refine his combat skills, becoming familiar at first, and then deadly, with shotgun, bolter and combat blade. As he progresses, the Scout will master the precision of the sniper rifle, the destructive lethality of the missile launcher and the reaping firepower of the heavy bolter. Only when the Scout Sergeant is convinced of the recruit's readiness will he have the chance to test his skill against the enemies of Mankind.

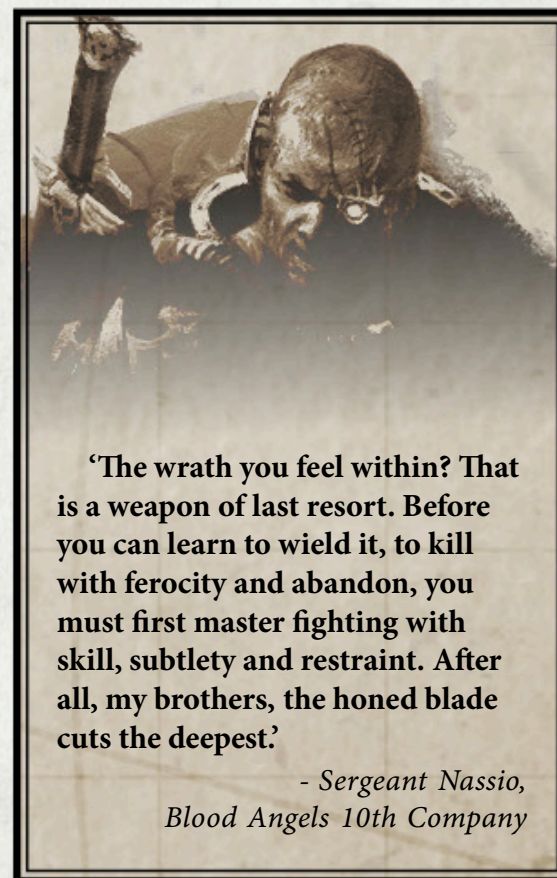
Unlike the more conventional Blood Angels forces, whose onslaught is deliberately bold and unconcealed, the better to intimidate and wrong-foot a foe, Scouts perform missions of a stealthier sort. They specialise in unsupported

operations behind enemy lines – identifying and neutralising supply routes, ammunition dumps and command posts, ambushing reinforcement columns and sowing dismay far from the battlefield. Such missions are vital to shortening the duration of a campaign, and an excellent training ground for the Scouts.

Once a Scout has proven himself as part of a regular squad, he will be reassigned to one of the company's Scout Bike Squads. Service in such a unit is another vital part of a Blood Angel's training, familiarising the Scout with the first of many vehicles he will be expected to master as part of his duties. Those Scouts who prove adept at controlling their mechanical steeds, and who excel at the hit-and-run tactics that are central to a Scout Biker's mission, will graduate straight from their Scout Biker Squad to crew assignments on a Land Speeder, or perhaps even a Baal Predator. To be accepted to such a posting so young is a great honour, and rivalry amongst Scout Bikers is therefore common.

As the embodied future of their Chapter, Blood Angels Scouts have never been

more important than in this dark time. By Commander Dante's decree their company has swollen to several times its original size, allowing the Blood Angels to field entire armies of these swift warriors.



TECHMARINES

Techmarines are the Blood Angels' war-smiths. They are responsible for the creation and maintenance of all the Chapter's weapons and war machines, from bolter shells to towering defence lasers. Without the knowledge of the Techmarines, the Blood Angels would swiftly fade into history, for a Space Marine's strength and skill do little good if he does not have weapons to fight with, or spacecraft to bear him to battle.

Every twenty years, the Chapter's Techmarines walk amongst their battle-brothers, gauging which amongst the assembled ranks have the talent and skill to join their enigmatic brotherhood. There is never a shortage of suitable candidates, for the manipulation of technology is merely another form of artistry, and the Blood Angels have ever shown aptitude and enthusiasm for all manner of arts. It is for this reason perhaps that the Blood Angels are said to have some of the most skilled Techmarines and artificers of any Chapter, their love of elegance and sophistication given over to new fields of endeavour. This innate craftsmanship serves the novitiate Techmarines well during their initiation to the arcana of technology.

Since time immemorial, that induction into the mysteries of the Omnissiah has always taken place on the red planet of Mars. Yet now, with the Great Rift splitting the galaxy and rendering such a vast journey incredibly dangerous, the Blood Angels have been forced to adapt. Capitalising on their link to the nearby forge world of Unverrdt IX, the sons of Sanguinius have offered their martial aid in exchange for more localised induction into the mysteries of the machine. It is a deal that has proven beneficial to Baal and Unverrdt IX in equal measure.

Under the tuition of the Adeptus Mechanicus, the novitiate Techmarines are immersed in the preciously guarded lore of technology – the rites of maintenance and battlefield repair; rituals of forging and creation; hymnals of awakening and invigoration. When his training is complete, a Techmarine can visit miracles upon ailing technology, bringing new life to crippled vehicles and weaponry with but a touch and, if given time or accompanied by enough suitably equipped Servitors, repairing the seemingly irreparable. Such

skill makes a Techmarine a valued comrade upon the battlefield, and is more than sufficient cause for his uninitiated battle-brothers to overlook his dual loyalties to the Chapter and the Machine God.

SERVITORS

Servitors are mind-wiped cyborgs employed by most arms of the Imperium for all forms of hazardous manual labour. Amidst the Space Marine Chapters – the Blood Angels included – these lumpen machine men are tasked with supporting Techmarines upon the field of battle. Servitors have no sentient thought

processes of their own, instead obeying the data-impulses of their Techmarine master and following his every imperative with instant loyalty. Tough and strong, with no notion of pain, Servitors lumber in their master's wake, strafing the enemy with implanted heavy weaponry or else assisting his repairs using cumbersome industrial augmetics such as a piston-limbs or auto-sanctified lifter claws.

Though useful and entirely expendable on the battlefield, it is only under the control of a Techmarine that Servitors perform their role in full – without their master they will gradually lapse into dormancy.



TRANSPORT VEHICLES

From blazing cityscapes and flesh-eating jungles to rad zones, frozen wastelands and volcanic hellscapes, the Blood Angels must fight the Emperor's wars through some of the most extreme environments imaginable. This, coupled with their strategic predilection for rapid mechanised warfare, necessitates a substantial fleet of armoured transport vehicles to ferry them into battle.

RHINOS

With its durable chassis, armoured hull and almost endlessly reliable power system, the Rhino is ideally suited for the Blood Angels' fast-moving way of war. Its balance of armour, speed and transport capacity render it equally invaluable during swift redeployments, strategic strikes and armoured advances.

The Rhino's ruggedness is chief amongst the traits that make it so valued, a throwback to the vehicle's origins as a colonial exploration vehicle. Every Rhino contains various fail-safe and backup systems in case of damage, as well as automatic self-repair technology. Even unsupervised, these repair systems can, given time, bypass all but the heaviest damage to the Rhino's motive units. When overseen by a skilled crew, a crippled Rhino can regain mobility in mere minutes – a most useful trait for a battlefield transport.

Proof positive of the Rhino's durability can be taken from the age of the vehicles serving in the Blood Angels Armoury. Fully half the Rhinos therein are more than five thousand years old, with two yet surviving

that served in the campaigns of Sanguinius himself, ten millennia ago. It need not be said that the Blood Angels are incredibly protective of these honoured veterans and fight all the harder in their presence.

The Rhino is not used exclusively by the Blood Angels, or even by the Space Marines as a whole. However, it is true that the specific design of Rhino used by the Blood Angels – known as the Lucifer pattern – is unique to the Chapter. This design incorporates thrice-purified turbo-impellers, sacred unguent tanks and a number of proprietary technologies that are kept in secret vaults below the surface of Baal. Its effect is to supercharge the Rhino's engines at key moments, allowing it a prodigious burst of speed that can be used to smash headlong through an enemy battle line, outflank an entrenched foe, or surge clear of incoming ordnance before its lethal impact. Naturally, the Tech-Priests of the Adeptus Mechanicus are highly suspicious of such independent innovation. Despite the risk of implicit heresy, the Blood Angels have continued to utilise their Lucifer-pattern Rhinos, and have enjoyed great success as a consequence.

RAZORBACKS

The Razorback is a heavily armed variant of the Rhino that sacrifices a portion of its transport capacity for a twinned turret weapon. It is commonly deployed as a support vehicle for Rhino-transported squads, where its superior firepower greatly increases the strike force's effectiveness without overly compromising mobility. Another common strategy is to deploy Razorback-mounted squads as mobile outriders for the Chapter's armoured assaults.

DROP PODS

A Drop Pod is an armoured orbital re-entry pod employed almost exclusively by the Space Marines. Each is little more than a ceramite-plated shell whose shock-dampened interior mounts restraint harnesses and basic life-saviour systems. The Drop Pod's singular purpose is to swiftly deliver a squad of Space Marines from an orbiting void ship into the maelstrom of battle. Drop Pods are crucial to the swift-strike nature of Adeptus Astartes warfare, allowing sizeable infantry forces to plunge directly into the enemy's midst. Such attacks often catch the enemy entirely by surprise; even if not there is little the foe can do with their scant warning but scramble to find cover before the Drop Pods slam down.

Once released, Drop Pods plummet through a planet's atmosphere at incredible velocity, speeding ever faster as the world's gravity takes hold. So fast do they streak down through the skies that enemy flak batteries and interceptors can do little to strike at them. Only at the very last moment does the Drop Pod's ring of retro-thrusters fire, slowing its descent and aiming the capsule onto its target. Still the Drop Pod hammers into the ground with enough force to crack ferrocrete, an impact that would render human passengers insensible. Locking bolts blow a moment later and the pod's ramps slam down, allowing the Blood Angels within to storm forth. Guns blazing, war cries



ringing across the battlefield, they bring Sanguinius' vengeance to the stunned foe.

REPULSORS

Crafted according to the intricate designs of Archmagos Cawl, the Repulsor tank incorporates many technological secrets hidden long beneath the Martian bedrock. It is a weapon of dominance and of annihilation, a heavy battle tank and transport both, intended to be worthy of the Primaris Space Marines that it carries into battle.

The most striking aspect of the Repulsor is that it hovers through the air, held aloft upon pummelling waves of gravitic force. The tank's ventral plates generate these grav-waves, holding its armoured bulk off the ground using sheer brute force, and though they cannot be used to soar high like a Land Speeder or to descend from greater elevations, they do lift the Repulsor clear of hazardous battlefield terrain. Lakes of volcanic lava, churning ocean waves, fracturing ice or corrosive chemical marshland – nothing can halt the Repulsor's advance. Ruins and wreckage are simply barged aside by the tank's armoured bulk, while debris, corpses and fortifications are pulverised by its passing. When a spearhead of Repulsors advances into battle, it leaves behind it a flattened trail of destruction.

The belligerence of the tank's gravitic waves can also be angled outwards in order to hamper the enemy. Even the swiftest warriors find themselves staggering and struggling as they approach the Repulsor's hull, leaning forwards as though forcing passage through a howling gale. This pugnacious quirk of the tank's design has proved useful on countless occasions since their inception, allowing Blood Angels Repulsors to plough paths through seething hordes of foes, and break the momentum of enemy assaults just as the sons of Sanguinius launch their own devastating counter-attacks.

'Barricades, is it? And reserves doubtless lurking in the ruins behind, poised to ambush. Send in the Repulsors, and leave nothing but rubble and dust.'

- Captain Aphael at the Siege of Kardalla

The Repulsor itself is more than capable of unleashing devastating punishment upon the foe, of course. In addition to the squad of heavily armed Primaris Space Marines that it transports within its hold, a fully equipped Repulsor features a bewildering

array of firepower with which to mow down the enemy.

The tank's turret can mount either a las-talon – a potent, long-range laser cannon capable of blasting a hole clear through a Renegade Knight's torso – or a heavy onslaught gatling cannon, whose hail of fire chews through hordes of enemy infantry and reduces them to bloody mist and mangled corpse-meat.

An arsenal of stubber and bolter weaponry and auto-targeted grenade projectors supports these primary armaments. Laying down a withering hail of explosions and gunfire, these weapons allow the Repulsor to pin enemy infantry in place while its passengers advance on their position, or to cover the Blood Angels' retreat should they be commanded to fall back.

From the relief of Baal Secundus to the Gargas Plainswar, the spearhead assault on the Sacral City to the evacuation of Dap'Sahdeel, Repulsor tanks have already proved their worth to the Blood Angels on countless battlefields. Their combination of exceptional resilience, heavy firepower and sheer belligerence has made them immediately popular with Blood Angels commanders, who utilise them as rock-solid lynchpins around which to coordinate attack and defence.



BATTLE TANKS

Tracks churning, engines roaring, the battle tanks of the Blood Angels surge into the fight. They barrel through the enemy ranks, spearheading their Chapter's mechanised offensives. Bodies vanish beneath the tanks' armoured weight, bursting like overripe fruit, and with every shot the Blood Angels gunners reduce another enemy war engine to smouldering wreckage.

PREDATORS

The Predator is the Blood Angels' most commonly fielded battle tank. Built upon the redoubtable Rhino chassis, this vehicle boasts increased armour plating, Lucifer-pattern engines and significantly enhanced firepower. Mounting either an autocannon or lascannon in its turret, the Predator can engage enemy infantry or armour assets at range, in many cases supplementing its arsenal with sponson- and pintle-mounted weaponry for additional killing power.

With their heat-arresting thermal fonts and occularis angelicum targeter arrays, Blood Angels Predators are able to engage the enemy at high speed without suffering any reduction in fire rate or accuracy. When coupled with the fearsome speed of their Lucifer engines and the exceptional skill of their Blood Angels crewmen, these vehicles consistently outfight far heavier enemy battle tanks and tear apart infantry forces with impunity.

BAAL PREDATORS

The Baal Predator is a specialised variant, used only by the Blood Angels and their successor Chapters. It has been in service with the Chapter since the earliest days of

the Great Crusade, when the Blood Angels seized its Standard Template Construct from a ruined archeotech vault. In a move riven with controversy, the victorious Blood Angels did not hand the template over to the Adeptus Mechanicus, despite the dark threats directed at them, but brought it back to Baal to take its place amongst the Chapter's other relics.

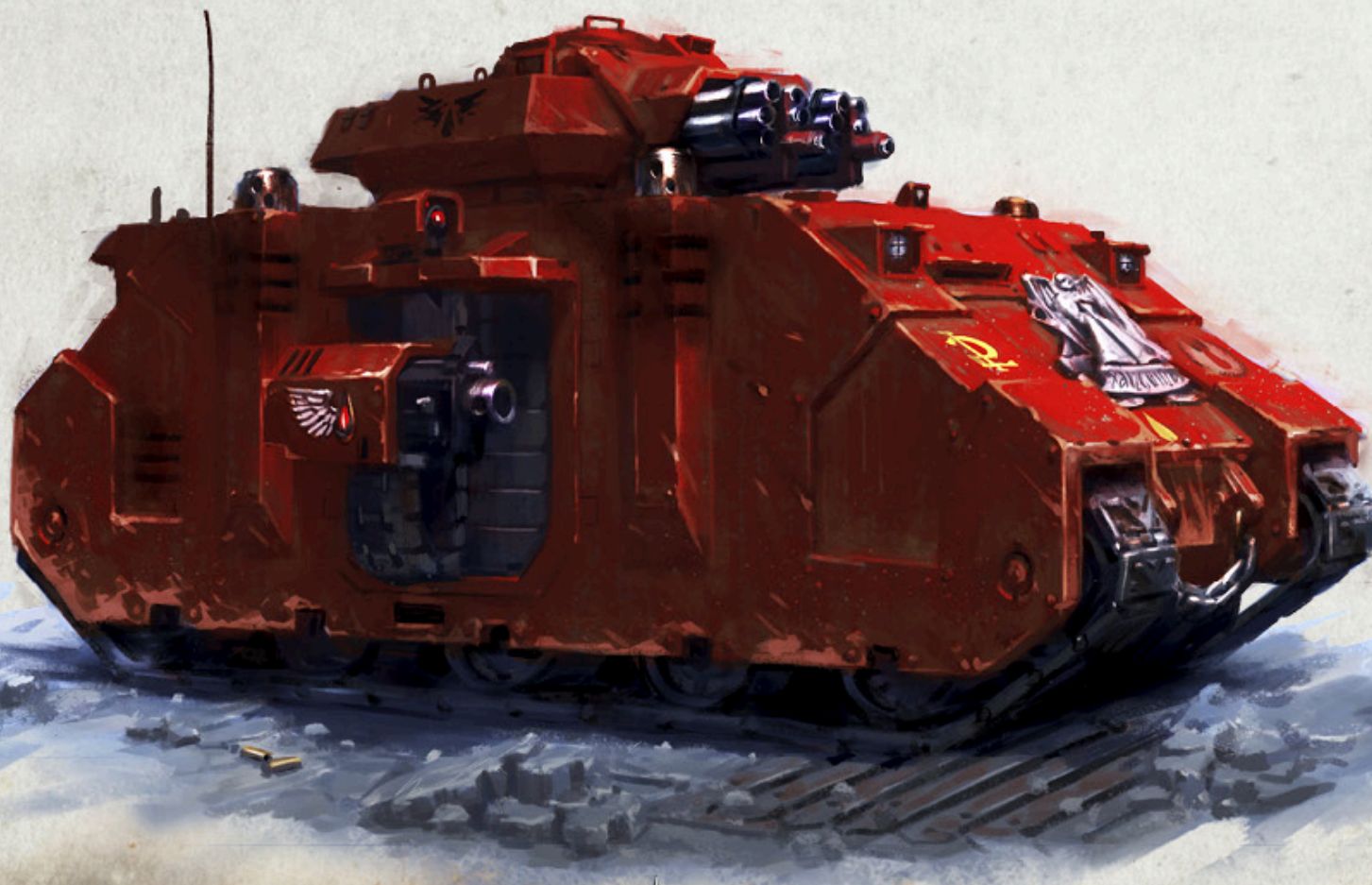
The Baal Predator carries a turret-mounted twin assault cannon, backed up by heavy-flamer or heavy-bolter sponsons. This loadout is well-suited to the close-range firefights favoured by the Blood Angels, and makes the Baal Predator an excellent linebreaker or infantry-support platform. The tank's uses are further enhanced by its impressive speed and manoeuvrability, characteristics that the Blood Angels Techmarines reverse-engineered in order to create the Lucifer-pattern engine.

Due to its unique configuration, a Baal Predator is far more heavily armed and armoured than other vehicles of a similar size and speed. Accordingly, they are often used as vanguard units, operating far ahead of the main Blood Angels army, shredding the enemy's forward patrols, or looping around the front line to strike

at ammo dumps, fuel stores or other vital targets. In smaller engagements, a Baal Predator might well be deployed in support of one or two Tactical or Assault Squads. Here, its armament will often be further augmented to the task at hand. A Baal Predator equipped with a turret-mounted flamestorm cannon is a tried and tested method of clearing bunkers and barricades, whilst the addition of sponsons to the basic chassis can massively reinforce the basic firepower.

Given the Baal Predator's success and versatility within the Chapter's strike forces, it is little wonder that the Blood Angels are even more protective of these vehicles than others in their armoury. This sense of watchful custodianship is only heightened by the presence of Adeptus Mechanicus emissaries lurking like vultures on the periphery of any campaign where a Baal Predator is deployed.

The Tech-Priests have never forgiven what they view as the Blood Angels' theft of the design, and would dearly love to lay their hands on even a wrecked Baal Predator and so reclaim its technological secrets for the brotherhood of the Machine God. Thus far they have not succeeded.



WHIRLWINDS

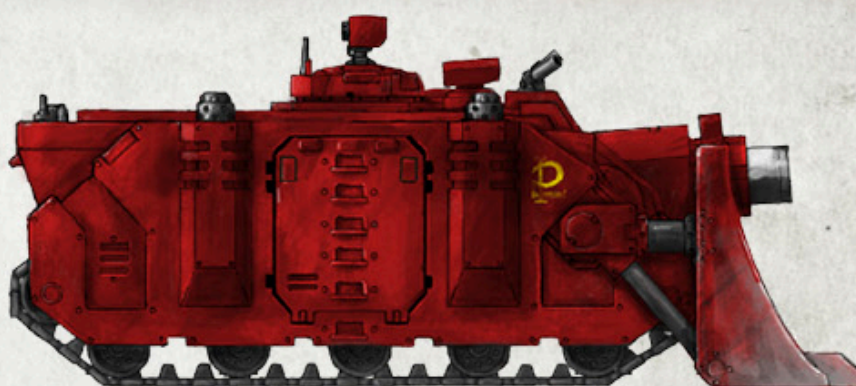
The Whirlwind is a tracked suppression battery, a lightly armoured tank capable of raining precision missile fire down upon enemy positions. So sophisticated are the Whirlwind's targeting systems that they allow the tank to maintain a deadly accurate barrage even when the enemy are not in plain sight. Though the Blood Angels prefer to fight their battles at close quarters, they still see the value of such a long-ranged suppression weapon for shattering massed enemy formations, and pinning down key targets prior to the main assault.



Whirlwind

VINDICATORS

A heavily armoured variant of the Rhino APC, the Vindicator mounts an enormous demolisher cannon upon the front of its hull. These weapons pack a fearsome punch which more than compensates for their limited range – a single well-placed demolisher shell can flatten a bunker, annihilate an enemy battle tank or reduce an entire squad to a corpse-strewn crater. Ideally suited to short-ranged city fights and siege warfare, the Vindicator is a truly potent weapon in the Blood Angels arsenal.



Vindicator

HUNTERS

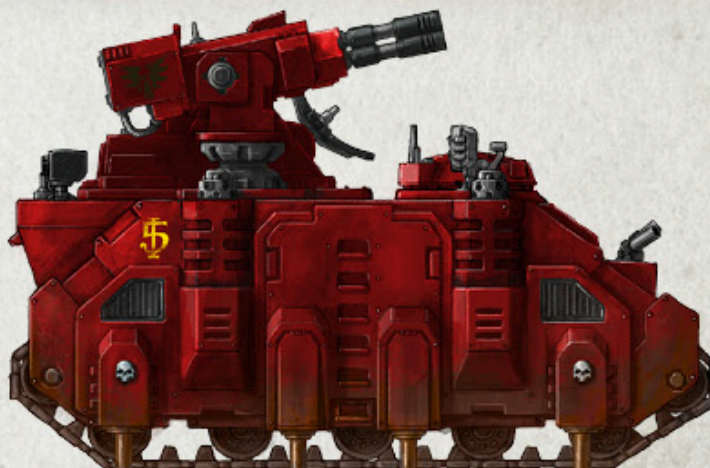
Hunters are air-interdiction vehicles that mount bulky skyspear missile launchers atop their hulls. These weapons fire savant warheads, bulky missiles into which are wired the servitor-husks of skilled ballistic adepts. Guided by the cogitations that flash through the wasted grey matter of their mummified occupants, these warheads unerringly hunt their targets across the skies, blasting enemy fighters and bombers out of the air with merciless fury.



Hunter

STALKERS

The Stalker is an adaptation of the Hunter STC that was unearthed only a few millennia ago. Mounting a pair of independently tracking Icarus stormcannons, the Stalker can target multiple enemy contacts, stitching the skies with a hail of armour piercing death. Thanks to its servitor-brain targeting matrices, the Stalker can maintain a withering rate of fire against aerial targets even while racing at full speed across the battlefield, making it a popular vehicle indeed amongst Blood Angels strike forces.



Stalker

LAND RAIDERS

Since the earliest days of the Great Crusade, Land Raiders have mercilessly crushed the Emperor's enemies beneath their armoured tracks. Ancient war-relics of surpassing might, each one of these incredible tanks is a precious asset of the Blood Angels that is revered by their battle-brothers as much as it is feared by their foes.

Though its ancient origins lie shrouded in the mists of time, the Land Raider remains the most destructive and versatile tank at the Blood Angels' command. A single one of these massive vehicles is the equal of an entire squadron of lesser tanks, able to shrug off incoming fire while killing its victims with searing volleys of lascannon fire. When coupled with the twin heavy bolters mounted in its hull, and whatever additional pintle weaponry the Chapter's Techmarines affix, this arsenal ensures there is no foe the Land Raider is not equipped to face.

Armoured in mono-bonded adamantium overlaid with heatproof ceramite plates, Land Raiders are amongst the most durable fighting vehicles in the galaxy. They remain inviolate in even the most inimical conditions, continuing to operate in the cold of the void or the heat of a raging firestorm. This extreme durability extends to the warriors shielded within the Land Raider's hull, ensuring that elite Blood Angels warriors can be borne safely across even the most perilous battlefields and delivered into the very teeth of the enemy army.

Through some strange quirk of history, the Blood Angels emerged from the dark days of the Horus Heresy with substantially more Land Raiders than any other loyalist Legion. Though some of this bounty

was shared with their successors, the Blood Angels retained a great number of these tanks, many of which still occupy honoured places within the Chapter armoury to this day.

Not only does this allow the Blood Angels to field their Land Raiders as dedicated transport vehicles instead of having to reserve them for the battle-brothers of their 1st Company, it also provides them with a tangible link to their days of former glory. Every son of Sanguinius treasures such venerable battle tanks, praising their kills with libations and prayer, and seeing the chance to ride to war aboard them as a great honour.

LAND RAIDER CRUSADERS

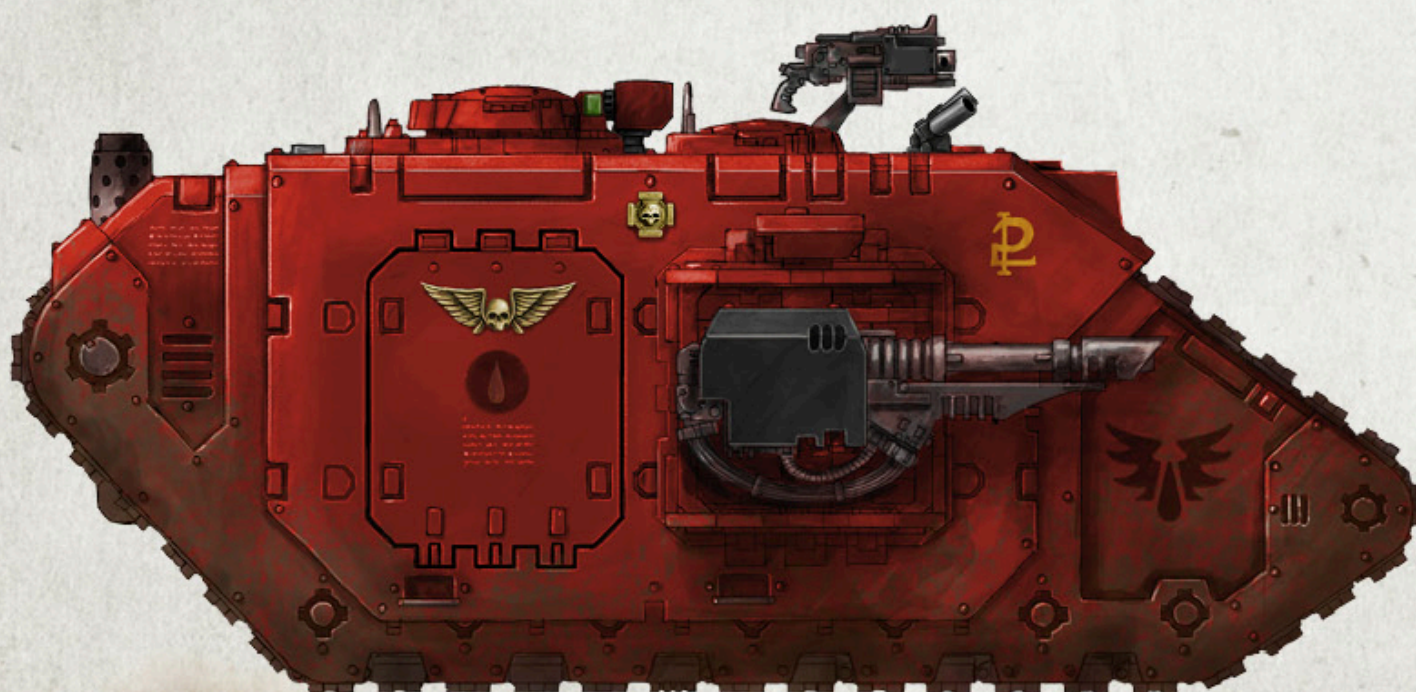
First pioneered by the Black Templars Chapter, the Land Raider Crusader is a variant pattern intended to function as a linebreaking assault transport. Unsurprisingly, considering the Blood Angels' preference for aggressive tactics and mechanised offensives, this vehicle has proven especially popular with them and their successor Chapters.

The Crusader exchanges lascannons for two arrays of hurricane bolters that can generate a withering hail of anti-personnel fire. Coupled with the short-ranged heavy weapons mounted on the Crusader's

hull, the tank excels in driving infantry into cover or blasting holes in their lines. Meanwhile, with its extended transport bay this tank carries enough hard-hitting Blood Angels to storm in and capitalise upon the havoc it wreaks. When a spearhead of these armoured behemoths storms across the battlefield to disgorge their passengers into the enemy lines, there are few foes indeed that stand a chance of stopping them.

LAND RAIDER REDEEMERS

The Land Raider Redeemer is ideally suited to those conflicts that take place within confined spaces, such as rubble-strewn urban streets or dense, overgrown jungles. Fitted with massive flamestorm cannons, the Redeemer excels at short range, forcing the enemy out of their shelters and obliterating swathes of foes amidst raging infernos. Each time these terrifying weapons fire, they do so with a draconic roar, belching blinding sheets of white-hot promethium death that make a mockery of cover and set light to anything they touch. Screaming warriors stagger from behind their melting barricades, flailing and stumbling as the flesh boils from their bones. Ammunition and fuel tanks detonate like bombs, and black smoke boils out to shroud the battle in choking fumes. Advancing upon the scorched and terrified survivors, the Blood Angels tear them limb from limb in short order.



GUNSHIPS

As heirs of Sanguinius, the Blood Angels are no strangers to aerial warfare. They make substantial use of airborne assets in their strategies, and few strike forces deploy without substantial air cover. From heavy transport gunships to hurtling air-to-air interceptors, the Blood Angels aircraft lend speed, versatility and lethal firepower to their armies.

STORMRAVEN GUNSHIPS

The Stormraven Gunship is a heavy troop transporter that can ferry Blood Angels forces into the heart of the fiercest battles. Stormravens are armoured as heavily as line battle tanks, yet so powerful are their engines and belligerent their machine spirits that they sacrifice little in the way of speed or manoeuvrability. Ceramite-shielded against the fires of atmospheric re-entry, Stormraven Gunships can dogfight in the void of space before plunging headlong into a planet's atmosphere to deliver their passengers to their destination. This, coupled with the fearsome array of firepower they carry, allows them to spearhead planetary invasions, or ferry reinforcements from on high to bolster Drop Pod beachheads.

Each Stormraven is capable of carrying a full squad of Blood Angels battle-brothers within its hold. Its underslung magna-grapples further allow it to transport a Dreadnought during planetside operations, meaning that several of these craft flying in formation can deliver an entire strike force to the battlefield. Moreover, the Blood Angels have mastered a tactic of rapid deployment whereby their Stormravens scream over the enemy battle lines while Blood Angels jump troops leap from their open ramps and soar straight into the

fight. Such a punishing descent of angels has seen more than one dug-in enemy force trapped and massacred behind their own defences.

STORMTALON GUNSHIPS

Compact but formidable, with firepower far outweighing its size, the Stormtalon Gunship is an exceptional escort and fire support aircraft. Independently vectored thrusters allow for remarkable manoeuvrability, enabling the Techmarine pilots to jink around incoming fire, turn on a pinhead, and navigate the tangled environs of burning super-refineries, collapsing xenos ruins and war-wracked hive cities with ease.

The Stormtalon's array of bolt and las weaponry, and racks of rockets and missiles, allow it to punch above its weight in both ground attacks and air-to-air combat, and has ensured its place as the ideal escort aircraft to Stormtalons, Thunderhawks and armour columns alike.

STORMHAWK INTERCEPTORS

Uncoupling from their grav-cradles aboard orbiting warships, squadrons of Stormhawk Interceptors adopt their

vehemence attack patterns and plunge straight through the atmosphere into battle. Boasting heavy frontal armour and a jaw-dropping array of weaponry, these craft are purebred air-superiority fighters with few equals. Their sanctified ramjets hurl them through the sky at supersonic velocity, while the post-human resilience and skill of their pilots allows them to execute manoeuvres that would render lesser pilots unconscious. Known to their battle-brothers as the Void Angels, the pilots of these craft are celebrated heroes with countless kills to their names.



'We ride upon the wings of the storm. What hope of escape can our foes possibly have?'

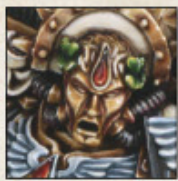
*– Sergeant Spiccare,
Blood Angels 1st Company*





HERALDRY OF THE HOST

An army of Blood Angels is a striking sight upon the field of battle. Clad in an array of beautifully crafted red, gold and black armour, their banners, weapons and wargear adorned with glinting gems and magnificent gilded scroll-work, the Blood Angels look every bit the glorious Imperial heroes.



Commander Dante



Astorath the Grim



Brother Corbulo

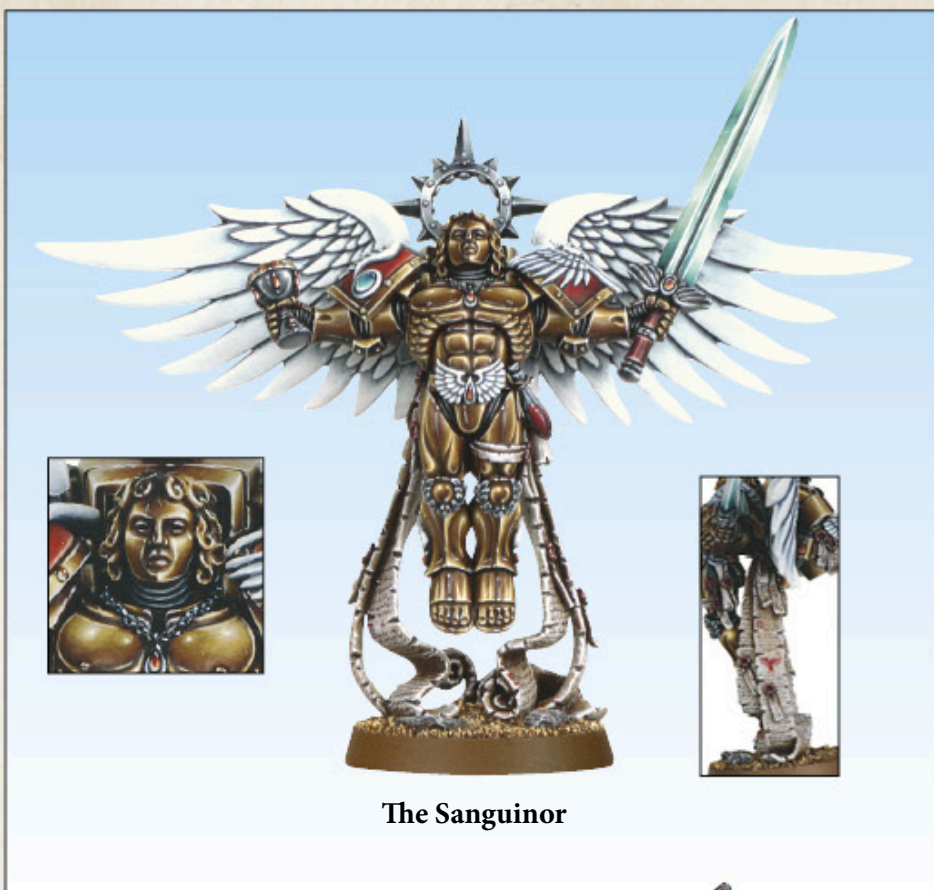


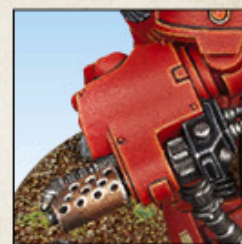
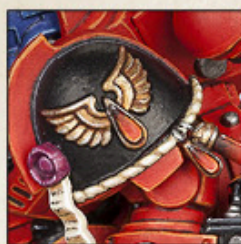
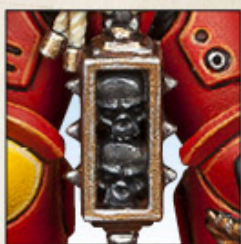
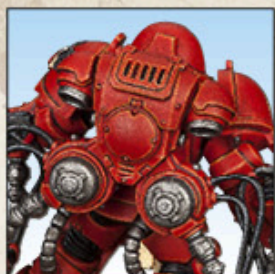
Mephiston, Lord of Death





The Blood Angels strike hard and fast, combining blistering firepower, punishing close-quarters might and the armoured fury of their engines of war to devastate the foe. Hurtling gunships streak overhead with their guns blazing. Flame-winged jump troops leap into battle, fearsome war cries on their lips. No matter the odds, no matter the foe, the sons of Sanguinius prevail.





Aggressor Squad with flamestorm gauntlets



Supported by the mightiest vehicles within their armouries, the close-quarters specialists of the Blood Angels Chapter charge towards the Chaos Space Marines, the whirring of their chainswords and roar of their guns delivering a message of condemnation to their traitorous foes.



Led by a courageous Librarian whose force axe crackles with psychic lightning, a mighty spearhead of Blood Angels armour and gunships surges across no man's land and into battle.



Tactical Marines with heavy flamer, grav gun and plasma gun

Sergeant with storm bolter and combat knife



Intercessor Sergeant with chainsword and bolt pistol

Intercessors with bolt rifles



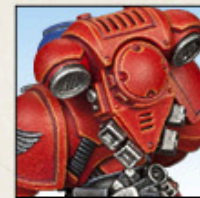
Sergeant with bolt pistols and signum



Devastator Marines with missile launcher, heavy bolter and multi-melta



Hellblaster Sergeant with assault plasma incinerator



Hellblasters with assault plasma incinerators



Baal Predators rumble through the dust of an alien world, one strafing the enemy with its twin assault cannon while the other wreathes them in the fire of its flamestorm cannons.



CLAD IN ARMOUR OF PLASTEEL AND CERAMITE THEY STRIDE TO WAR, AND WHERE THEIR BLOWS FALL THERE THE ENEMIES OF THE EMPEROR ARE CAST DOWN IN RUIN.

Terminators with thunder hammers and storm shields



Terminators with lightning claws



Terminator Ancient carrying the standard of the 1st Company





Primaris Lieutenant Arbael leads a force of his battle-brothers against the foul warriors of the Death Guard, supported by the utterly devastating firepower of a Redemptor Dreadnought.



Amidst the blasted ruins of an Imperial cathedrum, the Blood Angels draw up their battle line and stand against the onrushing greenskin hordes. Bolt weapons thunder, frag cannons spit explosive shells, flamers and meltaguns roar their superheated fury, and the Orks die in droves as the wrath of Sanguinius is visited upon them.



Death Company Marine with power sword and bolt pistol



Death Company Marine with power fist and bolt pistol



Death Company Marine with chainsword and bolt pistol



Death Company Marine with thunder hammer



Death Company Dreadnought with blood talons



Chaplain with crozius arcanum and inferno pistol



The black-armoured martyrs of the Death Company surge into battle against the implacable menace of the Necrons, fighting alongside their red-armoured battle-brothers in a last glorious war to protect the Emperor's realm.

FOR THE ANGEL AND THE EMPEROR!

A Blood Angels army is a swift and deadly force of elite warriors and potent armoured fighting vehicles that can swiftly crush any foe. This starting force was chosen to showcase the speed and power of this dynamic Chapter.

Every Warhammer 40,000 collection begins with a solid core of warriors, forming the foundation upon which a mighty army will be built. The collection shown here is built from the Start Collecting! Blood Angels boxed set, and comprises an excellent balance of units that provide speed, resilience and firepower ideal for open, narrative or matched play.

The force is led by Captain Karlaen, who is clad in Terminator armour and wields

a thunder hammer and storm bolter.

This mighty warrior can go toe-to-toe with the deadliest enemies, annihilating monstrous beasts and wrecking towering war engines with each devastating swing of his hammer.

Following Captain Karlaen to battle is a Blood Angels Tactical Squad, equipped with a range of potent firearms, and a Baal Predator whose withering firepower is the bane of enemy infantry and light vehicles alike.

As this force comprises one HQ unit, one Troops unit and one Heavy Support unit, it meets the requirements of a Patrol Detachment as described in the *Warhammer 40,000* rulebook. This band of heroes is therefore Battle-forged, ensuring they have access to three Command Points to spend on Stratagems. Additionally, with every model being a beautifully detailed individual hero, they present an enjoyable painting and modelling challenge and will make for an impressive-looking force on the tabletop.



Though compact, this starting force is powerful and versatile, as effective on the attack as it is in defence.



THE ANGELIC HOST ASSEMBLES

Building upon the core force pictured on the previous page, this mighty Blood Angels strike force has been assembled, replete with powerful heroes, elite warriors and deadly war engines, all ready for battle.

Pictured above is Strike Force Karlaen, a large and powerful Blood Angels army. This collection contains units with a broad array of armaments and abilities on the battlefield, and has the capacity to tackle any strategic challenge posed by its opponents.

Captain Karlaen is joined by several other Blood Angels heroes in this army. The angelic Sanguinor is present, ready to aid the sons of Sanguinius in their hour of need, while Chaplain Daenor leads the fallen brothers of the Death Company to war. Karlaen is further assisted by Primaris Lieutenant Athenos, who acts as his Warden of the Blood, and Ancient Varseus, who bears the company banner into battle.

The infantry complement within this force has been hugely increased from the starting force pictured previously. To provide a battleline core, the Tactical Squad has been joined by two Intercessor Squads, furnishing the player with both numbers and firepower. To strengthen the force considerably, a Terminator Assault Squad and a band of Sanguinary Guard have been included, while the black-clad figures of two Death Company Squads add yet more killing power. Further Primaris Space Marines units have been added to this force in order to maximise both firepower and close-combat ability, with an Aggressor Squad, a Hellblaster Squad, a Reiver Squad and a band of yellow-helmeted Inceptors.



Strike Force Karlaen is rounded off with a prodigious spread of armoured vehicles. The Dreadnought *Mortis Requiem* leads the infantry charge, while the Rhino *Nobilitus* and the Repulsor *Baal's Fury* provide heavy armoured transport capacity. The Baal Predator *Bane of the Unrighteous* lends speed and firepower to the strike force, while the Stormraven Gunship *Deathknell* soars overhead to command the skies above the battlefield.

On the tabletop, this army can be organised into a Battalion Detachment and two Vanguard Detachments – one of which could be made up entirely of Death Company units – affording it five additional Command Points to be spent on Stratagems. Whether allowing the Death Company Assault Squad to leap from their Stormraven with a Descent of Angels, lending one of the force's heroes a burst of close-combat lethality with Red Rampage, or calling down an Orbital Bombardment to annihilate the enemy, such strategic abilities can mean the difference between victory and defeat.

- | | |
|---|---|
| 1. Terminator Captain Karlaen | 14. Aggressor Squad |
| 2. The Sanguinor | 15. Hellblaster Squad |
| 3. Chaplain Daenor | 16. Reiver Squad |
| 4. Primaris Lieutenant Athenos | 17. Inceptor Squad |
| 5. Terminator Ancient Varseus | 18. Death Company Dreadnought <i>Mortis Requiem</i> |
| 6. Terminator Assault Squad | 19. Rhino <i>Nobilitus</i> |
| 7. Sanguinary Guard | 20. Repulsor <i>Baal's Fury</i> |
| 8. Sanguinary Ancient | 21. Baal Predator <i>Bane of the Unrighteous</i> |
| 9. Death Company Squad | 22. Stormraven Gunship <i>Deathknell</i> |
| 10. Death Company Squad with Jump Packs | |
| 11. Tactical Squad | |
| 12. Intercessor Squad | |
| 13. Intercessor Squad | |



WARRIORS OF BAAL

This section contains all of the datasheets that you will need to fight battles with your Blood Angels miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

KEYWORDS

Throughout this section you will come across datasheets with the **BLOOD ANGELS** keyword. This indicates that the units are drawn from the Blood Angels Chapter, but the keyword can also be changed to represent that the unit is drawn from a successor Chapter of your choosing, as described below.

BLOOD ANGELS SUCCESSOR CHAPTERS

There are many proud Space Marine Chapters that trace their origins to the gene-seed of the Blood Angels. From the frenzied Flesh Tearers to the brooding Angels Vermillion, all share the martial prowess and fiery bloodlust of their forefather Sanguinius.

If a unit is drawn from a Blood Angels successor Chapter, simply substitute the 'BLOOD ANGELS' keyword on the datasheet with the name of your Blood Angels successor Chapter.

For example, if your army includes a Chaplain from the Angels Vermillion successor Chapter, you would replace that datasheet's **BLOOD ANGELS** Faction keyword with **ANGELS VERMILLION**; his 'Spiritual Leaders' ability will then read 'All friendly **ANGELS VERMILLION** units within 6" of this model can use the Chaplain's Leadership instead of their own.'

Note, however, that you cannot do this for named characters – for example, Commander Dante is the Chapter Master of the Blood Angels Chapter, and not any successor Chapter.

ABILITIES

The following abilities are common to several **BLOOD ANGELS** units:

AND THEY SHALL KNOW NO FEAR

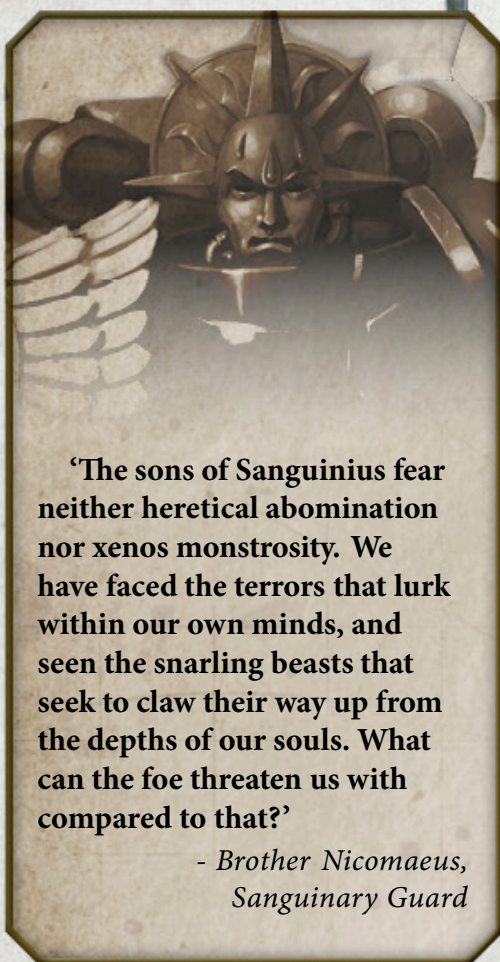
Blessed with an adamantine will and an unshakeable faith in the righteousness of their cause, the Space Marines of the Adeptus Astartes stand unafraid before the greatest terrors of the galaxy.

You can re-roll failed Morale tests for this unit.

BLACK RAGE

When a Blood Angels battle-brother succumbs to the Black Rage, their doom is assured. Yet before they fall, their murderous ferocity, inhuman strength and near-supernatural resilience make them a terrifying threat to all who stand in their path.

You can add 1 to this unit's Attacks characteristic for the duration of the Fight phase if it charged in the preceding Charge phase. In addition, roll a D6 each time this unit loses a wound. On a 6 the wound is ignored and has no effect.



'The sons of Sanguinius fear neither heretical abomination nor xenos monstrosity. We have faced the terrors that lurk within our own minds, and seen the snarling beasts that seek to claw their way up from the depths of our souls. What can the foe threaten us with compared to that?'

*- Brother Nicomaeus,
Sanguinary Guard*

BLOOD ANGELS WARGEAR LISTS

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Melee Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the Armoury of the Blood Angels section (pg 127-131).

SERGEANT EQUIPMENT

Up to two weapons can be chosen from the following list:

- Bolt pistol
- Chainsword
- Grav-pistol
- Hand flamer
- Inferno pistol
- Lightning claw
- Plasma pistol
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer*

One weapon can be chosen from the following list:

- Boltgun
- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

* Cann ot be taken by a Sternguard Veteran Sergeant.

COMBI-WEAPONS

- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

SPECIAL WEAPONS

- Flamer
- Grav-gun
- Meltagun
- Plasma gun

PISTOLS

- Bolt pistol
- Grav-pistol
- Hand flamer
- Inferno pistol
- Plasma pistol

Melee Weapons

- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer

HEAVY WEAPONS

- Grav-cannon and grav-amp
- Heavy bolter
- Heavy flamer
- Lascannon
- Missile launcher
- Multi-melta
- Plasma cannon

TERMINATOR MELEE WEAPONS

- Lightning claw
- Power fist
- Storm shield
- Thunder hammer

TERMINATOR COMBI-WEAPONS

- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

TERMINATOR HEAVY WEAPONS

- Assault cannon
- Cyclone missile launcher and storm bolter
- Heavy flamer

DREADNOUGHT HEAVY WEAPONS

- Heavy plasma cannon
- Multi-melta
- Twin lascannon



COMMANDER DANTE



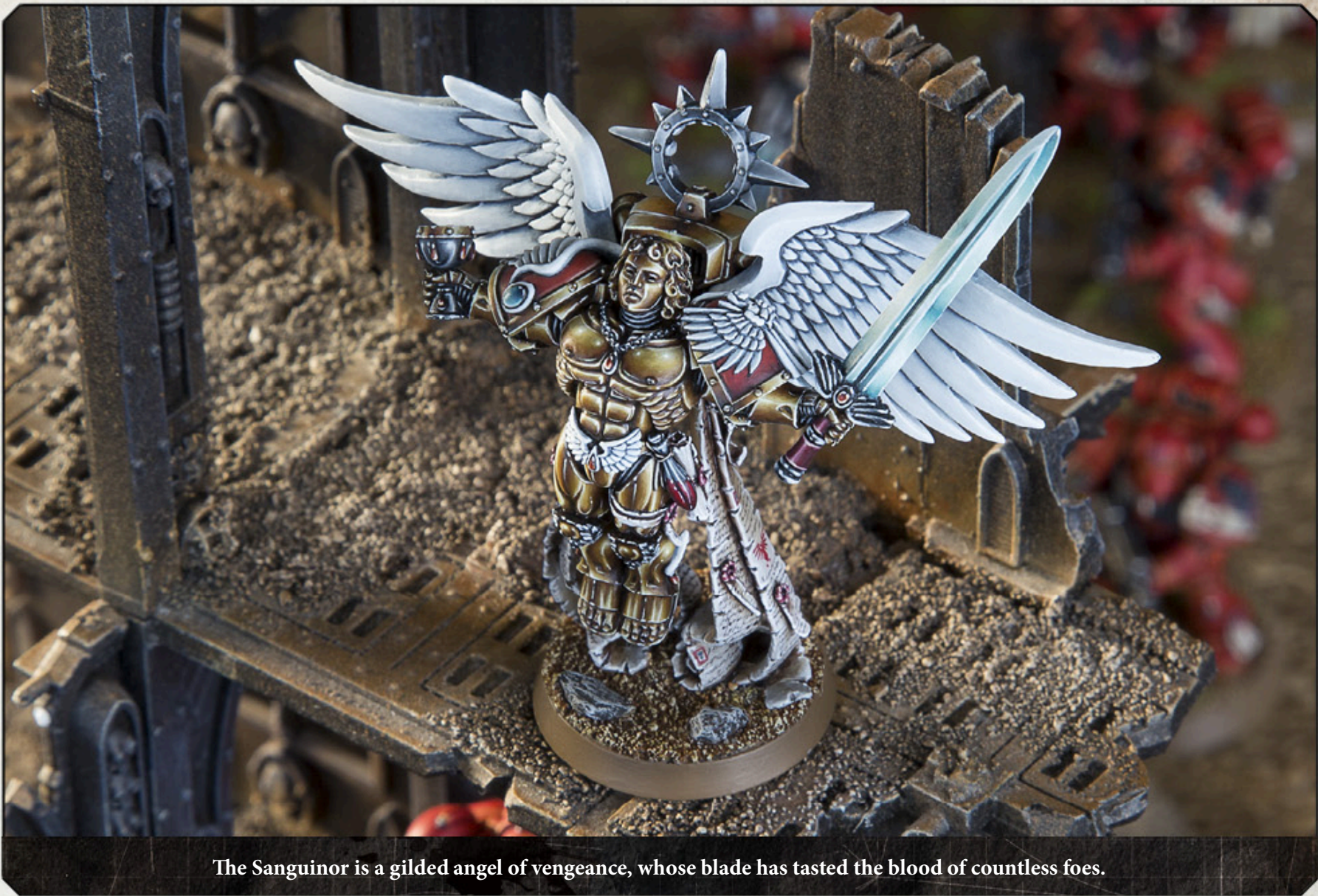
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commander Dante	12"	2+	2+	4	4	6	6	9	2+
Commander Dante is a single model armed with the Axe Mortalis, an inferno pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Inferno pistol	6"	Pistol 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
The Axe Mortalis	Melee	Melee		+2	-3	D3	You can re-roll failed wound rolls for this weapon if the target is a CHARACTER .		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74)						Iron Halo: Commander Dante has a 4+ invulnerable save.		
	Chapter Master: You can re-roll failed hit rolls for friendly BLOOD ANGELS units within 6" of Commander Dante.						Jump Pack Assault: During deployment, you can set up Commander Dante high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Commander Dante can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Death Mask: Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, COMMANDER DANTE								



GABRIEL SETH



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gabriel Seth	6"	2+	2+	4	4	6	4	9	3+
Gabriel Seth is a single model armed with Blood Reaver, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Blood Reaver	Melee	Melee			x2	-2	3	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74)							Lord of Slaughter: Roll a D6 each time a friendly FLESH TEARERS unit finishes its move within 6" of Gabriel Seth when it consolidates; on a 6 that unit can immediately fight for a second and final time.	
	Chapter Master: You can re-roll failed hit rolls for friendly FLESH TEARERS units within 6" of Gabriel Seth.								
	Iron Halo: Gabriel Seth has a 4+ invulnerable save.							Whirlwind of Gore: Each time you roll a hit roll of 6+ in the Fight phase, inflict 1 additional hit on the target.	
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, FLESH TEARERS								
KEYWORDS	INFANTRY, CHAPTER MASTER, CHARACTER, GABRIEL SETH								



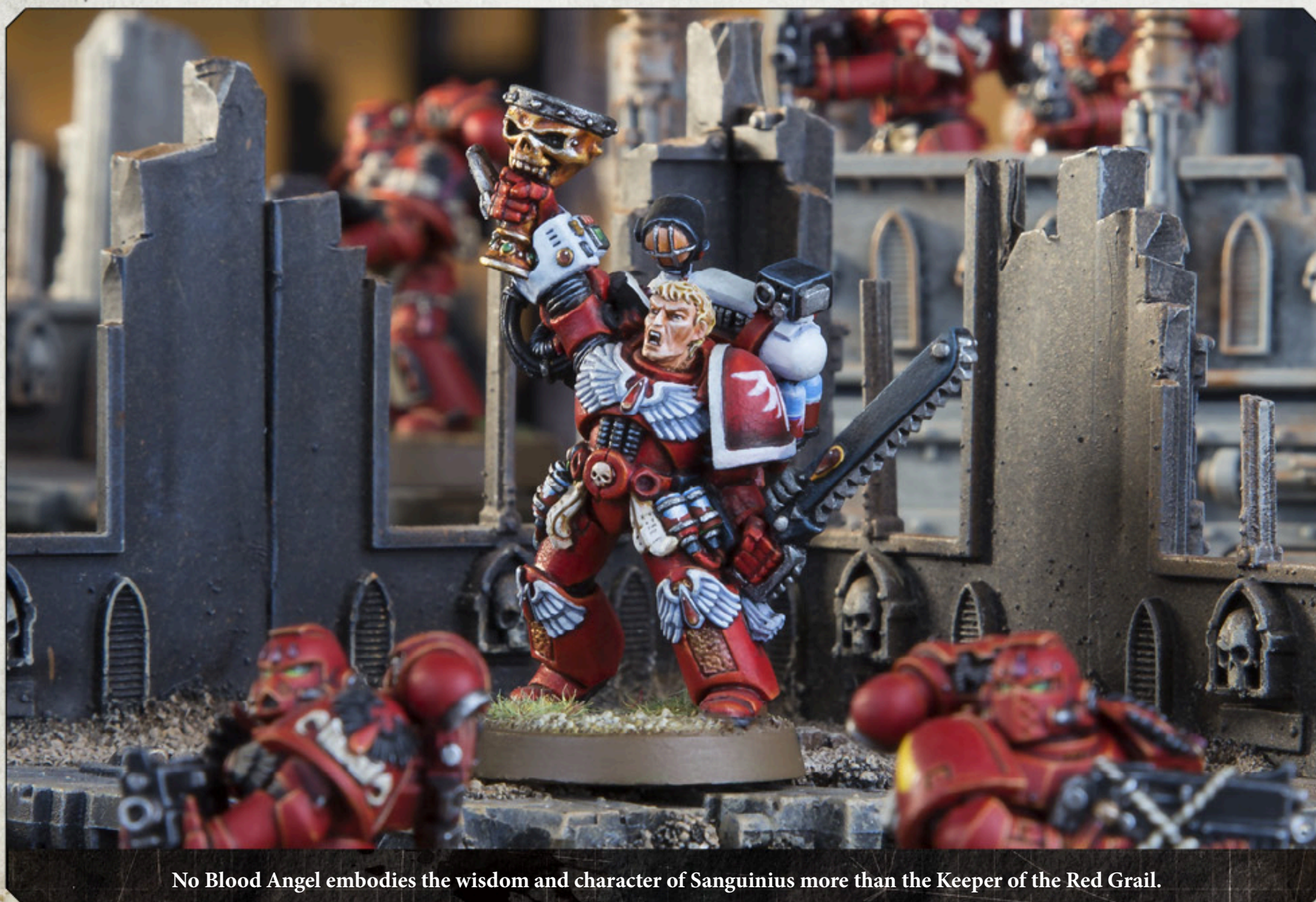
THE SANGUINOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
The Sanguinor	12"	2+	2+	4	4	5	5	9	2+	
The Sanguinor is a single model armed with an encarmine broadsword, frag grenades and krak grenades. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Encarmine broadsword	Melee	Melee		+2	-4	D3	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	And They Shall Know No Fear (pg 74)						Death Mask: Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.			
	Aura of Fervour: You can add 1 to the Attacks characteristic of friendly BLOOD ANGELS INFANTRY units within 6" of the Sanguinor.						Jump Pack Assault: During deployment, you can set up the Sanguinor high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases the Sanguinor can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.			
	Avenging Angel: The Sanguinor can charge even if he Fell Back in the preceding Movement phase.									
	Iron Halo: The Sanguinor has a 4+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, JUMP PACK, FLY, THE SANGUINOR									



BROTHER CORBULO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Brother Corbulo	6"	2+	2+	4	4	5	4	9	3+
Brother Corbulo is a single model armed with Heaven's Teeth, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Heaven's Teeth	Melee	Melee			+1	-1	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74)							Narthecium: At the end of any of your Movement phases, Brother Corbulo can attempt to heal or revive a single model. Select a friendly BLOOD ANGELS INFANTRY or BIKER unit within 3" of Brother Corbulo. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If Brother Corbulo fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.	
	Far-Seeing Eye: Once per turn you can re-roll a single dice roll made for Brother Corbulo.								
	The Red Grail: Friendly BLOOD ANGELS INFANTRY and BIKER units increase their Strength characteristic by 1 whilst they are within 6" of any SANGUINARY PRIESTS . In addition, each time you make a hit roll of 6+ in the Fight phase for a model in a friendly BLOOD ANGELS unit that is within 6" of Brother Corbulo, that model may immediately make another close combat attack using the same weapon. These bonus attacks cannot themselves generate any additional close combat attacks.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, SANGUINARY PRIEST, BROTHER CORBULO								

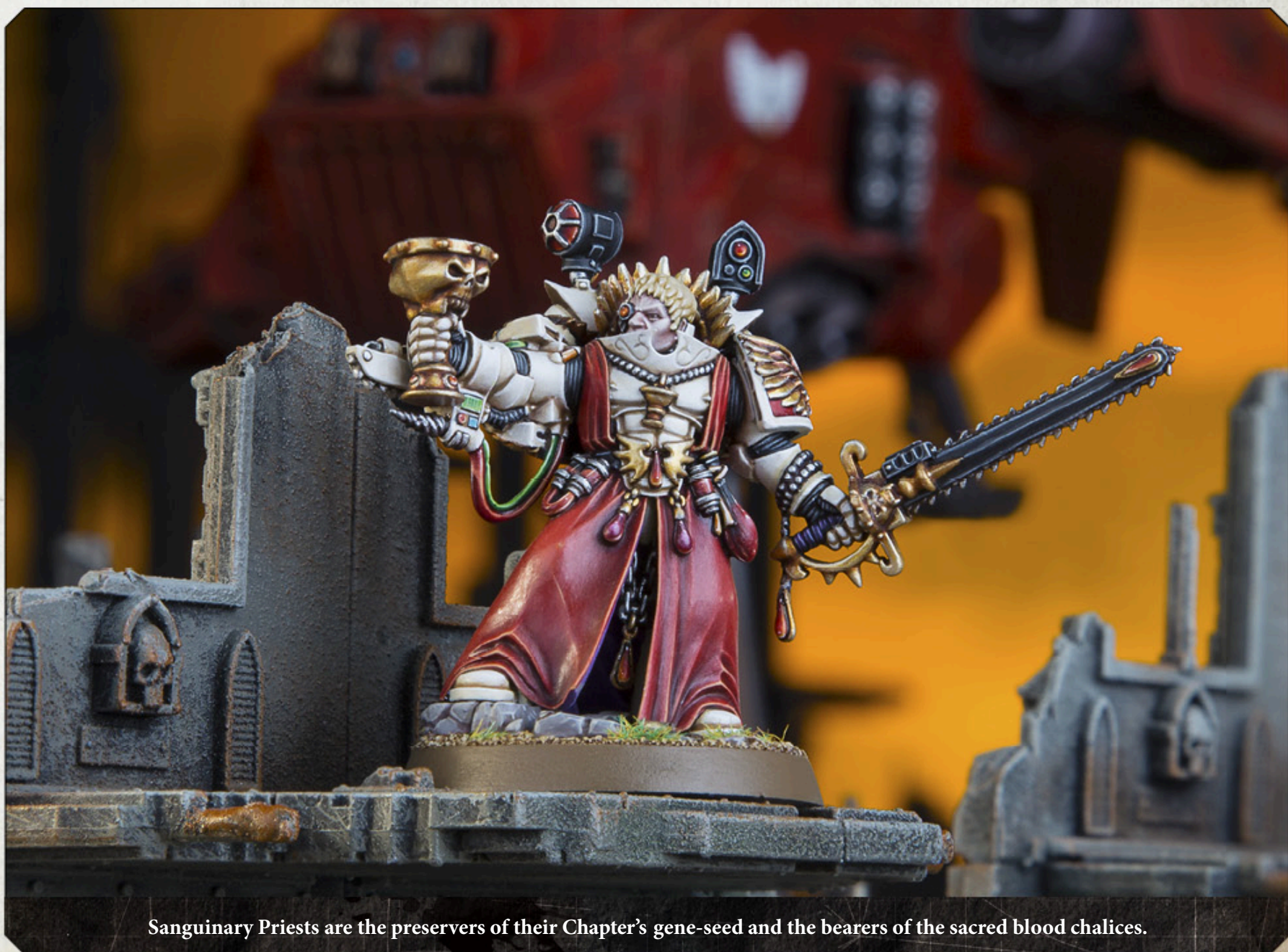


No Blood Angel embodies the wisdom and character of Sanguinius more than the Keeper of the Red Grail.



SANGUINARY PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sanguinary Priest	6"	2+	3+	4	4	4	3	9	3+	
A Sanguinary Priest is a single model armed with a bolt pistol, chainsword, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74) Blood Chalice: Friendly BLOOD ANGELS INFANTRY and BIKER units increase their Strength characteristic by 1 whilst they are within 6" of any SANGUINARY PRIESTS. Narthecium: At the end of any of your Movement phases, the Sanguinary Priest can attempt to heal or revive a single model. Select a friendly BLOOD ANGELS INFANTRY or BIKER unit within 3" of the Sanguinary Priest. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If a Sanguinary Priest fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, SANGUINARY PRIEST									



Sanguinary Priests are the preservers of their Chapter's gene-seed and the bearers of the sacred blood chalices.



CHIEF LIBRARIAN MEPHISTON



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chief Librarian Mephiston	7"	2+	2+	5	5	5	4	9	2+
Chief Librarian Mephiston is a single model armed with a plasma pistol, the Sanguine Sword, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
The Sanguine Sword	Melee	Melee		x2	-3	D3	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74) Lord of Death: Roll a D6 each time Chief Librarian Mephiston loses a wound. On a 5+ the wound is ignored and has no effect. Psychic Hood: You can add 1 to Deny the Witch tests you take for Chief Librarian Mephiston against enemy PSYKERS within 12".								
PSYKER	Chief Librarian Mephiston can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the <i>Smite</i> psychic power and three psychic powers from the Sanguinary discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, LIBRARIAN, PSYKER, CHIEF LIBRARIAN MEPHISTON								



LIBRARIAN DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian Dreadnought	6"	2+	3+	6	7	8	3	9	3+
A Librarian Dreadnought is a single model armed with a Furioso force halberd, Furioso fist and a storm bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Furioso fist	Melee	Melee		x2	-3	3	-		
Furioso force halberd	Melee	Melee		+4	-4	3	-		
WARGEAR OPTIONS	• This model may replace its storm bolter with a heavy flamer or a meltagun.								
ABILITIES	Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12". Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.						Smoke Launchers: Once per battle, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.		
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Sanguinary discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, VEHICLE, DREADNOUGHT, LIBRARIAN, PSYKER, LIBRARIAN DREADNOUGHT								



LIBRARIAN



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Librarian	6"	3+	3+	4	4	4	3	9	3+	
A Librarian is a single model armed with a force stave, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Force axe	Melee	Melee			+1	-2	D3	-		
Force stave	Melee	Melee			+2	-1	D3	-		
Force sword	Melee	Melee			User	-3	D3	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its bolt pistol with an item from the <i>Pistols</i> list. • This model may replace its force stave with a force sword or a force axe. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.									
ABILITIES	And They Shall Know No Fear (pg 74) Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12". Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.									
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Sanguinary discipline (pg 140).									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, PSYKER, LIBRARIAN									



PRIMARIS LIBRARIAN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Librarian	6"	3+	3+	4	4	5	4	9	3+
A Primaris Librarian is a single model armed with a force sword, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Force sword	Melee	Melee			User	-3	D3	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74)								
	Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Sanguinary discipline (pg 140).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, PSYKER, LIBRARIAN								



LIBRARIAN IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Librarian in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+	
A Librarian in Terminator Armour is a single model armed with a force axe.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Force axe	Melee	Melee		+1	-2	D3	-			
Force stave	Melee	Melee		+2	-1	D3	-			
Force sword	Melee	Melee		User	-3	D3	-			
WARGEAR OPTIONS	• This model may take an item from the <i>Terminator Combi-weapons</i> list. • This model may replace its force axe with a force sword or a force stave.									
ABILITIES	And They Shall Know No Fear (pg 74) Crux Terminatus: This model has a 5+ invulnerable save. Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy PSYKERS within 12".						Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and two psychic powers from the Sanguinary discipline (pg 140).									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN									



The Blood Angels Librarian unleashes his psychic might upon the luckless foe.



ASTORATH



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Astorath	12"	2+	2+	4	4	5	4	9	2+	
Astorath is a single model armed with the Executioner's Axe, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
The Executioner's Axe	Melee	Melee		+2	-3	D3	Each time you roll a wound roll of 6+ for this weapon it causes 3 damage instead of D3.			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	And They Shall Know No Fear (pg 74)						Mass of Doom: Once per battle, at the start of your Movement phase, Astorath may chant the Mass of Doom. Roll a D6 for each friendly BLOOD ANGELS INFANTRY unit within 6" of Astorath and apply the result below:			
Redeemer of the Lost: All friendly BLOOD ANGELS units within 6" of Astorath can use his Leadership instead of their own. In addition, friendly DEATH COMPANY units automatically pass Morale tests if they are within 6" of Astorath.							D6 Result			
Jump Pack Assault: During deployment, you can set up Astorath high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Astorath can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.							1 Frenzied Death Throes: The unit suffers a mortal wound.			
Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of Astorath.							2-5 Dark Wrath: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn.			
							6 Vessel of Sanguinius: You can add 1 to hit rolls made for this unit in the Fight phase until the end of your turn. In addition, the unit has a 4+ invulnerable save until the end of your turn.			
							Rosarius: This model has a 4+ invulnerable save.			
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN, JUMP PACK, FLY, ASTORATH									



LEMARTES



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lemartes	12"	2+	3+	4	4	4	5	9	3+
Lemartes is a single model armed with the Blood Crozius, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
The Blood Crozius	Melee	Melee			+2	-2	D3	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear, Black Rage (pg 74)						Jump Pack Assault: During deployment, you can set up Lemartes high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases Lemartes can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Fury Unbound: You can re-roll failed charge rolls and failed hit rolls in the Fight phase for friendly DEATH COMPANY units within 6" of Lemartes.								
	Guardian of the Lost: All friendly DEATH COMPANY units within 6" of Lemartes can use his Leadership instead of their own.						Rosarius: Lemartes has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY								
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN, JUMP PACK, FLY, LEMARTES								



CHAPLAIN IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Chaplain in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+	
A Chaplain in Terminator Armour is a single model armed with a crozius arcanum and a storm bolter.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Storm bolter	24"	Rapid Fire 2		4	0	1	-			
Crozius arcanum	Melee	Melee		+1	-1	2	-			
WARGEAR OPTIONS	• This model may replace its storm bolter with an item from the <i>Terminator Combi-weapons</i> list.									
ABILITIES	And They Shall Know No Fear (pg 74)						Rosarius: This model has a 4+ invulnerable save.			
	Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of this model.						Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
	Spiritual Leaders: All friendly BLOOD ANGELS units within 6" of this model can use the Chaplain's Leadership instead of their own.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, CHAPLAIN									



“They are the sons of the Angel, the blooded host, the defenders of Humanity. They are strength. They are nobility. They are the Blood Angels, and I say to you there are no more loyal or determined servants of the Emperor alive today.”

– High Lord Baldus Bael to Ordo Astartes Inquisitor Neizallkin following the Grand Accusation



PRIMARIS CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+
A Primaris Chaplain is a single model armed with a crozius arcanum, an absolver bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Absolver bolt pistol	16"	Pistol 1			5	-1	1	-	
Crozius arcanum	Melee	Melee			+1	-1	2	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74)							Spiritual Leaders: All friendly BLOOD ANGELS units within 6" of this model can use the Chaplain's Leadership instead of their own.	
	Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of this model.								
	Rosarius: This model has a 4+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, CHAPLAIN								



CHAPLAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Chaplain	6"	2+	3+	4	4	4	3	9	3+	
A Chaplain is a single model armed with a crozius arcanum, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Crozius arcanum	Melee	Melee			+1	-1	2	-		
Power fist	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS		• This model may replace its bolt pistol with an item from the <i>Pistols</i> list. • This model may take a power fist. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES		And They Shall Know No Fear (pg 74)					Rosarius: This model has a 4+ invulnerable save.			
		Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of this model.					Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
		Spiritual Leaders: All friendly BLOOD ANGELS units within 6" of this model can use the Chaplain's Leadership instead of their own.								
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS		CHARACTER, INFANTRY, CHAPLAIN								



TYCHO THE LOST



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Tycho the Lost	6"	2+	2+	4	4	5	4	9	2+	
Tycho the Lost is a single model armed with Blood Song, Dead Man's Hand, a bolt pistol, frag grenades and krak grenades. Only one TYCHO may be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Blood Song	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.									
- Master-crafted boltgun	24"	Rapid Fire 1		4	-1	2	-			
- Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Dead Man's Hand	Melee	Melee		User	-2	1	-			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	And They Shall Know No Fear, Black Rage (pg 74)						Abhor the Beast: Tycho the Lost may make D3 additional close combat attacks if he is within 1" of any enemy ORKS after he has piled in during the Fight phase.			
	Iron Halo: Tycho the Lost has a 4+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY									
KEYWORDS	CHARACTER, INFANTRY, TYCHO									



CAPTAIN



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Captain	6"	2+	2+	4	4	5	4	9	3+	
A Captain is a single model armed with a bolt pistol, chainsword, master-crafted boltgun, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted boltgun	24"	Rapid Fire 1			4	-1	2	-		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Relic blade	Melee	Melee			+2	-3	D3	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its master-crafted boltgun with an item from the <i>Pistols</i>, <i>Combi-weapons</i> or <i>Melee Weapons</i> lists. • This model may replace its chainsword with a storm shield, relic blade or an item from the <i>Melee Weapons</i> list. • This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.									
ABILITIES	And They Shall Know No Fear (pg 74) Rites of Battle: You can re-roll hit rolls of 1 made for friendly BLOOD ANGELS units within 6" of this model. Iron Halo: This model has a 4+ invulnerable save. Storm Shield: A model with a storm shield has a 3+ invulnerable save. Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN									



CAPTAIN TYCHO



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain Tycho	6"	2+	2+	4	4	5	4	9	2+
Captain Tycho is a single model armed with Blood Song, Dead Man's Hand, a bolt pistol, frag grenades and krak grenades. Only one Tycho may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Blood Song	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.								
- Master-crafted boltgun	24"	Rapid Fire 1		4	-1	2	-		
- Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Dead Man's Hand	Melee	Melee		User	-2	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74)						Abhor the Beast: Captain Tycho may make D3 additional close combat attacks if he is within 1" of any enemy ORKS after he has piled in during the Fight phase.		
	Rites of Battle: You can re-roll hit rolls of 1 made for friendly BLOOD ANGELS units within 6" of Captain Tycho.						Iron Halo: Captain Tycho has a 4+ invulnerable save.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN, TYCHO								



CAPTAIN IN TERMINATOR ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Captain in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+	
A Captain in Terminator Armour is a single model armed with a relic blade and a storm bolter.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2			4	0	1	-		
Wrist-mounted grenade launcher	12"	Assault D3			4	-1	1	-		
Chainfist	Melee	Melee			x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee			User	-3	1	-		
Relic blade	Melee	Melee			+2	-3	D3	-		
WARGEAR OPTIONS	• This model may replace its storm bolter with an item from the <i>Terminator Combi-weapons</i> or <i>Terminator Melee Weapons</i> lists. • This model may replace its relic blade with a power sword, a chainfist or an item from the <i>Terminator Melee Weapons</i> list. • A Captain in Terminator Armour with a power fist can also be equipped with a wrist-mounted grenade launcher.									
ABILITIES	And They Shall Know No Fear (pg 74) Iron Halo: This model has a 4+ invulnerable save. Rites of Battle: You can re-roll hit rolls of 1 made for friendly BLOOD ANGELS units within 6" of this model. Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, CAPTAIN									



CAPTAIN IN CATAPHRACTII ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Captain in Cataphractii Armour	4"	2+	2+	4	4	6	4	9	2+	
A Captain in Cataphractii Armour is a single model armed with a chainfist and a combi-bolter.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2			4	0	1	-		
Chainfist	Melee	Melee			x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee			User	-3	1	-		
Relic blade	Melee	Melee			+2	-3	D3	-		
WARGEAR OPTIONS	• This model may replace its combi-bolter with an item from the <i>Terminator Combi-weapons</i> or <i>Terminator Melee Weapons</i> lists. • This model may replace its chainfist with a power sword, a relic blade or an item from the <i>Terminator Melee Weapons</i> list.									
ABILITIES	And They Shall Know No Fear (pg 74) Cataphractii Armour and Iron Halo: This model has a 3+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances. Rites of Battle: You can re-roll hit rolls of 1 made for friendly BLOOD ANGELS units within 6" of this model. Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, CAPTAIN									



PRIMARIS CAPTAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Primaris Captain	6"	2+	2+	4	4	6	5	9	3+	
A Primaris Captain is a single model armed with a master-crafted auto bolt rifle, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted auto bolt rifle	24"	Assault 2			4	0	2	-		
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	2	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1			7	-3	1	-		
- Supercharge	12"	Pistol 1			8	-3	2	On a hit roll of 1, the bearer is slain.		
Power fist	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee			User	-3	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its master-crafted auto bolt rifle with a master-crafted stalker bolt rifle. • This model may take a power sword, or replace its master-crafted auto bolt rifle and bolt pistol with a power fist and a plasma pistol.									
ABILITIES	And They Shall Know No Fear (pg 74)							Rites of Battle: You can re-roll hit rolls of 1 made for friendly BLOOD ANGELS units within 6" of this model.		
	Iron Halo: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, CAPTAIN									



CAPTAIN IN GRAVIS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Gravis Armour	5"	2+	2+	4	5	6	5	9	3+
A Captain in Gravis Armour is a single model armed with a master-crafted power sword and a boltstorm gauntlet.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Boltstorm gauntlet (shooting)	12"	Pistol 3		4	0	1	-		
Boltstorm gauntlet (melee)	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Master-crafted power sword	Melee	Melee		User	-3	2	-		
ABILITIES	And They Shall Know No Fear (pg 74)								
	Iron Halo: This model has a 4+ invulnerable save.								
	Rites of Battle: You can re-roll hit rolls of 1 made for friendly BLOOD ANGELS units within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, MK X GRAVIS, PRIMARIS, CAPTAIN								



LIEUTENANTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lieutenant	6"	2+	3+	4	4	4	3	8	3+
This unit contains 1 Lieutenant. It can include 1 additional Lieutenant (Power Rating +4). Each model is armed with a chainsword, bolt pistol, master-crafted boltgun, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Master-crafted boltgun	24"	Rapid Fire 1			4	-1	2	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	- Any model may replace its master-crafted boltgun with an item from the <i>Pistols</i>, <i>Combi-weapons</i> or <i>Melee Weapons</i> lists. - Any model may replace its chainsword with an item from the <i>Melee Weapons</i> list. - Any model may take a jump pack (Power Rating +1 per model). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear (pg 74)						Company Heroes: During deployment, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Lieutenant is treated as a separate unit.		
	Jump Pack Assault: During deployment, if a Lieutenant has a jump pack, you can set him up high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases he can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.						Tactical Precision: You can re-roll wound rolls of 1 for BLOOD ANGELS units that are within 6" of a friendly BLOOD ANGELS LIEUTENANT .		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, LIEUTENANTS								



PRIMARIS LIEUTENANTS

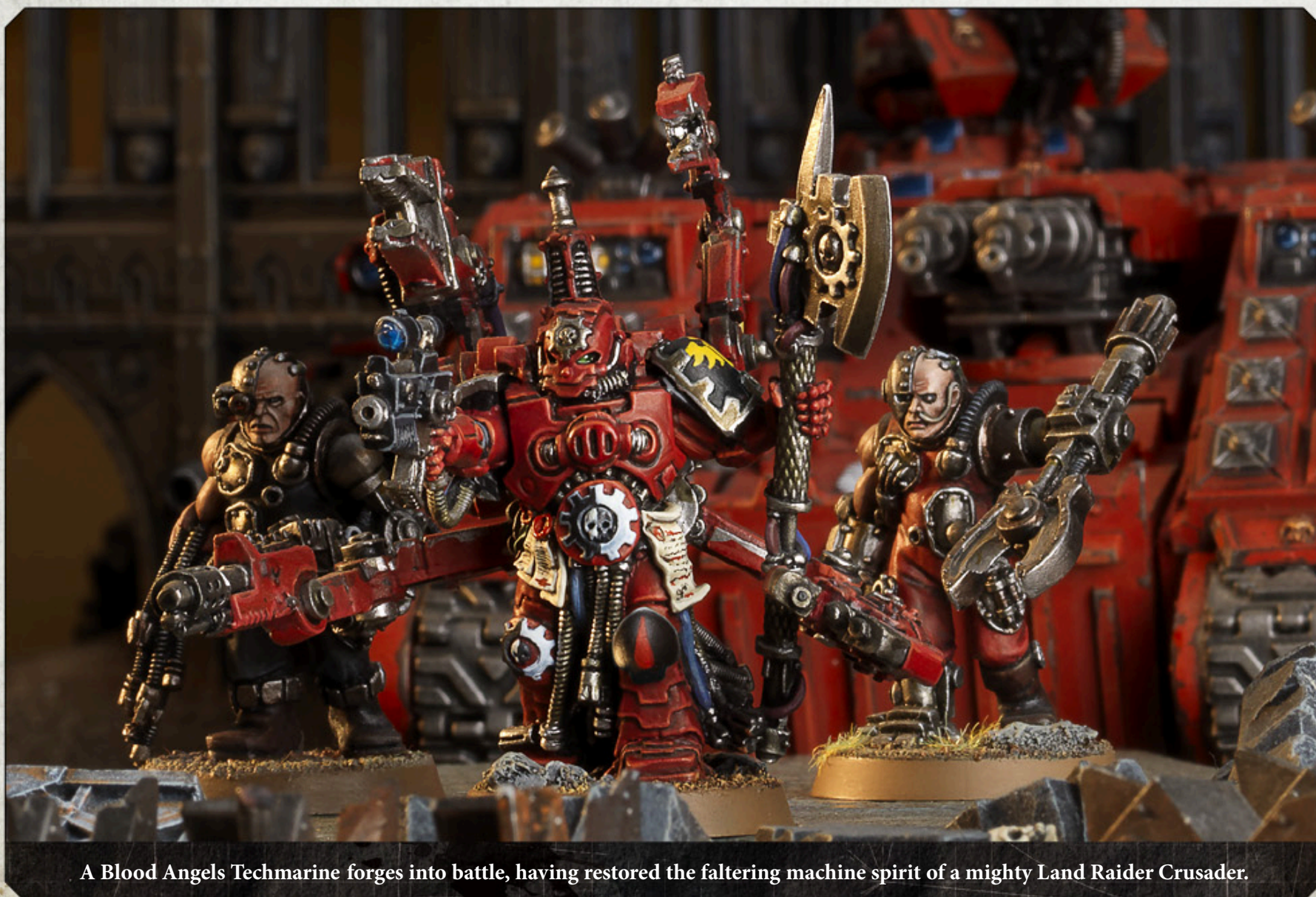


NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Lieutenant	6"	2+	3+	4	4	5	4	8	3+
This unit contains 1 Primaris Lieutenant. It can include 1 additional Primaris Lieutenant (Power Rating +5). Each model is armed with a master-crafted auto bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Master-crafted auto bolt rifle	24"	Assault 2			4	0	2	-	
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	2	-	
Power sword	Melee	Melee			User	-3	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• Any model may replace its master-crafted auto bolt rifle with a master-crafted stalker bolt rifle or a power sword.								
ABILITIES	And They Shall Know No Fear (pg 74) Tactical Precision: You can re-roll wound rolls of 1 for BLOOD ANGELS units that are within 6" of a friendly BLOOD ANGELS LIEUTENANT.							Company Heroes: During deployment, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Primaris Lieutenant is treated as a separate unit.	
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, LIEUTENANTS								



TECHMARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techmarine	6"	3+	2+	4	4	4	3	8	2+
A Techmarine is a single model armed with a power axe, servo-arm, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Plasma cutter	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Assault 1		7	-3	1	-		
- Supercharge	12"	Assault 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Power axe	Melee	Melee		+1	-2	1	-		
Servo-arm	Melee	Melee		x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun or an item from the <i>Pistols</i> or <i>Combi-weapons</i> lists. • This model may take a servo-harness (Power Rating +1), which comprises an additional servo-arm, a plasma cutter and a flamer.								
ABILITIES	And They Shall Know No Fear (pg 74)								
	Blessing of the Omnissiah: At the end of your Movement phase this model can repair a single BLOOD ANGELS VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, TECHMARINE								



A Blood Angels Techmarine forges into battle, having restored the faltering machine spirit of a mighty Land Raider Crusader.



TACTICAL SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+
This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +4). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
Melta bomb	4"	Grenade 1			8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .	
WARGEAR OPTIONS	• The Space Marine Sergeant may replace his bolt pistol and boltgun with items from the <i>Sergeant Equipment</i> list. • If the unit contains less than ten models, one Space Marine may replace his boltgun with an item from the <i>Special Weapons</i> or <i>Heavy Weapons</i> list. • If the unit contains ten models, one Space Marine may replace his boltgun with an item from the <i>Special Weapons</i> list and one other Space Marine may replace his boltgun with an item from the <i>Heavy Weapons</i> list. • The Space Marine Sergeant may take melta bombs.								
ABILITIES	And They Shall Know No Fear (pg 74) Combat Squads: Before any models are deployed at the start of the game, a Tactical Squad containing 10 models may be split into two units, each containing 5 models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, TACTICAL SQUAD								



INTERCESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Intercessor Sergeant and 4 Intercessors. It can include up to 5 additional Intercessors (Power Rating +5). Each model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Auto bolt rifle	24"	Assault 2			4	0	1	-	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Bolt rifle	30"	Rapid Fire 1			4	-1	1	-	
Stalker bolt rifle	36"	Heavy 1			4	-2	1	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS		• All models in the unit may replace their bolt rifle with an auto bolt rifle or stalker bolt rifle. • For every five models in the unit, one may take an auxiliary grenade launcher. • The Intercessor Sergeant may either replace his bolt rifle with a chainsword or take a chainsword in addition to his other weapons.							
ABILITIES		And They Shall Know No Fear (pg 74) Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".						Combat Squads: Before any models are deployed at the start of the game, an Intercessor Squad containing 10 models may be split into two units, each containing 5 models.	
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS							
KEYWORDS		INFANTRY, PRIMARIS, INTERCESSOR SQUAD							



SCOUT SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout	6"	3+	3+	4	4	1	1	7	4+
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+
This unit contains 1 Scout Sergeant and 4 Scouts. It can include up to 5 additional Scouts (Power Rating +4). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Astartes shotgun	12"	Assault 2			4	0	1	If the target is within half range, add 1 to this weapon's Strength.	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Heavy bolter	36"	Heavy 3			5	-1	1	-	
Missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy D6			4	0	1	-	
- Krak missile	48"	Heavy 1			8	-2	D6	-	
Sniper rifle	36"	Heavy 1			4	0	1	A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	
Combat knife	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• The Scout Sergeant may replace his bolt pistol with an item from the <i>Melee Weapons</i> or <i>Pistols</i> lists. • The Scout Sergeant may replace his boltgun with an item from the <i>Pistols</i> list. • Any model may replace its boltgun with a sniper rifle, an Astartes shotgun or a combat knife. • One Scout may replace his boltgun with a heavy bolter or a missile launcher. • Any model may take a camo cloak.								
ABILITIES	And They Shall Know No Fear (pg 74) Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models. Combat Squads: Before any models are deployed at the start of the game, a Scout Squad containing 10 models may be split into two units, each containing 5 models. Camo Cloaks: If every model in a unit has a camo cloak, you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, SCOUT, SCOUT SQUAD								



Blood Angels Scouts storm from the ruins, shotguns roaring as they blast their foes.



The glorious golden angels of the Sanguinary Guard sweep into battle, blades at the ready.



SANGUINARY GUARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanguinary Guard	12"	3+	3+	4	4	2	2	8	2+
This unit contains 4 Sanguinary Guard. It may contain up to 6 additional Sanguinary Guard (Power Rating +12). Each Sanguinary Guard is armed with an angelus boltgun, encarmine sword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Angelus boltgun	12"	Assault 2		4	-1	1	-		
Inferno pistol	6"	Pistol 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Encarmine axe	Melee	Melee		+1	-2	D3	-		
Encarmine sword	Melee	Melee		User	-3	D3	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• All models in the unit may take a death mask. • Any model may replace its angelus boltgun with an inferno pistol or a plasma pistol. • Any model may replace its encarmine sword with an encarmine axe or a power fist.								
ABILITIES	And They Shall Know No Fear (pg 74) Heirs of Azkaellon: You can re-roll failed hit rolls for models from this unit if they are within 6" of a friendly BLOOD ANGELS Warlord. Death Mask: Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.						Jump Pack Assault: During deployment, you can set up this unit high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, JUMP PACK, FLY, SANGUINARY GUARD								



SANGUINARY ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanguinary Ancient	12"	3+	3+	4	4	4	3	9	2+
A Sanguinary Ancient is a single model armed with an angelus boltgun, encarmine sword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Angelus boltgun	12"	Assault 2		4	-1	1	-		
Inferno pistol	6"	Pistol 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Encarmine axe	Melee	Melee		+1	-2	D3	-		
Encarmine sword	Melee	Melee		User	-3	D3	-		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• This model may take a death mask. • This model may replace its angelus boltgun with an inferno pistol or a plasma pistol. • This model may replace its encarmine sword with an encarmine axe or a power fist.								
ABILITIES	And They Shall Know No Fear (pg 74) Blood Angels Chapter Banner: BLOOD ANGELS units within 6" of any friendly BLOOD ANGELS ANCIENTS add 1 to their Leadership. In addition, you can re-roll wound rolls of 1 in the Fight phase for friendly BLOOD ANGELS units within 6" of this model. Death Mask: Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.						Heirs of Azkaellon: You can re-roll failed hit rolls for this model if it is within 6" of a friendly BLOOD ANGELS Warlord. Jump Pack Assault: During deployment, you can set up this model high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, ANCIENT, JUMP PACK, FLY, SANGUINARY GUARD								



PRIMARIS APOTHECARY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Apothecary	6"	3+	3+	4	4	5	3	8	3+
A Primaris Apothecary is a single model armed with an absolver bolt pistol, reductor pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Absolver bolt pistol	16"	Pistol 1			5	-1	1	-	
Reductor pistol	3"	Pistol 1			4	-3	2	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74) Narthecium: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly BLOOD ANGELS INFANTRY or BIKER unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, APOTHECARY								



AGGRESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+
This unit contains 1 Aggressor Sergeant and 2 Aggressors. It can include up to 3 additional Aggressors (Power Rating +6). Each model is armed with auto boltstorm gauntlets and a fragstorm grenade launcher.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Auto boltstorm gauntlets (shooting)	18"	Assault 6		4	0	1	-		
Flamestorm gauntlets (shooting)	8"	Assault 2D6		4	0	1	This weapon automatically hits its target.		
Fragstorm grenade launcher	18"	Assault D6		4	0	1	-		
Auto boltstorm gauntlets (melee)	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Flamestorm gauntlets (melee)	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS	• All models in the unit may replace their auto boltstorm gauntlets and fragstorm grenade launcher with flamestorm gauntlets.								
ABILITIES	And They Shall Know No Fear (pg 74)						Fire Storm: Models in this unit can fire twice if they remained stationary during their turn (including when firing Overwatch).		
	Combat Squads: Before any models are deployed at the start of the game, an Aggressor Squad containing 6 models may be split into two units, each containing 3 models.						Relentless Advance: Models in this unit do not suffer any penalty to their hit rolls for Advancing and firing Assault weapons.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, MK X GRAVIS, PRIMARIS, AGGRESSOR SQUAD								



SANGUINARY NOVITIATE



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sanguinary Novitiate	6"	3+	3+	4	4	4	3	8	3+	
A Sanguinary Novitiate is a single model armed with a bolt pistol, chainsword, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74) Narthecium: At the end of any of your Movement phases, the Sanguinary Novitiate can attempt to heal or revive a single model. Select a friendly BLOOD ANGELS INFANTRY or BIKER unit within 3" of the Sanguinary Novitiate. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Sanguinary Novitiate fails to revive a model in this manner he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, SANGUINARY NOVITIATE									



DEATH COMPANY DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Company Dreadnought	8"	3+	3+	6	7	8	4	7	3+
A Death Company Dreadnought is a single model equipped with two Furioso fists, a storm bolter and a meltagun.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Blood talons	Melee	Melee		+4	-2	3	You can re-roll failed hit and wound rolls for this weapon.		
Furioso fist	Melee	Melee		x2	-3	3	If a model is equipped with two Furioso fists, you can re-roll failed hit rolls when attacking with them.		
WARGEAR OPTIONS	• This model may replace its two Furioso fists with blood talons. • This model may replace its storm bolter and/or meltagun with a heavy flamer. • This model may replace its smoke launchers with a magna-grapple.								
ABILITIES	Black Rage (pg 74) Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds. Insatiable: This model may move up to 6" when consolidating at the end of the Fight phase.						Smoke Launchers: Once per battle, instead of shooting any weapons in the Shooting phase, this model can use smoke launchers if it is equipped with them; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Magna-grapple: If a model with a magna-grapple only targets a single VEHICLE unit in the Charge phase, add 2 to its charge roll.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY								
KEYWORDS	VEHICLE, DREADNOUGHT, DEATH COMPANY DREADNOUGHT								



DEATH COMPANY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Company Marine	6"	3+	3+	4	4	1	2	7	3+
This unit contains 5 Death Company Marines. It may include up to 5 additional Death Company Marines (Power Rating +8) or up to 10 additional Death Company Marines (Power Rating +16). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Hand flamer	6"	Pistol D3			3	0	1	This weapon automatically hits its target.	
Inferno pistol	6"	Pistol 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1			7	-3	1	-	
- Supercharge	12"	Pistol 1			8	-3	2	On a hit roll of 1, the bearer is slain.	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Power axe	Melee	Melee			+1	-2	1	-	
Power fist	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Power maul	Melee	Melee			+2	-1	1	-	
Power sword	Melee	Melee			User	-3	1	-	
Thunder hammer	Melee	Melee			x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	- Any model may replace its bolt pistol with a boltgun, hand flamer, inferno pistol, plasma pistol, power axe, power fist, power maul or power sword. - Any model may replace its chainsword with a power axe, power fist, power maul or power sword. - Any model may replace its chainsword and bolt pistol with a thunder hammer. - The entire unit may take jump packs (Power Rating +1 per 5 models). If they do, their Move characteristic is increased to 12" and they gain the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear, Black Rage (pg 74) Jump Pack Assault: During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS, DEATH COMPANY								
KEYWORDS	INFANTRY								



‘Furio was my comrade in a dozen wars, each more terrible than the last. More than that, he was my brother – an exemplary and selfless warrior for whom I would gladly have died. Yet it was he, not I, who was to meet a bloody end upon Tabulata.

The madness took him in the hours before the drop. One moment we knelt side-by-side amongst the ranks. The next, the Chaplain was there, intoning the moripatris, and I saw in Furio’s eyes that he no longer knew me. The next I saw of him was upon the field of battle, leading the charge into the traitor guns, his armour painted black as a shroud. He tore through them, my brother, leaving a trail of sundered corpses as though he were Sanguinius himself. He and his lost comrades tore a breach in their lines before at last they were cut to pieces by the enemy’s fire. Through their sacrifice they brought us victory.’

-Brother Tybael, Blood Angels 4th Company



SERVITORS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Servitor	5"	5+	5+	3	3	1	1	6	4+	
This unit contains 4 Servitors. Each model is armed with a servo-arm.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Heavy bolter	36"	Heavy 3			5	-1	1	-		
Multi-melta	24"	Heavy 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Plasma cannon	When attacking with this weapon, choose one of the profiles below.									
- Standard	36"	Heavy D3			7	-3	1	-		
- Supercharge	36"	Heavy D3			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Servo-arm	Melee	Melee			x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS	• Up to two Servitors may replace their servo-arm with a heavy bolter, plasma cannon or multi-melta.									
ABILITIES	Mindlock: Servitors improve both their Weapon Skill and Ballistic Skill to 4+, and their Leadership to 9, whilst they are within 6" of any friendly TECHMARINES.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	INFANTRY, SERVITORS									



TERMINATOR ANCIENT



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Terminator Ancient	5"	3+	3+	4	4	5	3	8	2+	
A Terminator Ancient is a single model armed with a lightning claw.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2			4	0	1	-		
Lightning claw	Melee	Melee			User	-2	1	You can re-roll failed wound rolls for this weapon.		
Thunder hammer	Melee	Melee			x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS	• This model may replace its lightning claw with a thunder hammer or a storm bolter.									
ABILITIES	And They Shall Know No Fear (pg 74)							Crux Terminatus: This model has a 5+ invulnerable save.		
	Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.							Archangel Standard: BLOOD ANGELS units within 6" of any friendly BLOOD ANGELS ANCIENTS add 1 to their Leadership characteristic. In addition, you can re-roll any failed hit rolls in the Fight phase for friendly BLOOD ANGELS units within 6" of this model.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, ANCIENT, TERMINATOR									



COMPANY ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Ancient	6"	3+	3+	4	4	4	3	8	3+
A Company Ancient is a single model armed with a bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its bolt pistol with a boltgun, or an item from the <i>Pistols</i> , <i>Combi-weapons</i> or <i>Melee Weapons</i> lists.								
ABILITIES	And They Shall Know No Fear (pg 74) Astartes Banner: BLOOD ANGELS units within 6" of any friendly BLOOD ANGELS ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a BLOOD ANGELS INFANTRY model is destroyed within 6" of any friendly BLOOD ANGELS ANCIENTS, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, ANCIENT, COMPANY ANCIENT								



PRIMARIS ANCIENT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Ancient	6"	3+	3+	4	4	5	4	8	3+
A Primaris Ancient is a single model armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Bolt rifle	30"	Rapid Fire 1			4	-1	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
ABILITIES	And They Shall Know No Fear (pg 74) Astartes Banner: BLOOD ANGELS units within 6" of any friendly BLOOD ANGELS ANCIENTS add 1 to their Leadership. In addition, roll a D6 each time a BLOOD ANGELS INFANTRY model is destroyed within 6" of any friendly BLOOD ANGELS ANCIENTS, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, ANCIENT								



COMPANY CHAMPION



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Company Champion	6"	2+	3+	4	4	4	3	8	3+	
A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Master-crafted power sword	Melee	Melee			User	-3	2	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	And They Shall Know No Fear (pg 74)									
	Honour or Death: This model must make a Heroic Intervention if it is able to do so. In addition, you can re-roll any failed hit rolls for this model in the Fight phase when targeting a CHARACTER .									
	Combat Shield: This model has a 5+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	CHARACTER, INFANTRY, COMPANY CHAMPION									



COMPANY VETERANS



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+	
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+	
This unit contains 1 Veteran Sergeant and 1 Space Marine Veteran. It can include up to 3 additional Space Marine Veterans (Power Rating +5). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• The Veteran Sergeant may replace his bolt pistol and chainsword with items from the <i>Sergeant Equipment</i> list. • Any Space Marine Veteran may replace their bolt pistol with a storm shield or an item from the <i>Melee Weapons</i> or <i>Pistols</i> lists. • Any Space Marine Veteran may replace their chainsword with a storm shield, a boltgun, or an item from the <i>Melee Weapons</i>, <i>Pistols</i>, <i>Combi-weapons</i> or <i>Special Weapons</i> list.									
ABILITIES	And They Shall Know No Fear (pg 74) Command Squad Bodyguard: Roll a D6 each time a friendly BLOOD ANGELS CHARACTER loses a wound whilst they are within 3" of this unit; on a 2+ a model from this squad can intercept that hit – the character does not lose a wound but this unit suffers a mortal wound. Storm Shield: A model with a storm shield has a 3+ invulnerable save.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	INFANTRY, COMPANY VETERANS									



REIVER SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Reiver	6"	3+	3+	4	4	2	2	7	3+	
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+	
This unit contains 1 Reiver Sergeant and 4 Reivers. It can include up to 5 additional Reivers (Power Rating +5). Each model is armed with a bolt carbine, heavy bolt pistol, frag grenades, krak grenades and shock grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt carbine	24"	Assault 2			4	0	1	-		
Heavy bolt pistol	12"	Pistol 1			4	-1	1	-		
Combat knife	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
Shock grenade	6"	Grenade D3			*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.		
WARGEAR OPTIONS		• All Reivers in the unit may replace their bolt carbine with a combat knife. • The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife. • All models in the unit may take grav-chutes. • All models in the unit may take a grapnel launcher.								
ABILITIES		And They Shall Know No Fear (pg 74) Grapnel Launchers: When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.					Combat Squads: Before any models are deployed at the start of the game, a Reiver Squad containing 10 models may be split into two units, each containing 5 models. Terror Troops: Enemy units must subtract 1 from their Leadership if they are within 3" of any Reiver Squads. Grav-chutes: During deployment, you can set up this unit, if it is equipped with grav-chutes, in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.			
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS		INFANTRY, PRIMARIS, REIVER SQUAD								



TERMINATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+
This unit contains 1 Terminator Sergeant and 4 Terminators. It can include up to 5 additional Terminators (Power Rating +12). • The Terminator Sergeant is armed with a storm bolter and a power sword. • Each Terminator is armed with a storm bolter and a power fist.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Chainfist	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
WARGEAR OPTIONS		• For every five models in the unit, one Terminator may replace his storm bolter with a weapon from the <i>Terminator Heavy Weapons</i> list. • Any Terminator may replace his power fist with a chainfist. • The unit may take a teleport homer.							
ABILITIES		And They Shall Know No Fear (pg 74) Combat Squads: Before any models are deployed at the start of the game, a Terminator Squad containing 10 models may be split into two units, each containing 5 models. Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.					Teleport Homer: If this unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly BLOOD ANGELS teleport homers on the battlefield, this unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove this unit and then set it up with all models within 6" of a friendly BLOOD ANGELS teleport homer. That teleport homer is then removed from the battlefield. Crux Terminatus: All models in this unit have a 5+ invulnerable save.		
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS							
KEYWORDS		INFANTRY, TERMINATOR, TERMINATOR SQUAD							



TERMINATOR ASSAULT SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+
This unit contains 1 Terminator Sergeant and 4 Terminators. It can include up to 5 additional Terminators (Power Rating +11). Each model is armed with two lightning claws.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Lightning claw	Melee	Melee		User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.		
Thunder hammer	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
WARGEAR OPTIONS	- Any model may replace its two lightning claws with a thunder hammer and storm shield. - The unit may take a teleport homer.								
ABILITIES	And They Shall Know No Fear (pg 74) Combat Squads: Before any models are deployed at the start of the game, a Terminator Assault Squad containing 10 models may be split into two units, each containing 5 models. Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models. Crux Terminatus: All models in this unit have a 5+ invulnerable save.						Storm Shield: A model with a storm shield has a 3+ invulnerable save. Teleport Homer: If this unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly BLOOD ANGELS teleport homers on the battlefield, this unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove this unit and then set it up with all models within 6" of a friendly BLOOD ANGELS teleport homer. That teleport homer is then removed from the battlefield.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, TERMINATOR, TERMINATOR ASSAULT SQUAD								



Even the heaviest enemy fire rebounds from the hulking armour of the Blood Angels Terminators.



CATAPHRACTII TERMINATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Cataphractii Terminator	4"	3+	3+	4	4	2	2	8	2+	
Cataphractii Sergeant	4"	3+	3+	4	4	2	3	9	2+	
This unit contains 1 Cataphractii Sergeant and 4 Cataphractii Terminators. It can include up to 5 additional Cataphractii Terminators (Power Rating +12).										
• The Cataphractii Sergeant is armed with a combi-bolter and power sword. • Each Cataphractii Terminator is armed with a combi-bolter and power fist.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2			4	0	1	-		
Grenade harness	12"	Assault D6			4	-1	1	-		
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.		
Chainfist	Melee	Melee			x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Lightning claw	Melee	Melee			User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.		
Power fist	Melee	Melee			x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee			User	-3	1	-		
WARGEAR OPTIONS	• For every five models in the unit, one Cataphractii Terminator may replace his combi-bolter with a heavy flamer. • Any model may replace its combi-bolter with a lightning claw. • Any Cataphractii Terminator may replace his power fist with a chainfist or a lightning claw. • The Cataphractii Sergeant may replace his power sword with a chainfist, a power fist or a lightning claw. • The Cataphractii Sergeant may take a grenade harness.									
ABILITIES	And They Shall Know No Fear (pg 74) Combat Squads: Before deployment at the start of the game, a Cataphractii Terminator Squad containing 10 models may be split into two units, each containing 5 models. Cataphractii Armour: Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances.							Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	INFANTRY, TERMINATOR, CATAPHRACTII TERMINATOR SQUAD									



TARTAROS TERMINATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tartaros Terminator	6"	3+	3+	4	4	2	2	8	2+
Tartaros Sergeant	6"	3+	3+	4	4	2	3	9	2+
This unit contains 1 Tartaros Sergeant and 4 Tartaros Terminators. It can include up to 5 additional Tartaros Terminators (Power Rating +12). - The Tartaros Sergeant is armed with a combi-bolter and a power sword. - Each Tartaros Terminator is armed with a combi-bolter and a power fist.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2		4	0	1	-		
Grenade harness	12"	Assault D6		4	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Plasma blaster	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault 2		7	-3	1	-		
- Supercharge	18"	Assault 2		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Reaper autocannon	36"	Heavy 4		7	-1	1	-		
Volkite charger	15"	Heavy 2		5	0	2	-		
Chainfist	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.		
Lightning claw	Melee	Melee		User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.		
Power fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power sword	Melee	Melee		User	-3	1	-		
WARGEAR OPTIONS	- For every five models in the unit, one Tartaros Terminator may replace his combi-bolter with a heavy flamer or a reaper autocannon. - Any Tartaros Terminator may replace his combi-bolter and power fist with two lightning claws. - The Tartaros Sergeant may replace his combi-bolter and power sword with two lightning claws. - Any Tartaros Terminator may replace his power fist with a chainfist. - The Tartaros Sergeant may replace his power sword with a chainfist or a power fist. - The Tartaros Sergeant may replace his combi-bolter with a plasma blaster or a volkite charger. - For every five models in the unit, one model may take a grenade harness.								
ABILITIES	And They Shall Know No Fear (pg 74)						Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
	Combat Squads: Before deployment at the start of the game, a Tartaros Terminator Squad containing 10 models may be split into two units, each containing 5 models.								
	Tartaros Armour: Models in this unit have a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, TERMINATOR, TARTAROS TERMINATOR SQUAD								



'Just as a warrior grows into a deadly veteran over years of constant warfare, so do weapons become ever more potent as the centuries pass. Within the vaults of the Arx Angelicum are arms and armour that first saw use in battle during the Great Crusade. Needless to say, such ancient tools of war are as magnificent as they are terrible.'

- Brother Variano, Artifactor of the Crimson Forge



VANGUARD VETERAN SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+
This unit contains 1 Veteran Sergeant and 4 Space Marine Veterans. It can include up to 5 additional Space Marine Veterans (Power Rating +7). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Chainsword	Melee	Melee			User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Relic blade	Melee	Melee			+2	-3	D3	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
Melta bomb	4"	Grenade 1			8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .	
WARGEAR OPTIONS		• The Veteran Sergeant may replace his bolt pistol and chainsword with two items from the following list: a storm shield, a relic blade, or an item from the <i>Pistols</i> or <i>Melee Weapons</i> lists. • Any Space Marine Veteran may replace his bolt pistol and chainsword with a storm shield and an item from the <i>Pistols</i> or <i>Melee Weapons</i> lists, or with two items from the <i>Pistols</i> and/or <i>Melee Weapons</i> lists. • One model may take melta bombs. • The entire unit may take jump packs (Power Rating +1 per 5 models). If they do, their Move characteristic is increased to 12" and they gain the JUMP PACK and FLY keywords.							
ABILITIES		And They Shall Know No Fear (pg 74) Combat Squads: Before any models are deployed at the start of the game, a Vanguard Veteran Squad containing 10 models may be split into two units, each containing 5 models. Storm Shield: A model with a storm shield has a 3+ invulnerable save.					Jump Pack Assault: During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.		
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS							
KEYWORDS		INFANTRY, VANGUARD VETERAN SQUAD							



Vanguard Veterans storm the breach, spearheading the Blood Angels' assault.



STERNGUARD VETERAN SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+
This unit contains 1 Veteran Sergeant and 4 Space Marine Veterans. It can include up to 5 additional Space Marine Veterans (Power Rating +7). Each model is equipped with a special issue boltgun, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Heavy flamer	8"	Heavy D6			5	-1	1	This weapon automatically hits its target.	
Special issue boltgun	30"	Rapid Fire 1			4	-2	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• The Veteran Sergeant may replace his bolt pistol and special issue boltgun with items from the <i>Sergeant Equipment</i> list. • The Veteran Sergeant may replace his bolt pistol with an item from the <i>Sergeant Equipment</i> list. • Up to two Space Marine Veterans may replace their special issue boltgun with an item from the <i>Special Weapons</i>, <i>Heavy Weapons</i> or <i>Combi-weapons</i> list. • Any Space Marine Veteran may replace his special issue boltgun with a weapon from the <i>Combi-weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74) Combat Squads: Before any models are deployed at the start of the game, a Sternguard Veteran Squad containing 10 models may be split into two units, each containing 5 models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, STERNGUARD VETERAN SQUAD								



DREADNOUGHT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dreadnought	6"	3+	3+	6	7	8	4	8	3+
A Dreadnought is a single model equipped with an assault cannon, storm bolter and Dreadnought combat weapon.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6		6	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy D6		4	0	1	-		
- Krak missile	48"	Heavy 1		8	-2	D6	-		
Storm bolter	24"	Rapid Fire 2		4	0	1	-		
Dreadnought combat weapon	Melee	Melee		x2	-3	3	-		
WARGEAR OPTIONS	• This model may replace its assault cannon with an item from the <i>Dreadnought Heavy Weapons</i> list. • This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher. • This model may replace its storm bolter with a heavy flamer or a meltagun.								
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.						Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	VEHICLE, DREADNOUGHT								



FURIOSO DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Furioso Dreadnought	8"	3+	3+	6	7	8	4	8	3+	
A Furioso Dreadnought is a single model equipped with two Furioso fists, a storm bolter and a meltagun.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Frag cannon	8"	Assault 2D6		6	-1	1	This weapon automatically hits its target.			
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.			
Storm bolter	24"	Rapid Fire 2		4	0	1	-			
Meltagun	12"	Assault 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Blood talons	Melee	Melee			+4	-2	3	You can re-roll failed hit and wound rolls for this weapon.		
Furioso fist	Melee	Melee			x2	-3	3	If a model is equipped with two Furioso fists, you can re-roll failed hit rolls when attacking with them.		
WARGEAR OPTIONS		• This model may replace one Furioso fist and either its storm bolter or its meltagun with a frag cannon. • This model may replace its two Furioso fists with blood talons. • This model may replace its storm bolter and/or meltagun with a heavy flamer. • This model may replace its smoke launchers with a magna-grapple.								
ABILITIES		Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.					Smoke Launchers: Once per battle, instead of shooting any weapons in the Shooting phase, this model can use smoke launchers if it is equipped with them; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.			
		Magna-grapple: If a model with a magna-grapple only targets a single VEHICLE unit in the Charge phase, add 2 to its charge roll.								
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS		VEHICLE, DREADNOUGHT, FURIOSO DREADNOUGHT								



Unstoppable, merciless, mighty – the Furioso Dreadnought is death incarnate.



CONTEMPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+	6-10+	9"	2+	2+
A Contemptor Dreadnought is a single model equipped with a multi-melta, combi-bolter and Dreadnought combat weapon.										3-5	6"	3+	3+
										1-2	4"	4+	4+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Combi-bolter	24"	Rapid Fire 2		4	0	1	-						
Kheres pattern assault cannon	24"	Heavy 6		7	-1	1	-						
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Dreadnought combat weapon	Melee	Melee		x2	-3	3	-						
WARGEAR OPTIONS	• This model may replace its multi-melta with a Kheres pattern assault cannon.												
ABILITIES	Atomantic Shielding: This model has a 5+ invulnerable save.												
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS												
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT												



REDEPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+	7-13+	8"	3+	3+
A Redemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, heavy flamer, two fragstorm grenade launchers and a Redemptor fist.										4-6	6"	4+	4+
										1-3	4"	5+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Fragstorm grenade launcher	18"	Assault D6		4	0	1	-						
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.						
Heavy onslaught gatling cannon	30"	Heavy 12		5	-1	1	-						
Icarus rocket pod	24"	Heavy D3		7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.						
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.												
- Standard	36"	Heavy D6		8	-4	1	-						
- Supercharge	36"	Heavy D6		9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.						
Onslaught gatling cannon	24"	Heavy 6		5	-1	1	-						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
Redemptor fist	Melee	Melee		x2	-3	D6	-						
WARGEAR OPTIONS	• This model may replace its heavy flamer with an onslaught gatling cannon. • This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator. • This model may replace its two fragstorm grenade launchers with two storm bolters. • This model may take an Icarus rocket pod.												
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS												
KEYWORDS	VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT												



ASSAULT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+
This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +4). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Hand flamer	6"	Pistol D3		3	0	1	This weapon automatically hits its target.		
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Inferno pistol	6"	Pistol 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Plasma gun	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Rapid Fire 1		7	-3	1	-		
- Supercharge	24"	Rapid Fire 1		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Eviscerator	Melee	Melee		x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
Melta bomb	4"	Grenade 1		8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .		
WARGEAR OPTIONS	• The Space Marine Sergeant may replace his bolt pistol with an item from the <i>Melee Weapons</i> or <i>Pistols</i> lists. • The Space Marine Sergeant may replace his chainsword with an item from the <i>Melee Weapons</i> list. • The Space Marine Sergeant may take a combat shield. • The Space Marine Sergeant may take melta bombs. • Up to two Space Marines may replace their bolt pistol with a hand flamer, an inferno pistol or a plasma pistol, or replace their bolt pistol and chainsword with a flamer, meltagun or plasma gun. • For every five models in the unit, one model may replace its bolt pistol and chainsword with an eviscerator. • The entire unit may take jump packs (Power Rating +1 per 5 models). If they do, their Move characteristic is increased to 12" and they gain the JUMP PACK and FLY keywords.								
ABILITIES	And They Shall Know No Fear (pg 74) Combat Shield: A model with a combat shield has a 5+ invulnerable save. Combat Squads: Before any models are deployed at the start of the game, an Assault Squad containing 10 models may be split into two units, each containing 5 models. Jump Pack Assault: During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, ASSAULT SQUAD								





BIKE SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Biker	14"	3+	3+	4	5	2	1	7	3+
Biker Sergeant	14"	3+	3+	4	5	2	2	8	3+
Attack Bike	14"	3+	3+	4	5	4	2	7	3+

This unit contains 1 Biker Sergeant and 2 Space Marine Bikers. It can include up to 3 additional Space Marine Bikers (**Power Rating +4**) or up to 5 additional Space Marine Bikers (**Power Rating +6**). It can also include a single Attack Bike (**Power Rating +3**).

- The Space Marine Bikers and the Biker Sergeant are each armed with a bolt pistol, frag grenades and krak grenades. Each of their Space Marine bikes is equipped with a twin boltgun.
- The Space Marine Attack Bike is equipped with a twin boltgun and heavy bolter, and is crewed by two Space Marines armed with bolt pistols, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Biker Sergeant may replace his bolt pistol with an item from the *Melee Weapons* or *Pistols* lists.
- Any Space Marine Biker may replace his bolt pistol with a chainsword.
- Up to two Space Marine Bikers may replace their bolt pistol with an item from the *Special Weapons* list.
- The Attack Bike may replace its heavy bolter with a multi-melta.

ABILITIES

And They Shall Know No Fear (pg 74)

Combat Squads: Before any models are deployed at the start of the game a Bike Squad containing 6 models may be split into two units, each containing 3 models. A Bike Squad containing 9 models may be split into two units, one of which has 4 models including the Attack Bike.

Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS BIKER, BIKE SQUAD



Engines roaring, the Blood Angels Bikers sweep around the enemy flanks to wreak havoc in their rear lines.



ATTACK BIKE SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Attack Bike	14"	3+	3+	4	5	4	2	7	3+	
This unit contains 1 Attack Bike. It can include 1 additional Attack Bike (Power Rating +3) or 2 additional Attack Bikes (Power Rating +6). Each model is equipped with a twin boltgun and heavy bolter, and is crewed by two Space Marines armed with bolt pistols, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Heavy bolter	36"	Heavy 3			5	-1	1	-		
Multi-melta	24"	Heavy 1			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Twin boltgun	24"	Rapid Fire 2			4	0	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
WARGEAR OPTIONS	• Any model may replace its heavy bolter with a multi-melta.									
ABILITIES	And They Shall Know No Fear (pg 74) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	BIKER, ATTACK BIKE SQUAD									



LAND SPEEDERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder	16"	3+	3+	4	5	6	2	7	3+
This unit contains 1 Land Speeder. It can include up to 2 additional Land Speeders (Power Rating +6 per model). Each model is equipped with a heavy bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault cannon	24"	Heavy 6		6	-1	1	-		
Heavy bolter	36"	Heavy 3		5	-1	1	-		
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.		
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag missile	48"	Heavy 2D6		4	0	1	-		
- Krak missile	48"	Heavy 2		8	-2	D6	-		
WARGEAR OPTIONS	- Any model may replace its heavy bolter with a multi-melta. - Any model may take an assault cannon, heavy flamer or typhoon missile launcher.								
ABILITIES	And They Shall Know No Fear (pg 74)						Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.		
	Anti-grav Upwash: Models in this unit have a Move characteristic of 20", instead of 16", whilst the unit contains 3 models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	VEHICLE, FLY, LAND SPEEDERS								



SCOUT BIKE SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout Biker	16"	3+	3+	4	5	2	1	7	4+
Scout Biker Sergeant	16"	3+	3+	4	5	2	2	8	4+
This unit contains 1 Scout Biker Sergeant and 2 Scout Bikers. It can include up to 3 additional Scout Bikers (Power Rating +4) or up to 6 additional Scout Bikers (Power Rating +8). Each model is equipped with a bolt pistol, Astartes shotgun, combat knife, frag grenades and krak grenades. Each of their Scout bikes is equipped with a twin boltgun.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Astartes grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag grenade	24"	Assault D6		3	0	1	-		
- Krak grenade	24"	Assault 1		6	-1	D3	-		
Astartes shotgun	12"	Assault 2		4	0	1	If the target is within half range, add 1 to this weapon's Strength.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Twin boltgun	24"	Rapid Fire 2		4	0	1	-		
Combat knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• The Scout Biker Sergeant may replace his bolt pistol with an item from the <i>Melee Weapons</i> or <i>Pistols</i> lists. • Up to three Scout Bikers may replace their bike's twin boltgun with an Astartes grenade launcher.								
ABILITIES	And They Shall Know No Fear (pg 74) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.						Combat Squads: Before any models are deployed at the start of the game a Scout Bike Squad containing 6 models may be split into two units, each containing 3 models. A Scout Bike Squad containing 9 models may be split into three units, each containing 3 models.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	BIKER, SCOUT, SCOUT BIKE SQUAD								



INCEPTOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+
This unit contains 2 Inceptors and 1 Inceptor Sergeant. It can include up to 3 additional Inceptors (Power Rating +10). Each model is equipped with two assault bolters.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Assault bolter	18"	Assault 3			5	-1	1	-	
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.								
- Standard	18"	Assault D3			7	-3	1	-	
- Supercharge	18"	Assault D3			8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
WARGEAR OPTIONS	• All models in the unit may replace their two assault bolters with two plasma exterminators.								
ABILITIES	And They Shall Know No Fear (pg 74)							Crushing Charge: Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.	
	Meteoric Descent: During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent – set it up anywhere on the battlefield that is more than 9" away from any enemy models.							Combat Squads: Before any models are deployed at the start of the game, an Inceptor Squad containing 6 models may be split into two units, each containing 3 models.	
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FLY, INCEPTOR SQUAD								



DEVASTATOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+
Armorium Cherub	6"	6+	-	2	4	1	1	3	6+
This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines (Power Rating +3). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades. The unit may be accompanied by an Armorium Cherub, which is not armed with any weapons.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Boltgun	24"	Rapid Fire 1			4	0	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• The Space Marine Sergeant may replace his boltgun with items from the <i>Sergeant Equipment</i> list. • Up to four Space Marines may replace their boltguns with an item from the <i>Heavy Weapons</i> list.								
ABILITIES	And They Shall Know No Fear (pg 74) Combat Squads: Before any models are deployed at the start of the game, a Devastator Squad containing 10 models may be split into two units, each containing 5 models. Signum: Before this unit shoots in the Shooting phase, you can choose one model from this unit that is within 3" of its Sergeant; you can add 1 to hit rolls made for your chosen model's weapons this phase.						Armorium Cherub: Once per game, after a model in a Devastator Squad that is accompanied by an Armorium Cherub has fired, the Armorium Cherub can reload that model's weapons. When it does so, remove the Armorium Cherub and that model can immediately shoot again. The removal of an Armorium Cherub (for any reason) is ignored for the purposes of morale. The Armorium Cherub does not count as a model for the purposes of the Combat Squad ability. If a Devastator Squad is split using the Combat Squads ability, the Armorium Cherub must accompany one of the units.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, DEVASTATOR SQUAD								



PREDATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W		M	BS	A
Predator	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3	
A Predator is a single model equipped with a Predator autocannon.										3-5	6"	4+	D3	
										1-2	3"	5+	1	
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES						
Heavy bolter	36"	Heavy 3			5	-1	1	-						
Hunter-killer missile	48"	Heavy 1			8	-2	D6	This weapon can only be fired once per battle.						
Lascannon	48"	Heavy 1			9	-3	D6	-						
Predator autocannon	48"	Heavy 2D3			7	-1	3	-						
Storm bolter	24"	Rapid Fire 2			4	0	1	-						
Twin lascannon	48"	Heavy 2			9	-3	D6	-						
WARGEAR OPTIONS		• This model may replace its Predator autocannon with a twin lascannon. • This model may take two heavy bolters or two lascannons. • This model may take a hunter-killer missile. • This model may take a storm bolter.												
ABILITIES		Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS												
KEYWORDS		VEHICLE, PREDATOR												



HELLBLASTER SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+
This unit contains 1 Hellblaster Sergeant and 4 Hellblasters. It can include up to 5 additional Hellblasters (Power Rating +8). Each model is armed with a plasma incinerator, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Assault 2		6	-4	1	-		
- Supercharge	24"	Assault 2		7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	36"	Heavy 1		8	-4	1	-		
- Supercharge	36"	Heavy 1		9	-4	2	On a hit roll of 1, the bearer is slain.		
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.								
- Standard	30"	Rapid Fire 1		7	-4	1	-		
- Supercharge	30"	Rapid Fire 1		8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Frag grenade	6"	Grenade D6		3	0	1	-		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	• All models in the unit may replace their plasma incinerator with an assault plasma incinerator. • All models in the unit may replace their plasma incinerator with a heavy plasma incinerator. • The Hellblaster Sergeant may replace his bolt pistol with a plasma pistol.								
ABILITIES	And They Shall Know No Fear (pg 74) Combat Squads: Before any models are deployed at the start of the game, a Hellblaster Squad containing 10 models may be split into two units, each containing 5 models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS								
KEYWORDS	INFANTRY, PRIMARIS, HELLBLASTER SQUAD								



BAAL PREDATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Baal Predator	*	6+	*	6	7	11	*	8	3+

A Baal Predator is a single model equipped with a twin assault cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

REMAINING W	M	BS	A
6-11+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

WARGEAR OPTIONS

- This model may replace its twin assault cannon with a flamestorm cannon.
- This model may take two heavy bolters or two heavy flamers.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Overcharged Engines: When this model Advances roll 2 dice and pick the highest result.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

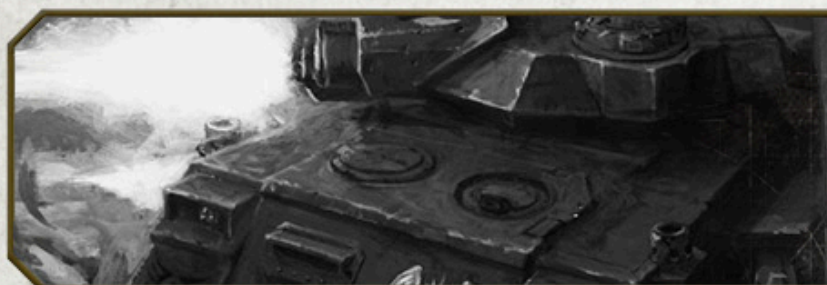
Smoke Launchers: Once per battle, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS

VEHICLE, PREDATOR, BAAL PREDATOR



‘Though I long for the heady joys of the blade as much as any of my brothers, command of such overwhelming firepower offers a satisfaction all of its own.’

– Sergeant Traviola, Blood Angels 2nd Company



HUNTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hunter	*	6+	*	6	8	11	*	8	3+

A Hunter is a single model equipped with a skyspear missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. You can re-roll failed hit rolls for this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

REMAINING W	M	BS	A
6-11+	10"	3+	3
3-5	5"	4+	D3
1-2	3"	5+	1

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS

VEHICLE, HUNTER



STALKER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stalker	*	6+	*	6	8	11	*	8	3+

A Stalker is a single model equipped with two Icarus stormcannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS

VEHICLE, STALKER



WHIRLWIND

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Whirlwind	*	6+	*	6	7	11	*	8	3+

A Whirlwind is a single model equipped with a Whirlwind vengeance launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.

WARGEAR OPTIONS

- This model may replace its Whirlwind vengeance launcher with a Whirlwind castellan launcher.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS

KEYWORDS

VEHICLE, WHIRLWIND



VINDICATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vindicator	*	6+	*	6	8	11	*	8	3+

A Vindicator is a single model equipped with a demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS	- This model may take a hunter-killer missile. - This model may take a storm bolter.
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ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
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FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
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KEYWORDS	VEHICLE, VINDICATOR
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REMAINING W	M	BS	A
6-11+	10"	3+	3
3-5	5"	4+	D3
1-2	3"	5+	1



LAND RAIDER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider	*	6+	*	8	8	16	*	9	2+

A Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS	- This model may take a hunter-killer missile. - This model may take a storm bolter. - This model may take a multi-melta.
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ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
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TRANSPORT	This model can transport 10 BLOOD ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models.
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FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
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KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER
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REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1



LAND RAIDER CRUSADER

DAMAGE			
Some of this model's characteristics change as it suffers damage, as shown below:			
REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Crusader	*	6+	*	8	8	16	*	9	2+

A Land Raider Crusader is a single model equipped with a twin assault cannon and two hurricane bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take a storm bolter. • This model may take a multi-melta.					
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.					
TRANSPORT	This model can transport 16 BLOOD ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models.					
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS					
KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER					



LAND RAIDER REDEEMER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Land Raider Redeemer	★	6+	★	8	8	16	★	9	2+	9-16+	10"	3+	6
A Land Raider Redeemer is a single model equipped with a twin assault cannon and two flamestorm cannons.										5-8	5"	4+	D6
										1-4	3"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Flamestorm cannon	8"	Heavy D6		6	-2	2	This weapon automatically hits its target.						
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This weapon can only be fired once per battle.						
Multi-melta	24"	Heavy 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Storm bolter	24"	Rapid Fire 2		4	0	1	-						
Twin assault cannon	24"	Heavy 12		6	-1	1	-						
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take a storm bolter. • This model may take a multi-melta.												
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.						Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.						
	Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.						Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.						
TRANSPORT	This model can transport 12 BLOOD ANGELS INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER												



None can stay the onslaught of the Land Raider Redeemer. Those who try die swiftly, engulfed in searing flames.



RHINO

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Rhino	✱	6+	✱	6	7	10	✱	8	3+	6-10+	12"	3+	3
A Rhino is a single model equipped with a storm bolter.										3-5	6"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	This weapon can only be fired once per battle.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
WARGEAR OPTIONS	• This model may take a hunter-killer missile. • This model may take an additional storm bolter.												
ABILITIES	Self-Repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
TRANSPORT	This model can transport 10 BLOOD ANGELS INFANTRY models. It cannot transport JUMP PACK , TERMINATOR or PRIMARIS models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, RHINO												



RAZORBACK

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Razorback is a single model equipped with a twin heavy bolter.										3-5	6"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Hunter-killer missile	48"	Heavy 1			8	-2	D6	This weapon can only be fired once per battle.					
Storm bolter	24"	Rapid Fire 2			4	0	1	-					
Twin assault cannon	24"	Heavy 12			6	-1	1	-					
Twin heavy bolter	36"	Heavy 6			5	-1	1	-					
Twin lascannon	48"	Heavy 2			9	-3	D6	-					
WARGEAR OPTIONS	• This model may replace its twin heavy bolter with a twin lascannon or a twin assault cannon. • This model may take a hunter-killer missile. • This model may take a storm bolter.												
ABILITIES	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.						Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.						
TRANSPORT	This model can transport 6 BLOOD ANGELS INFANTRY models. It cannot transport JUMP PACK , TERMINATOR or PRIMARIS models.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, RAZORBACK												



DROP POD



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Drop Pod	0"	-	3+	6	6	8	0	8	3+	
A Drop Pod is a single model equipped with a storm bolter.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Deathwind launcher	12"	Assault D6			5	0	1	-		
Storm bolter	24"	Rapid Fire 2			4	0	1	-		
WARGEAR OPTIONS	• This model may replace its storm bolter with a deathwind launcher.									
ABILITIES	Drop Pod Assault: During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain. Immobile: After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.									
TRANSPORT	This model can transport 10 BLOOD ANGELS INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, or PRIMARIS models.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	VEHICLE, TRANSPORT, DROP POD									



‘No angel ever descended from the heavens with as much sound and fury as do we. Let the Drop Pods’ roar herald our coming – the brief warning our foe hears shall avail them naught.’

– Sergeant Drusani, Blood Angels 1st Company



LAND SPEEDER STORM



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Land Speeder Storm	18"	3+	3+	4	5	7	2	7	4+	
A Land Speeder Storm is a single model equipped with a heavy bolter and cerberus launcher.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Cerberus launcher	18"	Heavy D6			4	0	1	-		
Heavy bolter	36"	Heavy 3			5	-1	1	-		
ABILITIES	Open-topped: Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Land Speeder Storm itself can.									
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers a mortal wound.									
TRANSPORT	This model can transport 5 BLOOD ANGELS SCOUT INFANTRY models.									
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS									
KEYWORDS	VEHICLE, TRANSPORT, LAND SPEEDER, SCOUT, FLY, LAND SPEEDER STORM									



REPULSOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W		M	BS	A															
Repulsor	*	6+	*	8	8	16	*	9	3+	9-16+	10"	3+	6																
A Repulsor is a single model equipped with a heavy onslaught gatling cannon, twin heavy bolter, ironhail heavy stubber, Icarus ironhail heavy stubber, two krakstorm grenade launchers, two storm bolters and auto launchers.										5-8	5"	4+	D6																
										1-4	3"	5+	1																
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																						
Fragstorm grenade launcher	18"	Assault D6		4	0	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.																						
Heavy onslaught gatling cannon	30"	Heavy 12		5	-1	1									-														
Icarus ironhail heavy stubber	36"	Heavy 3		4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.																						
Icarus rocket pod	24"	Heavy D3		7	-1	1									-														
Ironhail heavy stubber	36"	Heavy 3		4	-1	1	-																						
Krakstorm grenade launcher	18"	Assault 1		6	-1	D3									-														
Las-talon	24"	Heavy 2		9	-3	D6	-																						
Onslaught gatling cannon	24"	Heavy 6		5	-1	1									-														
Storm bolter	24"	Rapid Fire 2		4	0	1	-																						
Twin heavy bolter	36"	Heavy 6		5	-1	1									-														
Twin lascannon	48"	Heavy 2		9	-3	D6	-																						
WARGEAR OPTIONS • This model may replace its twin heavy bolter with a twin lascannon. • This model may replace its heavy onslaught gatling cannon with a las-talon. • This model may replace its ironhail heavy stubber with an onslaught gatling cannon. • This model may replace its two storm bolters with two fragstorm grenade launchers. • This model may replace its Icarus ironhail heavy stubber with an Icarus rocket pod, storm bolter or fragstorm grenade launcher. • This model may replace its auto launchers with two fragstorm grenade launchers. • This model may take an additional ironhail heavy stubber.																													
										ABILITIES Hover Tank: Distances and ranges are always measured to and from this model's hull, even though it has a base. Repulsor Field: Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulsor. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Auto Launchers: Instead of shooting any weapons in the Shooting phase, this model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.																			
																				TRANSPORT This model can transport 10 BLOOD ANGELS PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.									
										KEYWORDS VEHICLE, TRANSPORT, FLY, REPULSOR																			





STORMHAWK INTERCEPTOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormhawk Interceptor	*	6+	*	6	7	10	*	8	3+

A Stormhawk Interceptor is a single model equipped with two assault cannons, two heavy bolters and an Icarus stormcannon.

REMAINING W	M	BS	A
6-10+	20-60"	3+	3
3-5	20-40"	4+	D3
1-2	20-25"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Las-talon	24"	Heavy 2	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS	• This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher. • This model may replace its Icarus stormcannon with a las-talon.
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ABILITIES	Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds. Infernum Halo-launcher: You can re-roll save rolls of 1 for this model.	Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY.
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FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
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KEYWORDS	VEHICLE, FLY, STORMHAWK INTERCEPTOR
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STORMRAVEN GUNSHIP

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Stormraven Gunship	*	6+	*	8	7	14	*	9	3+	8-14+	20-45"	3+	3
A Stormraven Gunship is a single model equipped with a twin assault cannon, twin heavy bolter and two stormstrike missile launchers.										4-7	20-30"	4+	D3
										1-3	20"	5+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES					
Hurricane bolter	24"	Rapid Fire 6			4	0	1	-					
Stormstrike missile launcher	72"	Heavy 1			8	-3	3	-					
Twin assault cannon	24"	Heavy 12			6	-1	1	-					
Twin heavy bolter	36"	Heavy 6			5	-1	1	-					
Twin heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.												
- Standard	36"	Heavy 2D3			7	-3	1	-					
- Supercharge	36"	Heavy 2D3			8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.					
Twin lascannon	48"	Heavy 2			9	-3	D6	-					
Twin multi-melta	24"	Heavy 2			8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.					
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.												
- Frag missile	48"	Heavy 2D6			4	0	1	-					
- Krak missile	48"	Heavy 2			8	-2	D6	-					
WARGEAR OPTIONS	• This model may replace its twin assault cannon with a twin lascannon or a twin heavy plasma cannon. • This model may replace its twin heavy bolter with a twin multi-melta or a typhoon missile launcher. • This model may take two hurricane bolters.												
ABILITIES	Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice. Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.												
TRANSPORT	This model can transport 12 BLOOD ANGELS INFANTRY models and 1 BLOOD ANGELS DREADNOUGHT. Each JUMP PACK or TERMINATOR model takes the space of two other models. It cannot transport PRIMARIS models or Redemptor Dreadnoughts.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS												
KEYWORDS	VEHICLE, TRANSPORT, FLY, STORMRAVEN GUNSHIP												





STORMTALON GUNSHIP

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormtalon Gunship	*	6+	*	6	6	10	*	8	3+

A Stormtalon Gunship is a single model equipped with a twin assault cannon and two heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS	• This model may replace its two heavy bolters with two lascannons, a skyhammer missile launcher or a typhoon missile launcher.
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ABILITIES	Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.	Strafing Run: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot FLY.
	Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.	Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS
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KEYWORDS	VEHICLE, FLY, STORMTALON GUNSHIP
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ARMOURY OF THE BLOOD ANGELS

As a First Founding Chapter of the Adeptus Astartes, the Blood Angels have access to the finest arms and armour the Imperium can provide. When combined with the Blood Angels' natural talent for crafting elegant and potent weaponry suited to their particularly aggressive style of warfare, this makes for a terrifying arsenal indeed. The profiles for all of their wargear are detailed below.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	16"	Pistol 1	5	-1	1	-
Angelus boltgun	12"	Assault 2	4	-1	1	-
Assault bolter	18"	Assault 3	5	-1	1	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Astartes grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Auto bolt rifle	24"	Assault 2	4	0	1	-
Auto boltstorm gauntlets (shooting)	18"	Assault 6	4	0	1	-
Blood Song	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	0	1	-
Cerberus launcher	18"	Heavy D6	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grav	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
Cyclone missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwind launcher	12"	Assault D6	5	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Flamestorm gauntlets (shooting)	8"	Assault 2D6	4	0	1	This weapon automatically hits its target.
Frag cannon	8"	Assault 2D6	6	-1	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Grav-pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grenade harness	12"	Assault D6	4	-1	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	On a hit roll of 1, the bearer is slain.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Macro plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a VEHICLE .
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cutter	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Reductor pistol	3"	Pistol 1	4	-3	2	-
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . You can re-roll failed hit rolls for this weapon.
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 2D3	7	-3	1	-
- Supercharge	36"	Heavy 2D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Volkite charger	15"	Heavy 2	5	0	2	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.
Wrist-mounted grenade launcher	12"	Assault D3	4	-1	1	-



OTHER WARGEAR

Auto launchers	Instead of shooting any weapons in the Shooting phase, a model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target the bearer.
Camo cloak	If every model in a unit has a camo cloak, you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
Combat shield	A model with a combat shield has a 5+ invulnerable save.
Death mask	Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.
Grapnel launcher	When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.
Grav-chute	During deployment, a unit equipped with grav-chutes can be set up in high orbit instead of being placed on the battlefield. At the end of any of your Movement phases the unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.
Magna-grapple	If a model with a magna-grapple only targets a single VEHICLE unit in the Charge phase, add 2 to its charge roll.
Storm shield	A model with a storm shield has a 3+ invulnerable save.
Teleport homer	If a unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly BLOOD ANGELS teleport homers on the battlefield, the unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove the unit and then set it up with all models within 6" of a friendly BLOOD ANGELS teleport homer. That teleport homer is then removed from the battlefield.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
The Axe Mortalis	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon if the target is a CHARACTER .
The Blood Crozius	Melee	Melee	+2	-2	D3	-
Blood Reaver	Melee	Melee	x2	-2	3	-
Blood talons	Melee	Melee	+4	-2	3	You can re-roll failed hit and wound rolls for this weapon.
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Crozius arcanum	Melee	Melee	+1	-1	2	-
Dead Man's Hand	Melee	Melee	User	-2	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Encarmine axe	Melee	Melee	+1	-2	D3	-
Encarmine broadsword	Melee	Melee	+2	-4	D3	-
Encarmine sword	Melee	Melee	User	-3	D3	-
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
The Executioner's Axe	Melee	Melee	+2	-3	D3	Each time you roll a wound roll of 6+ for this weapon it causes 3 damage instead of D3.
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Furioso fist	Melee	Melee	x2	-3	3	If a model is equipped with two Furioso fists, you can re-roll failed hit rolls when attacking with them.
Furioso force halberd	Melee	Melee	+4	-4	3	-
Heaven's Teeth	Melee	Melee	+1	-1	1	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Master-crafted power sword	Melee	Melee	User	-3	2	-
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-
Relic blade	Melee	Melee	+2	-3	D3	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll.
The Sanguine Sword	Melee	Melee	x2	-3	D3	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.





Upon the ashen dunes of Armageddon, the Blood Angels storm into battle against the Orks of Waaagh! Ghazghkull, heaping their mangled corpses high about the shattered ruins of Hive Hades. Wave upon wave of the bellowing xenos pour into the fight, and the fires of war burn taller by the moment...



SONS OF SANGUINIUS

In this section you'll find rules for Battle-forged armies that include BLOOD ANGELS Detachments – that is, any Detachment which only includes BLOOD ANGELS units. These rules include the abilities below and a series of Stratagems. This section also includes the Blood Angels' unique Warlord Traits, Psychic Discipline, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Blood Angels in your games of Warhammer 40,000.

ABILITIES

If your army is Battle-forged, Troops units in BLOOD ANGELS Detachments and Blood Angels successor Chapter Detachments (that is, any Detachment which only includes units from that successor Chapter) gain the Defenders of Humanity ability. In addition, INFANTRY, BIKER and DREADNOUGHT units (other than SERVITOR units) in BLOOD ANGELS Detachments and Blood Angels successor Chapter Detachments gain The Red Thirst ability.

DEFENDERS OF HUMANITY

The warriors of the Adeptus Astartes are sworn to defend the Imperium of Mankind. While a single Space Marine still stands, the light of Humanity will never fade.

A unit with this ability that is within range of an objective marker (as specified in the

mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

THE RED THIRST

Though they strive to restrain it at every turn, the murderous ferocity of the Blood Angels simmers just beneath the surface of their thoughts. In battle this rage can be used as a weapon, lending ferocious strength to the Blood Angels' blows.

In any turn in which a unit with this ability charged, was charged or made a Heroic Intervention, you may add 1 to its wound rolls in the Fight phase.

‘WHERE THE FOE COMES ON IN GREAT NUMBER, STRIKE THE HEAD FROM THE BEAST AND THEN BLEED IT DRY.

WHERE THE FOE RAINS FIRE FROM AFAR, STRIKE WITH ALL THE SPEED AND SURETY OF SANGUINIUS' BLADE.

WHERE THE FOE COWERS WITHIN THEIR FASTNESS, SOAR HIGH UPON THE ANGEL'S WINGS AND TURN THEIR FORTRESS INTO THEIR TOMB.

WHERE THE FOE CONJURES FORTH THE FOULNESS OF THE WARP, THERE LET THE PRIMARCH'S GIFT BE A LIGHT IN THE DARKNESS.

AND WHERE THE FOE MUST SURELY PREVAIL, THERE SEND FORTH THE FALLEN ONES THAT THEIR DEATHS MAY WREST VICTORY FROM DEFEAT.

- From the collected writing of Chapter Master Galano



STRATAGEMS

If your army is Battle-forged and includes any BLOOD ANGELS Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These help to reflect the tactics and strategies used by the Blood Angels on the battlefield.

The Stratagems listed here, with the exception of the Armoury of Baal, can also be used by any of the Blood Angels successor Chapters, provided that your army is Battle-forged and includes at least one Detachment of such warriors (excluding Auxiliary Support Detachments) – simply replace the BLOOD ANGELS keyword in all instances with the name of your chosen Chapter.

1CP/3CP

ARMOURY OF BAAL

Blood Angels Stratagem

The Blood Angels Chapter has many potent and ancient weapons with which to equip its mighty heroes during the times of greatest need.

Use this Stratagem before the battle. Your army can have one extra Relic of Baal for 1 CP, or two extra Relics of Baal for 3 CPs. All of the Relics of Baal that you include must be different and be given to different BLOOD ANGELS CHARACTERS. You can only use this Stratagem once.

1CP

DEATH VISIONS OF SANGUINIUS

Blood Angels Stratagem

Even the greatest heroes of the Blood Angels can succumb to the clutches of the Black Rage, their minds burning with the conviction that they are the Primarch himself.

Use this Stratagem when mustering your army. Select a BLOOD ANGELS CAPTAIN, CHAPLAIN or LIEUTENANT from your army (other than PRIMARIS models, and named characters such as Commander Dante). That model gains the DEATH COMPANY keyword and the Black Rage ability (pg 74) for the duration of the battle.

2CP

FORLORN FURY

Blood Angels Stratagem

So lost to rage are the Death Company that they surge unstopably into battle, eagerly outpacing their brothers.

Use this Stratagem at the start of the first battle round, but before the first turn has begun. You can immediately move one of your DEATH COMPANY INFANTRY units (and can even Advance) as if it were your Movement phase.

You can only use this Stratagem once.

1CP

WISDOM OF THE ANCIENTS

Blood Angels Stratagem

Each fallen hero that rests within a Space Marine Dreadnought has seen a thousand battles, and slain foes beyond counting in the name of the Emperor. Such noble service cannot help but inspire their fellow battle-brothers.

Use this Stratagem at the start of any phase. Select a BLOOD ANGELS DREADNOUGHT from your army. Until the end of the phase, you can re-roll hit rolls of 1 for BLOOD ANGELS units within 6" of that Dreadnought.

1CP

BEHOLD THE GOLDEN HOST

Blood Angels Stratagem

So mighty and terrifying in aspect are the heroes of the Blood Angels that many foes choose to flee rather than face them in battle.

Use this Stratagem immediately after a BLOOD ANGELS unit from your army with the Death Mask ability is set up on the battlefield. Until the start of your next turn, the range of that unit's Death Mask ability is increased to 12".

2CP

STRIKE OF THE ARCHANGELS

Blood Angels Stratagem

The elite warriors of the Blood Angels 1st Company excel in shock assaults that tear the heart from the enemy army.

Use this Stratagem immediately after a BLOOD ANGELS TERMINATOR unit from your army is set up on the battlefield. You can re-roll failed hit rolls for that unit until the start of your next turn.

2CP

AUSPEX SCAN

Blood Angels Stratagem

Nearby motion and radiation signatures are detected by a handheld device, forewarning the bearer of enemy ambushes.

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of one of your BLOOD ANGELS INFANTRY units. Your unit can immediately shoot at that enemy unit as if it were your Shooting phase, but you must subtract 1 from all the resulting hit rolls.

1CP

TACTICAL FLEXIBILITY

Blood Angels Stratagem

Space Marines are trained to adapt to changing battlefield conditions, and can reform their ranks at a moment's notice.

Use this Stratagem at the start of your Movement phase. Select a BLOOD ANGELS unit from your army with the Combat Squads ability that has 10 models. That unit is immediately split into two separate units, each containing 5 models.

1CP**CLUSTER MINES***Blood Angels Stratagem*

Space Marine Scouts are trained in unconventional tactics, such as scattering lethal cluster mines to cover their retreat.

Use this Stratagem when a **BLOOD ANGELS Scout Bike Squad** from your army Falls Back. Select one enemy unit that is within 1" of the unit before it moves and roll a D6; on a 2+, the enemy unit suffers D3 mortal wounds.

1CP**UPON WINGS OF FIRE***Blood Angels Stratagem*

Igniting their jump packs, the Blood Angels soar high like their Primarch of old, masters of the war-torn skies.

Use this Stratagem in your Movement phase before moving a **BLOOD ANGELS JUMP PACK** unit from your army. Remove the unit from the battlefield and set it up at the end of that phase, anywhere on the battlefield that is more than 9" away from any enemy models.

3CP**ORBITAL BOMBARDMENT***Blood Angels Stratagem*

The guns and ships of the Imperium stand ready to unleash hell at the Space Marines' command.

This Stratagem can be used once per battle, in your Shooting phase, if you have a **BLOOD ANGELS Warlord** that did not move during your preceding Movement phase. Instead of shooting with their weapons, select a point on the battlefield visible to the Warlord and roll a D6 for every unit within D6" of that point, but subtract 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+, the unit being rolled for suffers D3 mortal wounds.

1CP**MASTERFUL MARKSMANSHIP***Blood Angels Stratagem*

Sternguard Veterans are experts in identifying the slightest weaknesses in their target's defences, then exploiting them with lethal skill.

Use this Stratagem when a **BLOOD ANGELS Sternguard Veteran Squad** from your army is selected to attack in your Shooting phase. You can add 1 to all wound rolls made for that unit's special issue boltgun attacks in that Shooting phase.

1CP**DATALINK TELEMETRY***Blood Angels Stratagem*

Land Speeders are excellent forward recon craft, able to vox through precise bombardment coordinates to nearby artillery.

Use this Stratagem when a **BLOOD ANGELS Whirlwind** from your army is selected to attack in your Shooting phase. If the target of the Whirlwind's shooting attacks are visible to a friendly **BLOOD ANGELS LAND SPEEDER** unit that is within 12" of the target unit, the Whirlwind's attacks automatically hit.

1CP**LUCIFER-PATTERN ENGINES***Blood Angels Stratagem*

Chambers flooded with nitro-sanctified unguents, Lucifer-pattern engines bellow their fury and propel Blood Angels tanks into battle at breakneck speed.

Use this Stratagem before Advancing with a **BLOOD ANGELS VEHICLE** (other than a **DREADNOUGHT** or a vehicle that can **FLY**) from your army. Increase its Move characteristic by 6" (or D6+6" if it is a **Baal Predator**) until the end of the phase – do not roll a dice.

1CP**EMPYRIC CHANNELLING***Blood Angels Stratagem*

Alone, a Space Marine Librarian is a mighty battle-sorcerer. Gathered together, they possess the power to shatter worlds.

You can use this Stratagem at the start of your Psychic phase if a **BLOOD ANGELS PSYKER** from your army is within 6" of at least 2 other friendly **BLOOD ANGELS PSYKERS**. The psyker can immediately attempt to manifest one additional psychic power this turn and, when attempting to manifest this power, you can add 2 to the Psychic test.

1CP**KILLSHOT***Blood Angels Stratagem*

Space Marine Predators often hunt in packs, combining their firepower to devastating effect.

Use this Stratagem in your Shooting phase if a **Predator** from your army is within 6" of 2 other friendly **BLOOD ANGELS Predators**. If you do so, you can add 1 to the wound rolls and damage for all of the Predators' attacks that target **MONSTERS** or **VEHICLES** this phase.

1CP**LINEBREAKER BOMBARDMENT***Blood Angels Stratagem*

The sheer power of a Space Marine armoured assault can shatter all before it in a firestorm of high-explosive rounds.

Use this Stratagem in your Shooting phase if a **BLOOD ANGELS Vindicator** from your army is within 6" of 2 other friendly **BLOOD ANGELS Vindicators**. If you do so, the Vindicators cannot fire their demolisher cannons this phase – instead, select a visible point on the battlefield within 24" of all three vehicles. Roll a D6 for each unit (friend or foe) within 3" of that point. Add 1 to the result if the unit being rolled for has 10 or more models, but subtract 1 if the unit being rolled for is a **CHARACTER**. On a 4+ that unit suffers 3D3 mortal wounds.

1CP**HELLFIRE SHELLS***Blood Angels Stratagem*

Hellfire shells erupt in the midst of the foes, showering them with flesh-melting mutagenic acid.

Use this Stratagem just before a **BLOOD ANGELS INFANTRY** model from your army attacks with a heavy bolter. You only make a single hit roll with the weapon this phase, however, if it hits, the target suffers D3 mortal wounds.

2CP**DESCENT OF ANGELS***Blood Angels Stratagem*

The Blood Angels are masters of aerial assault, leaping from speeding Stormravens and Thunderhawks with jump packs roaring to plunge straight into the heart of the fight.

Use this Stratagem before making a charge roll with a **BLOOD ANGELS JUMP PACK** unit from your army that was set up on the battlefield earlier in this turn. Roll 3D6 to determine the unit's charge distance instead of 2D6.

1CP**RED RAMPAGE***Blood Angels Stratagem*

In times of great desperation, fury and ferocity can be a warrior's greatest allies.

Use this Stratagem in any Fight phase to add D3 to the Attacks characteristic of a **BLOOD ANGELS CHARACTER** from your army that charged earlier in the turn, for the duration of the Fight phase.

1CP**ARMOUR OF CONTEMPT***Blood Angels Stratagem*

Techmarines prize the most belligerent and stalwart machine spirits, for they are unyielding in their persecution of the enemy.

Use this Stratagem when a **BLOOD ANGELS VEHICLE** from your army suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound inflicted on this model for the rest of the phase; on a 5+ that mortal wound is ignored and has no effect.

1CP**FLAKK MISSILE***Blood Angels Stratagem*

Flakk missiles are designed to eliminate light aircraft by unleashing a payload of shrapnel that shreds armour and ruptures vital systems.

You can use this Stratagem just before a **BLOOD ANGELS INFANTRY** model from your army attacks a unit that can Fly with a missile launcher. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the target suffers D3 mortal wounds.

1CP**VENGEANCE FOR SANGUINIUS***Blood Angels Stratagem*

Of all Humanity's foes, none are as hated by the Blood Angels as the Heretic Astartes, for it was the arch-fiend Horus that slew Sanguinius so many millennia ago.

Use this Stratagem when a **BLOOD ANGELS** unit from your army is chosen to attack in any Fight phase. Each time you roll a hit roll of 6+ for a model in this unit during this phase, it can, if it was targeting a **HERETIC ASTARTES** unit, immediately make an extra attack against the same unit using the same weapon – you generate extra attacks on rolls of 4+ when targeting **BLACK LEGION** units. These extra attacks cannot themselves generate any further attacks.

3CP**HONOUR THE CHAPTER***Blood Angels Stratagem*

Every Chapter has forged its own tales of heroism and valour, and no battle-brother would see that noble record besmirched.

Use this Stratagem at the end of any Fight phase. Select a **BLOOD ANGELS INFANTRY** or **BLOOD ANGELS BIKER** unit from your army – that unit can immediately fight for a second time.

2CP**ONLY IN DEATH DOES DUTY END***Blood Angels Stratagem*

The certainty of imminent death does not prevent a Space Marine from exacting his final justice upon the enemies of the Imperium.

Use this Stratagem when a **BLOOD ANGELS CHARACTER** from your army is slain; that model summons the strength for one final attack, and can immediately either shoot as if it were your Shooting phase, or fight as if it were your Fight phase (this Stratagem is not cumulative with the Astartes Banner ability – the Stratagem takes precedence).

WARLORD TRAITS

The Blood Angels are amongst Mankind's foremost protectors, each of their commanders a champion of Humanity in the glorious image of their Primarch, Sanguinius. Some bear their primogenitor's graceful and deadly swiftness in combat, whilst others have inherited their ancient forebear's ability to glimpse their future. All are mighty warriors and leaders of men.

If a BLOOD ANGELS CHARACTER is your Warlord, or if your Warlord is a CHARACTER from a Blood Angels successor Chapter, they can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his preferred style of waging war.

D6 RESULT

1 SPEED OF THE PRIMARCH

Honouring the memory of Sanguinius upon the field of battle, this Warlord strikes as fast as the mighty angel of Baal once did.

You can always choose your Warlord to fight first in the Fight phase even if he didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

2 ARTISAN OF WAR

This Warlord is a true artist both on and off the battlefield. His talents are reflected in the exquisite workmanship of his wargear, for he insists upon personally crafting his weapons of war.

Add 1 to the Damage characteristic of one weapon carried by your Warlord. Note that this cannot be a Relic of Baal.

3 SOULWARDEN

This Warlord is possessed of an iron will, his sheer mental determination ensuring that neither his own Red Thirst nor the evils of enemy sorcerers can easily find purchase upon his soul.

You can attempt to resist one psychic power with your Warlord (or attempt to resist one additional psychic power if he is already able to do so) in each of your opponent's Psychic phases.

4 HEROIC BEARING

The Warlord is a beacon of hope in a dark and hateful galaxy. No matter how dire the odds, friendly forces are inspired by his mere presence.

Friendly BLOOD ANGELS units automatically pass Morale tests whilst they are within 6" of your Warlord.

5 GIFT OF FORESIGHT

This heroic warrior bears a glimmering of Sanguinius' prophetic gifts, flashes of foresight allowing him to parry and weave around his enemy's blows with supernatural speed and skill.

Roll a D6 each time your Warlord loses a wound, re-rolling rolls of 1; on a 6, that wound is ignored and has no effect. If your Warlord also has the Black Rage ability, they instead ignore wounds on rolls of 5 or 6, but the similar ability to ignore wounds from the Black Rage has no effect.

6 SELFLESS VALOUR

This Warlord is courageous and noble, a selfless paragon who leaps into battle alongside his brothers without a moment's thought for his own safety.

Your Warlord can perform a Heroic Intervention if he is within 6" of an enemy unit instead of only 3", and if he does so he can move up to 6" rather than 3".

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

NAMED CHARACTER

Astorath
Brother Corbulo
Captain Tycho/Tycho the Lost
Chief Librarian Mephiston
Commander Dante
Gabriel Seth
Lemartes
The Sanguinor

WARLORD TRAIT

Soulwarden
Gift of Foresight
Selfless Valour
Speed of the Primarch
Heroic Bearing
Selfless Valour
Soulwarden
Heroic Bearing



RELIQS OF BAAL

Relics of Baal are items of incredible rarity that have been granted to or won as trophies of war by mighty heroes of the Blood Angels. Some of these revered artefacts can be traced back ten millennia to the bloody fighting of the Horus Heresy, and when not seeing use in battle, these treasured relics reside within the mighty Arx Angelicum on Baal.

If your army is led by a BLOOD ANGELS Warlord, then before the battle you may give one of the following items to a BLOOD ANGELS CHARACTER. Named characters such as Lemartes already have one or more artefacts and cannot be given any of the following items. If your army is led by a Warlord from a Blood Angels successor Chapter, then before the battle you may instead give one CHARACTER from that Chapter an Archangel's Shard. Note that some weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Relics of Baal your characters have on your army roster.

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 from the worlds of the Cryptan Shield to the doomed planet of Amethal.

Model with a thunder hammer only. The Hammer of Baal replaces the bearer's thunder hammer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Hammer of Baal	Melee	Melee	x2	-3	3

THE ANGEL'S WING

An ornate jump pack of great age and fame, the Angel's Wing was originally made for Leonartas, Captain of the 8th Company in the waning years of M32. The jump pack was specially tailored to complement Leonartas' reckless temperament, its machine spirit charged with safeguarding the wearer and his brothers on their way into battle. To this end, the Angel's Wing incorporates oracle-class counter-ballistic augurs and collision-avoidance wards. These still function, millennia later, and allow the wearer to advance at speed while effortlessly avoiding incoming fire.

JUMP PACK model only. You can re-roll failed charge rolls for a model equipped with the Angel's Wing, and your opponent cannot fire Overwatch against them.

THE VERITAS VITAE

The Scrolls of Sanguinius, upon which a number of the Primarch's prescient visions were recorded, are far too precious ever to be risked upon the field of battle. However, on occasions when the foresight contained therein is specific enough to be linked to a particular conflict, the ancient device known as the Veritas Vitae is coaxed into life, and the words of Sanguinius read aloud so that it may commit them to its machine spirit memory. This ornate vox-reliquary hovers in the wake of a Blood Angels officer, mechanically intoning the prophetic fragments with which it has been entrusted, its words containing strategic insights that might allow an attentive commander to change the flow of a battle or even an entire war in his favour.

If your army is Battle-forged and the bearer is on the battlefield, roll a D6 each time you use a Stratagem; on a 5+, you gain a Command Point.

GALLIAN'S STAFF

The Librarian Donatus Gallian's mind was a finely honed weapon, a perfect fusion of the golden light and hungry darkness found in every Blood Angel. Aware of the damage his abilities could cause should he fall to the Flaw, he crafted a force stave to siphon off the fury of his Red Thirst, using it to bolster his manifested powers. How he did this is not recorded, and to their frustration the Blood Angels' artisans have never been able to replicate the feat. Since his death, others have wielded Gallian's Staff, though it must be used with caution – the stave's hunger for emotion seems to grow with every passing century.

Model with a force stave only. Gallian's Staff replaces the bearer's force stave and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Gallian's Staff	Melee	Melee	+2	-1	D3
Abilities: You can add 1 to the bearer's Psychic test when attempting to manifest the <i>Smite</i> psychic power.					

ARCHANGEL'S SHARD

When Sanguinius battled Horus, he wielded a magnificent blade that was tragically shattered against the Warmaster's profane battle-plate. The shards of that blade were gathered up and new swords forged to incorporate them, each one gifted to a different successor Chapter.

Model with a power sword or master-crafted power sword only. An Archangel's Shard replaces the bearer's power sword or master-crafted power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Archangel's Shard	Melee	Melee	User	-3	1
Abilities: If the target is a MONSTER, this weapon has a Damage characteristic of D3. If the target is a DAEMON MONSTER, this weapon has a Damage characteristic of D6 instead.					

STANDARD OF SACRIFICE

Handwoven by the blinded mystics of Baal Secundus and anointed in the blood of martyrs, this ancient banner radiates an aura of selfless heroism that inspires all Blood Angels nearby.

ANCIENT model only. The bearer of the Standard of Sacrifice gains the following ability in addition to those described on their datasheet: Roll a D6 each time a friendly BLOOD ANGELS INFANTRY or BLOOD ANGELS BIKER model within 6" of the bearer loses a wound; on a 5+, the wound is ignored and has no effect. Models with the Black Rage ability are not affected.

SANGUINARY DISCIPLINE

The Librarians of the Blood Angels combine the deadly energies of the warp with the slivers of rage and bloodlust that lurk deep within their own psyches. They can manipulate the minds, bodies and souls of those around them with a mere thought, or conjure golden barriers and bloody weapons from thin air through sheer force of will.

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Sanguinary discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have. If a psyker is from a Blood Angels successor Chapter, replace the BLOOD ANGELS keyword in all instances with the name of their Chapter.

1. QUICKENING

The Librarian channels his psychic might and the deadly powers of the immaterium flow through him, raising his speed to deadly heights.

Quickening has a warp charge value of 7. If manifested, you can add 3 to Advance and charge rolls you make for the psyker, and make D3 additional attacks with them in the Fight phase, until the start of your next Psychic phase.

2. UNLEASH RAGE

The Librarian reaches into the minds of his fellows and stokes the fires of anger lurking in their psyches, pushing them into a frenzied rage.

Unleash Rage has a warp charge value of 6. If manifested, select a friendly BLOOD ANGELS unit within 12" of the psyker. Until the start of your next Psychic phase, add 1 to the Attacks characteristics of that unit.

3. SHIELD OF SANGUINIUS

The Librarian wills a shimmering golden barrier into existence, shielding his brothers from harm.

Shield of Sanguinius has a warp charge value of 6. If manifested, select a friendly BLOOD ANGELS unit within 12" of the psyker. Until the start of your next Psychic phase, that unit has a 5+ invulnerable save.

4. BLOOD BOIL

The Librarian drives his enemy's lifeblood into a seething frenzy, causing it to boil in the victim's veins a split second before bursting from every pore with explosive finality.

Blood Boil has a warp charge value of 6. If manifested, select a visible enemy unit within 6" of the psyker and roll 2D6. If the total exceeds the highest Toughness characteristic in the target unit, the unit suffers D3 mortal wounds; if the total rolled is more than double that of the highest Toughness characteristic, the unit suffers 3 mortal wounds instead.

5. THE BLOOD LANCE

The Librarian conjures a mighty lance, infused with his innermost rage. Hefting this empyric projectile, the Librarian hurls it with all of his psychokinetic might, sending it hurtling through the enemy ranks to maim and impale.

The Blood Lance has a warp charge value of 6. If manifested, select a visible enemy model within 12" and draw a line between them and the psyker. Roll a D6 for each model the centre of the line passes over. For each roll of 5+ that model's unit suffers a mortal wound.

6. WINGS OF SANGUINIUS

Blood-red wings of psychic energy spring from the back of the Librarian, allowing him to soar across the battlefield like an avenging angel.

Wings of Sanguinius has a warp charge value of 5. If manifested, the psyker can immediately move as if it were your Movement phase, but his Move characteristic is also increased to 12" and he gains the FLY keyword until the start of your next Psychic phase (this means he can shoot if he Fell Back in his Movement phase). In addition, whilst this power is in effect, you can re-roll failed charge rolls for the psyker.

'It is no secret that the gifts of Sanguinius have grown ever more pronounced amongst our brotherhood as the centuries have passed. Why this should be eludes even the wisest, but I say to you that we should not revile this power. It is a blessing bestowed by the Primarch himself, and nothing that flows from his illustrious legacy could ever be evil.'

- Epistolary Maratio, during the battle for the Sacred Heights

TACTICAL OBJECTIVES

Amongst the foremost defenders of Mankind for more than ten millennia, the Blood Angels are masters of swift and merciless warfare – truly the Emperor’s avenging Angels of Death.

If your army is led by a BLOOD ANGELS Warlord, or one from a Blood Angels successor Chapter, these Tactical Objectives replace those numbered 11-16 in the *Warhammer 40,000* rulebook (if your Warlord is from a successor Chapter, replace the BLOOD ANGELS keyword in all instances with the name of your chosen Chapter). If a mission uses Tactical Objectives, players use the normal rules with the following exception: when a Blood Angels player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Blood Angels Tactical Objective. Other Tactical Objectives (numbers 21-66) are generated normally.

066	TACTICAL OBJECTIVE
11	Valour of the Angels
12	Aerial Assault
13	Purity Through Bloodshed
14	Decapitating Strike
15	Swift Advance
16	Noble Self-sacrifice

11

VALOUR OF THE ANGELS

Blood Angels

There are few warriors as noble as the sons of Sanguinius. Let the enemy’s champions witness how true heroes make war.

Score 1 victory point if at least 1 enemy CHARACTER was slain by one of your BLOOD ANGELS units in the Fight phase of this turn.
Score D3 victory points instead if at least 1 enemy CHARACTER was slain in the Fight phase of this turn by an attack made by one of your BLOOD ANGELS CHARACTERS.

14

DECAPITATING STRIKE

Blood Angels

Sanguinius always taught that, to slay the beast, one needs only to remove the head.

When this Tactical Objective is generated, work out which of your opponent’s CHARACTERS currently on the battlefield has the highest Power Rating. If 2 or more eligible CHARACTERS have the same Power Rating, choose one. Score 1 victory point if that character was slain by a BLOOD ANGELS unit this turn.

12

AERIAL ASSAULT

Blood Angels

The scream of turbines and the roar of jump packs shall be the enemy’s funeral dirge.

Score 1 victory point if at least 1 enemy unit was destroyed in your turn, and the last model in the enemy unit was slain by an attack made by a BLOOD ANGELS unit that can FLY. Score D3 victory points instead if at least 1 enemy unit was destroyed in this manner by a unit that arrived as reinforcements during the turn.

15

SWIFT ADVANCE

Blood Angels

Take the fight to your foe, and show them that nowhere is safe from the retribution of the Blood Angels.

Score 1 victory point if at least 3 of your BLOOD ANGELS units Advanced this turn.

13

PURITY THROUGH BLOODSHED

Blood Angels

The curse of the Blood Angels can become a potent weapon if harnessed with discipline and control.

Score 1 victory point if an enemy unit was destroyed during the Fight phase of this turn and the last model in the enemy unit was slain by an attack made by a BLOOD ANGELS unit. Score D3 victory points instead if at least 3 enemy units were so destroyed, or D3+3 victory points if at least 6 enemy units were so destroyed.

16

NOBLE SELF-SACRIFICE

Blood Angels

To be a hero of the Imperium is to walk a path towards a martyr’s death; the only question is how dearly you will sell your life.

Score 1 victory point for each of your BLOOD ANGELS CHARACTERS that was slain this turn.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Captain	1	74
Captain in Cataphractii Armour	1	126
Captain in Gravis Armour	1	102
Captain in Terminator Armour	1	105
Captain with Jump Pack	1	93
Chaplain	1	72
Chaplain in Terminator Armour	1	100
Chaplain with Jump Pack	1	90
Librarian	1	88
Librarian Dreadnought	1	130
Librarian in Terminator Armour	1	120
Librarian with Jump Pack	1	112
Lieutenants	1-2	60
Lieutenants with Jump Packs	1-2	78
Primaris Captain	1	87
Primaris Chaplain	1	85
Primaris Librarian	1	93
Primaris Lieutenants	1-2	70
Sanguinary Priest	1	69
Techmarine	1	45

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Astorath	1	143
Brother Corbulo	1	94
Captain Tycho	1	95
Chief Librarian Mephiston	1	145
Commander Dante	1	215
Gabriel Seth	1	135
Lemartes	1	129
The Sanguinor	1	170
Tycho the Lost	1	70

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Intercessor Squad	5-10	18
Scout Squad	5-10	11
Tactical Squad	5-10	13

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Aggressor Squad	3-6	21
Cataphractii Terminator Squad	5-10	30
Company Ancient	1	63
Company Champion	1	40
Company Veterans	2-5	16
Contemptor Dreadnought	1	98
Death Company	5-15	17
Death Company Dreadnought	1	90
Death Company with Jump Packs	5-15	20
Dreadnought	1	70
Furioso Dreadnought	1	80
Primaris Ancient	1	69
Primaris Apothecary	1	68
Redemptor Dreadnought	1	140
Reiver Squad	5-10	18
Sanguinary Ancient	1	84
Sanguinary Guard	4-10	20
Sanguinary Novitiate	1	55
Servitors	4	2
Sternguard Veteran Squad	5-10	16
Tartaros Terminator Squad	5-10	26
Terminator Ancient	1	108
Terminator Assault Squad	5-10	26
Terminator Squad	5-10	26
Vanguard Veteran Squad	5-10	16
Vanguard Veteran Squad with Jump Packs	5-10	18

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Assault Squad	5-10	13
Assault Squad with Jump Packs	5-10	16
Attack Bike Squad	1-3	35
Bike Squad	3-8	25
- Attack Bike	0-1	35
Inceptor Squad	3-6	25
Land Speeders	1-3	70
Scout Bike Squad	3-9	23

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Baal Predator	1	100
Devastator Squad	5-10	13
- Armorium Cherub	-	5
Hellblaster Squad	5-10	18
Hunter	1	90
Land Raider	1	239
Land Raider Crusader	1	244
Land Raider Redeemer	1	244
Predator	1	102
Stalker	1	75
Vindicator	1	125
Whirlwind	1	70

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Drop Pod	1	83
Land Speeder Storm	1	70
Razorback	1	70
Repulsor	1	210
Rhino	1	70

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Stormhawk Interceptor	1	85
Stormraven Gunship	1	192
Stormtalon Gunship	1	110

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Angelus boltgun	3
Assault bolter	10
Assault cannon	22
Assault plasma incinerator	17
Astartes grenade launcher	11
Astartes shotgun	0
Auto bolt rifle	1
Auto boltstorm gauntlets	12
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Boltgun	0
Boltstorm gauntlet	22
Cerberus launcher	5
Combi-bolter	2
Combi-flamer	11
Combi-grav	17
Combi-melta	19
Combi-plasma	15
Cyclone missile launcher	50
Deathwind launcher	5
Demolisher cannon	0
Flamer	9
Flamestorm cannon	30
Flamestorm gauntlets	18
Frag cannon	38
Frag grenades	0
Fragstorm grenade launcher	4
Grav-cannon and grav-amp	28
Grav-gun	15
Grav-pistol	8
Grenade harness	8
Hand flamer	1
Heavy bolt pistol	0
Heavy bolter	10
Heavy flamer	17
Heavy onslaught gatling cannon	36
Heavy plasma cannon	30
Heavy plasma incinerator	17
Hunter-killer missile	6
Hurricane bolter	10
Icarus ironhail heavy stubber	6
Icarus rocket pod	6
Icarus stormcannon	17
Inferno pistol	9
Ironhail heavy stubber	6
Kheres pattern assault cannon	25
Krak grenades	0
Krakstorm grenade launcher	4

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Las-talon	40
Lascannon	25
Macro plasma incinerator	31
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Master-crafted stalker bolt rifle	5
Melta bombs	5
Meltagun	17
Missile launcher	25
Multi-melta	27
Onslaught gatling cannon	16
Plasma blaster	17
Plasma cannon	21
Plasma cutter	7
Plasma exterminator	17
Plasma gun	13
Plasma incinerator	15
Plasma pistol	7
Predator autocannon	40
Reaper autocannon	18
Reductor pistol	0
Shock grenades	0
Skyhammer missile launcher	24
Skyspear missile launcher	0
Sniper rifle	4
Special issue boltgun	2
Stalker bolt rifle	2
Storm bolter	2
Stormstrike missile launcher	21
Twin assault cannon	44
Twin boltgun	2
Twin heavy bolter	17
Twin heavy plasma cannon	34
Twin lascannon	50
Twin multi-melta	54
Typhoon missile launcher	50
Volkite charger	6
Whirlwind castellan launcher	25
Whirlwind vengeance launcher	34
Wrist-mounted grenade launcher	4

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Blood talons	65
Chainfist	22
Chainsword	0
Combat knife	0
Crozius arcanum	0
Dreadnought combat weapon	40
Encarmine axe	16
Encarmine sword	12
Eviscerator	22
Force axe	10
Force stave	8
Force sword	8
Furioso fist (single/pair)	40/50
Furioso force halberd	0
Lightning claws (single/pair)	8/12
Master-crafted power sword	10
Power axe	5
Power fist	12
Power maul	4
Power sword	4
Redemptor fist	0
Relic blade	21
Servo-arm	12
Thunder hammer (CHARACTERS)	21
Thunder hammer (other models)	16

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Auto launchers	0
Auxiliary grenade launcher	1
Camo cloak	3
Combat shield	4
Death mask	2
Grapnel launcher	2
Grav-chute	2
Magna-grapple	5
Storm shield (CHARACTERS)	15
Storm shield (other models)	5
Teleport homerâ	0

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